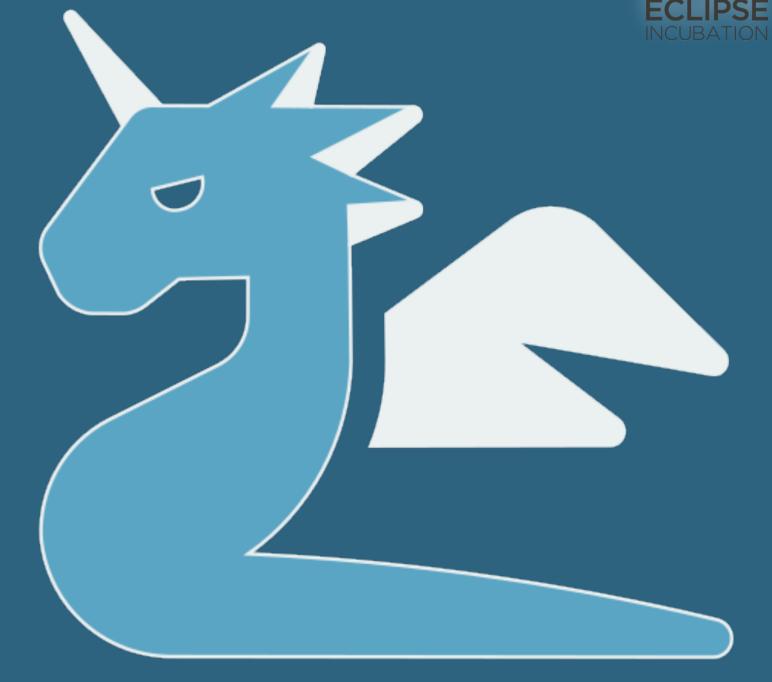


Unifying Data in Motion and Data at Rest from the Cloud to the Device





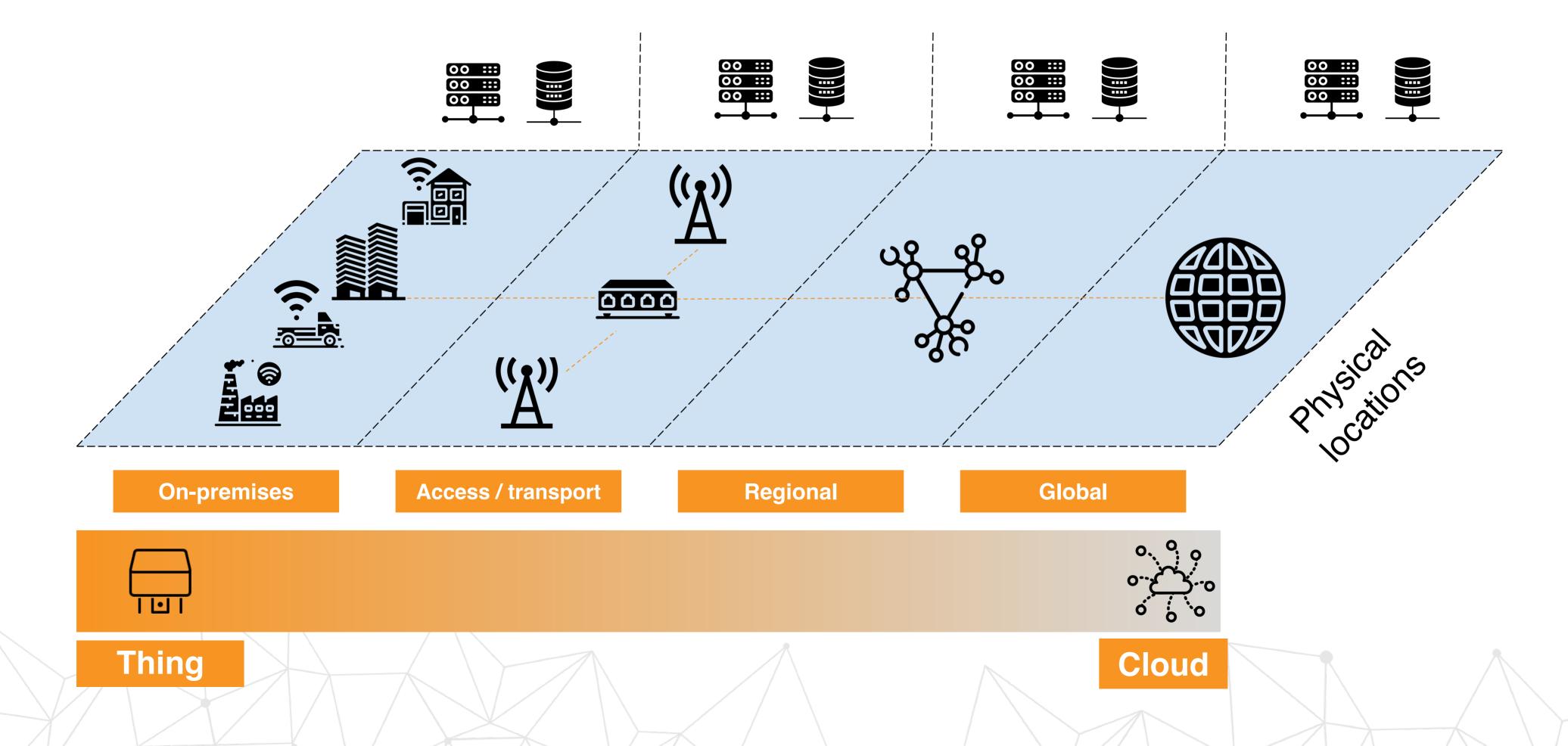
