



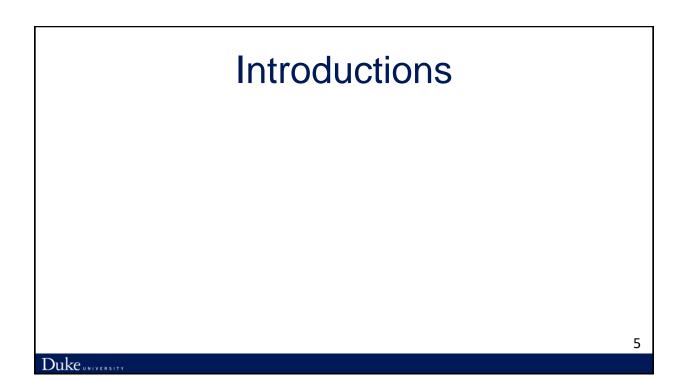
About the Instructor (1/2)

- Started at Duke in July
- Previously: Associate Research Scholar, Princeton University, Electrical Engineering
- Ph.D. Columbia University, Electrical Engineering
- M.Sc., B.Sc. University of Ottawa, Canada

About the Instructor (2/2)

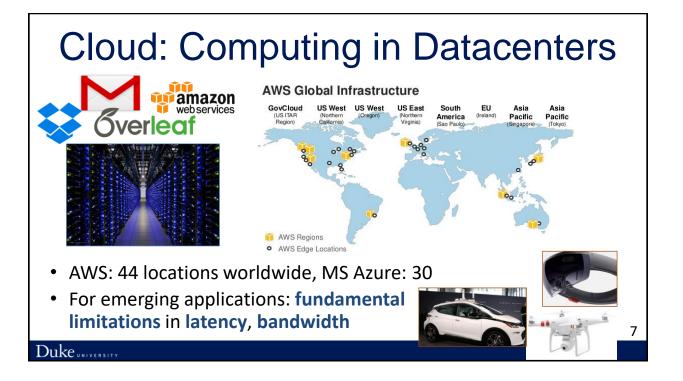
 Worked in industry before, during, and after all degrees

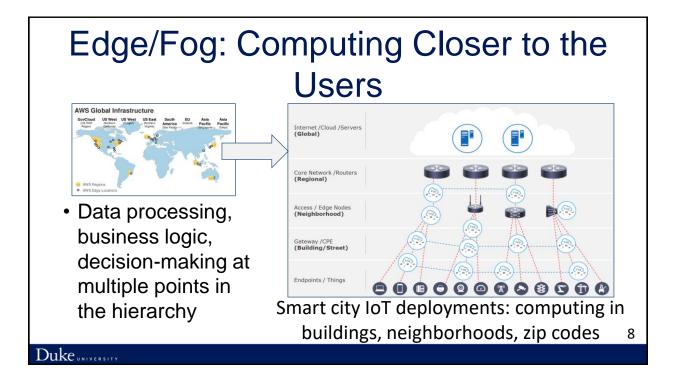


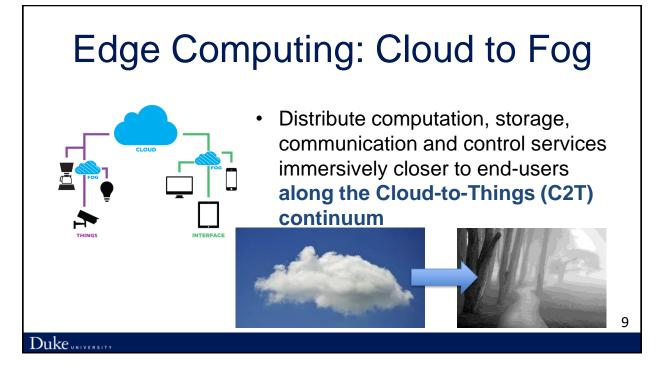


In this Lecture

- Introduction to edge computing, part 1
- Course structure and syllabus
- Introduction to edge computing, part 2

