TRUTHSIFT ANALYSIS

BEST EDGE APPROACH FOR REAL-TIME APPS?

Analyse which edge computing approach is best for real-time applications. We provide a breakup of different edge approaches, where every approach can be discussed through its own graph.

Each approach is shown by a graph

1. Device Level Edge Computing - 8 nodes
2. Cloudlet Computing - 9 nodes
3. Fog Computing - 7 nodes

PARTICIPANTS

There were 20 participants

PROBABILITY LIKELIHOOD

Scoring Parameter(s):

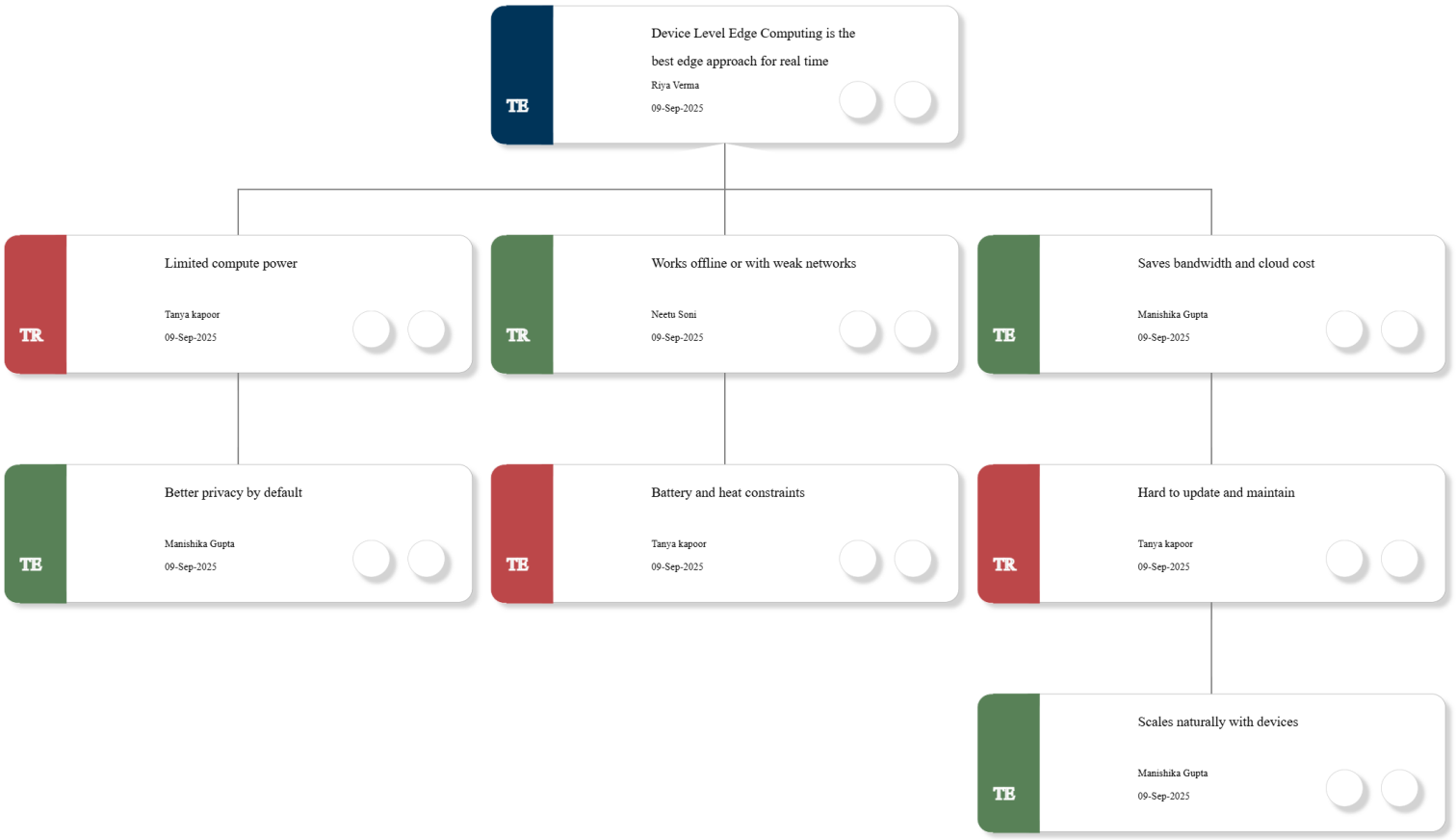
1. Latency
2. Cost
3. Reliability
4. Scalability

GRAPH	SCORE
1. Device Level Edge Computing	87%
2. Cloudlet Computing	80%
3. Fog Computing	70%

