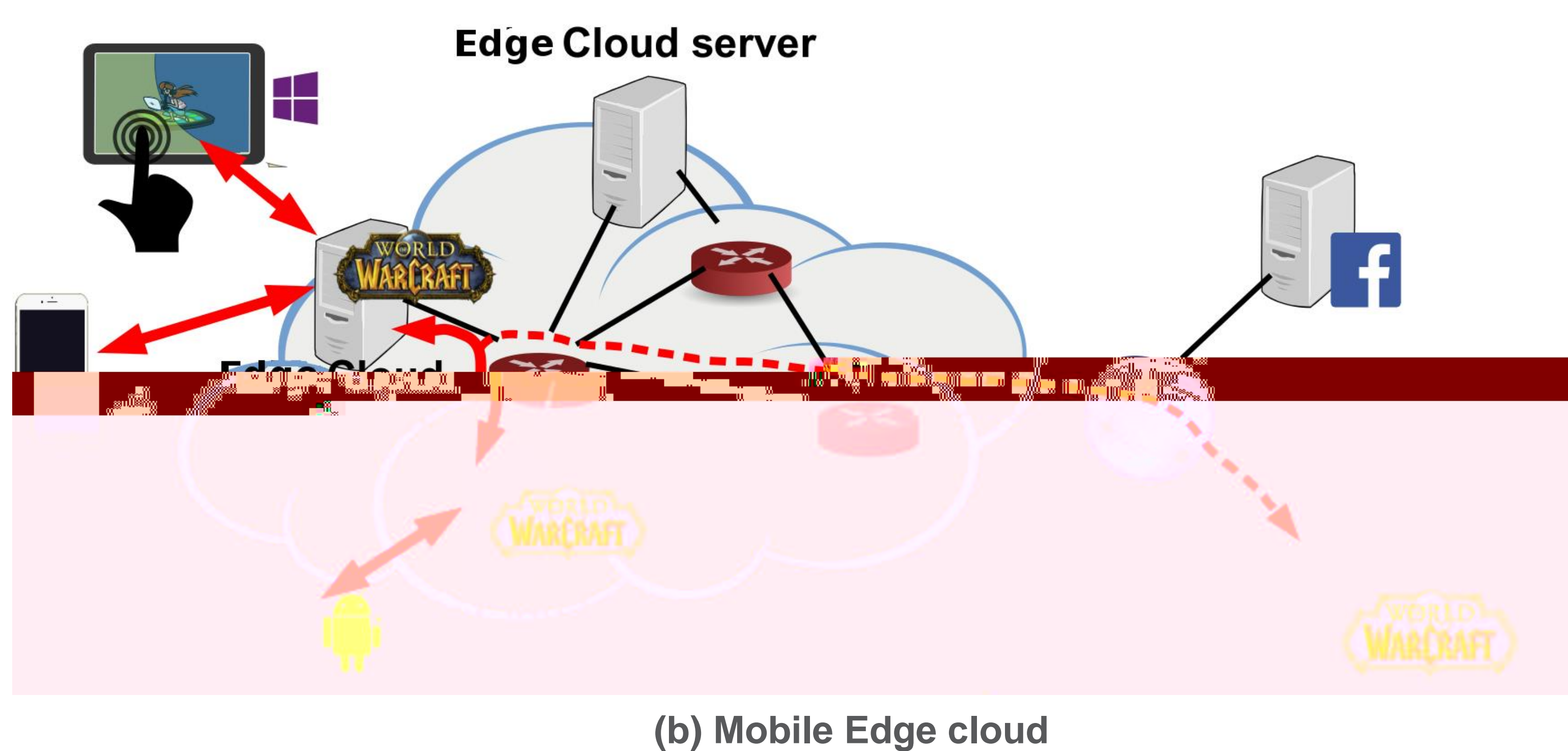
