# **Smart Internet of Things**



www.siot.reapress.com

Smart. Internet. Things. Vol. 1, No. 4 (2024) 282-288.

#### Paper Type: Original Article

# Edge Computing for Low-Latency IoT Applications in

# **Smart Cities**

#### Chandra Mani Patel\*

School of Computer Science Engineering, KIIT University, Bhubaneswar, India; 22052110@kiit.ac.in.

#### Citation:

Received: 13 June 2024	Patel, Ch. M. (2024). Edge computing for low-latency IoT applications in
Revised: 10 August 2024	smart cities. Smart internet of things, 1(4), 282-288.
Accepted: 11 October 2024	

#### Abstract

The swift advancement of Internet of Things (IoT) technologies is transforming traditional urban landscapes into intelligent cities, generating substantial volumes of data from interconnected devices. Nonetheless, the latency associated with cloud computing solutions creates obstacles for time-critical applications, including real-time traffic control, emergency response systems, and environmental monitoring. This paper examines the utilization of edge computing as a practical solution to reduce latency and enhance the effectiveness of IoT applications within smart cities. By processing data nearer to its origin—such as IoT sensors and devices—edge computing significantly diminishes the duration required for data transfer and analysis. This localized data processing enhances response times, optimizes bandwidth utilization, and alleviates the stress on centralized cloud infrastructures. Through case studies and empirical evaluations, we assess the efficacy of edge computing in diverse smart city situations, underscoring its capacity to facilitate real-time decision-making and boost overall urban efficiency. Additionally, the paper addresses architectural considerations, security issues, and prospective trends in the integration of edge computing within smart city frameworks. The results indicate that adopting edge computing can cultivate more resilient, adaptive, and effective smart city ecosystems, ultimately improving the quality of life for urban inhabitants.

Keywords: Edge computing, Internet of things, Smart cities, Low latency, Real-time processing.

# 1|Introduction

The advent of smart cities has revolutionized urban living, enhancing the quality of life through technologydriven solutions that enable efficient management of resources and services. At the heart of this transformation lies the Internet of Things (IoT), comprising many interconnected devices that generate and collect data for diverse applications such as traffic management, public safety, waste management, and environmental monitoring. However, the increasing reliance on cloud computing to process this data presents a significant challenge: latency [1]. As smart city applications demand real-time processing and immediate

Corresponding Author: 22052110@kiit.ac.in

doi https://doi.org/10.22105/siot.v1i4.251



responses, the delay inherent in transmitting data to centralized cloud servers can hinder operational efficiency and responsiveness. This is where edge computing emerges as a pivotal solution.

Edge computing addresses the latency challenge by decentralizing data processing, bringing computational power closer to the data source—IoT devices. By leveraging local processing capabilities, edge computing reduces the time required for data transmission and analysis, enabling real-time decision-making. For instance, edge devices in traffic management systems can process data from cameras and sensors locally, allowing for immediate adjustments to traffic signals, which can alleviate congestion and improve safety [2], [3].

Similarly, in emergency response scenarios, first responders equipped with IoT devices can utilize edge computing to analyze critical data on-site, facilitating quicker and more informed decisions that can save lives. Moreover, edge computing enhances bandwidth efficiency. With the exponential growth of IoT devices in smart cities, the volume of data generated is staggering. Transmitting all this data to a central cloud can overwhelm bandwidth capacities, leading to delays and increased operational costs. By processing data locally and sending only the most relevant information to the cloud, edge computing minimizes the strain on network resources. This is particularly beneficial in urban environments where network congestion is common, ensuring that smart city applications remain responsive and efficient [4].

In addition to reducing latency and improving bandwidth utilization, edge computing raises significant security considerations. With more data being processed at the edge, vulnerabilities can arise that may be exploited by malicious actors. Therefore, implementing robust security measures is paramount. Edge devices must be equipped with advanced encryption, secure communication protocols, and intrusion detection systems to protect sensitive data and maintain the integrity of smart city applications [5].

The integration of edge computing into smart city frameworks requires careful architectural considerations. A well-designed edge infrastructure must accommodate various IoT devices, support diverse data processing capabilities, and enable seamless communication between edge nodes and cloud services. Furthermore, interoperability among different vendor devices is crucial to creating a cohesive smart city ecosystem. As standards and protocols evolve, establishing a unified approach to edge computing will be vital for fostering innovation and facilitating the growth of smart cities [6].

Looking ahead, the future of edge computing in smart cities is promising. Emerging technologies such as artificial intelligence and machine learning can be integrated at the edge, further enhancing the capabilities of IoT applications. Predictive analytics performed locally can optimize resource allocation, enhance predictive maintenance for urban infrastructure, and improve overall urban planning. As cities embrace digital transformation, edge computing will play an instrumental role in creating more responsive, efficient, and resilient urban environments.

