

Building a Mobile Edge-Cloud. Solving for Application Mobility

Sunay Tripathi
CTO and EVP Product/Engineering,
Sunay@MobiledgeX.Com



EXECUTIVE SUMMARY

- ❖ What? We are a Deutsche Telekom-founded company that has been operational since January 1, 2018.
- * Where and Who? We're headquartered in "Silicon Valley" and run by a globally experienced, multidisciplinary team that have been responsible for leading inventions in clouds and mobile networks.
- Why now? Mainstream operator investments now include the building of accessible infrastructure ("clouds").
- * Why? We believe that edge is the missing piece in a new value chain that expands the types of devices on mobile networks, secures IOT, makes possible next generation content (AR/MR), readies mobile infrastructure for large scale handling of video ingress along with computer vision and machine learning services which are needed for autonomous devices.
- * How? We do this through open source software and a new business and operational model where we aggregate highly distributed operator infrastructure on a global scale and deliver normalized, abstracted interfaces to application developers and device makers. We allow for unique access to previously inaccessible assets with mobile operator infrastructures.
- Who is it for? Our customers are application creators and device makers.

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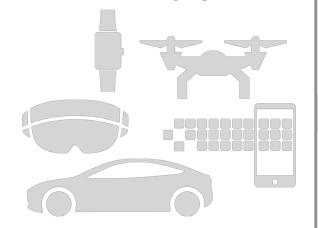
Problem Statement and Business Opportunity







DEVICES



3.7 billion devices

NETWORKS

1.7 Trillion USD CAPEX last 10 years

(mainly used as bit pipe)

CLOUD

300 Billion USDCAPEX last 10 years

Emerging new class of applications



Pervasive and Immersive



Device: Smartphones/TabletsInteraction: Web/App basedContent: Increasingly video





Device: PC

Interaction: Web based

Content: Primarily static



Introducing an emerging class of applications ...

 π apps = PI = Pervasive & Immersive







Device: Smartphone/Tablets, IoT, Next-gen(Glasses,

Drones)

Interaction: Al based, Natural Interface, Machine

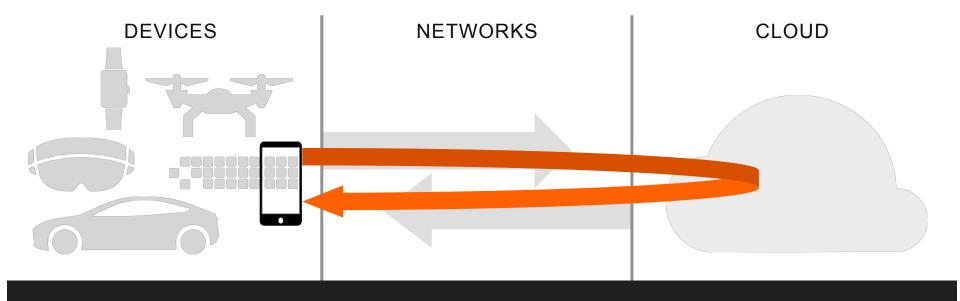
Content: Video heavy, Interactive, Latency sensitive,

High IO

 π apps will be cellular native and bandwidth/computation intensive



Client is mobile - Cloud is static



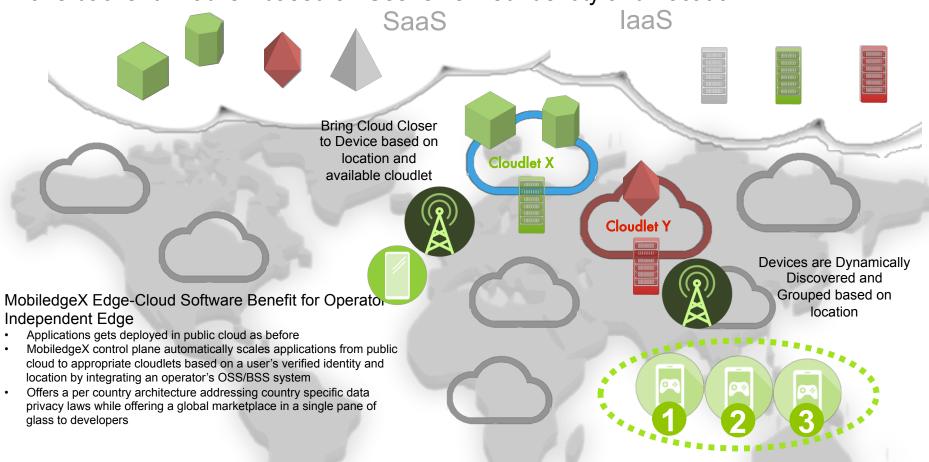
Static and geographically distant cloud

Client has become mobile but backend is still location unaware and static

Bringing cloud closer to device

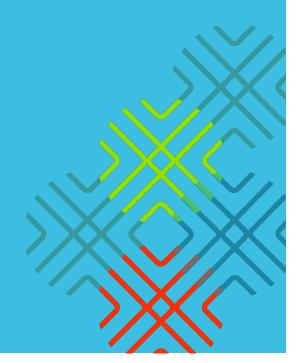
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Make backend mobile - based on User's verified Identity and Location

