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Metaverse Realization by Network Slicing in Edge Computing

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Abstract: *The Metaverse, an expansive virtual universe blending physical and digital realities, demands sophisticated network infrastructures to deliver seamless and immersive user experiences. Network slicing and edge computing have emerged as pivotal technologies in meeting the stringent requirements of low latency, high bandwidth, and scalability essential for the Metaverse. This paper explores the synergistic role of network slicing and edge computing, examining their contributions to network efficiency, resource optimization, and user experience enhancement.*

Keywords: Metaverse, network slicing, edge computing, low latency, scalability, virtual reality, augmented reality

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