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# Edge Cloud Computing

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## Sous-titre

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# Introduction

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## Introduction

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# Internet of Things and Limits of the clouds

Evolution of the number of connected objects

## Problem

The network can't handle the workload and the communication.

# Edge computing

## Principle

Computing on the end-node of the network (the "things")  
-> *Edge* of the network

# Challenges

## Energy

Mobile device with low battery



# Challenges

## Computing power

Increasing

# Challenges

## Mobility

Mobile things. Failure-tolerance must be high.  
Where to put the service in the edge?



# Challenges

## Heterogeneity

Of the network and things' abilities.

### Example

Cellphone, Oven, radio, heater, computer, etc.

Of the programming languages used by each.

Of the applications

### Example

High CPU need, high memory need, quick communication, etc.

## Conclusion

Hybrid system needed. No cure-all solution.  
What about the economical aspect ?