

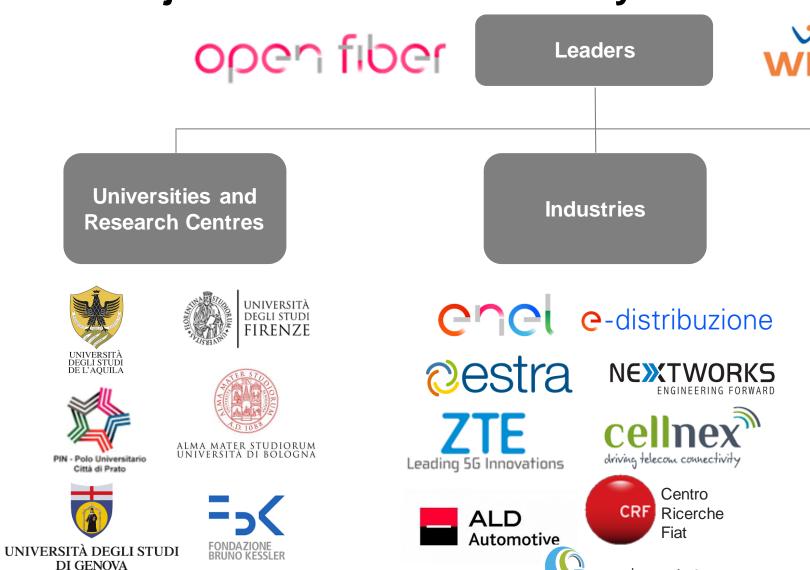
ITALIA 5G: Speciale Sperimentazioni: l'esperienza di Wind Tre

«Città 5G» - sperimentazione MISE

« 5G CITY» - H2020 5G-PPP



5G: Objectives and Partner ecosystem



Other Partners



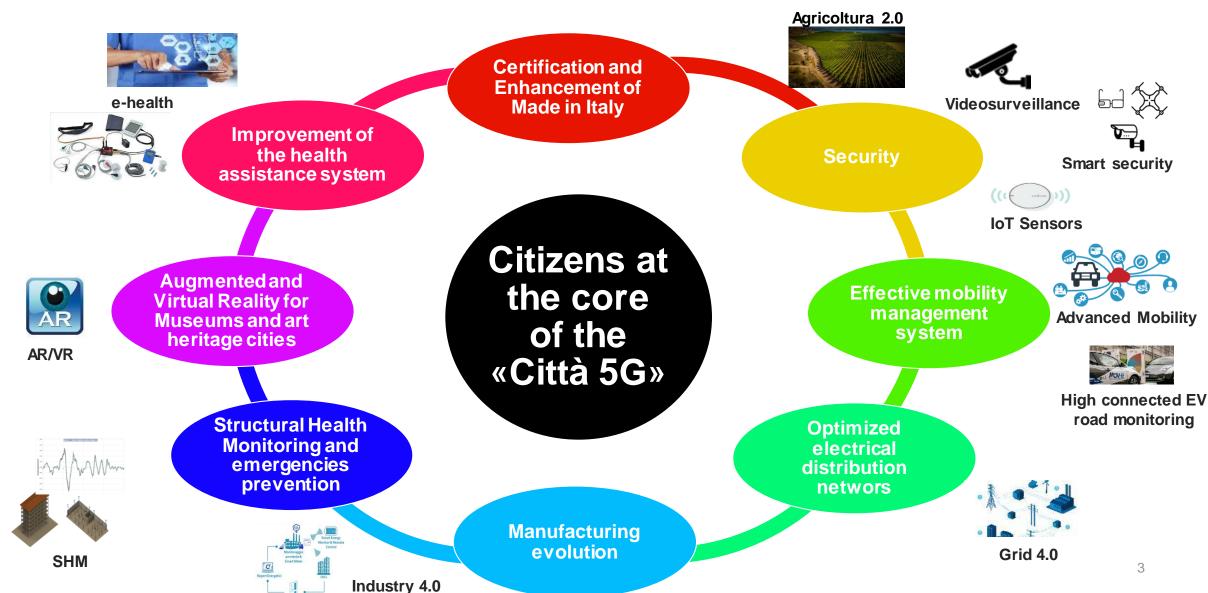








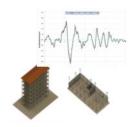
«Città 5G» The use cases contexts





«Città 5G»: Use Cases - Wind Tre

Structural Health Monitoring



Agriculture 2.0



E-Health – Medical Devices



Smart Security for a Smart City



Enhancement Traffic Management







Structural Health Monitoring





Drones

Video Recordings & Video Analytics



Sensors

Accelerometer, Inclinometer, Extensometer, Temperature and Umidity Sensors, GPS, Weather Station

Real-time monitoring of "health status"

