





Serverless computing, or Function as a Service (FaaS), represents a research trend where applications are built and deployed as a group of stateless functions. Although initially proposed for the cloud, serverless computing has also found its place on Internet of Things (IoT) while bringing functions closer to the devices, in order to reduce latency and avoid unnecessary energy and resource consumption. It is interesting that solutions can work in an integrated manner on edge, fog, and cloud layers. Mission-critical functions can be executed on edge and fog in order to benefit from low-latency responses, while heavy functions can be executed on the cloud to process huge amount of data produced by IoT sensors, as long as Internet connection is available.

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Starting the Python SimulatedDevice py

Starting the Python IoT Hub C2D Messaging device sample...
Waiting for C2D messages, press Ctrl-C to exit

Message received:
    ('data', b'{'service client sent a message': 13.00}')
    ('custom_properties', {'testProperty': 'PropMsg_0'})
    ('message_id', 'message_0')
    ('expiry_time_utc', None)
    ('correlation_id', 'correlation_0')
    ('user_id', None)
    ('content_encoding', None)
    ('content_encoding', None)
    ('cottent_encoding', None)

Total calls received: 1

Message received:
    ('data', b'{'service client sent a message'': 14.11}')
    ('custom_properties', {'testProperty': 'PropMsg_1'})
    ('message_id', 'message_l')
    ('expiry_time_utc', None)
    ('correlation_id', 'correlation_1')
    ('user_id', None)
    ('content_type', application/json')
    ('content_type', application/json')
    ('user_id', None)
    ('cottoth_type', application/json')
    ('cottoth_type', application/json')
    ('output_name', None)
    ('cottoth_type', application/json')
```