

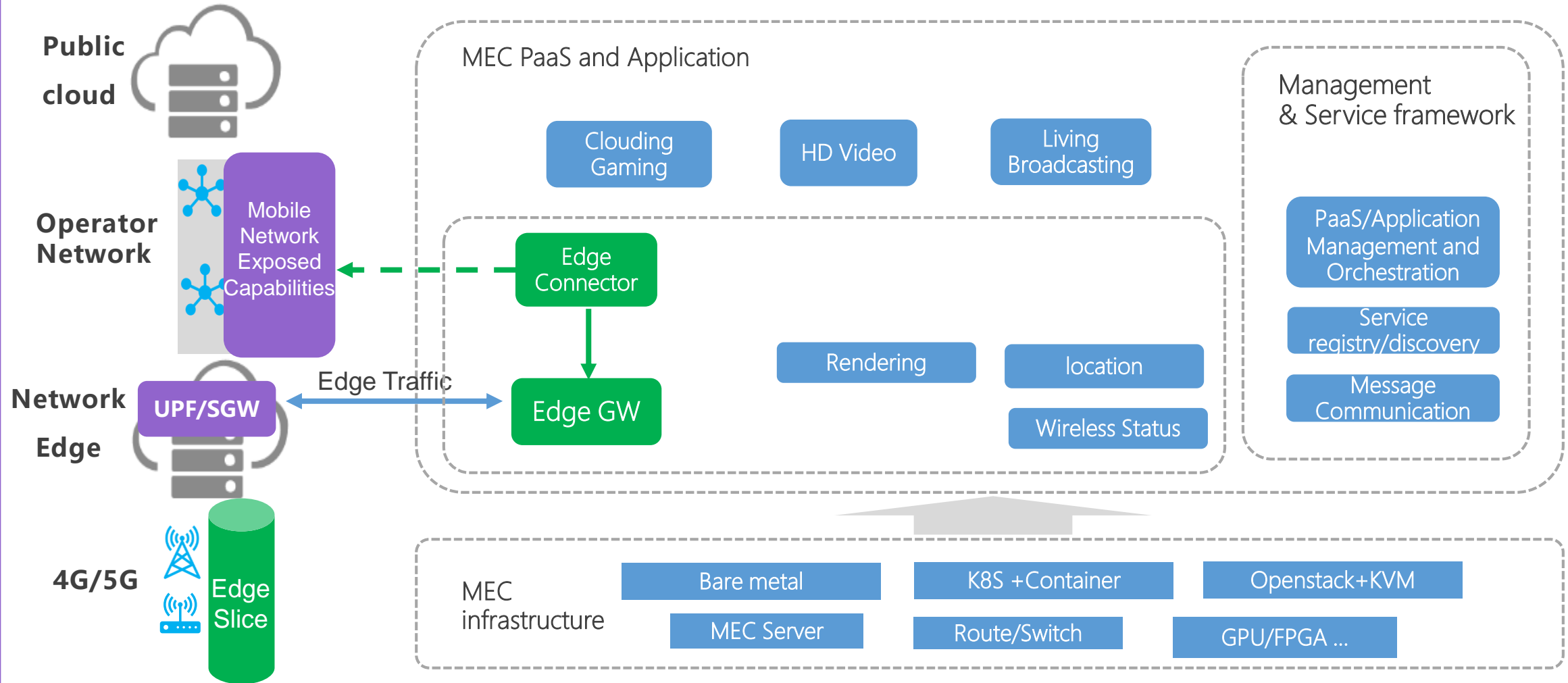
# BP Updates: 5G MEC/Slice System to Support Cloud Gaming, HD Video and Live Broadcasting

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Tencent

# Agenda

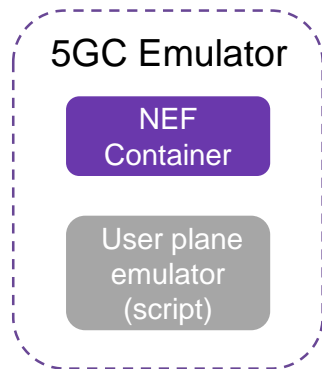
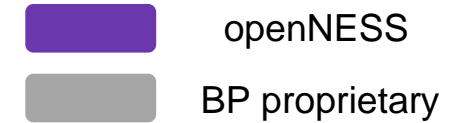
- › Release 3 summary
- › Release 4 & beyond plan

# Architecture Overview

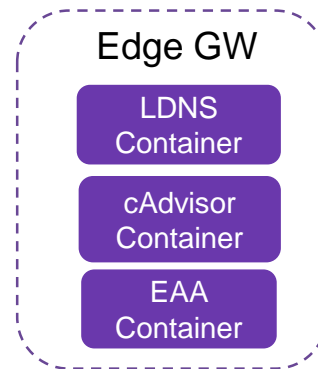


- Edge connector: enable flexible traffic offloading from the aspects of control interaction with mobile network exposed capabilities, and subscribe the edge slice between UE and edge application
- Edge GW: enable the traffic offloading from the aspects of data plane with local traffic routing, traffic management and so on.