Preventive and timely intervention

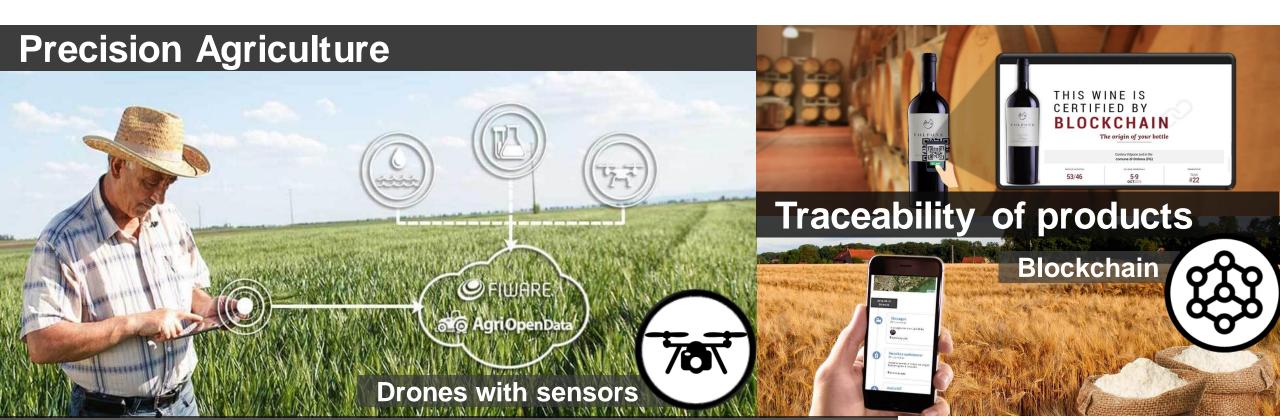
Greater security for citizens and buildings

Reduction of construction and maintenance costs





Agriculture 2.0



Enhancement of Made in Italy
Quality Assurance
Guaranteed Authenticity of Products







E-Health, Medical Devices



Timely and effective remote intervention Greater patient satisfaction at home Cost reduction of the health system Increased accessibility to healthcare





Smart Security for a Smart City

POLICE

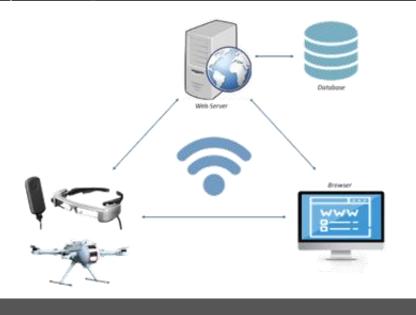
PRIVATE SECURITY

Devices





Operations Centre



Effective and collaborative management of agents

Preventive and timely management of security

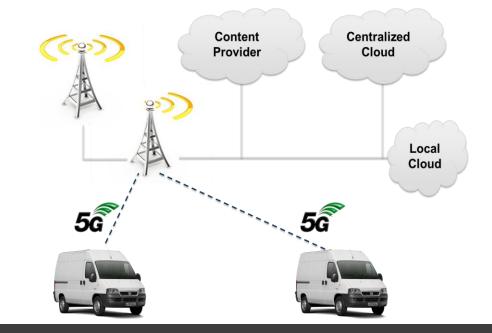
Increased security for citizens and agents





Enhancement Traffic Management





Operations Centre

Effective, efficient and safe management of fleets Safety of vehicles, drivers and people Better comfort and driving style Reduce road traffic and pollution

5GCity Project

















5GCity consortium includes different media-related partners, a television channel, a national broadcaster, and a SME focused on content acquisition and production in the Cloud or an association of media companies. Three different media use cases will be deployed and evaluated (mobile real-time transmission, UHD video distribution, and real-time video acquisition and production in the Edge & Cloud).









































Unauthorized waste dumping prevention

The city of Lucca holds some yearly events that are highly disproportionate to the city size, resulting in a number of issues including illegal waste dumping. 56City will use the cities' surveillance cameras and deploy (multiple instances of) a virtualized service that can process video streams near cameras automatically to identify illegal dumping.



Neutral host (Telecom Use Case)

GCity will leverage its virtualization platform in order to enable the cities to create dynamic end-to-end slices containing both virtualized edge and network resources and lease it to third-party operators.

5GCity: the Use Cases



5GCity: a distributed cloud & radio platform for 5G Neutral Hosts.

 The main goal is to turn a city into a distributed, third party, and multi-tenant edge infrastructure, extending the cloud model all the way to the edge while enabling dynamic, fast and interoperable provisioning

5GCity Use Case

- A specific application paradigm; it describes how the proposed technology can be used to satisfy specific needs: .
 - Unauthorized Waste Dumping Prevention
 - Neutral Host
 - Video Acquisition and Production Community media engagement in live events
 - UHD Video Distribution Immersive Services
 - Mobile Backpack Unit for Real-time Transmission
 - Cooperative, Connected and Automated Mobility
- For each Use Case, we are going to consider the following aspects:
 - Overall description, Actors involved, Requirement, Deployment topology Evaluation and Expected impacts





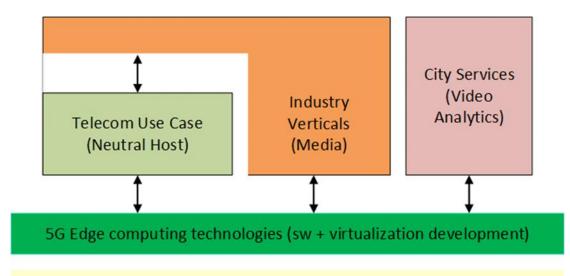
5G CITY: selected scenarios



All the use cases can be clustered in 3 scenarios:

- Scenario 1 Telecom Use Case
- Scenario 2 Industry vertical
- Scenario 3 City Services





5GCity distributed infrastructure (city hardware) Barcelona, Lucca, Bristol

5G CITY: Use Cases distribution





ID	Use Case Name	City		
		Barcelona	Bristol	Lucca
UC1	Unauthorized Waste Dumping Prevention			Yes
UC2	Neutral Host	Yes	Yes	Yes
UC3	Video Acquisition and Production Community media engagement in live events	Yes	Yes	
UC4	UHD Video Distribution Immersive Services		Yes	Yes
UC5	Mobile Backpack Unit for Real-time Transmission	Yes		
UC6	Cooperative, Connected and Automated Mobility	Yes		