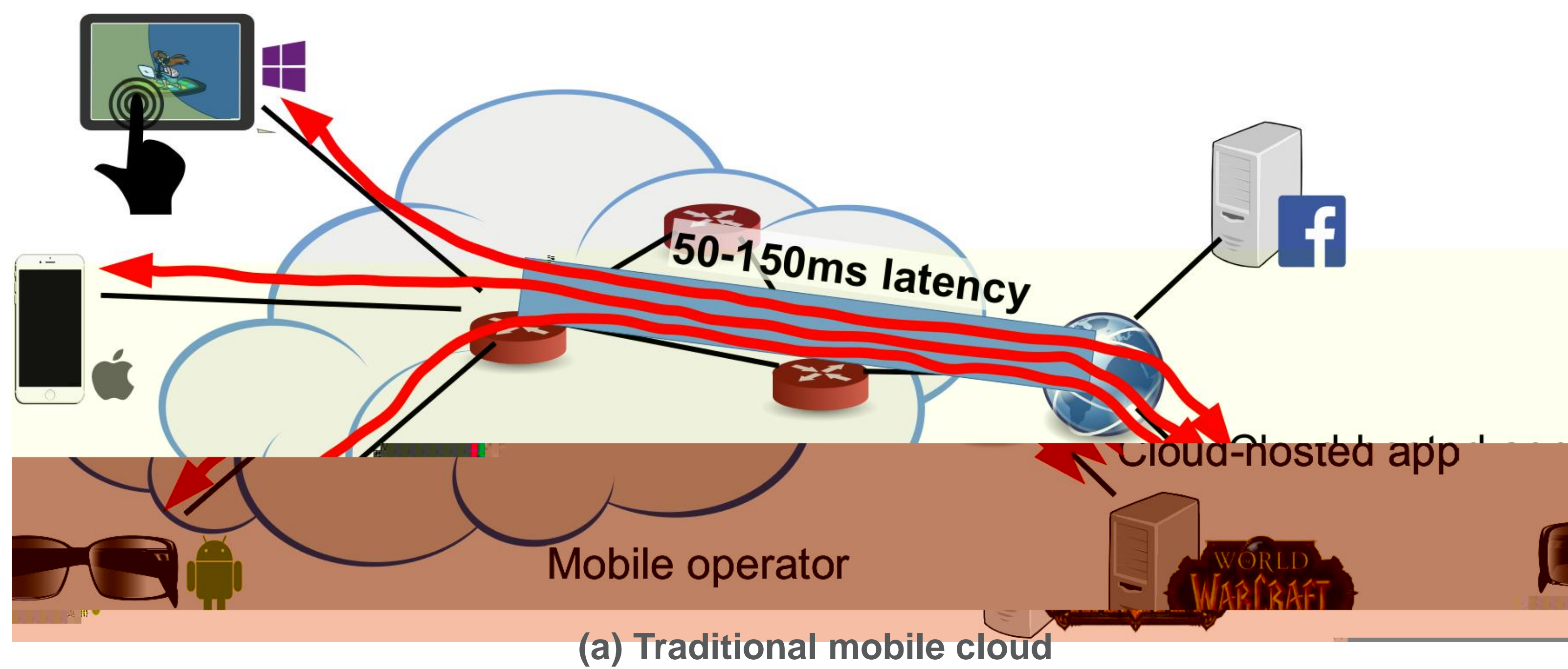