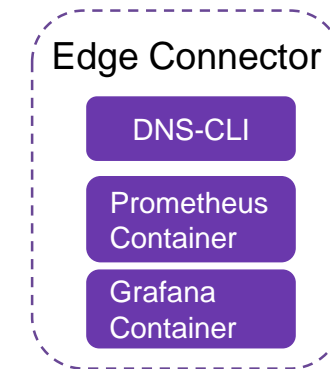
# List of key feature of R3



- Provides traffic influence APIs to the edge connector
- Performs signaling and data exchange with the Edge GW during traffic offloading

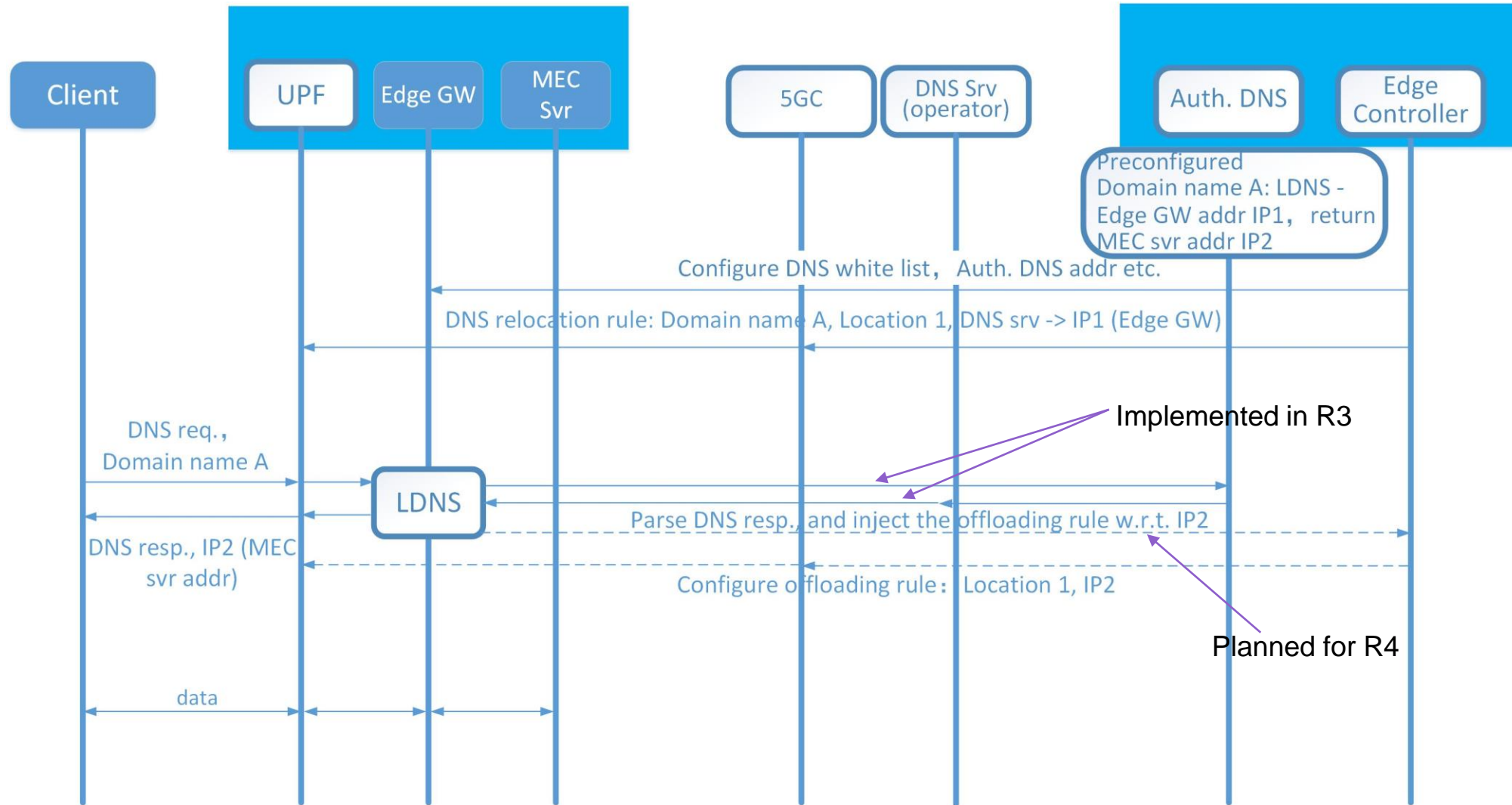


- LDNS, acting as a DNS server
- cAdvisor, provisioning pod-level rx/tx statistics
- EAA, edge application registration



