



Multi-access Edge Computing (MEC); Phase 2: Use Cases and Requirements

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Contents

Intellectual Property Rights	7
Foreword.....	7
Modal verbs terminology.....	7
1 Scope	8
2 References	8
2.1 Normative references	8
2.2 Informative references.....	8
3 Definition of terms and abbreviations.....	10
3.1 Terms.....	10
3.2 Abbreviations	10
4 Generic principles	12
4.1 Introduction	12
4.2 NFV alignment.....	12
4.3 Mobility support.....	12
4.4 Deployment independence	12
4.5 Simple and controllable APIs.....	13
4.6 Smart application location.....	13
4.7 Application mobility to/from an external system	13
4.8 Representation of features	14
5 Generic requirements	14
5.1 Requirements on the framework	14
5.2 Application lifecycle	15
5.3 Applications environment	15
5.4 Support of mobility	16
6 Services requirements.....	16
6.1 General	16
6.2 Platform essential functionality	16
6.2.1 MEC services.....	16
6.2.2 Connectivity.....	17
6.2.3 Storage	17
6.2.4 Traffic routing.....	17
6.2.5 DNS support	18
6.2.6 Timing	18
6.3 Features	19
6.3.1 Feature <i>UserApps</i>	19
6.3.2 Feature <i>SmartRelocation</i>	19
6.3.3 Feature <i>RadioNetworkInformation</i>	20
6.3.4 Feature <i>LocationService</i>	20
6.3.5 Feature <i>BandwidthManager</i>	21
6.3.6 Feature <i>UEIdentity</i>	21
6.3.7 Feature <i>WLANInformation</i>	21
6.3.8 Feature <i>V2XService</i>	21
6.3.9 Feature <i>5GCoreConnect</i>	22
7 Operation and management requirements	22
8 Security, regulation and charging requirements	23
8.1 Security	23
8.2 Regulation	23
8.3 Charging.....	23
Annex A (informative): Use cases	25
A.0 Labelling of related requirements.....	25

A.1	Use case categorization	25
A.2	Mobile video delivery optimization using throughput guidance for TCP.....	26
A.2.1	Description	26
A.2.2	Use of MEC	26
A.2.3	Related requirements	27
A.3	Local content caching at the mobile edge	27
A.3.1	Description	27
A.3.2	Use of MEC	27
A.3.3	Related requirements	28
A.4	Security, safety, data analytics	28
A.4.1	Description	28
A.4.2	Use of MEC	28
A.4.3	Related requirements	29
A.5	Augmented reality, assisted reality, virtual reality, cognitive assistance	29
A.5.1	Description	29
A.5.2	Use of MEC	30
A.5.3	Related requirements	30
A.6	Gaming and low latency cloud applications.....	30
A.6.1	Description	30
A.6.2	Use of MEC	31
A.6.3	Related requirements	32
A.7	Active device location tracking	32
A.7.1	Description	32
A.7.2	Use of MEC	32
A.7.3	Related requirements	32
A.8	Application portability	33
A.8.1	Description	33
A.8.2	Use of MEC	33
A.8.3	Related requirements	33
A.9	SLA management	33
A.9.1	Description	33
A.9.2	Related requirements	33
A.10	MEC edge video orchestration	33
A.10.1	Description	33
A.10.2	Use of MEC	34
A.10.3	Related requirements	34
A.11	Mobile backhaul optimization	34
A.11.1	Description	34
A.11.2	Use of MEC	35
A.11.3	Related requirements	35
A.12	Direct interaction with MEC application	35
A.12.1	Description	35
A.12.2	Use of MEC	36
A.12.3	Related requirements	36
A.13	Traffic deduplication	36
A.13.1	Description	36
A.13.2	Use of MEC	36
A.13.3	Related requirements	37
A.14	Vehicle-to-infrastructure communication	37
A.14.1	Description	37
A.14.2	Use of MEC	37
A.14.3	Related requirements	38
A.15	Location-based service recommendation	38

