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Employing Edge computing to overcome Cloud limitations in Internet-of-Mobile-Things

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Internet-of-Mobile-Things devices generate massive amounts of data, which results in delayed application responses and lower user-experience quality. This is because current applications rely solely on cloud computing. Edge computing was introduced to accelerate data transfer by bringing cloud-like edge elements closer to users. These edges can consume a large amount of data locally, eliminating the need to send massive amounts of data to the cloud over the Internet. My research focuses on developing new migration techniques to support user mobility in 5G/6G networks, as current ones cannot support real-time or low-latency responses. In this approach, data should always be close to the user, and new migration techniques can expedite the transfer of data from the previous edge element in the user's path to a new one. Therefore, before the user reaches the new edge's range, data will be prepared to enhance the user experience when utilizing future mobile device applications.