Edge Cloud Computing

Sous-titre

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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-tolerence must be high.
Where to put the service in the edge ?

Challenges
Heterogenity

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 ?