



# Onlife Network: Our CORD

# What is OnLife networks?

Edge computing

**Central Office** 

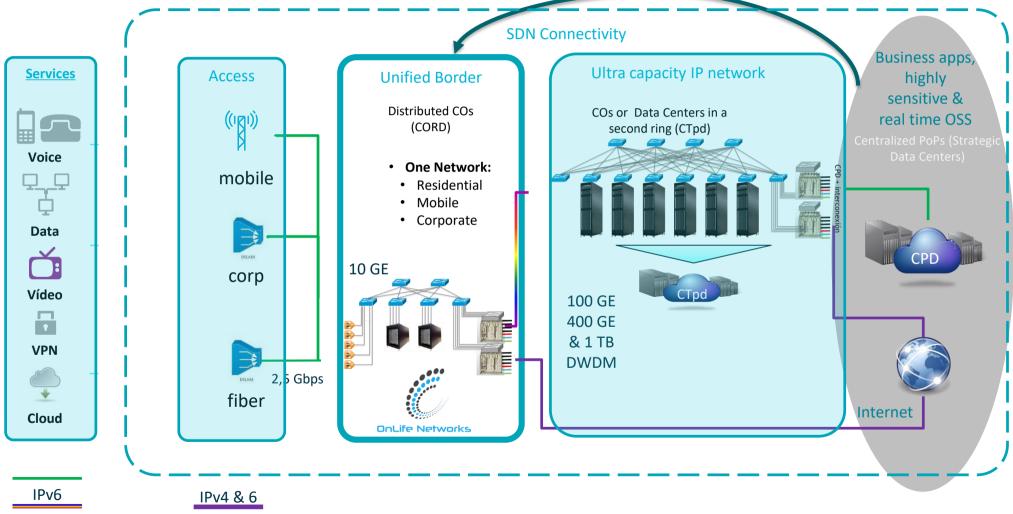
Personalization

Multi access



#### OnLife Networks: An All-IP Architecture with Multi

Access Edge Compute Bringing services to the edge

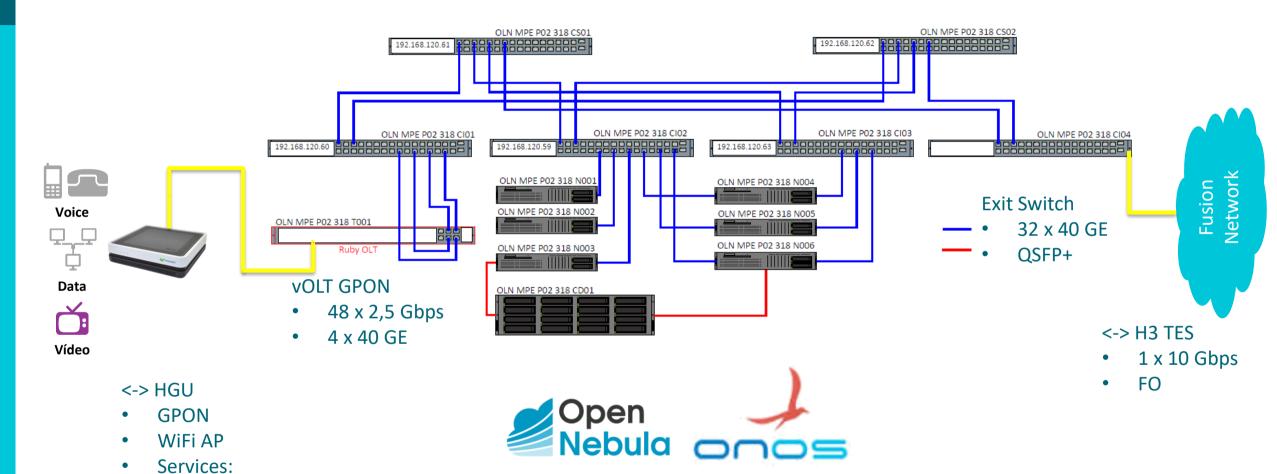


**WE CHOOSE IT ALL\_** 





#### What we have built: R-CORD



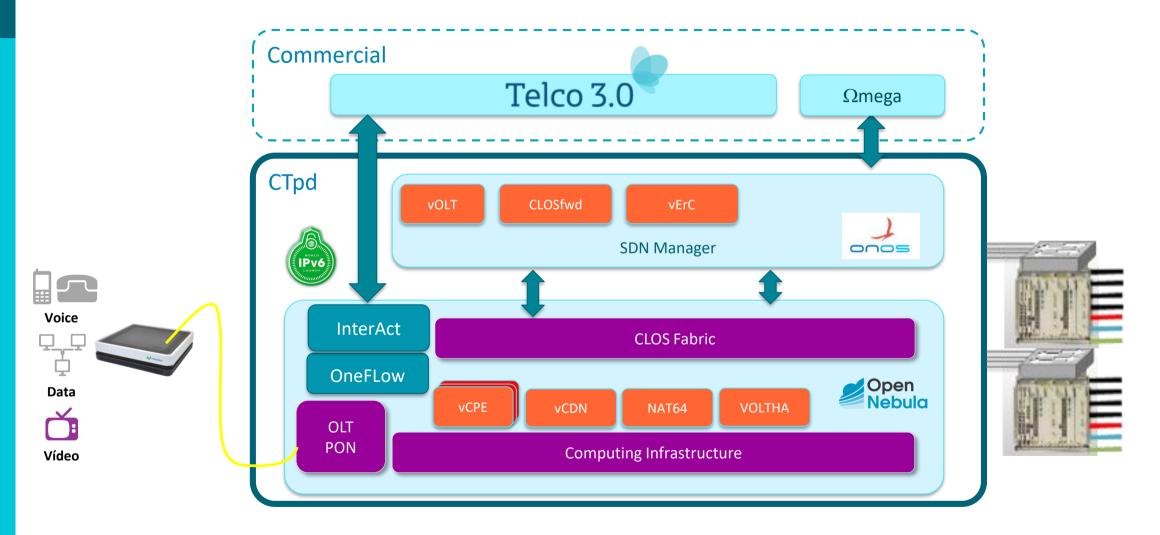


Voice Data Vídeo





