



M W C B A R C E L O N A | 2 0 2 2

Reinventing communications, together



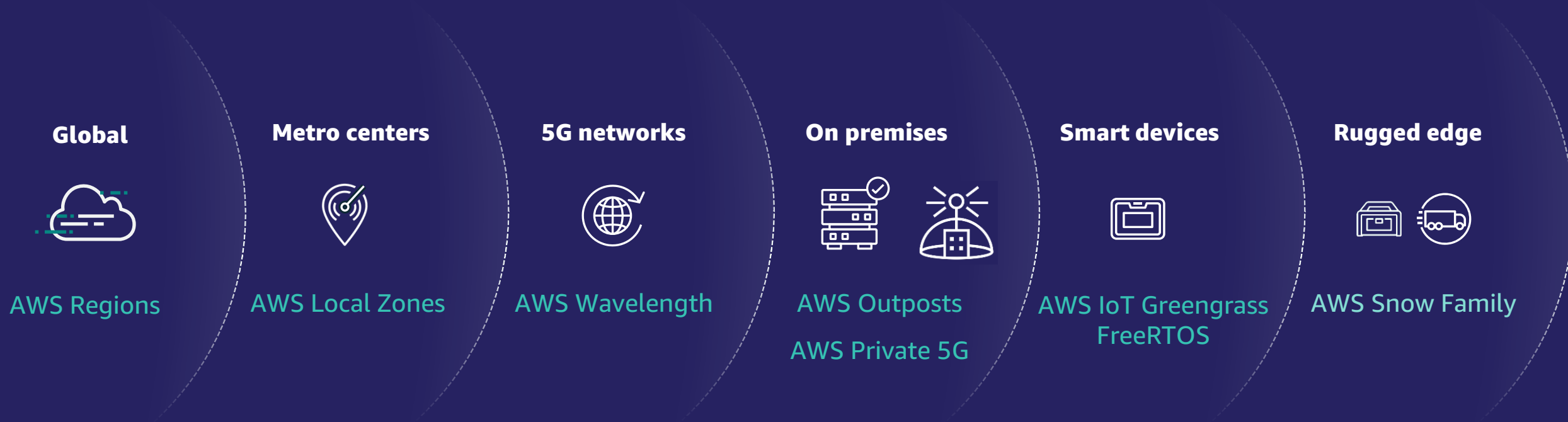


Harnessing the power of 5G and edge compute to innovate

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AWS

Extending the cloud to 5G networks



Same infrastructure, services, APIs, and tools for a consistent experience



Developers seek the same experience

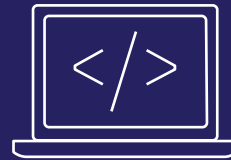
ACROSS ON-PREMISES, THE EDGE, AND THE CLOUD



**Same reliable,
secure, and
high-performance
infrastructure**



**Same
operational
consistency**



**Same services
and APIs**



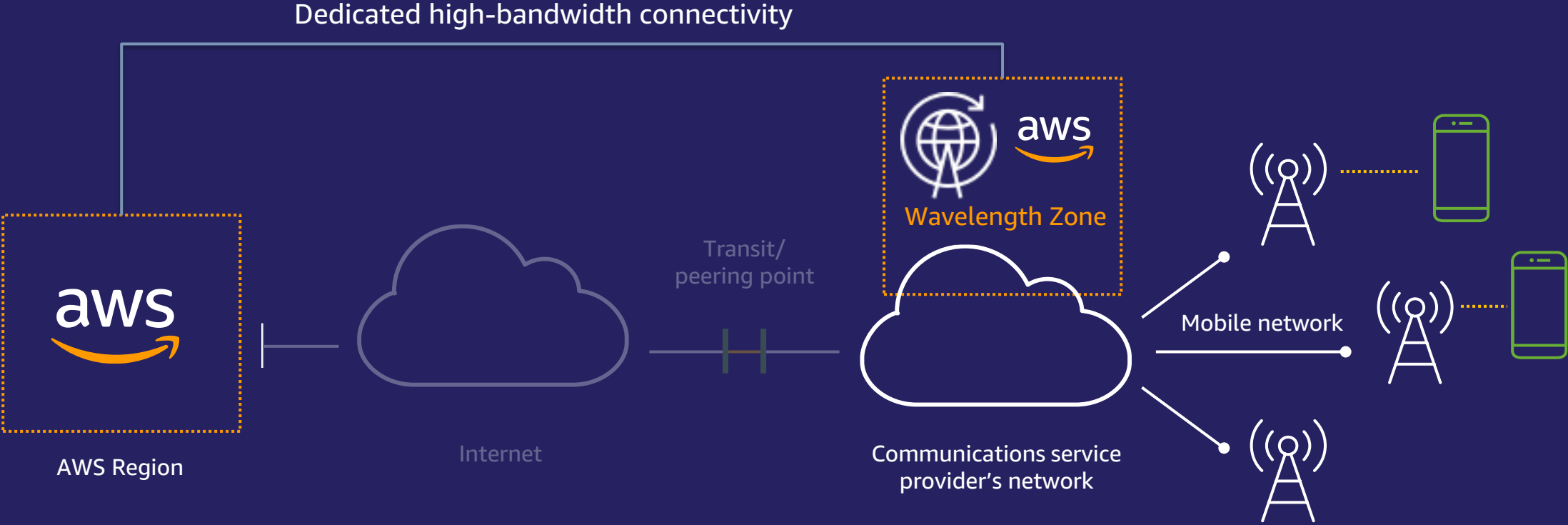
**Same tools for
automation,
deployments, and
security controls**