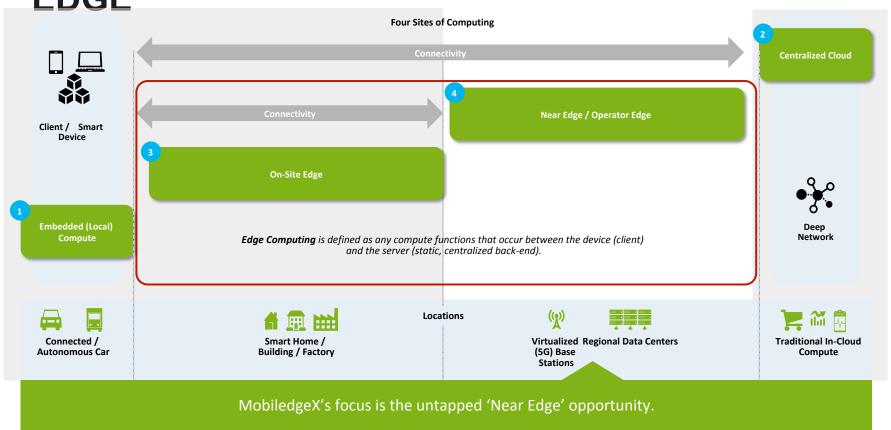


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Business Solution

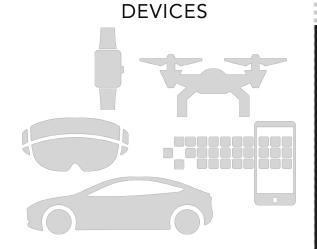


UNTAPPED OPPORTUNITY – OPERATOR Mobiledge XX EDGE





Preparing for future state - "Day Zero"



2012 Handset – **76 Gflops** 2017 Handset – **600 Gflops** 2018 Handset – **5 TFlops**

NETWORKS

Should the network provide more than just connectivity?

