



# NETWORK EDGE CLOUD

Workshop AMDOCS

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# What is Edge Computing?

EDGE COMPUTING IS THE PLACEMENT OF  
 DATA CENTER-GRADE NETWORK,  
COMPUTE & STORAGE

CLOSER TO  


ENDPOINT  
DEVICES



TO IMPROVE SERVICE  
CAPABILITIES



OPTIMIZE  
TCO



COMPLY WITH DATA  
LOCALITY



AND REDUCE  
APPLICATION  
LATENCY



THE EDGE  
IS THE



OUTMOST  
LAYERS OF

PROCESSING  
OR NETWORK



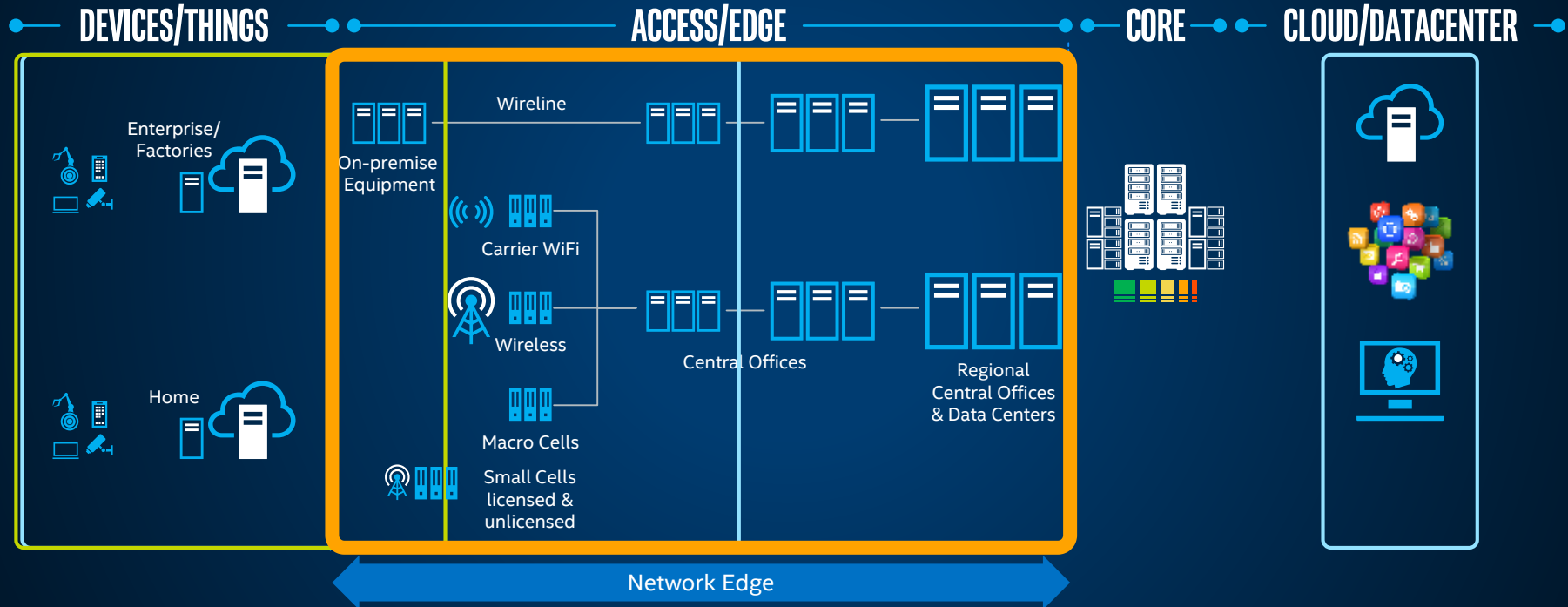
BEFORE TRANSITION  
TO THE ENDPOINT  
OR  
ANOTHER NETWORK

# Where Is the Edge(s) Of The Future?

Enterprise View of Edge

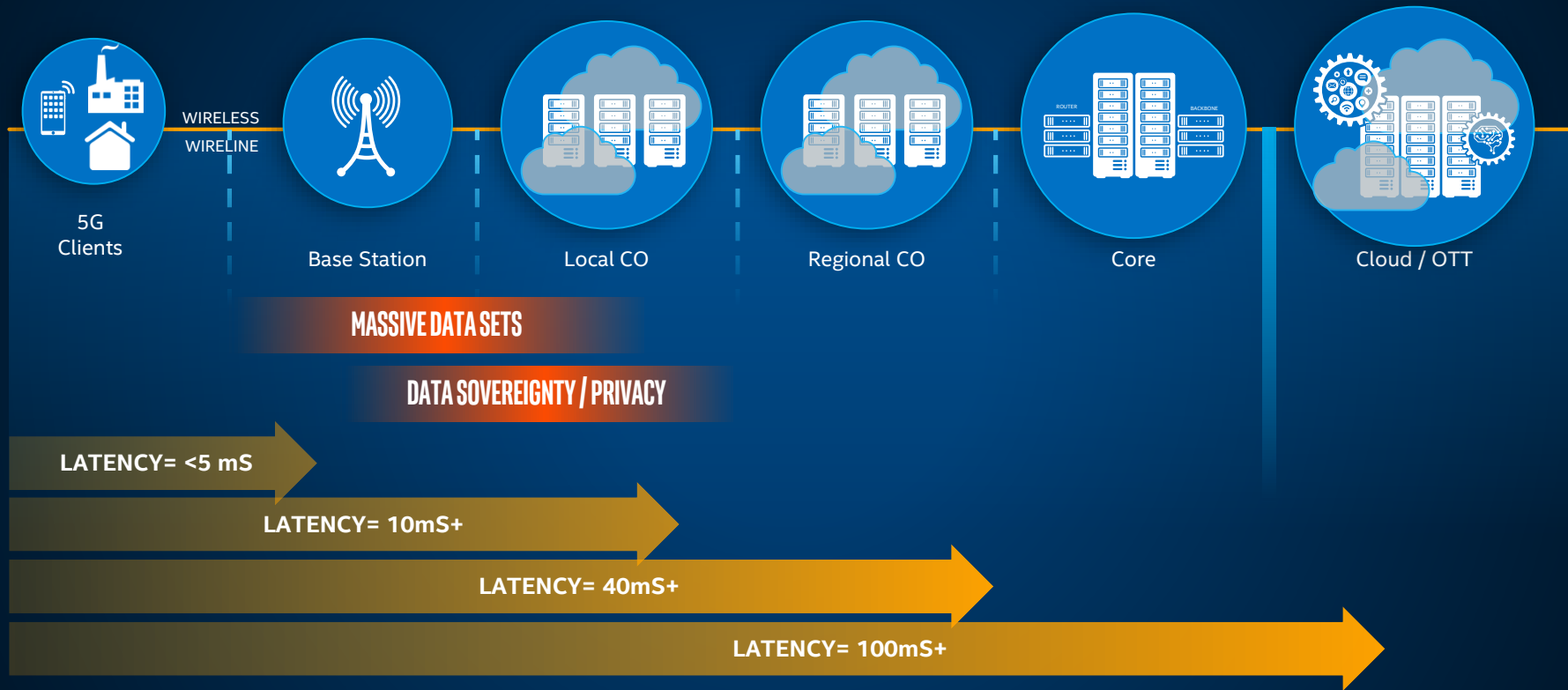
CSP's view of Edge

CoSP's view of Edge



CSP = Cloud Service Provider  
CoSP = Communications Service Provider

# Distributed Network of Data Centers



*Above calculations conservatively based on 5us latency / km + congestion + transfer/processing + overheads*

# Key Drivers for Edge Compute



Low latency that can not be achieved by using centralized cloud



Reduction of movement of the massive amount data generated by IoT devices to reduce cost and enable efficient use of resources



Data privacy and data sovereignty



Context awareness



Scenarios where connectivity is unreliable or limited



Better experience, faster transactions

# Edge is Moving from Hype to Deployments!



**WAREHOUSE & MANUFACTURING**



**HOSPITALITY & CASINOS**



**TRANSPORTATION**



**ADAS**



**RETAIL**



**SMART CITY**



**EDGE CLOUD GAMING**



**INSPECTION & INFRASTRUCTURE**



**SMART STADIUMS**



**VR/AR WITH LOCATION**



**SECURITY, RECOGNITION,  
SURVEILLANCE**

# VR GOES BEYOND GAMING IN SEVERAL INDUSTRIES

## HEALTH



VR can be used in health training & education, surgery simulations, integrated to treatment, etc.

## ENTERPRISE



GE\* using Oculus Rift\* to demonstrate underwater technologies

## MOVIES & TV



Hollywood is quickly embracing VR with projects like Fox Innovation Lab's\* *The Martian VR Experience*\*

## MILITARY



Canadian soldier using VR to improve tactical techniques and augmentation of awareness in combat

## EDUCATION



Alchemy VR\*, Google's Expeditions Pioneer Program,\* and other education programs are using VR with students

## SPORTS



STRIVR\* is a training program used in several NFL\* teams more than twelve colleges