A.15.1	Description	38
A.15.2	Use of MEC	38
A.15.3	Related requirements	38
A.16	Bandwidth allocation manager for applications	39
A.16.1	Description	39
A.16.2	Use of MEC	39
A.16.3	Related requirements	39
A.17	MEC platform consuming information from operator trusted MEC application	39
A.17.1	Description	39
A.17.2	Use of MEC	40
A.17.3	Related requirements	40
A.18	Video caching, compression and analytics service chaining	41
A.18.1	Description	41
A.18.2	Use of MEC	41
A.18.3	Related requirements	41
A.19	Radio access bearer monitoring	42
A.19.1	Description	42
A.19.2	Use of MEC	42
A.19.3	Related requirements	42
A.20	MEC host deployment in dense-network environment	42
A.20.1	Description	42
A.20.2	Use of MEC	42
A.20.3	Related requirements	43
A.21	Radio network information generation in aggregation point	43
A.21.1	Description	43
A.21.2	Use of MEC	43
A.21.3	Related requirements	43
A.22	Unified enterprise communications	44
A.22.1	Description	44
A.22.2	Use of MEC	45
A.22.3	Related requirements	45
A.23	Application computation off-loading	45
A.23.1	Description	45
A.23.2	Value proposition	46
A.23.3	Use of MEC	46
A.23.4	Related requirements	46
A.24	Optimizing QoE and resource utilization in multi-access network	46
A.24.1	Description	46
A.24.2	Use of MEC	47
A.24.3	Related requirements	47
A.25	Camera as a service	48
A.25.1	Description	48
A.25.2	Use of MEC	49
A.25.3	Related requirements	49
A.26	Video production and delivery in a stadium environment	49
A.26.1	Description	49
A.26.2	Use of MEC	51
A.26.3	Related requirements	51
A.27	Media Delivery Optimizations at the Edge	52
A.27.1	Description	52
A.27.2	Use of MEC	52
A.27.3	Related requirements	53
A.28	Factories of the Future	53
A.28.1	Description	53

A.28.2	Use of MEC.....	54
A.29	Flexible development with Containers.....	54
A.29.1	Description	54
A.29.2	Use of Multi-access Edge Computing.....	55
A.30	Third Party Cloud Provider.....	56
A.30.1	Description	56
A.30.2	Use Of MEC.....	57
A.30.3	Related requirements.....	57
A.31	Multi user, multi network applications.....	58
A.31.1	Description	58
A.31.2	Use of MEC.....	59
A.31.3	Related requirements.....	59
A.32	Indoor Precise Positioning and Content Pushing	59
A.32.1	Description	59
A.32.2	Use of MEC.....	59
A.32.3	Related requirements.....	60
A.33	Multi-RAT application computation offloading	60
A.33.1	Description	60
A.33.2	Use of MEC.....	60
A.33.3	Related requirements.....	60
A.34	IPTV over WTTx	61
A.34.1	Description	61
A.34.2	Use of MEC.....	61
A.34.3	Related requirements.....	62
A.35	MEC System deployment in 5G environment.....	62
A.35.1	Description	62
A.35.2	Use of Multi-access Edge Computing.....	63
A.35.3	Related requirements.....	63
A.36	In-vehicle MEC hosts supporting automotive workloads	63
A.36.1	Description	63
A.36.2	Use of MEC.....	64
A.36.3	Related requirements.....	64
Annex B (informative):	Operator trusted MEC applications	65
History		66

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Foreword

This Group Specification (GS) has been produced by ETSI Industry Specification Group (ISG) Multi-access Edge Computing (MEC).

Modal verbs terminology

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Final Standard Review
(Standards.iteh.ei)*

1 Scope

The present document specifies the requirements for Multi-access Edge Computing with the aim of promoting interoperability and deployments. It contains normative and informative parts.

