Tencent's End User Stories On Edge Computing

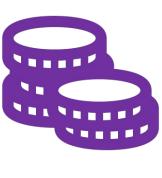




Why do we need Edge Computing



















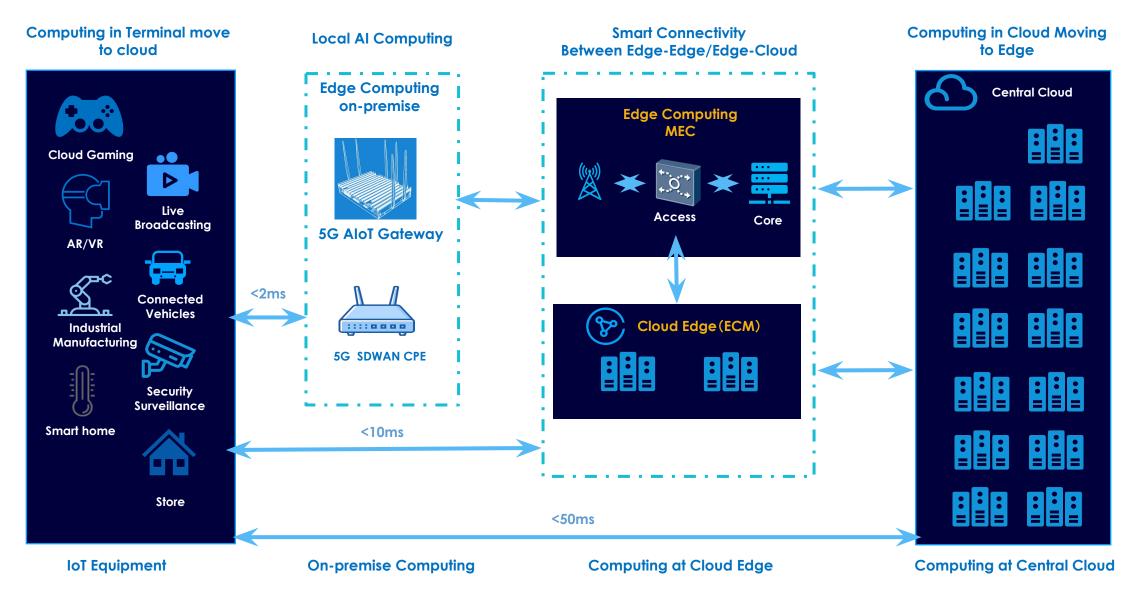






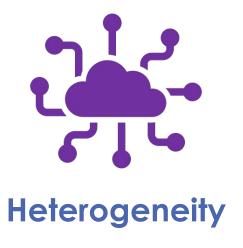


Tencent Cloud Edge Computing Infrastructure





The Challenge in Edge Computing











Standards not Unified

Low Efficiency

Difficult to Manage

Low Reliability



Tencent's Work – Edge Hardware



ECM (Edge Computing Machine)



Low Cost



Cloud-Edge Collaboration, Consistent Experience



Low Latency



Mini T-Block

Lightweight deployment, providing comprehensive innovative and deliverable 5G edge computing overall solutions.



AioT Gateway

Lightweight Edge Computing Platform with multiple Access Methods, and support Cloud-Native Services.



Tencent's Work – Cloud-Native Software



https://github.com/superedge



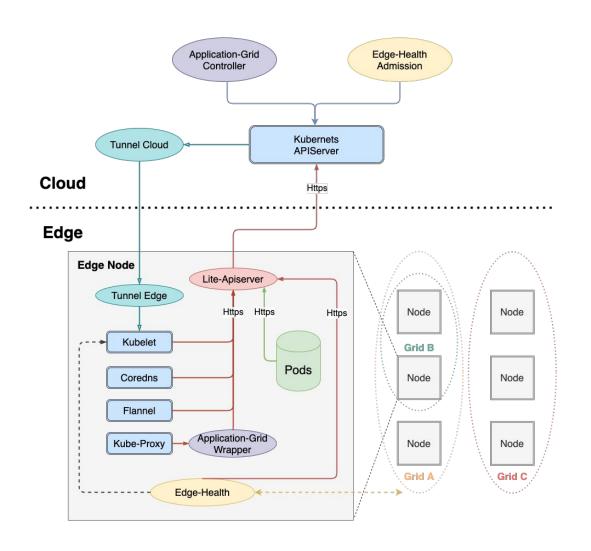
An open source container management system for edge computing to manage compute resources and container applications in multiple edge regions.

