

FACILITY FOR LARGE-SCALE ADAPTIVE MEDIA EXPERIMENTATION

# FLAME: Platform, Infrastructures, and Foundational Media Services

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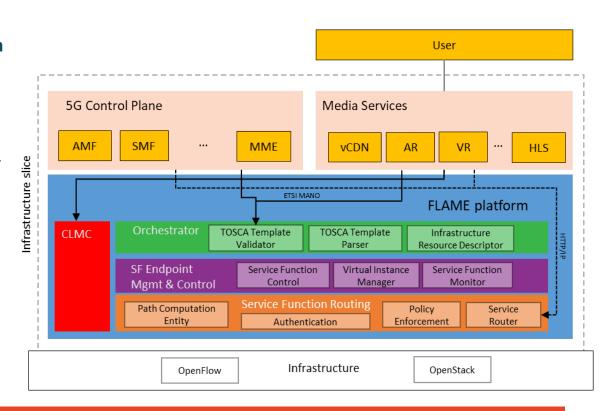
InterDigital Europe, Ltd

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## The FLAME Service Delivery Platform



- A new dynamic content production and delivery platform
  - Layered modular architecture with cross layer optimisation, analytics and control
  - Distributed computing models that combine distant media cloud with mobile edge, i.e., support for many points of presence
  - Deployed in software-defined infrastructure in minutes, supporting flexible service endpoint management, routing and switching
- Supporting enhanced Quality of Experience
  - Personalised, interactive, mobile and localised media services



### **Technical Proposition**

#### FAST, ADAPTIVE

#### Faster response, better engagement

- service deployment at the edge of the network (e.g. in a street cabinet)
- compute located just one hop away (at best) from the users, low latency access
- compute workload distributed across the network

#### Improved service request routing

- fast (between 10 and 20ms) switching time from one service instance to another by not relying on the DNS.
- overcomes inefficient 'triangular' routing of requests in current IP networks

#### Multicast delivery of http responses

 multicast-based delivery of HTTP responses to service request transparently to the (otherwise unicast) semantic of HTTP transactions.



#### ROBUST, SECURE

#### Net-level indirection

- indirection of service requests at the network level allowing error response to redirect the original request to another alternative surrogate
- nesting operations leads to a net-level 'search' among all available surrogate instances

#### Less chance of insecure direct object references

 CDNs morph into surrogate service endpoints with the potential to hold the necessary security context when serving the desired content

#### Secure end-to-end access to content

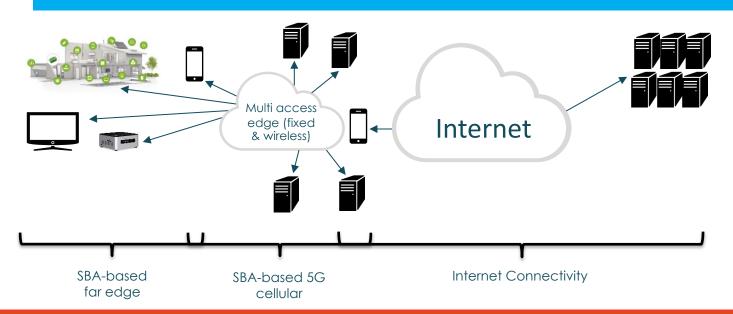
- CDNs deployed as properly secured endpoints with the necessary certificate sharing between content
- Securing content delivery according to the originally intended end user facing contract -more secure for provider and consumer.

## Micro-Services From Far-Edge to Distant Cloud



Anything-as-a-Service (new interactive, immersive experiences, localized where possible)

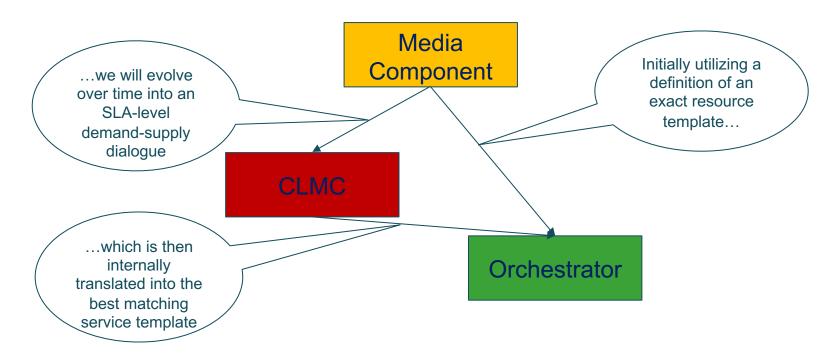
Service-based architecture across all edge and the Internet



Well-proven Internet technology, such as web services, HTTP, IP, ... mixed with virtualization technology

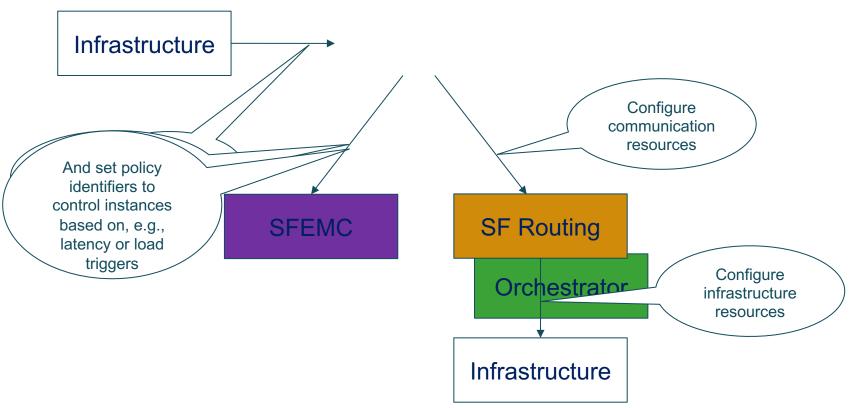
## An Increasingly Rich Dialogue between Experimenter & Platform