Advanced Technology Office

Angelo Corsaro, PhD

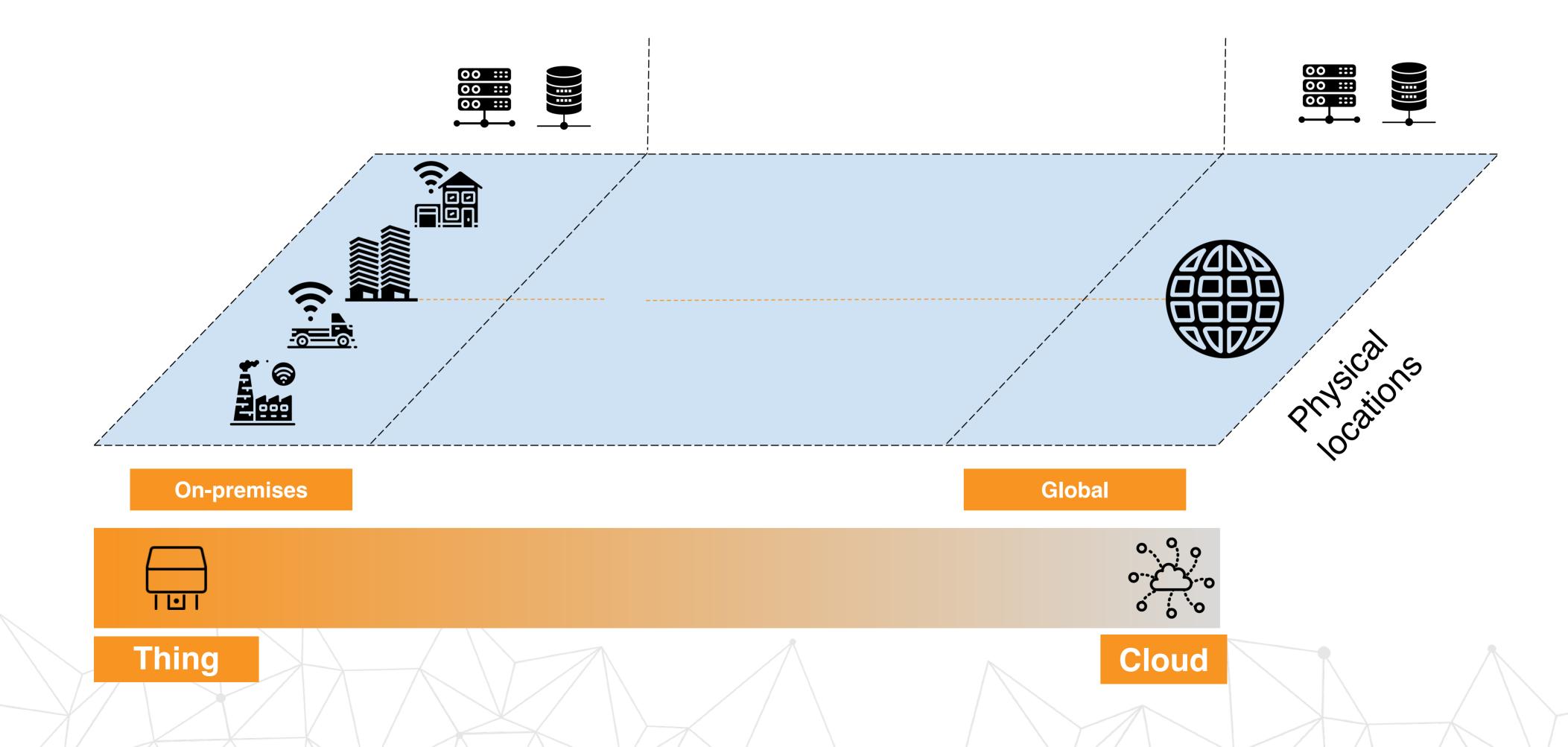
Chief Technology Officer

ADLINK Tech. Inc.
angelo@adlink-labs.tech