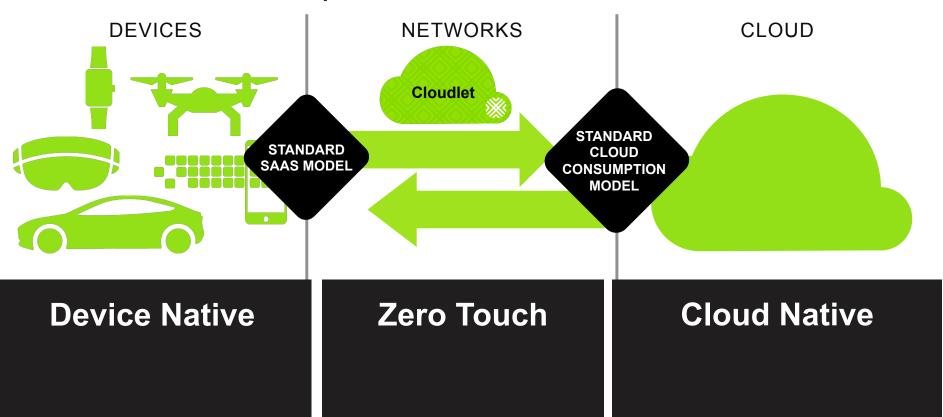
CLOUD



AWS CC2 – 333 Gflops AWS P3 – 1 PetaFlops Google TPU – 11.5 PetaFlops

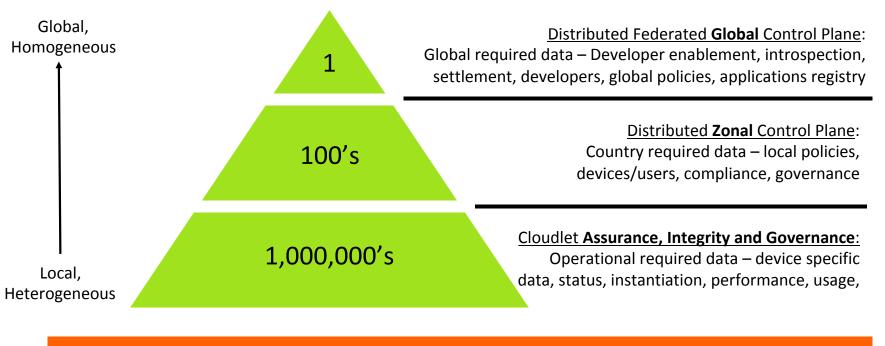


Wanted Consumption Model





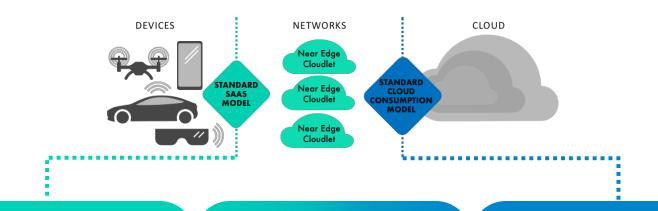
Managing Privacy Federated Distributed Planet Sized Kubernetes



Creating services using devices, networks, clouds as one global entity with federated policies and local compliance



MONETIZATION STRATEGY



Edge Services Marketplace

Developers and Device-makers get access to a curated set of Edge services developed by 3rd parties and hosted/managed via MEX

Example: Unity plugin, SDKs and basic services for edge for use by other game developers

Network Data & Enhanced Services

Applications can access unique network metadata available due to MEX operator integration and accompanying MEX services built on top

Example: OEMs using MEX-developed Predictive QoE and Dynamic grouping for Autonomous swarms

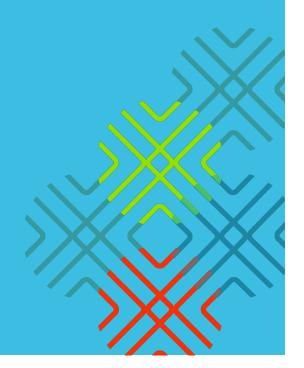
Edge Infrastructure Access

Developers and Enterprises can host their own complete/partial apps on the aggregation enabled by MEX, thereby extending their cloud to the Edge

Example: Niantic hosting their Occlusion feature on the Edge for their own games

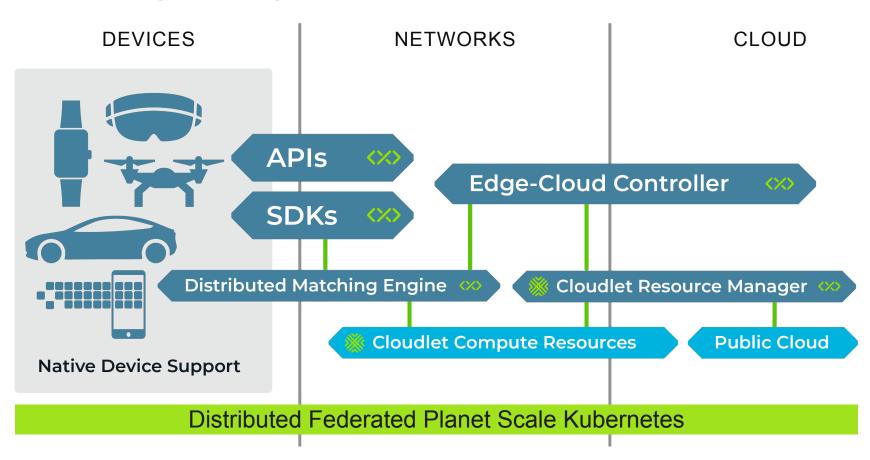
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Technical Solution





MobiledgeX Edge-Cloud



Key features of Edge-Cloud



- Bringing Cloud Closer to Devices
- Temporal Location Based Grouping
- Federated, Distributed, Global Scale Application Container Orchestration

Edge-Cloud Offers a per country architecture for addressing country- specific data privacy laws while offering a global marketplace and single pane of glass to developers

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Device enablement – Operator independent

Device Enabling Layer & SDKs

Android SDK

IOS SDK

C# SDK

C++ SDK

Unity SDK

HTML/JS SDK



**Gray boxes are uncommitted roadmag

DEVELOPER COMMUNITIES & OPEN LABS





Why LF Edge? To consolidate disparate industry edge initiatives.

Why MobiledgeX? To drive the correct approach, delivery and industrialization of a distributed federated control plane.



MobiledgeX is not a direct member, but is participating via Deutsche Telekom to showcase certain edge use-cases with other operators.



TELECOM INFRA PROJECT

Why TIP? To drive innovation, financial performance and efficiency in all aspects of telecom infrastructure.

Why MobiledgeX? To ensure accessibility and maximum utilization potential from the perspective of market demand.



