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

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Agenda

- Blueprint Release 4 Outcomes
- Relevant Industry Trials
- Work Plan



BP R4 Outcomes

What Released

- No new functional features
- Integrated Bluval for validating the K8s layer and OS layer of the system using 3 test suites (Kube-hunter, Lynis, Vuls)
- Detected and fixed 34 system level vulnerabilities, improved security and validation of the blueprint

Documentation List

- 5G MEC/Slice System Release 4 Wiki Page: https://wiki.akraino.org/pages/viewpage.action?pageId=28976943
 - Release Notes: https://wiki.akraino.org/display/AK/R4+-+Release+Notes
 - Test Documentation: https://wiki.akraino.org/display/AK/R4+-+Test+Documentation
- Bluval Vulnerabilities Scanning Results on Nexus (Kube-hunter, Lynis, Vuls):
 https://nexus.akraino.org/content/sites/logs/tencent/bluval/results_upload/
- Bluval Validation Criteria: https://wiki.akraino.org/display/AK/Steps+To+Implement+Security+Scan+Requirements

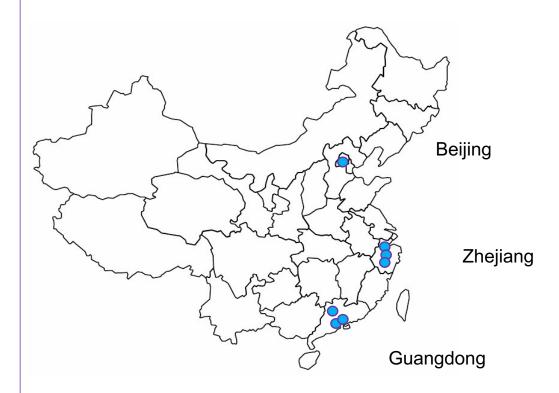


Agenda

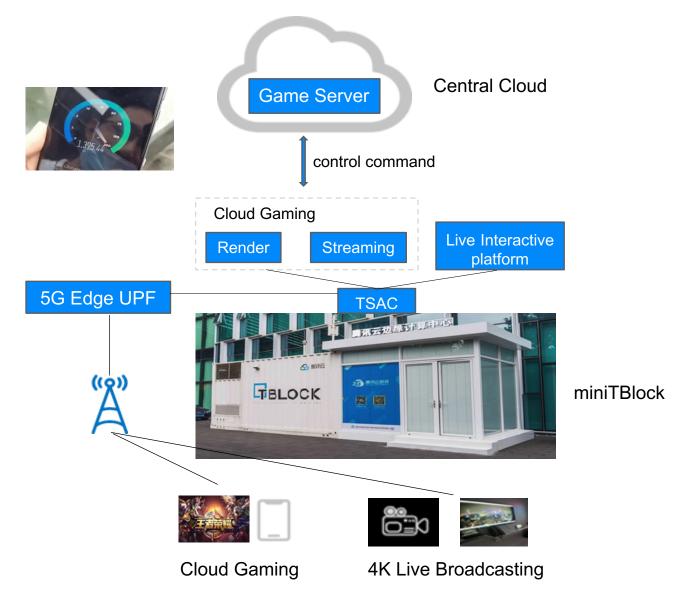
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Practice – TSAC* Trials

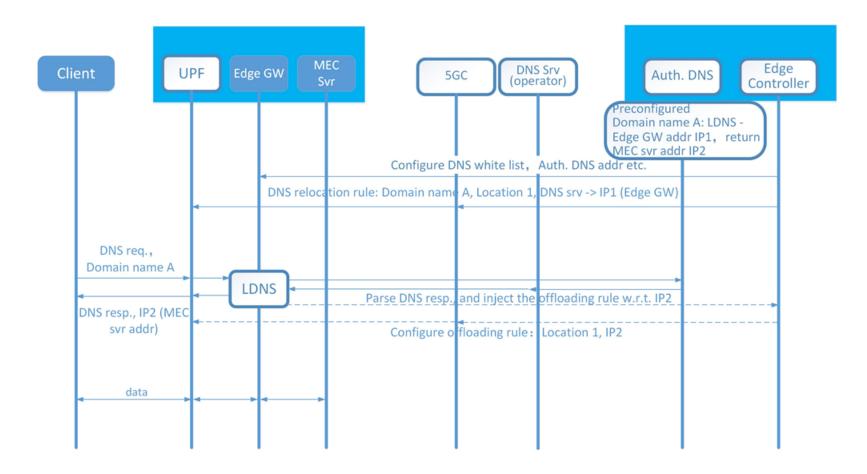


9 trials for CDN, live broadcasting & cloud gaming





Key Technology - Local DNS (LDNS)





Differences between DNS handling of ETSI MEC

- Interaction with the authoritative DNS server, where request is parsed
- Interaction with UPF, to enable DNS request relocaltion and traffic offloading

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Work Plan



• NW slicing emulator, enforcement of network slicing policy



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



• NW slicing mgmt, APIs to manipulate NW slices

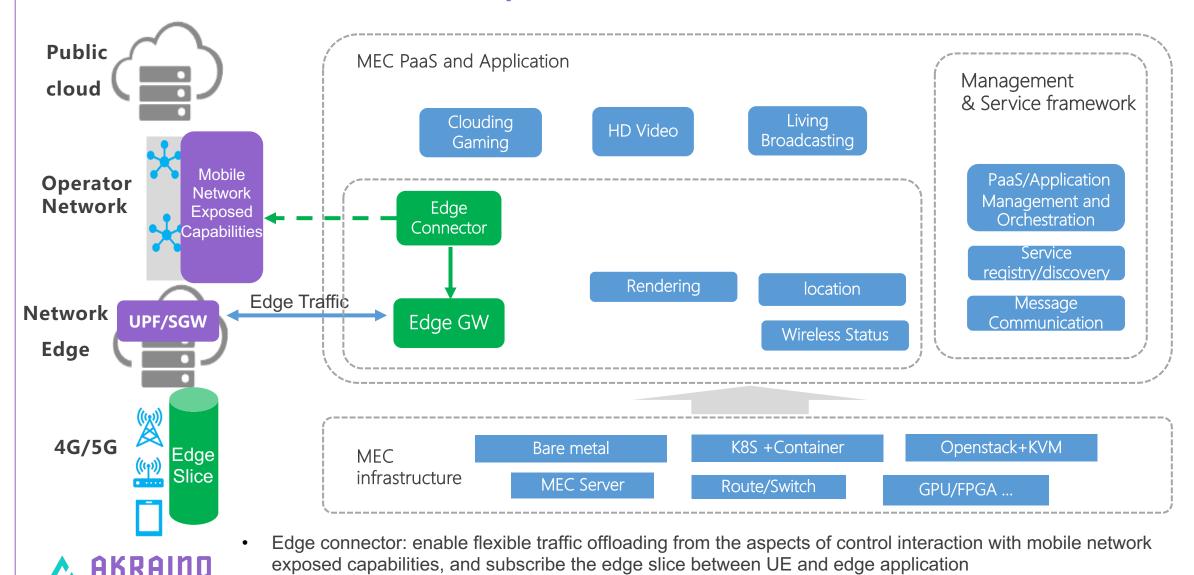


Backup



BP Architecture Recap

management and so on.



Edge GW: enable the traffic offloading from the aspects of data plane with local traffic routing, traffic

Thank you!

