



FACILITY FOR LARGE-SCALE ADAPTIVE MEDIA EXPERIMENTATION

FLAME Introduction and Expectations

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FLAME Objectives



Our goals

- establish an Future Media Internet ecosystem using Experimentation-as-a-Service (EaaS)
- support experimentation of novel FMI products and services
- use real-life adaptive experimental infrastructures encompassing compute, storage and software-enabled communication infrastructure
- Our systems are interactive media systems with tight integration with networks
- Our activities are conducted using an EaaS paradigm
 - trials and experiments exploring acceptance, viability and performance
- Our outcomes are delivered to an FMI ecosystem
 - creative industries, media service providers, infrastructure providers, and beyond



MULTI-STAKEHOLDER KNOWLEDGE CREATION AND SHARING

- Interactive media system knowledge model addressing demand, resourcing and response
- Information and control redistribution scenarios exploring B2B and B2C relationships
- 20+ urban-scale experiments



MULTI-STAKEHOLDER KNOWLEDGE MANAGEMENT





- 3.5 years
 - Jan-17 to June-20
- 11 Partners
 - 438 PMS
- EUR 6.9M Budget
 - EUR 2.2M 3rd party project investment

Project Delivery Phases







Create the FLAME capabilities to bootstrap the ecosystem



Start validation experiment, kick off open calls for 3rd party experimentation and replication projects.

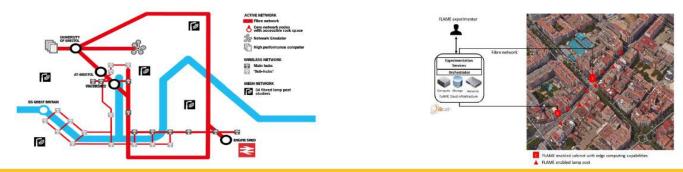


Transition towards sustainability, through engagement and unfunded experiments, next stage investment and standards



FLAME Offering - Real Life Infrastructures





Compute resources distributed and integrated with communication infrastructures across real-life infrastructures (edge, metro and core)

FLAME laaS specification for mobile edge computing and software defined real-life experimental infrastructures



Experimentation-as-a-Service (EaaS) Sustainability and Governance Models

FLAME Offering – Media Service Platform









Fast and Adaptive

Robust and Secure

Standardised and Portable

Service Management API (design specification, runtime control, observation and analytics)









Core Platform Features

- Flexible service deployment
- Improved service request routing
- Multicast delivery of http responses
- Net-level indirection
- Less chance of insecure direct object references
- Secure end-to-end access to content

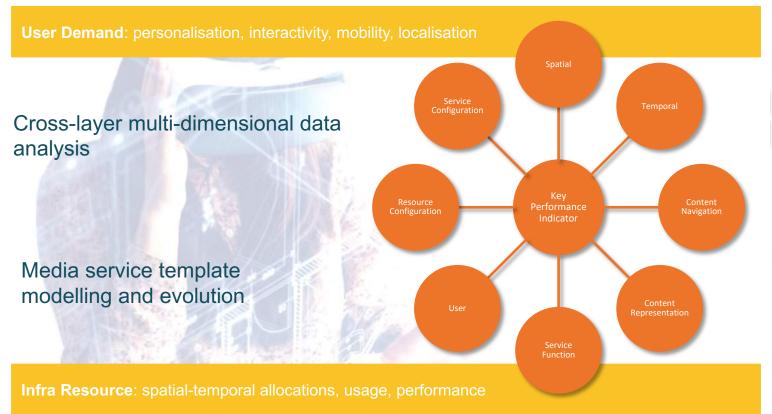


Foundation Media Services

- · Media Content Managemen
- Content Conditioning
- Transcoding and Transrating
- Adaptive Streaming
- extensible to further services ...