GRAPH SNAPSHOT

Device Level Edge Computing

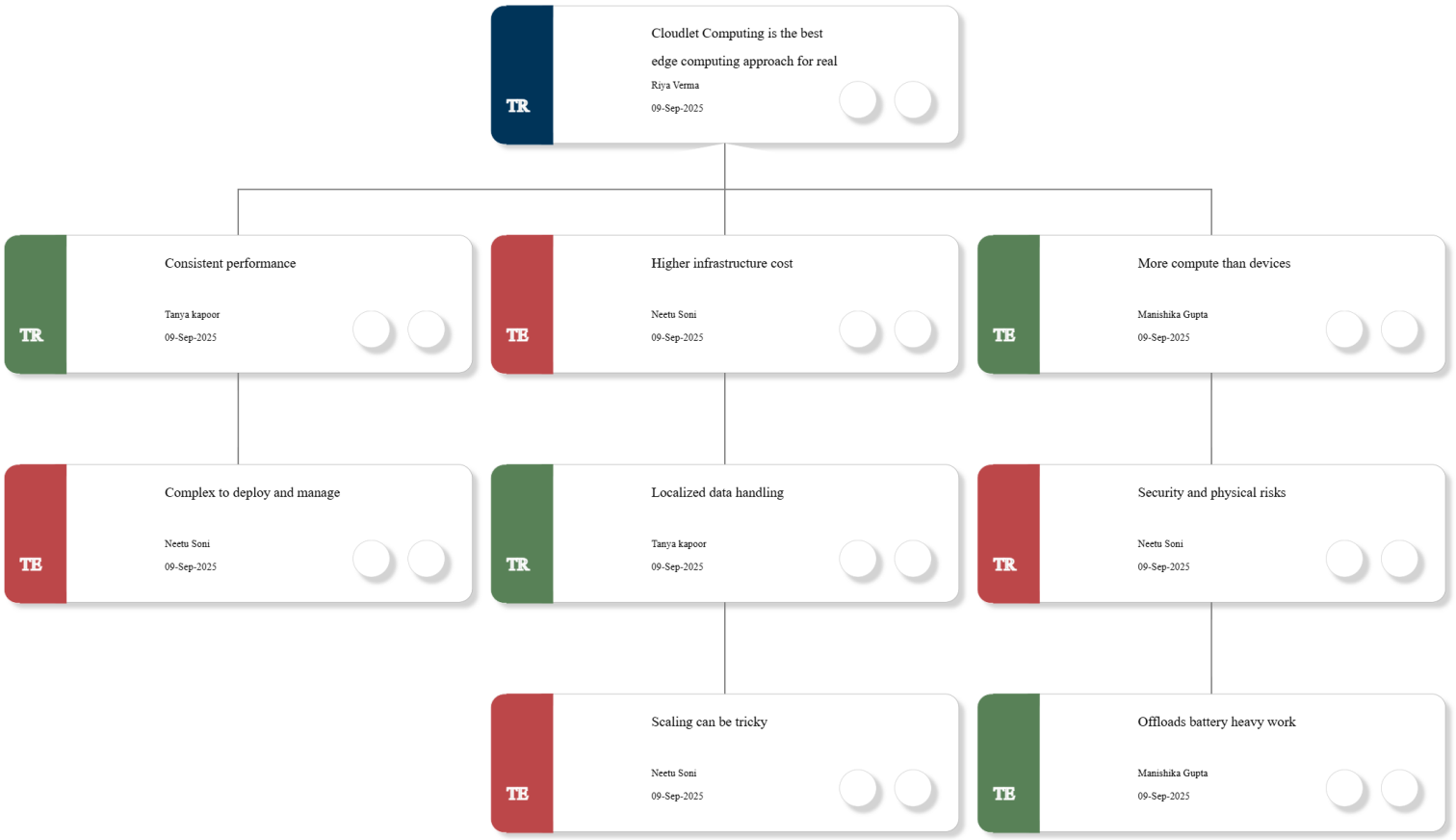
https://app.truthsift.com/spectate/placeholder/526/17