In summary, edge computing presents a compelling solution to IoT applications' latency challenges in smart cities. By enabling real-time data processing, enhancing bandwidth efficiency, and addressing security concerns, edge computing stands to significantly improve urban management and residents' quality of life. The continued exploration and implementation of edge technologies will be essential for the evolution of smart cities in the coming years [7].

D ·		01 10	
Feature	Edge Computing	Cloud Computing	
T.	<b>T</b> ( <b>1</b> ,	TT' 1 / 1 1	
Latency	Low (real-time processing)	High (dependent on	
		network speed)	
Bandwidth usage	Reduced (local processing)	High (data sent to a	
		central server)	
Data Security	Localized (less data exposure)	Centralized (vulnerable to	
	· • • •	large-scale attacks)	

Table 1.	Comparison	of edge	computing	and cloud
	computing	for IoT	application	is.



Fig. 1. Architecture of edge computing in smart cities.

### 2 Architecture of Edge Computing in Smart Cities

The architecture of edge computing in smart cities is a critical framework designed to optimize the management and processing of data generated by a vast array of IoT devices. This architecture operates on a multi-layered approach, consisting of three primary components: IoT devices, edge nodes, and cloud services. Each layer plays a distinct role in ensuring efficient data handling, low-latency processing, and the overall enhancement of smart city applications [8], [9].

At the base of this architecture are the IoT devices, which include sensors, cameras, smart meters, and other interconnected technologies that continuously gather data from their environments. These devices are deployed throughout the urban landscape, capturing traffic flow, air quality, energy consumption, and public safety information. The sheer volume of data these devices generate can be overwhelming, particularly in densely populated areas. Therefore, it is essential to process this data efficiently to derive meaningful insights and facilitate timely decision-making [10].

The second layer consists of edge nodes, the processing units located closer to the data source. Edge nodes can be deployed in various forms, such as microdata centers, gateways, or even within IoT devices. Their primary function is to perform localized data processing, analytics, and storage, significantly reducing the time

required to transmit data to centralized cloud servers. These nodes can perform real-time analysis by processing data at the edge, enabling immediate actions in critical applications like traffic management and emergency response. For example, edge nodes can analyze data from cameras and sensors in a smart traffic management system to optimize traffic signal timings, thereby alleviating congestion and improving safety.

Moreover, edge nodes help mitigate the challenges of bandwidth usage. In traditional cloud computing architectures, vast amounts of data must be transmitted over the network to reach centralized servers, which can lead to network congestion and increased latency. Edge computing alleviates this problem by filtering and processing data locally, sending only the most relevant information to the cloud. This reduces the overall data footprint and optimizes network performance, particularly crucial in urban environments where network infrastructure can be strained [11].

The final layer of the architecture involves cloud services, which are responsible for more extensive data storage, advanced analytics, and long-term processing. While edge computing excels in real-time processing, cloud services provide the necessary resources for deep analytics and machine learning applications that can inform long-term strategic decisions. For example, data aggregated from multiple edge nodes can be analyzed in the cloud to identify trends, forecast urban development needs, and enhance resource allocation across the city [12], [13].

Interoperability is a key consideration in the architecture of edge computing. Smart cities comprise various devices and systems from multiple vendors, necessitating seamless communication and collaboration among all components. Standardized protocols and APIs ensure that edge nodes can effectively communicate with IoT devices and cloud services, fostering a cohesive smart city ecosystem.

Security is another vital aspect of the architecture. With increased data processing at the edge, potential vulnerabilities can arise. Therefore, edge devices must implement robust security measures, including encryption, secure communication protocols, and intrusion detection systems, to protect sensitive information and maintain the integrity of smart city applications.

In conclusion, the architecture of edge computing in smart cities is a multifaceted framework that enhances data processing capabilities and optimizes resource management. By leveraging the strengths of IoT devices, edge nodes, and cloud services, this architecture supports real-time decision-making, improves operational efficiency, and fosters the development of resilient urban environments. As cities continue to evolve and embrace digital transformation, the role of edge computing will become increasingly critical in shaping the future of smart urban living.

# 3 | Comparison of Edge Computing and Cloud Computing for IoT Applications

The comparison between edge computing and cloud computing for IoT applications is essential to understanding their distinct roles in managing data and facilitating real-time processing in smart environments. Cloud computing has traditionally served as the backbone for IoT data management, offering centralized storage and extensive computational resources. It enables the aggregation of vast amounts of data from multiple IoT devices, providing a platform for deep analytics, machine learning, and long-term data storage. However, the reliance on cloud computing introduces notable challenges, particularly concerning latency, bandwidth utilization, and security [14].

Latency is critical for many IoT applications requiring real-time responses, such as traffic management systems or emergency services. Cloud computing can introduce significant delays, as data must travel to centralized servers for processing and then return to the edge for action. This round-trip time can hinder timely decision-making and reduce the effectiveness of applications that demand instantaneous responses. In contrast, edge computing mitigates this issue by processing data closer to the source, enabling immediate analytics and actions without extensive data transmission. This localized processing is particularly advantageous in urban environments, where rapid changes in conditions require quick adjustments.