#### Leveraging Open Source Software









#### Open Compute based CO for triple play services

#### Switches OCP:

- 32 x 40 GE
- ONIE



Servers OCP OpenRack 2.0



OLT GPON OCP spec by ATT

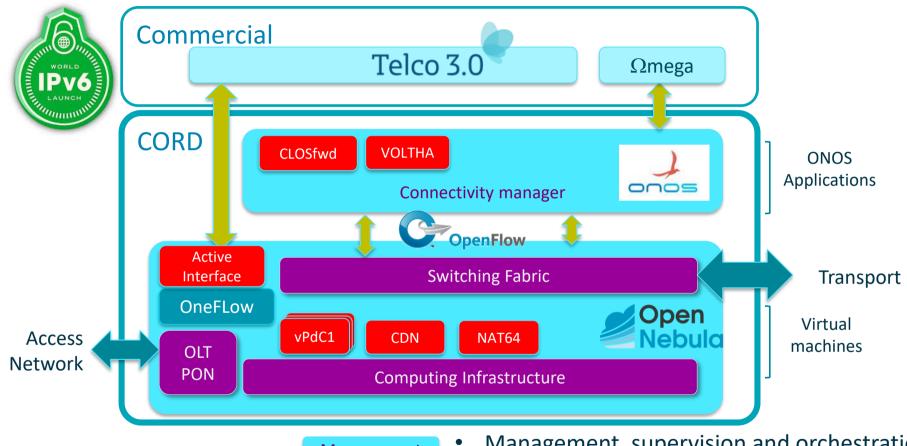
OLT GPON (up & Running)



OCP DC Converter -48vCC



#### **Architecture: CORD Components**



Management **Applications** Infrastructure

- Management, supervision and orchestration
- Functions and applications
- Infrastructure
- **REST API**