How Systems Are



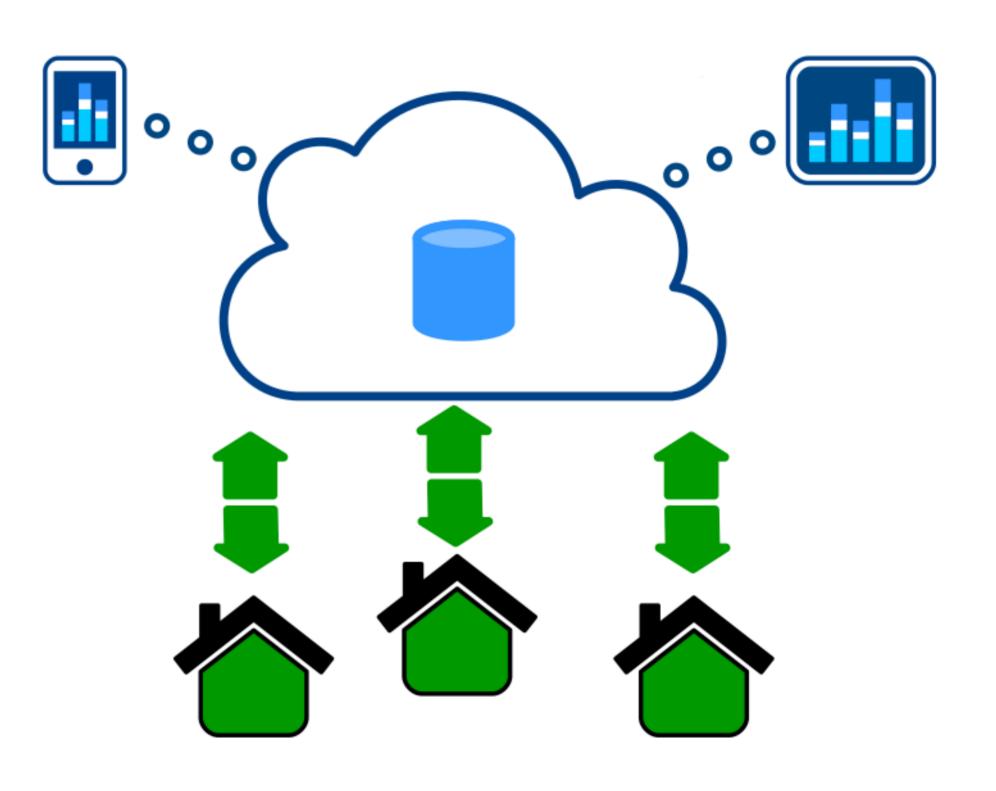
How Cloud Looks at Them



What's The Consequence

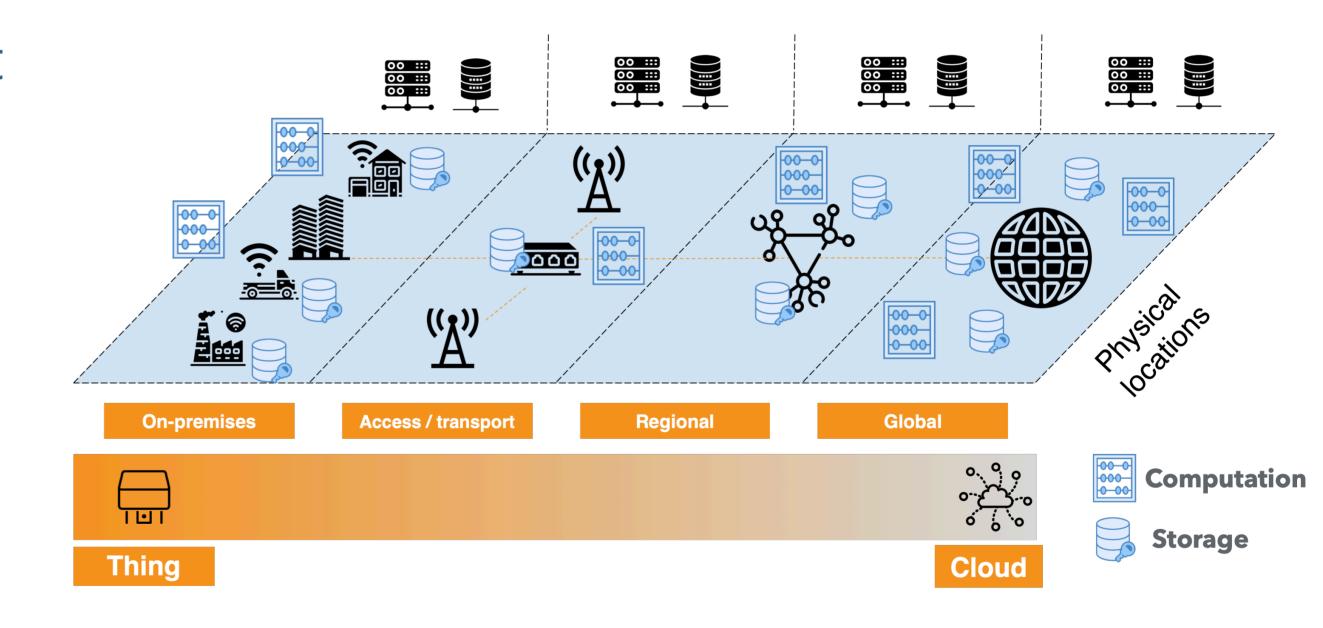
Locality is not exploited with consequence on latency, energy and impacts on privacy

No location transparency. The cloud is the one and only place that mediates data availability

