GPU ORCHESTRATION

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- This presentation has been authorised by the Board of Activeport Group Ltd.

Overview

Activeport's **GPU orchestration** platform delivers interactive video streaming across distributed GPU clusters at high concurrent user density GPU clusters.

Born for cloud gaming on AMD hardware, Activeport is adapting the platform for new applications including robotics, drones and visually rich AI applications.

Activeport has vast experience deploying thousands of GPUs across telco operators, delivering cloud gaming to major mobile phone networks worldwide.
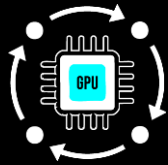
Version 3.0 of Activeport's platform brings bare metal, containerisation, interactive streaming and session control together to form a generic solution suited to most GPU-intense high-volume consumer and industrial applications.

GPU ORCHESTRATION

GPU Orchestration

Market-leading Compute and GPU Orchestration Technology
for Interactive Visual Applications

GPU Cloud Orchestration

Achieve low latency and streamline GPU resource management and deployment across cloud environments for superior interactive video performance.

Interactive Streaming Ecosystem

Through advanced network optimisation and real-time data processing, Activeport's solution ensures low latency streaming and robust connectivity.

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GPU Applications

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Cloud Gaming

Activeport is a world leader in GPU orchestration for cloud gaming. The challenge for cost-effective cloud gaming is concurrent user density without compromising quality.

Activeport worked closely with AMD and successfully met this challenge, currently deploying to large-scale low ARPU carriers in Asia and India.

Drones

The use of drones in civilian and military applications is accelerating and the emerging products need interactive video processing, both inbound and outbound to optimise performance.

Activeport's interactive streaming technology is easily adapted to these applications to make them faster, cheaper and easy to deploy.
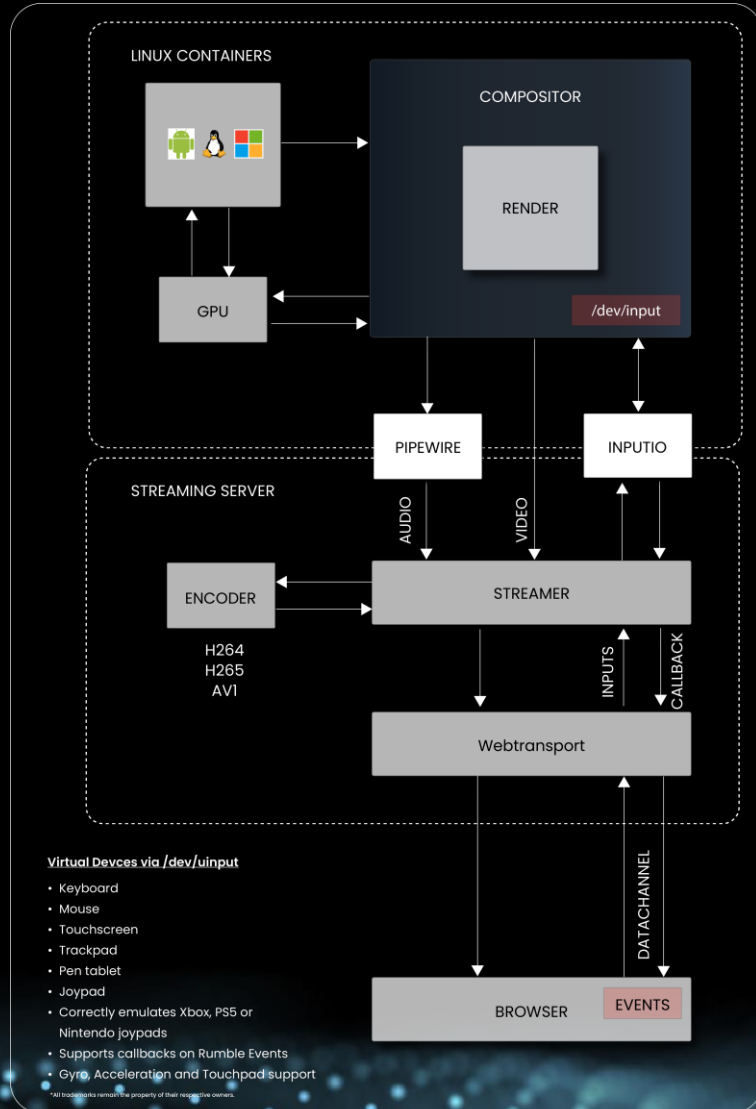
Robotics

Robotics is the emerging market likely to deliver exponential growth.