The present document also contains an annex describing example use cases and their technical benefits, for the purpose of deriving requirements.

2 References

2.1 Normative references

References are either specific (identified by date of publication and/or edition number or version number) or non-specific. For specific references, only the cited version applies. For non-specific references, the latest version of the referenced document (including any amendments) applies.

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NOTE: While any hyperlinks included in this clause were valid at the time of publication, ETSI cannot guarantee their long term validity.

The following referenced documents are not necessary for the application of the present document but they assist the user with regard to a particular subject area.

[i.1] ETSI GS MEC 001: "Mobile Edge Computing (MEC); Terminology".

[i.2] Mobile-Edge Computing - Introductory Technical White Paper, September 2014.

NOTE: Available at https://portal.etsi.org/Portals/0/TBpages/MEC/Docs/Mobile-edge_Computing_-_Introductory_Technical_White_Paper_V1%2018-09-14.pdf.

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- [i.10] IETF draft-kanugovi-intarea-mams-protocol-04: "Multiple Access Management Services".
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 NOTE: Available at <https://tools.ietf.org/html/draft-zhu-intarea-mams-user-protocol-01>.
- [i.13] ETSI GS MEC 012: "Mobile Edge Computing (MEC); Radio Network Information API".
- [i.14] NGMN: "5G security - Package 3: Mobile Edge Computing / Low Latency / Consistent User Experience".
- [i.15] ETSI TS 101 331: "Lawful Interception (LI); Requirements of Law Enforcement Agencies".
- [i.16] ETSI TS 102 656: "Lawful Interception (LI); Retained Data; Requirements of Law Enforcement Agencies for handling Retained Data".
- [i.17] ETSI TR 126 957: "Universal Mobile Telecommunications System (UMTS); LTE; Study on Server And Network-assisted Dynamic Adaptive Streaming over HTTP (DASH) (SAND) for 3GPP multimedia services (3GPP TR 26.957)".
- [i.18] ETSI TS 126 247: "Universal Mobile Telecommunications System (UMTS); LTE; Transparent end-to-end Packet-switched Streaming Service (PSS); Progressive Download and Dynamic Adaptive Streaming over HTTP (3GP-DASH) (3GPP TS 26.247)".
- [i.19] ISO/IEC 23009-5: "Information technology - Dynamic adaptive streaming over HTTP (DASH) - Part 5: Server and network assisted DASH (SAND)".
- [i.20] H. Kagermann, W. Wahlster, and J. Helbig: "Recommendations for implementing the strategic initiative INDUSTRIE 4.0", Final report of the Industrie 4.0 working group, acatech - National Academy of Science and Engineering, Munich, April 2013.
- [i.21] UK NIC (National Infrastructure Committee): "5G Infrastructure Requirements in the UK" final report.
 NOTE: Available at https://www.gov.uk/government/uploads/system/uploads/attachment_data/file/577940/5G_Infrastructure_requirements_for_the_UK_-_LS_Telcom_report_for_the_NIC.pdf.
- [i.22] ETSI TS 123 501: "5G; System Architecture for the 5G System (3GPP TS 23.501)".
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- [i.24] ETSI GR MEC 022: "Multi-access Edge Computing (MEC); Study on MEC Support for V2X Use Cases".

3 Definition of terms and abbreviations

3.1 Terms

For the purposes of the present document, the terms given in ETSI GS MEC 001 [i.1] apply.