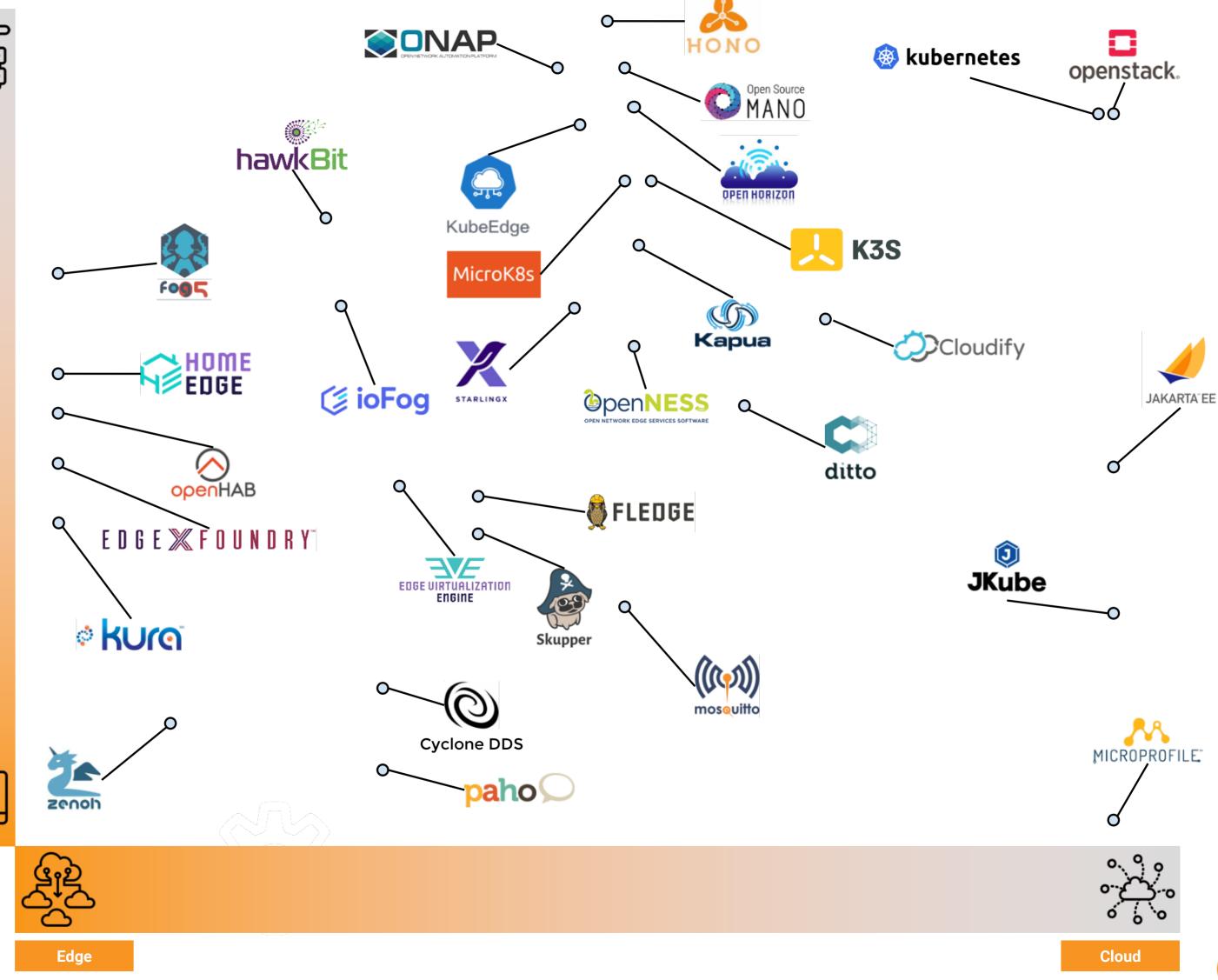


Liberum Arbitrium

Freely decide where it makes the most sense to store data, what is the most efficient way to communicate and place computations

