Everything as a service

Everything as a service[1](*EaaS*,[2] *XaaS*,[3] **aaS*[4]) is a [concept](#) of being able to call up re-usable, fine-grained [software](#) components across a network.[5] It is a subset of [cloud computing](#). The most common and successful example is [software as a service](#) (SaaS[6]), but the [term](#) *as a service* has been associated and used with many core components of [cloud computing](#) including [communication](#), [infrastructure](#), [data](#) and [platforms](#).

A number of vendors including [Google](#), [Microsoft](#), [Hewlett Packard](#)[7][8] and Amido[9] have been associated with the "everything as a service" trend.[10]

Key characteristics

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Offerings tagged with the *as a service* suffix have a number of common attributes, including:

- **Low [barriers to entry](#)** is a common method of offerings, with services typically being available to or targeting consumers and small businesses.
- **Little or no capital expenditure** as [infrastructure](#) is owned by the provider.
- **Massive scalability** is also common, though this is not an absolute requirement and many of the offerings have yet to achieve [large scale](#).
- **Multitenancy** enables resources (and costs) to be shared among many [users](#).
- **Device independence**[2] enables users to access systems regardless of what device they are using (e.g. [PC](#), [mobile](#),...etc.).
- **Location independence**[2] allows users remote access to systems.

Sub-categories

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This kind of services can be divided into more specific types:

- [Software as a Service (SaaS)](#)
- [Platform as a Service (PaaS)](#)
- [Infrastructure as a Service (IaaS)](#)

Related pages

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- Cloud computing

References

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