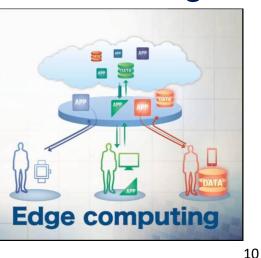






Edge Computing: Core to Edge

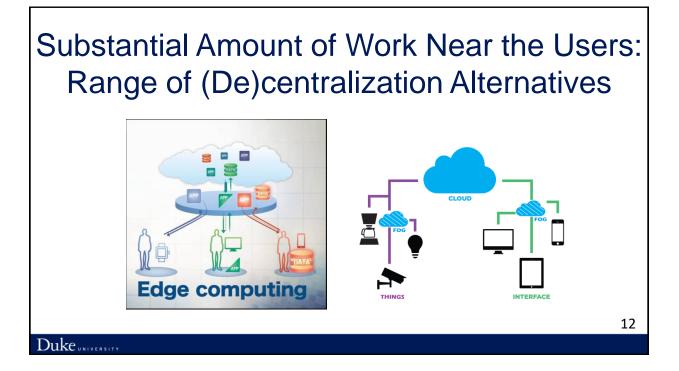
- An architecture that uses one or a collaborative multitude of end-user clients or near-user edge devices to carry out a substantial amount of computation, storage, communication, and control
- Core → Edge



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End-User Clients or Near-User Edge Devices: A Range of Options

- · Gateways, stationary or mobile
- Set-top boxes COMCAST
- Servers, cloudlets
- Mini-datacenters
- Different properties

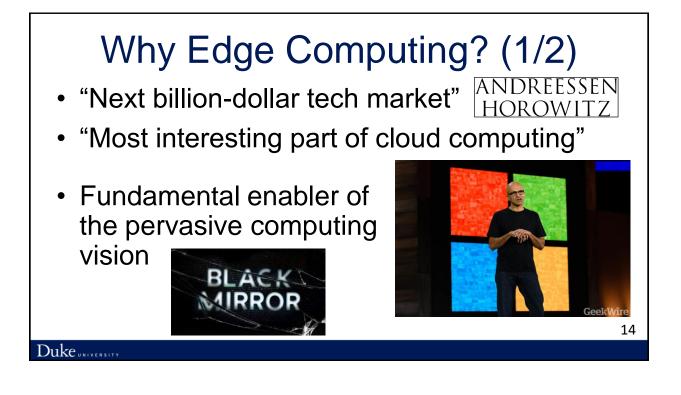


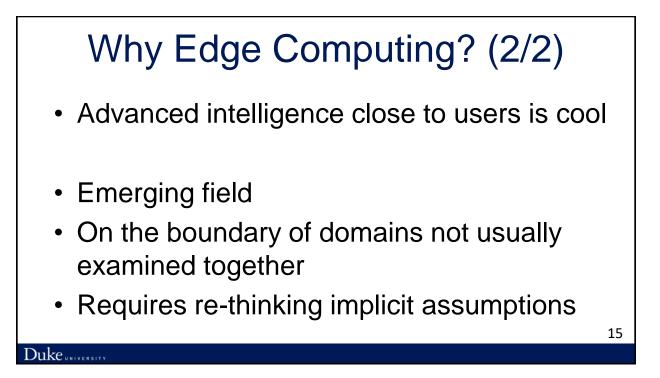
What Does Edge Provide?