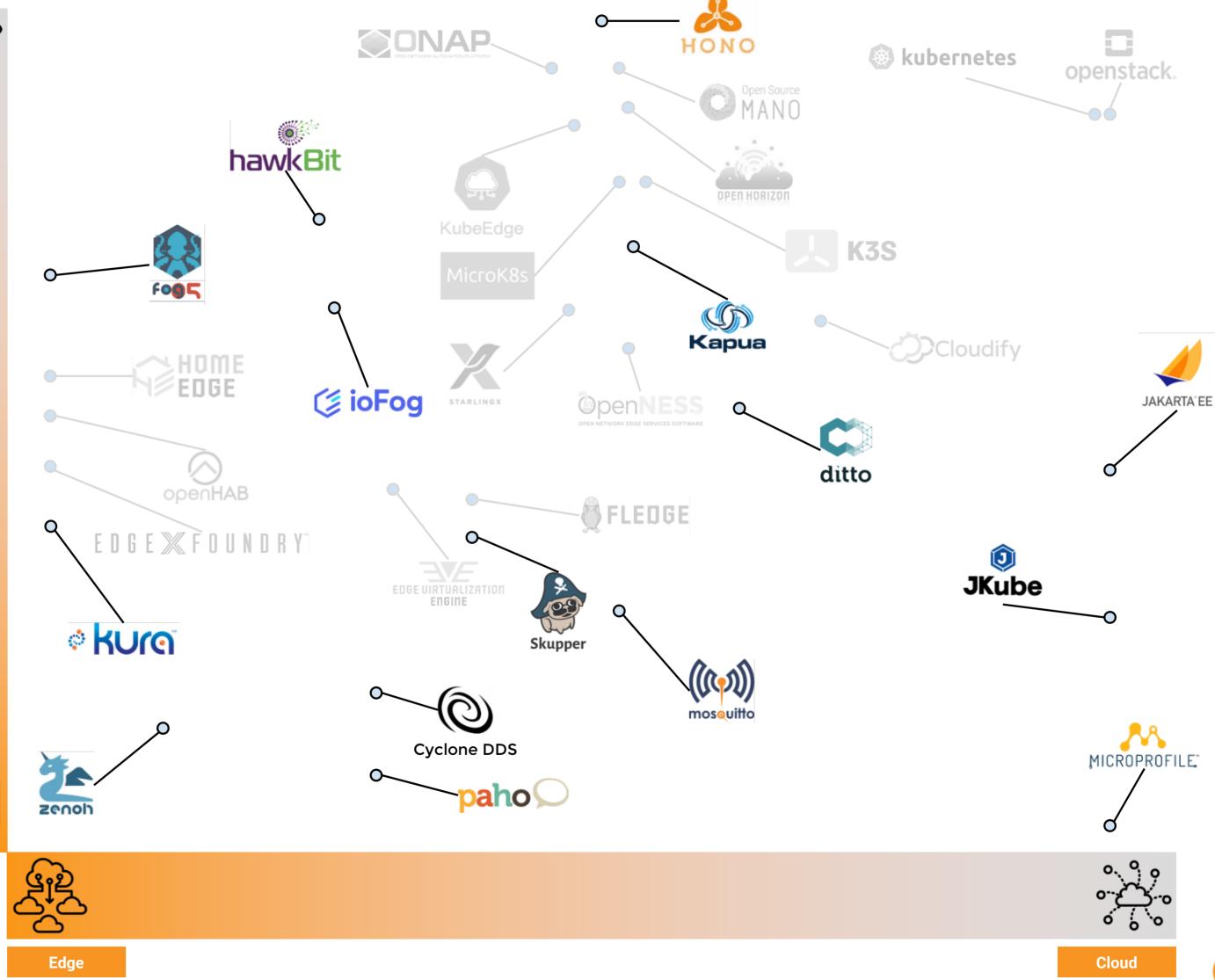


The **EdgeOps** Matrix





The Eclipse EdgeOps Matrix





Unifies data in motion, data in-use, data at rest and computations

It carefully **blends** traditional **pub/sub** with **distributed queries**, while retaining a level of **time and space efficiency** that is well beyond any of the mainstream stacks

It provides built-in support for **geo- distributed storages** and **distributed computations**

