**SYSTEM ANALYSIS**

**EXISTING SYSTEM:**

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. The energy consumption can be lowered in despite of resource scheduling technology, however, the problem of high energy consumption cannot be solved completely

**DISADAVANTAGES:**

* Time delay
* The energy consumption can be lowered in despite of resource scheduling technology,
* Security problem.

**PROPOSED SYSTEM:**

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.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.A multi-users multitasks simulation training conception to solve the equipment simulation training problem in the condition of informationization. The training system could satisfy the requirement of large scale, multi person-time equipment teaching and training

**ADAVANTAGES:**

* Part of the training resources, models, tasks used to be deployed in cloud center are decomposed and migrated to high performance edge nodes.
* cloud center and then achieve the goal of lowering down energy consumption,reducing time delay, improving training efficiency.
* To improve the service ability and reduce the energy consumption of cloud training.