Edge Computing and Fog Computing on the Internet of Things

Guest Editor:

Dr. Cristian González García
Department of Computer Science, University of Oviedo, 33007 Oviedo, Spain

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Message from the Guest Editor

Dear Colleagues,

The Internet of Things is the interconnection of heterogeneous and ubiquitous objects between themselves. However, each day we have more devices connected to it and therefore we have new challenges. Some of them can be solved using Edge Computing and Fog Computing.

Edge Computing has started to improve communication, closing to the edge the process of data. However, we cannot do that all the time. Nonetheless, when we can, the latency, the server requirements, and the data transmitted are lower.

On the other hand, Fog Computing allows doing this computation between the edge and the servers. Furthermore, in this case, we have a similar problem in Edge Computing: When and What we have to send and process the data using Fog Computing? In addition, can we mix Edge Computing and Fog Computing? These are important questions to answer in this Special Issue because both offer many advantages in improving the applications. They can provide better scaling, improve the quality of services and the security, or give support for more devices.

Currently, we have many open issues and challenges to improve that need to be addressed in the Edge Computing and Fog Computing field.

Special Issue