A high-performance microservice framework based on name service and Tars protocol with multiple programming languages, also integrated administration platform, and implemented hosting-service via flexible schedule.

TARS supports for ARM, x86 and multiple platforms, including macOS, Linux and Windows.



SuperEdge - Container Management System for Edge Computing



- Kubernetes-native
- Edge autonomy
- Distributed node health monitoring
- Built-in edge orchestration capability
- Network tunneling

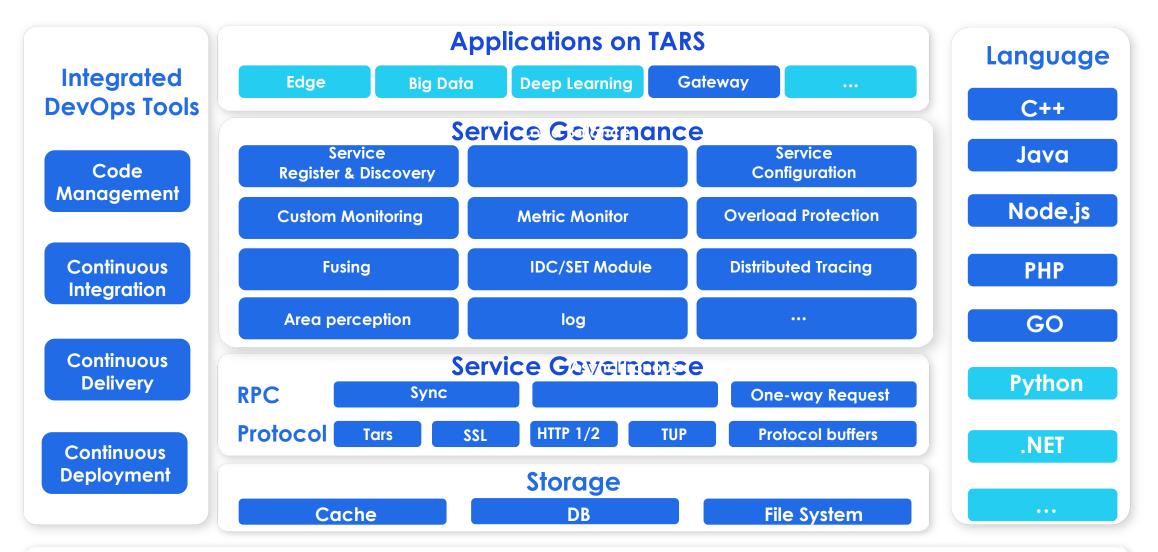


TARS - A Microservices Ecosystem

In TARS Now

Future Plan

Build your microservices platforms with TARS



Infrastructure (Physical Machine / Virtual Machine / Container / Kubernetes)





A non-profit, microservices foundation under the Linux Foundation umbrella. Established on March 10, 2020

TARS Foundation Is Not Only TARS, But A Microservices Ecosystem.

A neutral home for open source Microservices projects that empower any industry to quickly turn ideas into applications at scale.

TARS characteristics that solve microservices problems:

Agile Development with DevOps best practices

Built-in comprehensive service governance

Multiple languages supported

High performance with Scalability



TARS Foundation Greenhouse



TARS Lab



Benchmark tool for tars/http service



Use JMeter to complete the stress test of TARS microservices



TARS Open Testing Lab

The set of open source projects working for testing distribution software





A JetBrains plugin for editing Tars files



scaffolding tool

Platform











Storage & Protocol







Infrastructure



Kubernetes Native TARS



Deployment by Docker

Multi-language







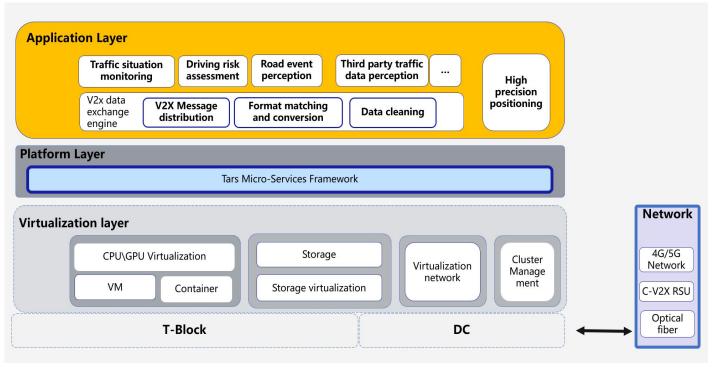






Connected Vehicle Blueprint (CVB)

The Connected Vehicle Blueprint (CVB) focuses on establishing an open source MEC platform, which is the backbone for V2X application.