01 The problem

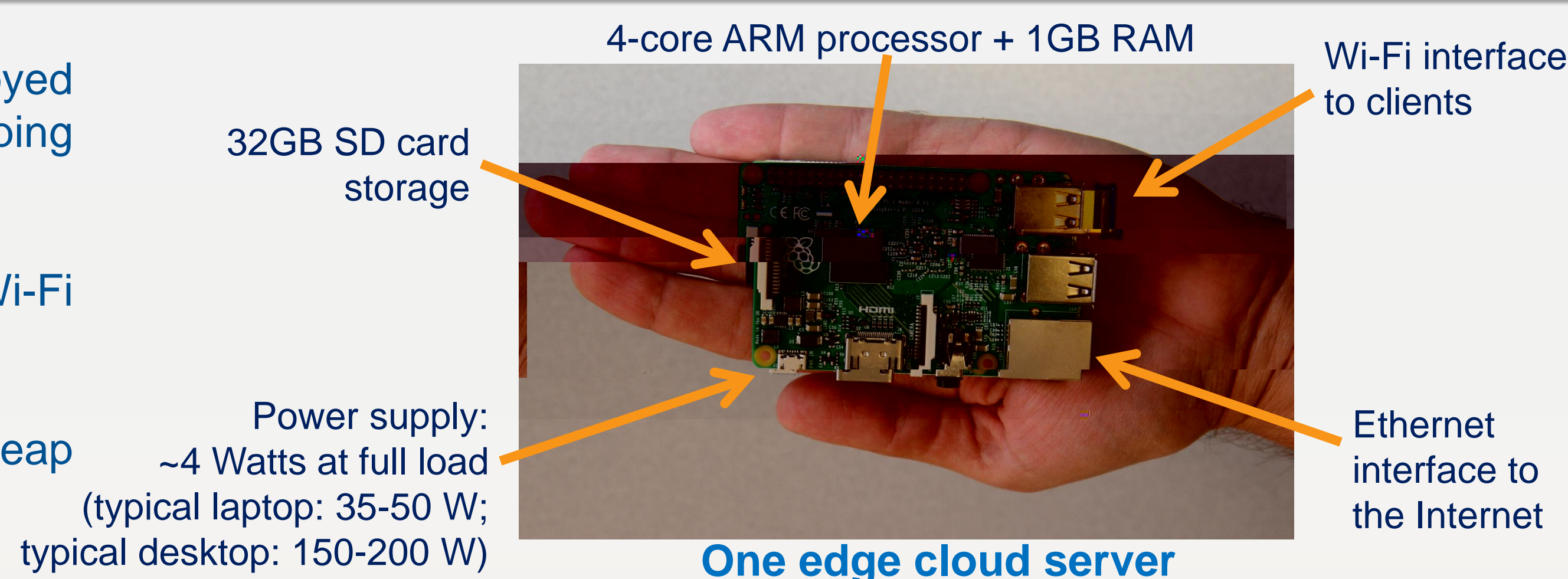
The emergence of holographic and head-mounted displays is fostering the emergence of a new generation of applications whose response times remain below the limits of human perception: augmented reality applications blending virtual and real worlds, massive multi-player alternate-reality games etc. Such technologies are now available using fixed machines connected to high-speed wired networks. Currently, however, delivering this quality-of-experience remains impossible using mobile devices connected via mobile phone networks.

Interactive multi-user applications usually rely on intermediate cloud servers to mediate the inter-user interaction. However, **current mobile networks exhibit network latencies in the order of 50-150 ms between the device and any cloud.** Such latencies make it impossible to create smooth interactions with the end user. To enable an **immersive** feeling, augmented reality applications require that **end-to-end latencies should remain below 20 ms.**



02 The solution

- Mobile edge cloud physically deployed close to the users (e.g., in a shopping street)
- Client devices establish direct Wi-Fi connections to the cloud nodes
- Large number of small and cheap cloud nodes



Virtualization

- ARMv7 CPUs do support virtualization, but deploying multiple VMs per node turned out to be infeasible due to limited installed memory.
- We rather use LXC containers which allow a much more conservative memory management.

OpenStack

Deploying OpenStack is a challenge:

- OpenStack was not designed with this type of hardware in mind
- OpenStack services require considerable resources: authentication, virtual machine image storage, etc.

Solution: relieve the edge nodes as much as possible

- Setup the resource-hungry centralized services in a centralized powerful machine
- Edge nodes execute only the latency-sensitive application deployment mechanisms
- This speeds up container deployment time from 15-20 minutes to 1-2 minutes at most

Application Deployment

- Elastic application deployment using ConPaaS [1].
- Cloud instance migration to follow end user mobility: we plan to use a solution similar to [2].

03 The demo

- deploy a video game server (Cube 2 Sauerbraten) in **two different clouds**:
 - A powerful external commercial cloud provider
 - Our mobile edge cloud running on Raspberry Pis.

In both cases, we start **two game instances** and connect them to the game server running in the cloud.

- When one client shoots the other, we can hear:
- The gunfire sound heard by the shooting client
 - The gunfire sound heard by the second client



How does the client-cloud latency affect the gaming experience?

Is a Raspberry Pi powerful enough to run a game server inside a cloud container instance?