# NCAA “MARCH MADNESS” LIVE ON VR (2018)



<https://www.youtube.com/watch?v=DZwrOizJYkc>

Intel – Front Row Seats to March Madness

<https://www.turner.com/pressroom/ncaa-march-madness-live-vr-app-offer-virtual-reality-coverage-throughout-2018-ncaa>



# AR/VR IN HEALTHCARE

Health will be the second largest VR Market by 2025



- PAIN MANAGEMENT
- MEDICAL TRAINING
- REHABILITATION
- MENTAL HEALTH
- REMOTE SURGERY

Source:

<https://www.goldmansachs.com/insights/pages/technology-driving-innovation-folder/virtual-and-augmented-reality/report.pdf>

# EDGE DEPLOYMENTS IN THE RETAIL EDGE

## CASE STUDY

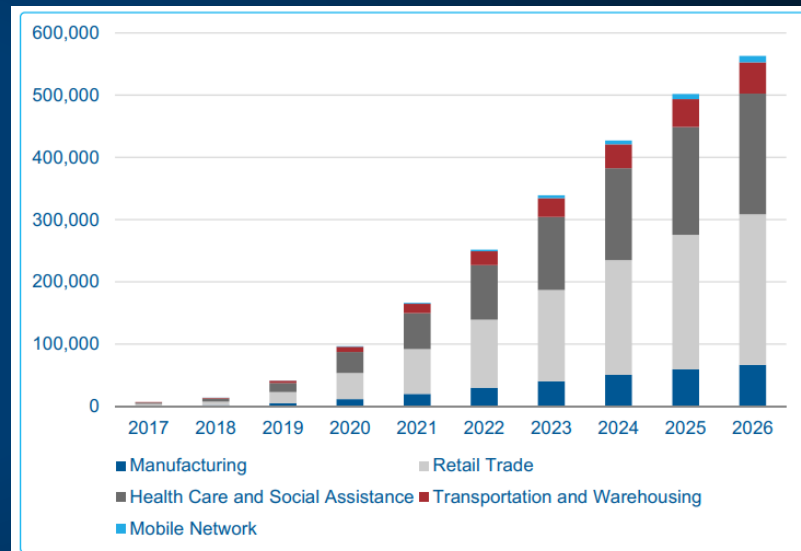
- Large US Tech Retailer (2000+ stores)
- Stores: Fulfillment, Repair, Support, Showroom, Events.
- Demos, Videos, PoS, SW Updates, Digital Signage, AR / VR in planning (all via Wifi)
- MEC Deployment in 25 new stores with a private LTE deployment

## 55% TCO REDUCTION IN 3-YEAR

Source:

<https://www.intel.com/content/dam/www/public/us/en/documents/solution-briefs/mec-in-retail-solution-brief.pdf>

## US MEC Installations (iGR Study)



Source: iGR, 2017

# Ecosystem Vendors

## APPLICATION VENDORS

CDN

AR

Analytics

In  
Venue  
Experience

Video  
Gaming  
and/ or  
Image Processing

Location

Ads

Broadcasters

DAS / ENODE-B / CONNECTIVITY

MEC/EDGE CLOUD & INTEGRATORS

CAMERAS / SYSTEMS

REAL ESTATE

**GROWING NUMBER OF APPLICATION VENDORS TO CLOSE ENTERPRISE AND CONSUMER GAPS**

# Enabling network transformation/ Edge Build-out

## INVEST

OPEN SOURCE AND STANDARDS



## INDUSTRY COLLABORATION

INTEL® NETWORK BUILDERS

300+

Members

30+

Comms SPs

82+

POCs/Trials/Deployments  
Based on Member Solutions

126+

Network Builder  
University Program  
Members

38+

Network Edge  
Ecosystem Program  
Members



NFVI

NETWORK FUNCTIONS  
VIRTUALIZATION  
INFRASTRUCTURE



Lenovo

NOKIA



UCPE

UNIVERSAL CUSTOMER  
PREMISES EQUIPMENT

ADVANTECH

Lanner

PREMIER

Silicom  
Connectivity Solutions



Common Support Structure Across “Builders” Initiatives

# Wrap-up

## CALL TO ACTION

# 1

## Understand Business Opportunity

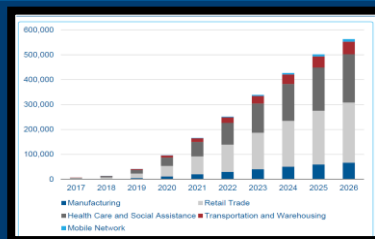
(Possible Edge Business Cases in your Industry)



# 2

## Understand Business Case and Monetization

(New capabilities should prove positive ROI)



# 3

## Identify players and build the Ecosystem

(New capabilities should prove positive ROI)



**GRACIAS!**

**OBRIGADO !**

**THANK YOU!**