FLAME Offering – Knowledge and Analytics







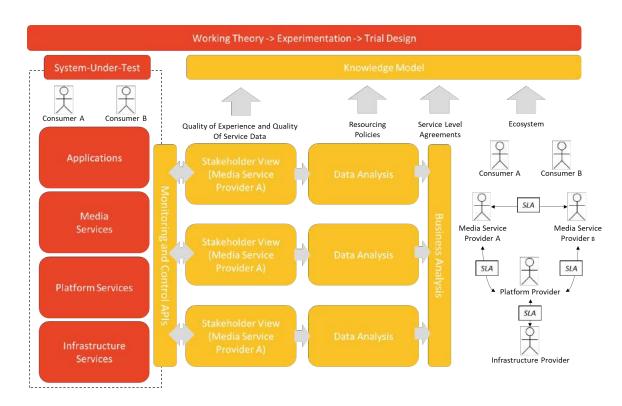
Socio-Economic & Technical

Insights

FLAME Offering – Methodologies, Support and Training







FLAME Offering – Market Showrooms





Radio

Gaming







Publishing



Education



























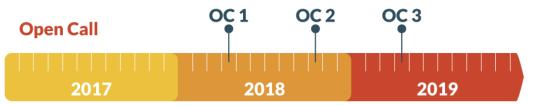


FLAME Offering – Funding





Application. Content and Device **Providers**





Media Service Providers

EUR 2M+ funding trials, experimentation and replication



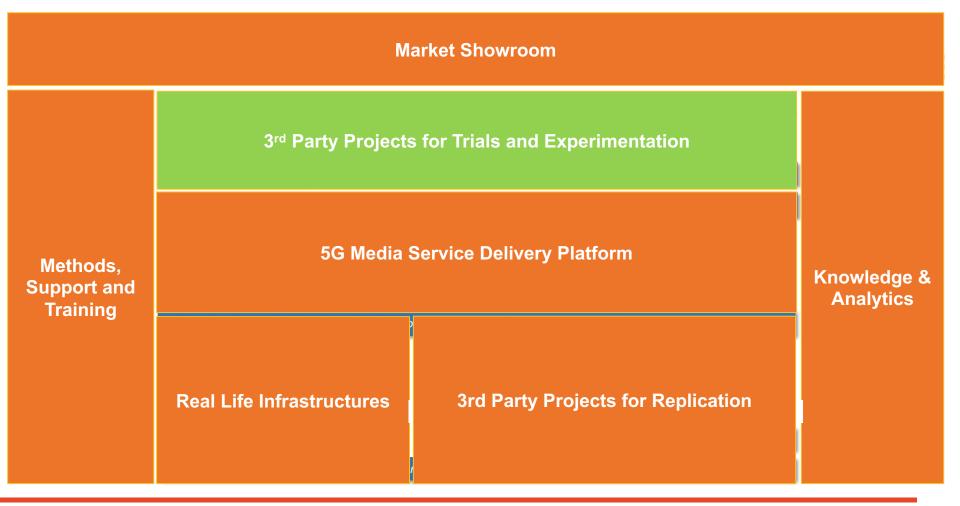
European City A





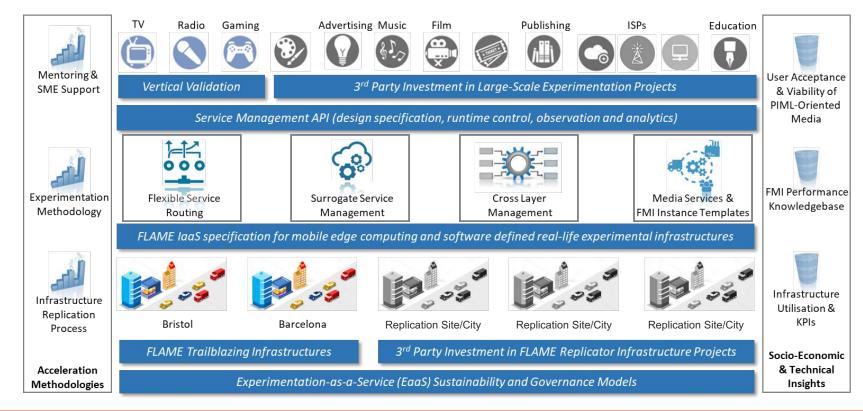
European City C

European City B 3rd Party Investment in FLAME Replicator Infrastructure Projects Infrastructure **Providers**



The FLAME Offering – Get Involved





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