



EDGE GAP

“Edge computing applied to today’s gaming market: [a case study](#)”



For Flawless Multiplayer



**Automated & Distributed Servers Orchestration
on the World's Largest Public Edge Computing
Infrastructure**



PATH OF
TITANS




DIE BY THE
BLADE



EXPEDITION
AGARTHA




Key Benefits




+58%

Latency Reduction vs
Public Cloud




615+

Locations
Worldwide




∞

Scaling &
Concurrent Players




~3s

Deployment to
All Locations



0

Dev Ops Engineers to
Manage Your Backend



99.99%

Availability

Near Zero Latency, Limitless Rapid-Scaling & Instant Global Deployments

Products

**Session
Management**

**Game Server
Hosting &
Orchestration**

**Network of
Relays**

**Matchmaker &
Lobbies**

**Server Image
Caching**

**Smart Fleet
Manager**

**Multicloud
Manager**

Analytics

Solution

We leverage hundreds of infrastructure locations, pick the best locations, and deploy servers in real-time

Hundreds of infrastructure locations

We've integrated with multiple hosting providers to offer a global solution to developers. Edgegap is a pure software solution that leverages other's hardware



615+

Locations worldwide

Select the best locations in real-time

Our patented decision engine takes into account the context of each session/user to choose the best location and deploy in real-time. This allows developers to get their apps & games closer to users



Edgegap

Decision Engine

Application deployment in seconds



Edgegap runs infrastructure selection when the application is needed. The full selection and deployment process executes in under 2.1 seconds. This is a just in time process.



2.1

Seconds for selection and deployment

Our platform is Patented Technology that chooses the best location on-the-fly

-  Potential Apps/Games location
-  Users/Players



*“Deploy anything,
anywhere, within 2
seconds”*

- Use telemetry to make the best decision in real-time
- Don't rely on client's ping, they don't know the whole story!
- Leveraging thousands of locations is more complicated than using a handful or regions in a public cloud! You need to react fast!

Typical game servers architecture



Game servers on Edgegap



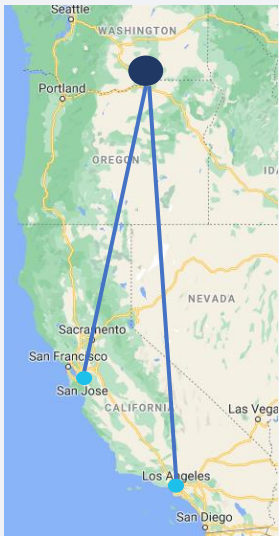
**Is edge computing really
reducing latency?**

Yes, it does reduce latency! (and for a lot of people!)

Case Study #1: 1 vs 1 game

Before: 74ms

After: 29ms



60% Latency Improvement

- Pathway
- Player Location
- Server Location

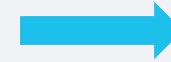
Studio A

Case Study #2: PvE Coop game

aws

VS

EDGE GAP



Latency improved **95%** of the time

The average latency was reduced by **58%**

Studio B

Edgegap in numbers...

- 300+ active studios
- Leveraging 615 datacenters worldwide
- 100's of thousands of game servers managed daily, used by millions worldwide
- 1st “Street edge” in London with Colt

Merci!



edgegap.com