3.2 Abbreviations

For the purposes of the present document, the abbreviations given in ETSI GS MEC 001 [i.1] and the following apply:

5G	Fifth Generation
AI	Artificial Intelligence
API	Application Programming Interface
AR	Augmented Reality
BYO	Bring Your Own
CAPEX	Capital Expenditure
CCM	Client Connection Manager
CI/CD	Continuous Iteration/Continuous Delivery
CFS	Customer Facing Service
CP	Control Plane
CPE	Customer Premises Equipment
DANE	DASH-Aware Network Element
DASH	Dynamic Adaptive Streaming over HTTP
DN	Domain Name
DNS	Domain Name System
DSL	Digital Subscriber Line
DSRC	Digital Short-Range Communications
EAB	Edge Accelerated Browser
ECU	Engine Control Unit
EPC	Evolved Packet Core
EPG	Electronic Programme Guide
FQDN	Fully Qualified Domain Name
GNSS	Global Navigation Satellite System
GPRS	General Packet Radio Service
GPS	Global Positioning System
GTP	GPRS Tunnelling Protocol
GW	Gateway
HTTP	Hyper Text Transfer Protocol
HW	Hardware
IGMP	Internet Group Multicast Protocol
IM	Instant Messaging
IP	Internet Protocol
IPTV	Internet Protocol Television
ISP	Internet Service Provider
IT	Information Technology
LAN	Local Area Network
LI	Lawful Interception
LOS	Line Of Sight
LTE	Long Term Evolution
MADP	Multiple Access Data Proxy
MAMS	Multiple Access Management Services
MANO	Management And Orchestration
ME	Mobile Equipment
MIMO	Multiple Input Multiple Output
ML	Machine Learning
MNO	Mobile Network Operator
MPEG	Moving Pictures Experts Group
NCM	Network Connection Manager
NEF	Network Exposure Function

NGMN	Next Generation Mobile Network
NTP	Network Time Protocol
OBU	On Board Unit
OPEX	Operating Expenditure
OSS	Operations Sub-System
OTT	Over-The-Top
PBX	Private Branch Exchange
PCC	Policy Control and Charging
PCF	Policy Control Function
PER	Packet Error Rate
PIM	Protocol-Independent-Multicast
PSS	Packet Switched Streaming Service
PTP	Precision Time Protocol
QCI	Quality Class Indicator
QoE	Quality of Experience
RAN	Radio Access Network
RAT	Radio Access Technology
RD	Retained Data
RNC	Radio Network Controller
RNI	Radio Network Information
SAND	Server And Network assisted DASH
SLA	Service Level Agreement
SMF	Session Management Function
SMS	Short Message Service
SPID	Subscriber Profile ID
SRS	Sounding Reference Signal
STB	Set Top Box
TCP	Transmission Control Protocol
TEID	Tunnel Endpoint ID
TEO	Third-party Edge Owner
TV	Television
UE	User Equipment
UP	User Plane
UPF	User Plane Function
UTC	Universal Time (Co-ordinated)
UX	User Experience
V2X	Vehicle-to-Everything
VM	Virtual Machine
VNF	Virtualised Network Function
VOD	Video On Demand
VR	Virtual Reality
WLAN	Wireless Local Area Network

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<http://standards.iteh.ai/catalog/standards/sist/cbfba4ba-22b4-4e18-ba96-0e22822ee4f7/etsi-gs-mec-002-v2.1.1-2018-10>)*

4 Generic principles

4.1 Introduction

The following principles are important to understand in the context of Multi-access Edge Computing.

4.2 NFV alignment

Multi-access Edge Computing uses a virtualisation platform for running applications at the mobile network edge. Network Functions Virtualisation (NFV) provides a virtualisation platform to network functions. The infrastructure that hosts their respective applications or network functions is quite similar.

In order to allow operators to benefit as much as possible from their investment, it would be beneficial to reuse the infrastructure and infrastructure management of NFV to the largest extent possible, by hosting both VNFs (Virtual Network Functions) and MEC applications on the same or similar infrastructure. Subject to gap analysis, this might require a number of enhancements (e.g. regarding the sharing of resources with NFV Management and Orchestration, etc.).

4.3 Mobility support

Mobility is an essential functionality of 3GPP networks. Most devices connected to a 3GPP network are moving around within the mobile network. Even fixed devices can "move", especially when located at cell edge, but also when changing RATs, etc., or during exceptional events (e.g. power cut from a base station, etc.).