GRAPH SNAPSHOT

Cloudlet Computing

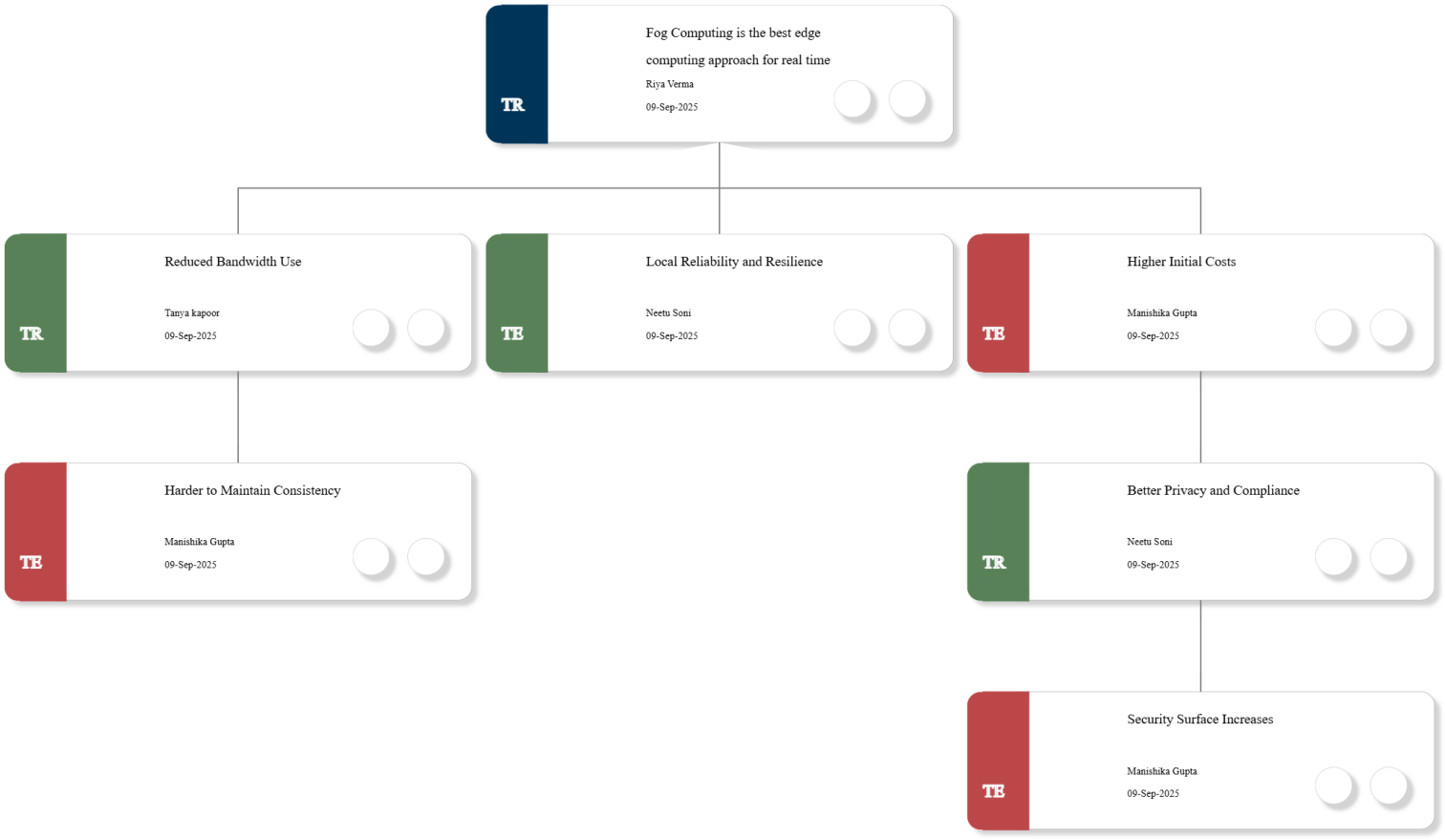
https://app.truthsift.com/spectate/placeholder/525/17



GRAPH SNAPSHOT

Fog Computing

https://app.truthsift.com/spectate/placeholder/524/17



OVERALL VERDICT

"Cloud Computing - 60%

1. Device Level Edge Computing
- Latency: 90%
- Cost: 85%
- Reliability: 90%
- Scalability: 80%

2. Cloudlet Computing
- Latency: 80%
- Cost: 75%
- Reliability: 85%
- Scalability: 80%

3. Fog Computing
- Latency: 70%
- Cost: 70%
- Reliability: 75%
- Scalability: 70%

4. Cloud Computing
- Latency: 60%
- Cost: 65%
- Reliability: 70%
- Scalability: 60%

When it comes to real-time applications, the most critical factor is latency. Lower latency ensures that data is process ed and acted upon quickly, which is essential for applications such as autonomous vehicles, industrial automation, and r eal-time analytics.

Based on the provided scores, Device Level Edge Computing emerges as the best approach for real-time applications. It ha s the highest latency score of 90%, which is crucial for real-time processing. Additionally, it scores well in cost (85%), reliability (90%), and scalability (80%), making it a well-rounded option for various real-time use cases.

Cloudlet Computing follows as the second-best option, with a latency score of 80%. While it does not match the performan ce of Device Level Edge Computing, it still offers a reasonable balance of cost (75%), reliability (85%), and scalabilit y (80%). This makes it suitable for applications that require low latency but can tolerate slightly higher costs.

Fog Computing and Cloud Computing rank lower in terms of latency, with scores of 70% and 60%, respectively. Fog Computin g may be suitable for applications that can handle moderate latency and require a distributed architecture, but it does not provide the same level of performance as the top two options. Cloud Computing, with the lowest latency score, is gen erally not recommended for real-time applications due to its",