



Newsletter #10: Building the computing continuum for 6G

Emerging trend in a computing continuum is to ensure data is managed more efficiently. This needs a deep understanding on how an intelligent and autonomous framework spans across the edge/cloud continuum of the network leading to quicker and smoother data access with low latency, avoiding connectivity issues, thus improving the overall experience of the user.

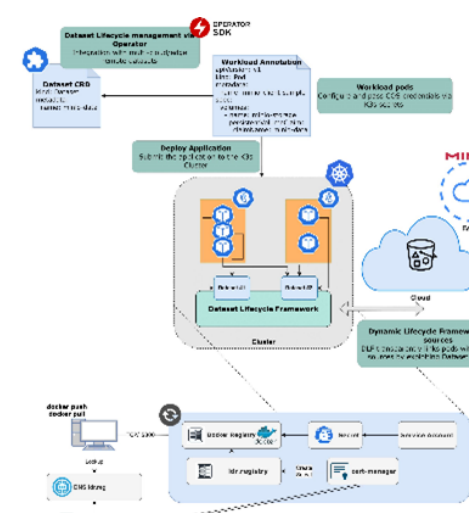
Horizon 2020 project CHARITY focuses on facilitation, deployment and orchestration needs of such services enabling high quality of experience (QoE) different immersive service categories, including Real-time Holographic Applications, Immersive Virtual Training and Mixed Reality Interactive Applications.

We are glad to share that the consortium recently had its periodic review meeting and the Project has fully achieved its objectives and milestones for the period. Project CHARITY is one of the unique projects that aspires to leverage the benefits of intelligent, autonomous orchestration of cloud, edge, and network resources, to create a symbiotic relationship between low and high latency infrastructures that will facilitate the needs of emerging applications.

NEW PAPER RELEASE

Consistent strong efforts have been made by CHARITY project partners on publishing research papers through open access platforms. The CHARITY website has a section where papers produced by project partners are available for download. Below we highlight some of the most recent ones. [Papers & Conferences section of the CHARITY project website.](#)

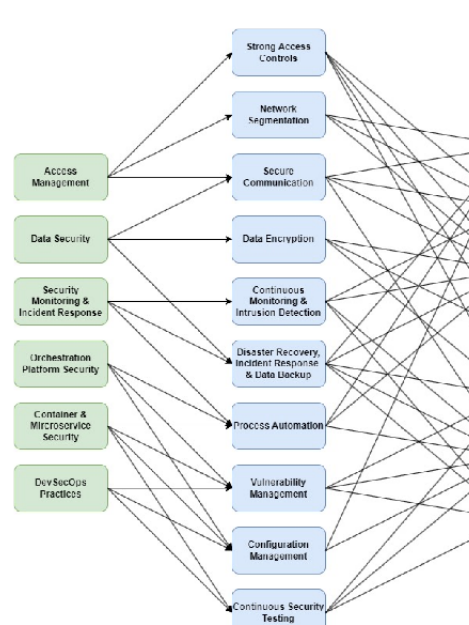
Streamlining XR Application Deployment with a Localized Docker Registry at the Edge



CHARITY partners HUA, ORAMA and ORBK presented at the [10th European Conference on Service-Oriented And Cloud Computing](#), which took place on October 25th in Larnaca, Cyprus. In this paper, the authors proposed a framework which aims to streamline the storage and distribution of container images, providing improved control, scalability, and optimized capabilities for edge deployment.

For more details, go to the following link: https://link.springer.com/chapter/10.1007/978-3-031-46235-1_12.

Security in Cloud-Native Services: A Survey



Recently a joint publication by CHARITY partners HUA, ONESOURCE, ICT-FICIAL, CS, TELEFONICA, HPE was published in Journal of Cybersecurity and Privacy. In this paper, the authors provide a comprehensive investigation of the aspects, features, and solutions that are associated with security in cloud-native services. This research work serves as a uniquely structured mapping study that maps the key aspects to the corresponding features, and these features to numerous contemporary solutions.

For more details, go to the following link (Gold OA): <https://www.mdpi.com/2624-800X/3/4/34>.

HIGHLIGHTS

Presenting Cyango to Capgemini Portugal



In the first week of October, CHARITY Partners from Cyango Joao presented at VR/AR association in Lisbon and immersed the audience in technological innovation.

The event witnessed a blend of participants, from industry pros to academic enthusiasts. Overall, it was about learning, sharing ideas, and building partnerships.

CHARITY consortium meets for Plenary in Heidelberg



On 9th, 10th & 11th(half day) CHARITY project partners met for their plenary meeting in the beautiful city of Heidelberg. The hybrid meeting kicked off with a welcome from the Project coordinator Alessandro Bassi, Eurescom and was followed by the retrospective discussions on the recent review meeting of the project and lessons learnt. The highlight of the meeting was the Exploitation workshop that was organized by partners from HPE. Overall, the meeting witnessed discussions on platform, participation at events, upcoming and next

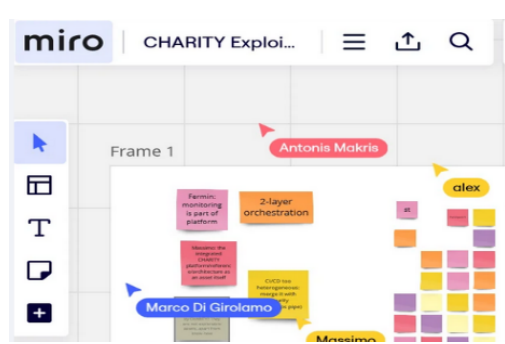
steps.

BLOG RELEASE



Mesh Merger data service

An augmented Reality Collaborative game, like other augmented reality multi-user applications, needs a "mesh collider" to work. This video shown the [Mesh Merger](#) service, provides a glimpse of the same. Here, a data service for Augmented Reality collaborative applications is developed by two partners of the CHARITY project; the National Research Council of Italy (CNR) and Orbital Knight (ORBK).



CHARITY workshop: Strategies to Exploitation

Exploitation ambition is to turn the technology outcomes of a research project into tangible impacts to global markets and society, encompassing commercial reuse as well as other ways to take advantage of the developed knowledge. This workshop represented an outstanding step to appraise the positioning of CHARITY in the overall landscape, and help all of us to take best advantage of its exciting technology novelties.

EVENT PARTICIPATION

CHARITY at IEEE International Conference on Cloud Networking 2023



CFP: Workshop on Intelligent Cloud Continuum for B5G Services, IEEE CloudNet 2023

The CHARITY project joined forces with [EU AerOS](#), [EU 6GSandbox](#), [RIGOUROUS](#), [6G Flagship](#) on the workshop on intelligent cloud continuum for b5g services.

Beyond 5G (B5G) applications and services offer unprecedented opportunities for innovation and progress. Nonetheless, achieving such a vision requires a new breed of intelligent mechanisms, protocols and autonomous architectures capable of truly taking advantage of the entire edge-to-cloud computing spectrum.

Details at: <https://cloudnet2023.ieee-cloudnet.org/workshop-intelligent-cloud-continuum-b5g-services>

Acknowledgement
The CHARITY project receives funding from the European Commission under the Horizon 2020 programme - grant agreement no. 101016509. The European Commission has no responsibility for the contents of this newsletter