**INTRODUCTION**

The emerging of cloud computing [1] and cloud simulation [2] proposed new road for large scale associated training and network simulation training. In the cloud training mode, each user is provided with independent virtual hardware via network, to realize allocat1ion on deman and full share of computing resources and simulation resources. Multi users visit the datacenter via network to deal with the tasks including data calculation and graphic processing, etc. By cloud training, users can go into equipment operation training, equipment maintenance training, and equipment command training without restriction of geographic location.

During the training procedure, as the long distance connection is restricted by network bandwidth, the transaction and processing of large amount of 3D models, graphics and videos faces huge pressure, which results long time delay when transmitting data between client and cloud center.Besides, whether troops have training tasks, cloud training center is running continuously. The energy consumption can be lowered in despite of resource scheduling technology,however, the problem of high energy consumption cannot be solved completely. Use a new resource processing mode –edge computing as a reference, putting the resources used to be deployed in the cloud center to the edge node and gives the edge node resource processing ability. Cloud center and edge node cooperation method is proposed. Part of the training resources, models, tasks used to be deployed in cloud center are decomposed and migrated to high performance edge nodes. Use this method to reduce the load of cloud center and then achieve the goal of lowering down energy consumption,reducing time delay, improving training efficiency.