WE CHOOSE IT ALL

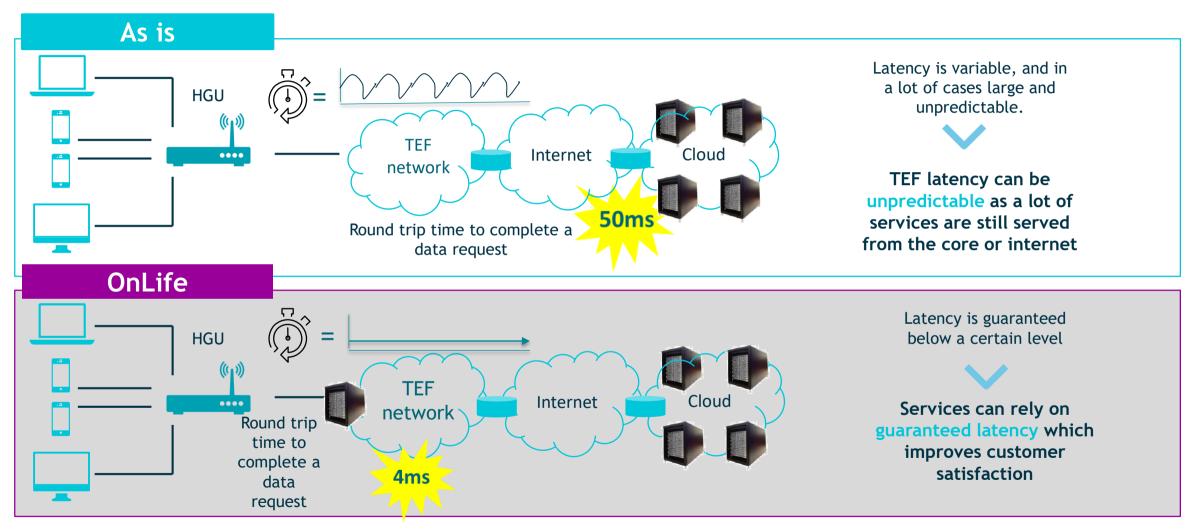




## > Use Cases

#### impact on User Experience

#### Creating the difference







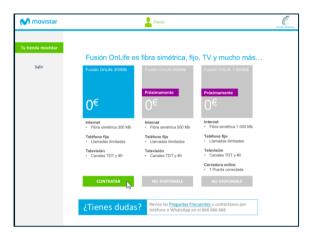


## Central Office transformation brings UX transformation















#### + vCDN @ EDGE



Vídeo









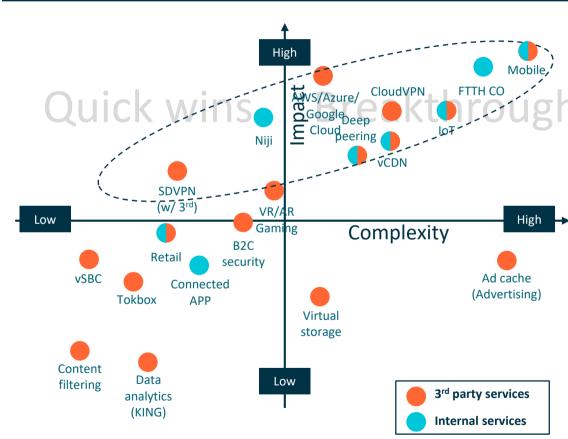






#### Connectivity + Edge Computing opens many use cases

#### Prioritization matrix<sup>1</sup>



**Development effort** 

#### Pilot Focus

- Fibre Central Office Transformation
- vCDN
- CloudVPN (w/3<sup>rd</sup> party solution)

#### **Evaluation**

- VR/AR Gaming
- Akamai vCDN
- AWS edge
- SDVPN (int. dev.)
- TGS CDN
- Tokbox

- Deep peering
- loT
- Retail
- MobileLambda at the
  - edge

#### ⋠ Mid term

- Content filtering
  Virtual Storage
- Ad cache

Position in the Matrix is based on high level quantitative and qualitative analysis

