

# Edge Computing in 5G – 1 day

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The fundamental idea with Edge Computing is to allow services and applications to be hosted and executed “close” to the subscriber/user/client. Edge Computing in general results in lower end-to-end latencies and lower load in transport networks.

3GPP has done standardization work aiming at implementing, facilitating and/or integrating Edge Computing in the 5G System. The course accounts for these standardization efforts and their relationship to each other.

Important note: The course is not about the possible edge applications themselves, e.g. V2X, AR/VR or manufacturing. The course is about how the 5G System can support these applications being deployed at the edge of the network.

## PREREQUISITES

Technical system-level knowledge of 5G is strongly recommended.

### Edge Computing in 5G - Introduction

- Short repetition of the 5G system architecture, Network Functions (NFs) and NF Services, Data Networks (DNs), PDU Sessions etc.
- Application Server (AS) vs Application Function
- PDU Session Anchor (PSA) and Data Network Access Identifier (DNAI)
- Network Exposure and AF Traffic Influencing

### 5G System Enhancements for Edge Computing (3GPP TS 23.548)

- New functionality included in 3GPP TS 23.548
- The Edge Application Server (EAS)
- Edge DNS Client (EDC) and Edge Hosting Environment (EHE)
- The Edge Application Server Discovery Function (EADSF)

### Architecture for Enabling Edge Applications (3GPP TS 23.558)

- New functionality included in 3GPP TS 23.558
- Edge Data Network (EDN)
- Edge Enabler Layer (EEL)
- Edge Enabler Client (EEC) and Edge Enabler Server (EES)
- Edge Configuration Server (ECS)
- Service Based Interfaces and APIs
- Relevant procedures e.g. Service Provisioning, Discovery, Registration
- Relationship to 5G Core Service Based Architecture, e.g. NEF (Network Exposure Function)