Abstract

Mobile devices are becoming very popular due to their portability and small size, but they are still not comparable to that of PC. Computational and network intensive applications cannot run efficiently on mobile devices due to their limited batteries and energy deficient systems. Recent works to improve mobile device efficiency include mobile cloud computing, mobile edge computing, and device to device communication. Shifting the computations on the cloud will reduce the burden of mobile device but at the same time, this implementation presents many challenges. In this paper, an algorithm is proposed which can deal with the resource acquisition from different sources by using a context aware system. Implementation of that algorithm is left for future work.

References


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Index Terms

Computer Science

Information Sciences
Keywords

Cloud Computing, Cache Computing, Fog Computing, Mobile Edge, Offloading