**Same pace
of innovation as
in the cloud**

Accelerate innovation and time to market

Seamless connectivity to AWS Region



AWS Private 5G

FULLY MANAGED SERVICE TO INSTALL, OPERATE, AND SCALE PRIVATE CELLULAR NETWORKS



Order and deploy a private mobile network with just a few clicks in the AWS Management Console

Automatically configures, deploys, and manages the mobile network

Scales easily to accommodate more connected devices or increases in network traffic

5G edge computing use cases

Healthcare



AI/ML solution for processing and analyzing video, images, and data for real-time diagnosis

Connected vehicles (C-V2X)



Real-time monitoring of data from sensors for road safety, secure connectivity, in-car telematics, and autonomous driving

Smart factory



Accelerating the industrial edge with AI/ML and video recognition for software-defined manufacturing

Gaming



Cloud gaming streaming for high-quality interactive gaming with very low latency

AR/VR/XR



Rendering high-fidelity graphics, images, and videos for immersive experiences in retail, healthcare, and enterprise

Media and entertainment



4K/8K video streaming for in-venue experiences at events and sports

Crowd management – Video analytics at the 5G edge

CrowdVision is a pioneer in the video analytics space and now offers both “vision” and LiDAR solutions through a unified user interface. CrowdVision’s video-based pedestrian analytics solution has been widely deployed in many countries.

Challenge



To generate highly detailed pictures of crowds in public places, counting people in and out of the venue and whether those in a queue are properly social distancing. Being able to do so without installing long cables or on-premises servers.

Solution



New approach leveraging 5G network and edge computing for streaming sensor data and performing video analytics at the 5G edge faster.

Business outcome



Improved operational efficiency with faster deployment of sensors, scalability, and expanding to other use cases like security screening at airports and other public venues.

CROWDVISION

Intelligent industrial automation powered by private MEC at the 5G edge

Challenge



- Optimize process control to monitor and correct defects
- Flow materials through the factory as fast as possible

Solution



- Run edge services that provide autonomous navigation and advanced environmental sensing on AWS Outposts
- Use computer vision and machine learning models to process sensor data received from autonomous mobile robots (AMRs), then send commands to the AMRs over the ultra low-latency, high-throughput 5G private network

Business outcome



- Deliver better flow of goods within the factory and highly reliable production services



CORNING **verizon**



Low-latency gaming anywhere

Challenge



- A global launch for Riot's new Valorant game, under tight deployment timelines
- Competitive multiplayer titles require consistent, low-latency to end users
- Ensure engaging, high-quality experience for all players in countries or metro areas far from AWS regions

Solution



- Outposts provides low-latency compute and storage services in a location the customer chooses
- Deployed Outposts in 4 cities across 3 countries globally to support the game release
- Riot was able to rapidly move production workloads to the Outposts with no changes to their server application because Outposts uses the same AWS infrastructure, services, APIs, and tools as AWS Regions

RIOT
GAMES



“Using AWS Outposts, we were able to reduce Valorant latency by 5–10 ms for players in strategic regions during the COVID-19 epidemic. Rapidly lowering latency for hard to reach areas without the need to deploy and manage hardware was a huge win.”

Zach Blitz
Head of Infrastructure
Riot Games



Thank you!