**WE CHOOSE IT ALL\_** 





#### TIP Use cases

**TELECOM INFRA PROJECT** 

vCDN at the edge

#### Objectives

To deliver high hit and low latency content from the Edge of the network using OnLife networks

#### **Impact**

- Better customer experience
- Lower transport costs
- **Enablement of newer** revenues by services at the edge

#### Collaborators









AR/VR Tourism Edge

#### **Objectives**

To enable a scene recognition activity using AR. Delivering information about a scene. making a call and giving info about best visiting times

#### **Impact**

- ✓ Enabling low latency Edge service
- Developing a new business revenue service where telco is adding value

#### Collaborators











3

Drone video delivery

#### **Objectives**

Get real time video from drones for events, venues and attractions and deliver it in 360 to customers

#### **Impact**

- Reversing the edge vCDN to now take content in real time
- Enabling future low latency business to enable video pull from any video source

#### Collaborators



Telefonica





People & Process

Objectives

Share best practises for Operating new technologies in Constant change and hyper growth environments

Collaborators

















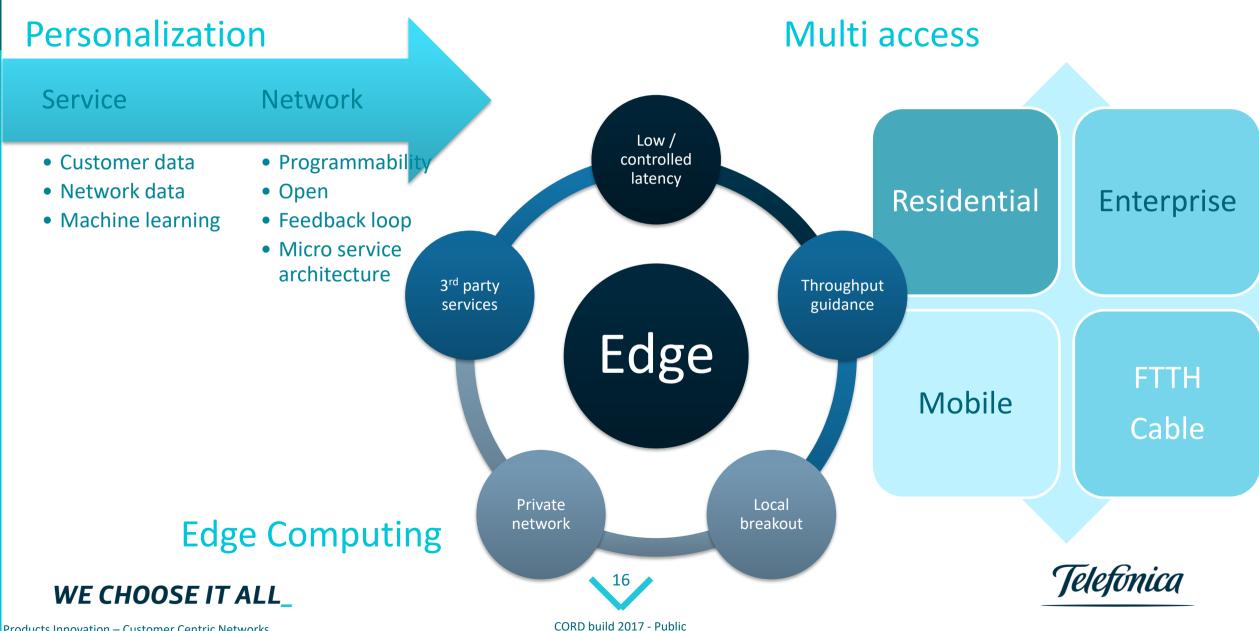








#### OnLife networks active investigations



# Este es el lugar donde lo digital se transforma en algo real\_



Telefonica

### Telefonica

