

Slicing the Edge

POC 119

Description of PoC

Demonstrates how dynamic network slicing combined with compute residing at multiple locations on the edge can provide an enterprise customer with the same level of security, control and flexibility that they have in a bespoke LAN/Wireless LAN configuration without the reliance on shared and congested 2.4/5GHz spectrum or expensive physical infrastructure. The PoC shows multiple types of traffic, each with a dedicated portion of the carrier spectrum, routed to on-premise, network-edge and public cloud resources as required.

SIGNIFICANCE

1 The increasing reliance of enterprises on wireless networks over which applications can be run with assured performance and security is driving demand for policy driven and rapidly configurable wireless capacity delivering elastic bandwidth for slices.

INSPIRATION

2 As a result of requests for support for Augmented and Virtual Reality (AR/VR) applications, AT&T and Nokia teamed up to showcase network slicing capabilities in combination with distributed edge compute environments.

NEAR FUTURE

3 The solution is ready for immediate production as demand grows for a range of applications serving enterprise and medium size businesses for a diverse set of use cases.

ACTION NEEDED

4 Increased awareness among enterprises and small businesses of the availability of network slicing solutions like this from their Communications Service Providers.

WITHOUT THIS POC

5 Enterprises and small businesses will not take advantage of a very important new service for utilizing AR/VR applications.

Participating organizations



MEF 3.0 Topic Areas

	Wireless	Cloud
Network Slicing	✓	
LSO Presto	✓	✓
5G	✓	
NFV		✓