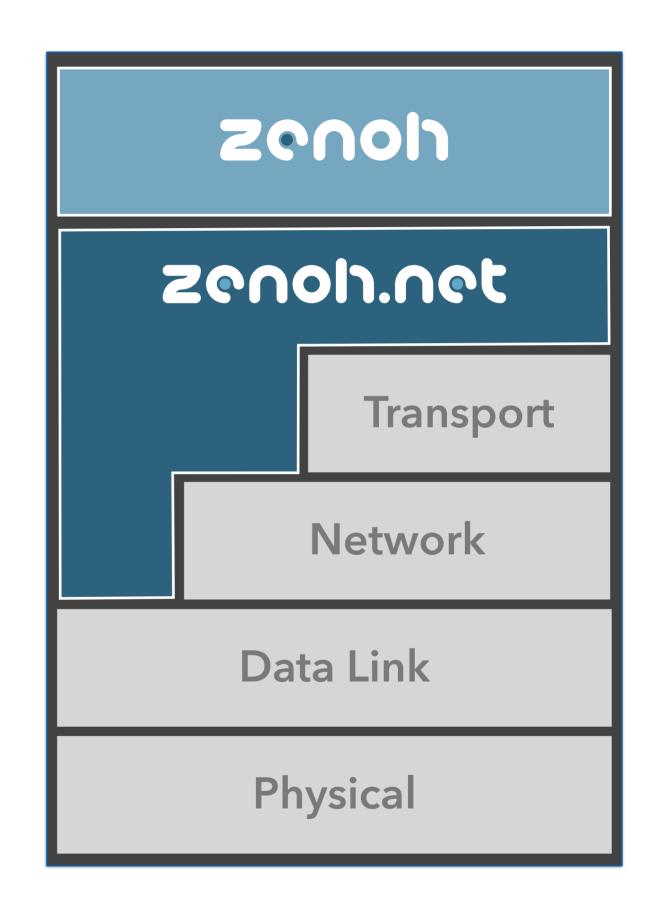


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Provides a high level API for pub/sub and distributed queries, data representation transcoding, an implementation of geo-distributed storage and distributed computed values

zenoh.net

Implements a **networking layer** capable of running above a Data Link, Network or Transport Layer. This protocol provides primitives for **efficient pub/sub** and **distributed queries**. It supports **fragmentation** and **ordered reliable delivery.**



zenoh.net Protocol Highlights

Adopts **Named Data Networking (NDN)**, data is addressed by naming data and queries are expressed using selectors over data names

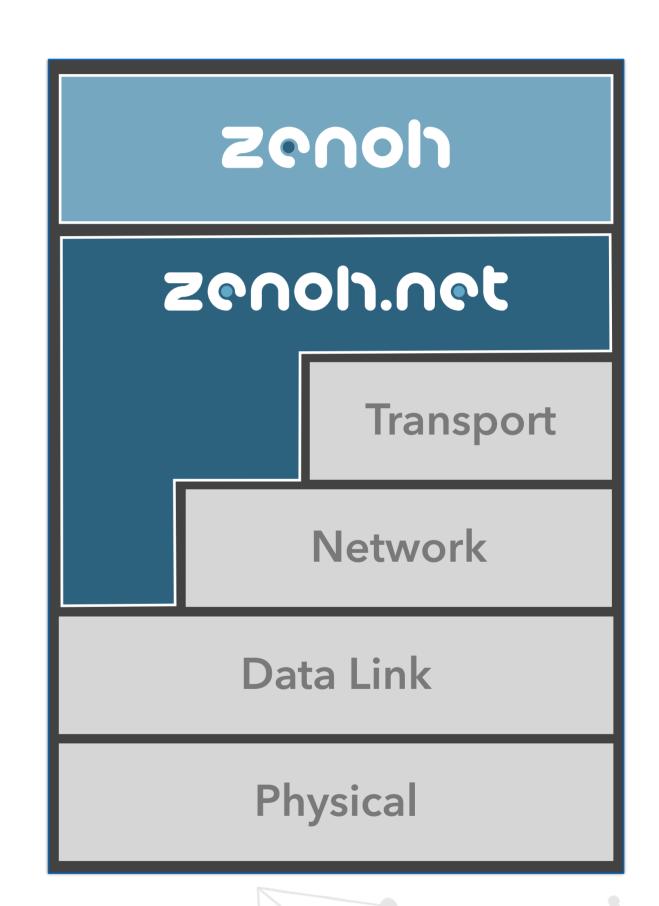
Most wire/energy/memory efficient protocol in the market to provide connectivity to extremely constrained targets

Supports **push** and **pull pub/sub** along with **distributed queries**

Supports for **peer-to-peer** and **routed communication**.

Ordered reliable data delivery and fragmentation.

Minimal wire overhead for user data is 4 bytes



References

- https://edgenative.eclipse.org
- http://zenoh.io
- https://fog05.io



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