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

Project Technical Lead: Feng Yang, Tencent, Elected 10/21/19

Detailed Slide



Committer	Committer Company	Committer Contact Info	Committer Bio	Committer Picture	Self Nominate for PTL (Y/N)
Wei Chen	Tencent	allenwchen@tencent.com			
Zhiqiang You	Tencent	jordyyou@tencent.com			
Xuan Jia	China Mobile	jiaxuan@chinamobile.com			
Xiaopeng Tong	Intel	xiaopeng.tong@intel.com			
Tina Tsou	Arm	tina.tsou@arm.com			
Jiaxin Feng	Tencent	fengjiaxin22@163.com			
Buyuan Lin	Tencent	brucebylin@tencent.com			
Feng Yang	Tencent	fengfyang@tencent.com			Y
Tide Wang	Phytium	wanghailong@phytium.com.cn			

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

Case Attributes	Description	Informational
Type	New Blueprint for 5G MEC/Slice system to support Cloud Gaming, HD Video and Live Broadcasting	
Blueprint Family - Proposed Name	5G MEC/Slice system Blueprint Family	
Use Case	1. Small deployment targeting MEC in access sites or enterprise. 2. Medium deployment targeting MEC in central offices	
Blueprint proposed Name	5G MEC/Slice system to support Cloud Gaming, HD Video and Live Broadcasting	
Initial POD Cost (capex)	The minimal configuration is 5 servers in total: 5G system, MEC Pass (1 server), Application Server (1 server)	

Scale & Type	Up to 2 x86/ARM servers	
Applications	Any application requires high bandwidth and low latency, including but not limited to: 1. Cloud Gaming 2. HD Video 3. Live Broadcasting	
Power Restrictions	Less than 10kW	
Infrastructure orchestration	Cloud Infrastructure & Orchestrator: Openstack/StarlingX PaaS: K8s/Docker Swarm OS - Ubuntu 16.x, Centos7 Hypervisor: KVM/QEMU Network: VPP, F-Stack SDN: SR-IOV, OVS-DPDK, VPP-DPDK	
Workload Type	Bare Metal, VM or Container	
Additional Details	Cloud Gaming, HD Video or Live Broadcasting applications may enable support for high density media streaming processing via GPU or FPGA acceleration.	