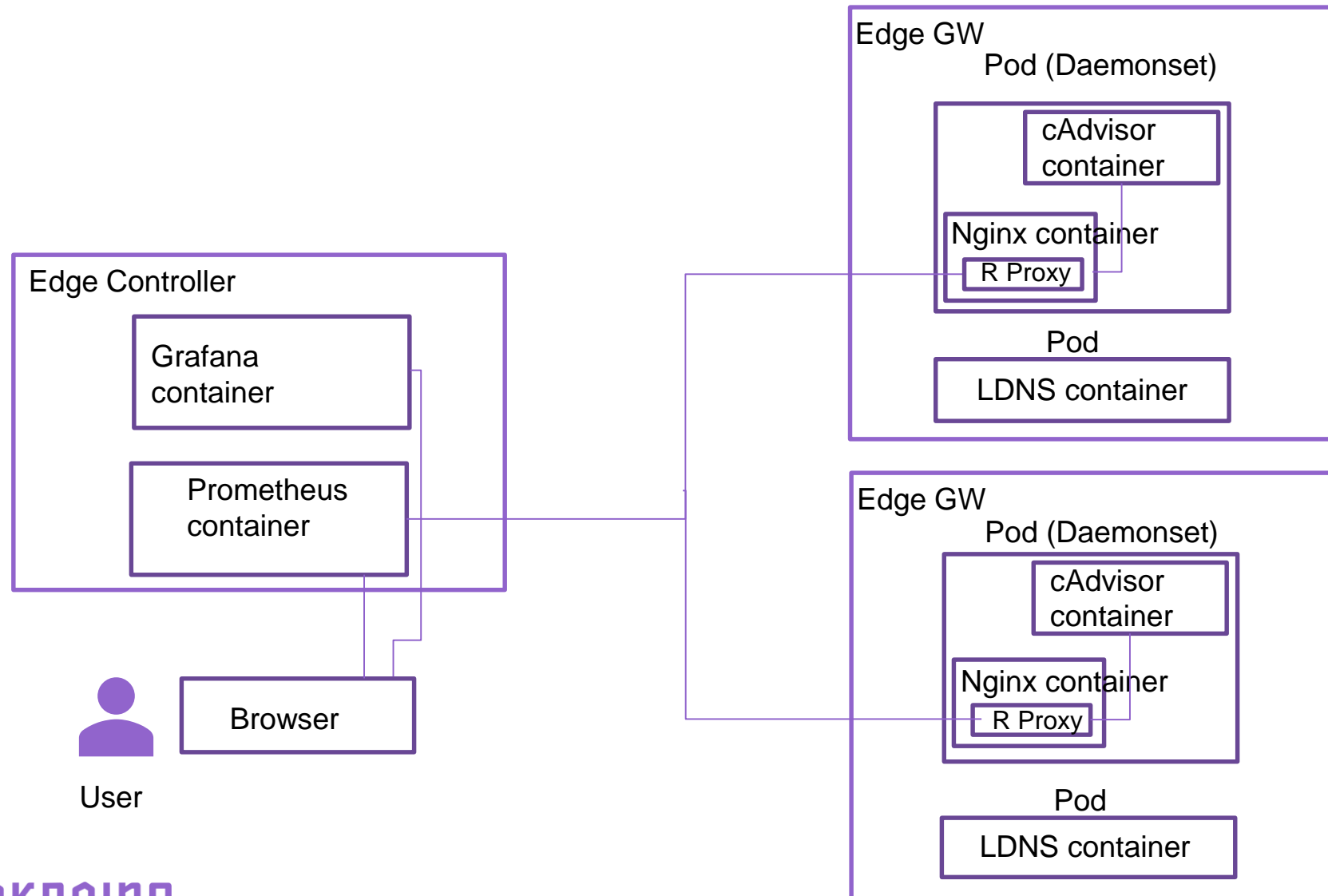
- DNS CLI, configuring DNS rules enforced by the LDNS hosted on each Edge GW
- Prometheus, collecting and visualizing rx/tx statistics
- Grafana, visualizing rx/tx statistics

# Local DNS design and implementation



- UPF able to perform dynamic offloading, with the addition/remove of items to the IP list
- Forwarding of DNS req/resp included in Release 3

# Traffic management



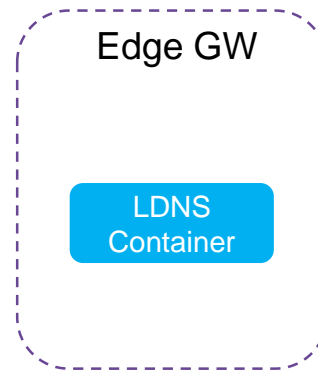
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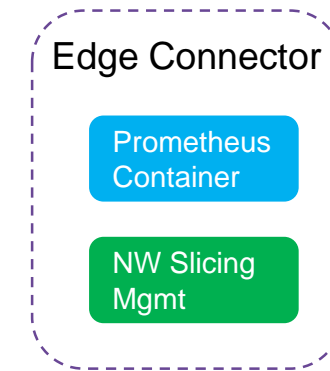
# Next step



- NW slicing emulator, enforcement of network slicing policy



- LDNS, parsing of DNS resp. and injection of offloading rule



- Prometheus, application level (sum of replicas) traffic statistics



Thank you!