- The application architecture of the CVB consists of the following key components:
- Commodity Hardware, Arm/X86 Physical Server.
- Virtualization Layer.
- Tars Microservice Platform layer.
- Connected Vehicle Applications layer.

Accurate Location

Smarter Navigation

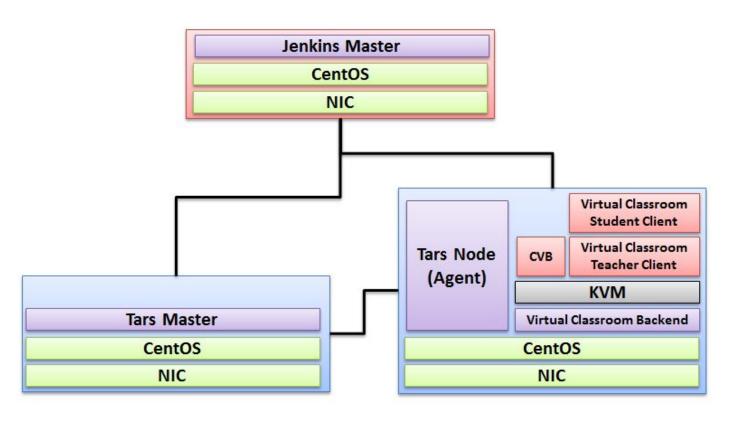
Safe Drive Improvement

Reduce traffic violation



IEC Type 4 AR/VR Blueprint

Use Case: Virtual Classroom
Simulating a virtual classroom, which improves online education experiences for the teachers and students.

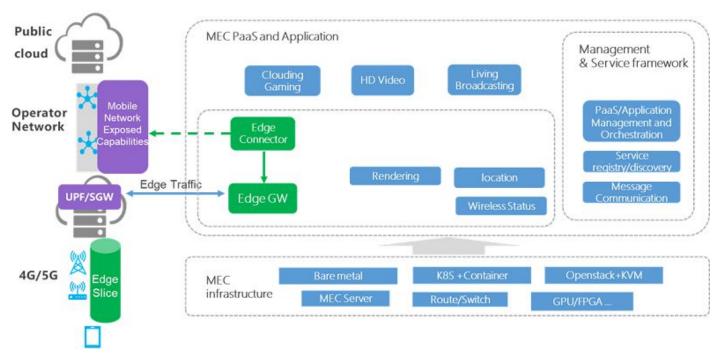


- For the Jenkins Master, we deploy a Jenkins
 Master for our private lab for testing
- For the Tars Master, we deploy a Tars
 Platform for serverless use case integration
- For the Tars agent, we deploy the Virtual
 Classroom backend on this node and two
 front end client as Virtual Classroom
 teacher and student on KVM.



5G MEC/Slice Blueprint

5G MEC/Slice System Blueprint's target is to Support Cloud Gaming, HD Video and Live Broadcasting.

