## SEMINAR REPORT ON EDGE COMPUTING

Submitted in the partial fulfillment of the requirement for the award

Of degree of

#### MASTER OF COMPUTER APPLICATION

Done by

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CENTER FOR PROFESSIONAL AND ADVANCED STUDIES
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2016-2019

#### **CERTIFICATE**

Certified that the seminar entitled "Edge Computing" is a bonafide record of work done by Deekshith Suresh (Reg.no.801034) in partial fulfillment of the requirement for award of Master of Computer Application of Center for Professional and Advanced Studies.

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#### **ABSTRACT**

The proliferation of Internet of Things (IoT) and the success of rich cloud services have pushed the horizon of a new computing paradigm, edge computing, which calls for processing the data at the edge of the network. Edge computing in IT is defined as the deployment of data-handling activities or other network operations away from centralized and always-connected network segments, and toward individual sources of data capture, such as endpoints like laptops, tablets or smartphones. Through this type of network engineering, IT professionals hope to improve network security and enhance other network outcomes. Edge computing has the potential to address the concerns of response time requirement, battery life constraint, bandwidth cost saving, as well as data safety and privacy. Edge computing works in various ways, and contributes to IT architectures in different capacities. It is a frequent and popular means of enhancing networks to promote efficiency and more capable security for business systems.

In this paper, we introduce the definition of edge computing and compared with Cloud computing and the need of edge computing. In particular, the standardization efforts, principles, architectures, and applications of the technology are summarized and compared. From the viewpoint of Use cases and benefits, and the characteristics of edge computing are highlighted and Challenges are discussed. Finally, open issues and future research directions are identified as well.

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