Why OEC? Academic partnership and consolidation of industry players to best understand what is possible/needed.

Why MobiledgeX? Access and participation in edge computing knowledge, value, learnings.

hub:raum

Why hub:raum? DT initiative to accelerate 5G and edge customer understanding and adoption potential.

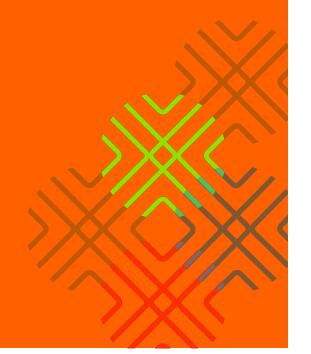
Why MobiledgeX? To get early market access to potential demand and needs and ensure delivered edge services meet those needs.



Why WWT/Advanced Technology Lab? Certify vendor infrastructure configs that can then be delivered with industrial scale and cost.

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Current Market Status







World's First Public Mobile Edge

Introducing MobiledgeX Edge-Cloud R1.0

MobiledgeX Edge-Cloud R1.0 enables application containers to be deployed with the same simplicity as over-the-top, hyperscale datacenter-based cloud providers. The product powers compelling new use cases already live in networks today, including:

- Automatically deploying application backends close to users based on their Verified Location and Identity
- Augmented Reality and Mixed Reality Performance Support
- Video & Image Processing That Meets Local Privacy Regulations



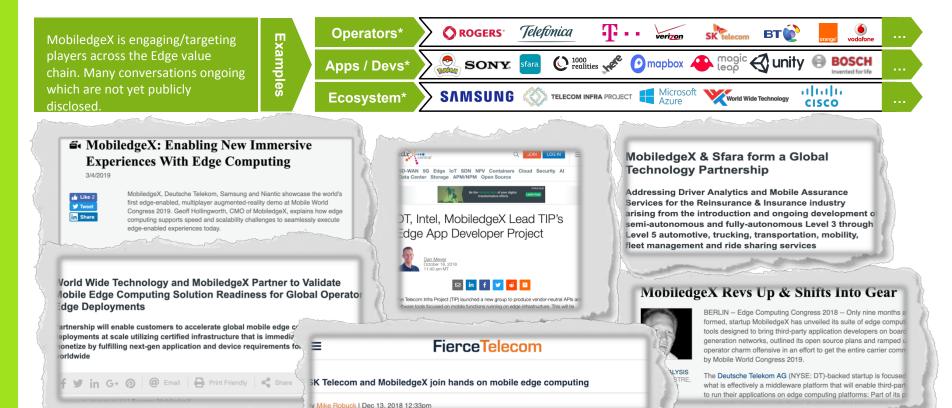
MobiledgeX, Samsung, Niantic, DT

- 2,000+ visitors to multi-player AR game demo with Niantic & Samsung (#1 traffic in Deutsche Telekom's booth)
- Executives from more than 15 operators played the game & experienced the developer console
- More than 25 articles mentioned the demo





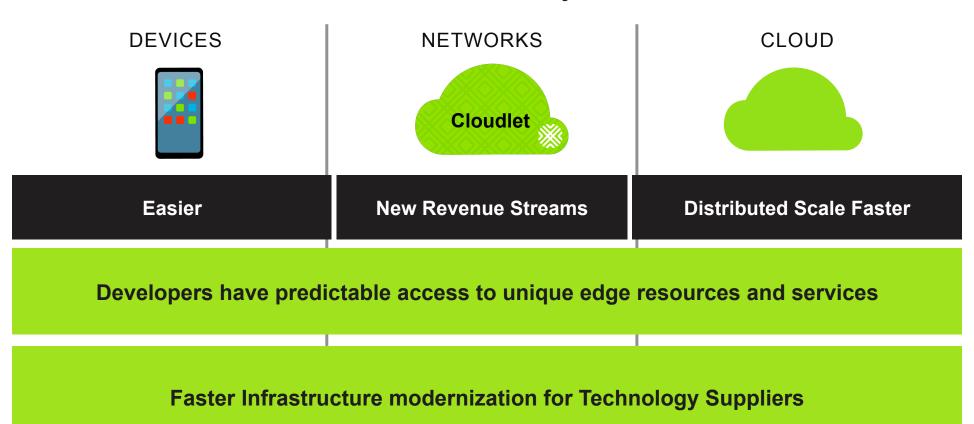
PARTNER & MEDIA ACTIVITIES



^{*} Logos are only representative of target or potential partners; Not fully executed/disclosed partnerships



Benefits for the whole community



<Mobiledge%> Thank You!