## **Supported by Flexible Management and Control**





### **FLAME Foundational Media Services**

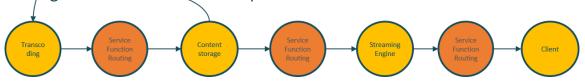


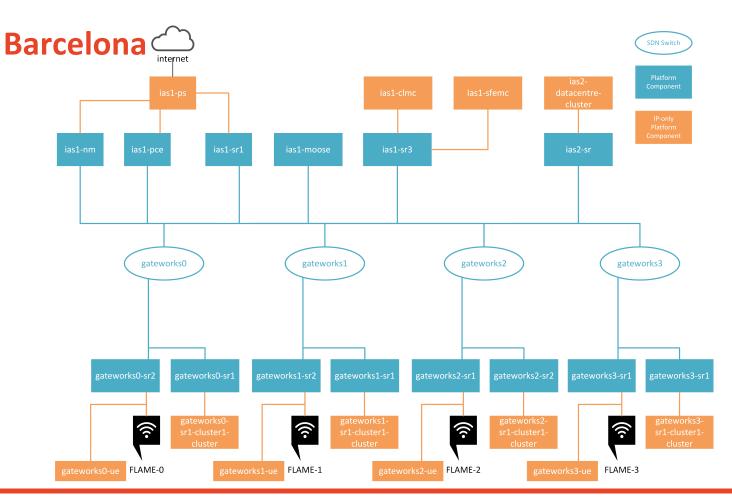
#### Role of Foundational Media Services

- Support experiments through providing basic building blocks
- Take advantage of FLAME platform capabilities, e.g.,
  - Multicast, e.g., replication
  - Indirection, e.g., replication
  - Chaining, e.g., flexible transcoding
- Provided as FLAME-instrumented images and orchestration template definitions

#### Current offering

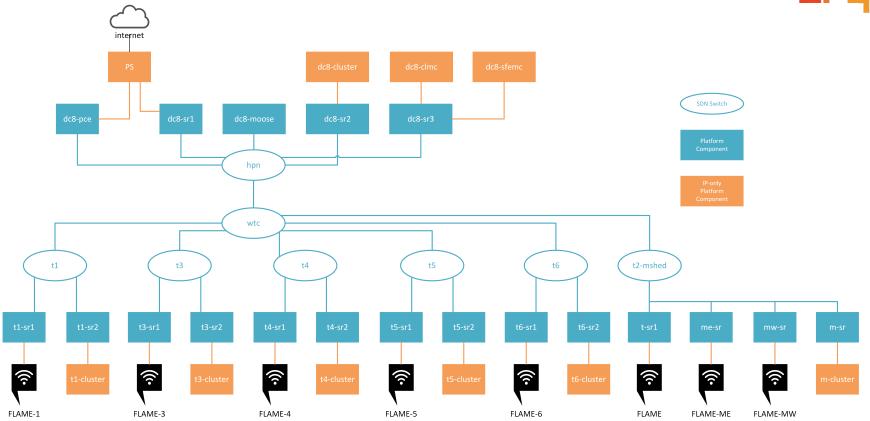
- Metadata database
- VoD and live streaming
- Content conditioning, including transcoding/transrating
- Content ingest and storage
- Media quality analysis
- Virtual CDN





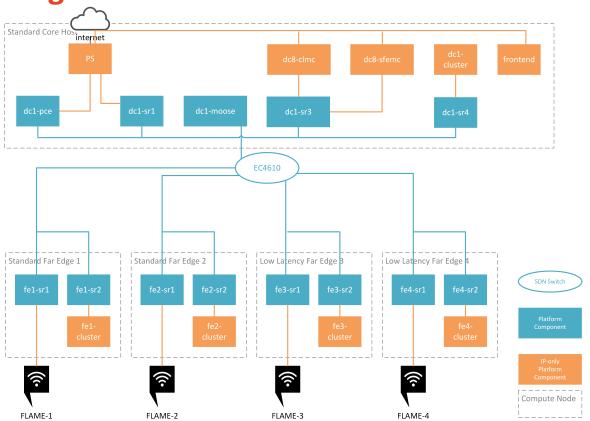






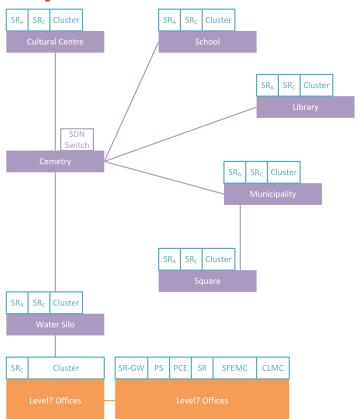
**King's College London** 





## **Level7: Sicily**











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