Some MEC applications are state-independent and do not need to keep state information related to the UEs they are serving. For example, an application in the category "network performance and QoE improvements" will only improve the performance of the UE traffic when the traffic goes through that MEC host. When the UE moves to a different location covered by another MEC host, it will be the application hosted on that MEC host that will take care of the UE after a brief transition period. Past interaction is not useful for the application.

Other MEC applications, notably in the category "consumer-oriented services", are specifically related to the user activity. Either the whole application is specific to the user, or at least it needs to maintain some application-specific user-related information that needs to be provided to the instance of that application running on another MEC host.

As a consequence of UE mobility, the MEC system needs to support the following:

- continuity of the service;
- mobility of application (VM); and
- mobility of application-specific user-related information.

4.4 Deployment independence

For reasons of performance, costs, scalability, operator preferred deployments, etc., different deployment scenarios need to be supported:

- deployment at the radio node;
- deployment at an aggregation point;
- deployment at the edge of the Core Network (e.g. in a distributed data centre, at a gateway);
- etc.

In order to fulfil all these deployment options, the framework of the MEC architecture needs to allow all these scenarios and the requirements need to be able to address all these deployment options. Requirements that cannot be fulfilled for all deployment options cannot be made mandatory, but might be conditional or optional.

When a MEC platform is deployed on a host located in a cell aggregation site, MEC services running on that platform might need to retrieve information from the radio node(s), for instance, to readout the traffic load and resource block usage of a specific cell.

In order to prevent the illegal access from dishonest terminals and MEC application developers, authentication and secure tunnel communication are necessary between the radio node(s) and the MEC service.

NOTE: The interface between the radio node(s) and the MEC service is not specified in Multi-access Edge Computing Group Specifications.

4.5 Simple and controllable APIs

In order to enable the development of a strong ecosystem for Multi-access Edge Computing, it is very important to develop APIs that are as simple as possible and are directly answering the needs of applications. To the extent this is possible, Multi-access Edge Computing specifications need to reuse existing APIs that fulfil the requirements.

In particular circumstances, operators might need to be able to control dynamically the access to certain APIs by a MEC application. Examples include the mitigation of high load of a radio node or MEC host, or when the information of a specific radio node or cell cannot be provided.

4.6 Smart application location

MEC applications have a number of requirements, in terms of computing, storage and network resources. More importantly, some applications might have requirements in terms of latency (including latency fairness), etc.

For a certain number of MEC applications, the conditions might evolve over time and require the MEC system to change the location of the application, e.g. as the UEs are moving from cell to cell.

Also, different locations may have different "costs" (in terms of resource availability, energy consumption, etc.), and it might not be always the best choice to run a MEC application at the "best" location (to the detriment of other applications).

For these reasons, MEC applications need to run "at the right place" at the right moment, and might have to move when the conditions evolve. In order to support this, the MEC system needs to provide a system-wide lifecycle management of applications.

4.7 Application mobility to/from an external system

In order to support service continuity when the user context and/or application instance is relocated, the system shall be able to relocate a mobile edge application running in an external cloud environment to a MEC host fulfilling the requirements of the MEC application and relocate a MEC application from a MEC host to an external cloud environment outside the MEC system.

NOTE: The scenario of application relocation from a MEC host to an external cloud environment outside the MEC system is for further study.

Two different aspects of application mobility need to be supported to enable user context and/or application instance relocation from an external cloud environment to a MEC host. Firstly, how to transfer files running in the external cloud to the source MEC host, and secondly how to relocate an application instance and the user context to the target MEC host.

For the file transfer there is a possible scenario: For OTT vendors that already have operations in the cloud, files running in the cloud can be uploaded to a functional unit at the MEC host via a portal, such as a customer facing service portal, where the cloud file template can be converted to an image file that can be instantiated in the MEC hosts.