Requiring extensive GPU capacity for training models and likely to create enormous volumes of streamed, interactive video, Robotics is the new frontier for Activeport's GPU orchestration software that remains quantitatively unknown but promises significant upside for Activeport.
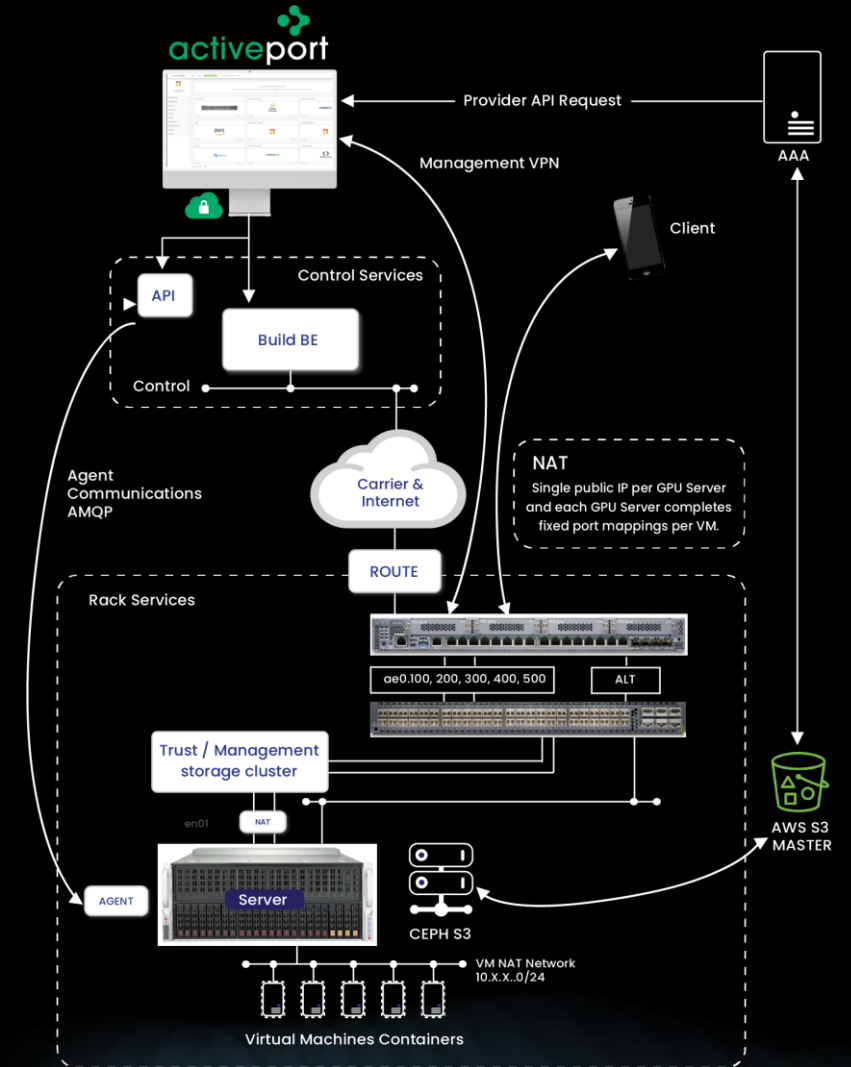
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Streaming architecture v4

- 200% increase in frame rate at 50% lower latency.

- Dedicated streaming server on a per GPU server basis.

- MA35D DMABUF support

- Full AV1 encoding via two ASIC transcoders per encoding card

- Full WASM based Browser Client using WebTransport and WebCodec

- Streaming server based on WebTransport over QUIC

- Reporting Agent and Streaming SDK

- Single IP and Port exposed for all client connections

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GPU Orchestration Architecture v3

- Supports system containers, application containers and virtual machines.

- Clustering GPU servers across distributed geographies with zero-touch provisioning.

- Client application integration for high-volume user activation and connectivity to distributed GPU servers.

- White label portal for instant-on service delivery under your own brand.

- Multi-tenant support for service providers to deliver to their customers.

- Integrated network orchestration solution for edge to cloud connectivity management.

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Strategy for Growth

Leverage our experience in optimising application delivery at scale for cloud gaming to other domains.

Expand scope of application support to include drones and robots to leverage the leading-edge Activeport technology built for cloud gaming.

Leverage Activeport's foundation MANO platform to generate sustaining revenue from region's telco operators.

Partner with local software vendors with complimentary products is domains such as network, digital twin, compute, GPU and IoT.

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This announcement has been authorised for release by the Board of Activeport Group Ltd.

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