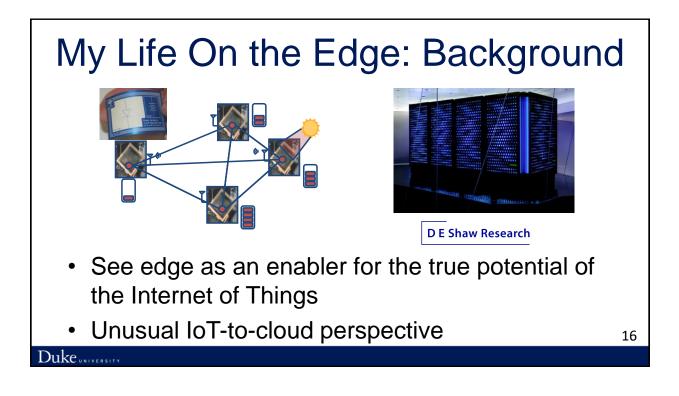
- · Latency, bandwidth
- Cognition advanced intelligence close to the users
- Privacy

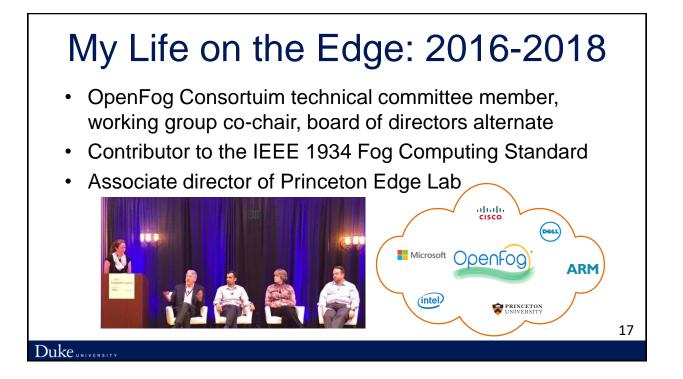
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• Improve the performance of existing applications and enable new ones









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- 1. Background, core architectural principles, challenges and opportunities
 - Goal: enough "lay of the land" for the research projects
- 2. Domains where edge is particularly exciting
- 3. Notable papers in the field and techniques that need to be re-imagined for the edge

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Upcoming Lectures

- 8/29: The origins and the current state of edge computing
- 9/03: Edge helping the IoT
- 9/05: Edge helping higher-end mobile devices
- 9/10: Edge helping the cloud

Grading

- Quizzes: 20%
- Research paper presentation: 20%
- Research project: 50%
- Participation in class discussions: 10%

Please See the Syllabus for ...

- Quizzes
- Research paper presentation
 > Spread over weeks of September 12th October 15th
 > Sign-up Google Sheets will be available later today
- Participation in class discussions

Research Project in Edge Computing

- 50% of the grade
- Teams of 1-2 people
- <u>Research</u> project
 - Generate and thoroughly validate a new idea
- Ideal outcome: work leading to a paper that can be published in a top venue of the field
 - > But, its research not all explorations are fruitful
 - High-risk high-rewards > incremental improvement





Research Project: Timelines

- Teams established: Friday September 21st
- Proposal due: Monday October 1st
 Will talk about the format next class
- Progress report due: Friday October 26th
- Final presentations: weeks of November 19th and 26th
- Final report due: Friday December 14th

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Why Edge Computing? ANDREESSEN

- "Next billion-dollar tech market"
- "Most interesting part of cloud computing"
- Fundamental enabler of the pervasive computing

vision

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Next Billion Dollar Tech Market

ANDREESSEN IOROWITZ

Research Themes in Edge Computing (1/5)

- What should be placed where?
 - Computing, storage, decision-making
- Restructuring applications and algorithms to fit edge/fog conditions

Research Themes in Edge Computing (2/5)

- Edge in specific applications
 - > Augmented reality, virtual reality
 - Networks of drones
 - Autonomous driving
 - Invited speaker: edge computing for autonomous trucking

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Research Themes in Edge Computing (3/5)

- Data processing that preserves privacy
- ML training on the edge
- ML inference on the edge
- Reinforcement learning on the edge

Research Themes in Edge Computing (4/5)

- Thinking across applications, devices, platforms
- Operating across multiple computing / storage / control / decision quality levels

Research Themes in Edge Computing (5/5)

- Multi-tenancy
- Multi-device operation
- Uberization of resources
- ...