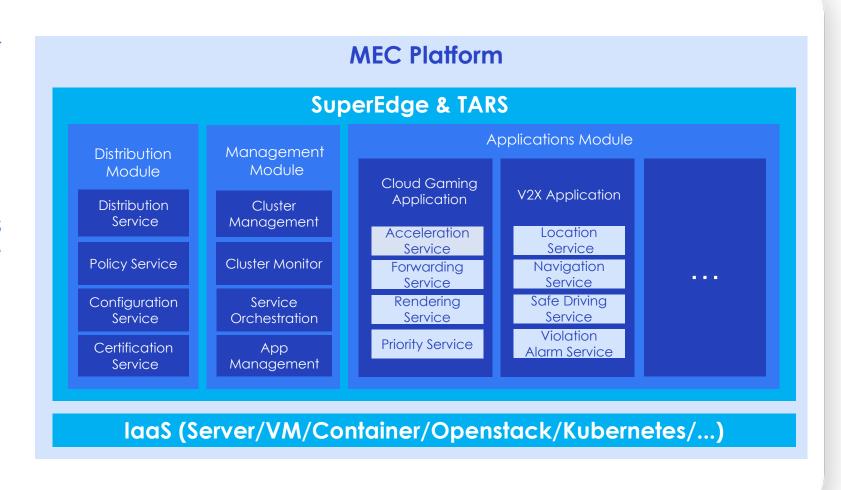


- The 5G MEC BP mainly consists of two network elements:
- Edge connector, deployed in the cloud to enable flexible traffic offloading from the aspects of control interaction with mobile network exposed capabilities, and to subscribe the edge slice between UE and edge application.
- Edge gateway (GW), deployed close to the 4G/5G network edge to enable the traffic offloading from the aspects of data plane with local traffic routing, traffic management, etc.



Solving a Common Issue in Edge Computing

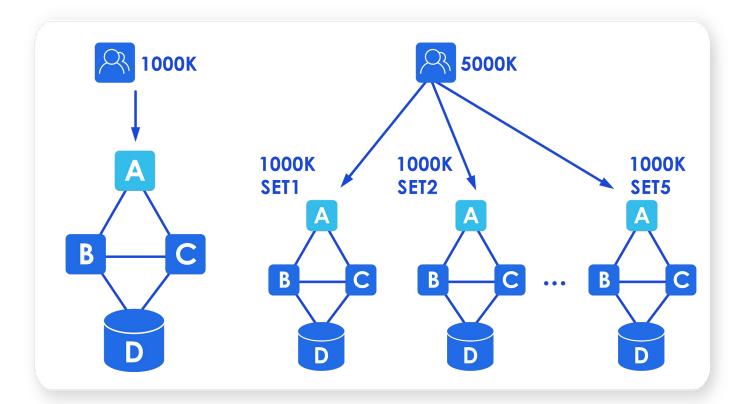
- Time-critical applications cannot allow the long latency caused by long distance data transfer.
- The Huge Data Long-distance
 Transfer between the end user
 and traditional Data Center is
 inefficient and unnecessary. The
 long latency should be reduced.
- Applications built on MEC, such as cloud gaming and V2X, with SuperEdge and TARS can be a key to solving the issue.





Solving a Common Issue in E-sports

- With the development of the esports industry, the number of online games has soared and the complexity of management has increased during the expansion of services.
- This situation requires its architecture to be more **expandable** and **scalable without impacting existing services**.
- Gaming products can use a solution with IDC/Set grouping to solve this bottleneck.

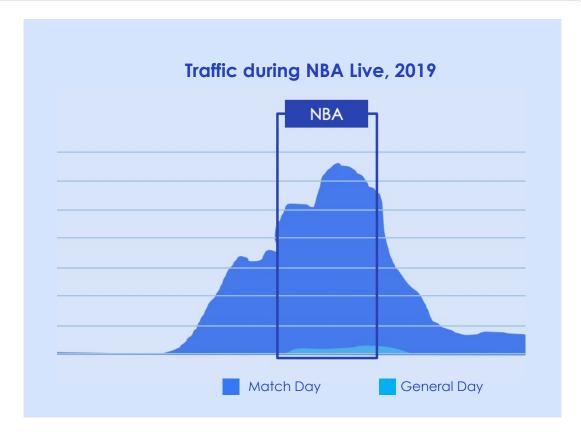


After accessing the Tencent Cloud hyper-converged platform, the heterogeneity of underlying resources is shielded to the greatest extent through containerization technology. And the costs drop significantly at the same time.



Solving a Common Issue in Video Streaming

- Different from gaming, online videos can suddenly have massive requests. This will require their architectures to have **high scalability** and **high performance** when **unexpected massive requests happen**.
- Targeting this issue, TARS provides name service and load balance, which supports **automatic** scheduling after capacity scales up without needing manual configuration.
- The architecture that supports massive requests and keeps high performance would be a better solution for those products.



After accessing the Tencent Cloud hyper-converged platform, the heterogeneity of underlying resources is shielded to the greatest extent through containerization technology. And the costs drop significantly at the same time.