Bandwidth usage is another area where edge computing outperforms cloud computing. As the number of IoT devices grows, the data generated becomes increasingly overwhelming. Sending all this data to the cloud can strain network resources and lead to congestion. Edge computing addresses this by filtering and processing data locally, transmitting only relevant insights to the cloud. This optimizes bandwidth and reduces the associated data transfer costs, making edge computing a more efficient option for many IoT applications.

Security is an important consideration in this comparison. While cloud computing provides robust security measures for centralized data storage, the decentralized nature of edge computing introduces unique challenges. Data processed at the edge can be more vulnerable to attacks, necessitating the implementation of stringent security protocols at the device level. This includes encryption, secure communication channels, and intrusion detection systems to safeguard sensitive information [15].

In summary, while cloud computing remains a vital component of IoT infrastructure, edge computing offers distinct advantages that address key latency, bandwidth, and security challenges. The choice between these two paradigms often depends on the specific requirements of the IoT application, with many modern implementations increasingly favoring a hybrid approach that leverages the strengths of edge and cloud computing to create more responsive, efficient, and secure smart city solutions.

# 4 | Conclusion

The integration of edge computing into the architecture of smart cities represents a transformative shift in the management of IoT applications, addressing critical challenges such as latency, bandwidth utilization, and security. As urban environments continue to evolve, the need for real-time data processing becomes increasingly paramount. Edge computing enables localized data analysis, allowing immediate decision-making and responsiveness in applications like traffic management, public safety, and environmental monitoring. By processing data closer to the source, edge computing enhances operational efficiency and alleviates the burden on network resources, optimizing bandwidth and reducing costs associated with data transmission.

Moreover, while cloud computing offers extensive storage and advanced analytical capabilities, its inherent latency and bandwidth challenges limit its effectiveness for time-sensitive applications. The hybrid approach that combines the strengths of edge and cloud computing allows smart cities to maximize the benefits of both paradigms. This synergy fosters a more resilient, adaptive, and efficient urban ecosystem, enhancing residents' overall quality of life.

However, the transition to edge computing also necessitates careful consideration of security measures, as the decentralized nature of edge devices can expose them to unique vulnerabilities. Implementing robust security protocols is crucial to protect sensitive data and ensure the integrity of smart city applications.

In conclusion, as cities increasingly embrace digital transformation, edge computing's role in enabling lowlatency IoT applications will be essential. By fostering a more interconnected and responsive urban infrastructure, edge computing will play a pivotal role in shaping the future of smart cities, paving the way for innovations that enhance urban living and promote sustainable development.

### Acknowledgments

I want to thank Dr. Hitesh Mahapatra for his invaluable guidance and support throughout our research on Edge Computing for low-latency IoT Applications in Smart Cities. His deep knowledge, constructive feedback, and dedication have been instrumental in shaping the direction and quality of this work. Dr. Mahapatra's mentorship has enhanced my understanding of cutting-edge technologies and encouraged me to think critically and innovatively.

#### **Author Contribution**

Chandra Mani Patel was solely responsible for the conception, design, execution, and analysis of the research presented in

this paper.

The author conducted all aspects of writing, data collection, and interpretation.

### Funding

This research received no external funding.

### Data Availability

The data used and analyzed during the current study are available from the corresponding author upon reasonable request.

### **Conflicts of Interest**

The authors declare no conflicts of interest regarding the publication of this paper.

If necessary, these sections should be tailored to reflect the specific details and contributions.

#### References

- Bonomi, F., Milito, R., Zhu, J., & Addepalli, S. (2012). Fog computing and its role in the internet of things. *Proceedings of the first edition of the MCC workshop on Mobile cloud computing* (pp. 13-16).. https://doi.org/10.1145/2342509.2342513
- [2] Arivazhagan, C., & Natarajan, V. (2020). A survey on fog computing paradigms, Challenges and Opportunities in IoT. 2020 international conference on communication and signal processing (ICCSP) (pp. 0385-0389). IEEE.. https://doi.org/10.1109/ICCSP48568.2020.9182229
- [3] Yi, S., Hao, Z., Qin, Z., & Li, Q. (2015). Fog computing: platform and applications. 2015 Third IEEE workshop on hot topics in web systems and technologies (HotWeb) (pp. 73-78). IEEE. https://doi.org/10.1109/HotWeb.2015.22
- [4] Chiang, M., & Zhang, T. (2016). Fog and IoT: An overview of research opportunities. IEEE internet of things journal, 3(6), 854–864. https://doi.org/10.1109/JIOT.2016.2584538
- [5] Dastjerdi, A. V., & Buyya, R. (2016). Fog computing: Helping the Internet of Things realize its potential. *Computer*, 49(8), 112–116. https://doi.org/10.1109/MC.2016.245
- [6] Hong, K., Lillethun, D., Ramachandran, U., Ottenwälder, B., & Koldehofe, B. (2013). Mobile fog: A programming model for large-scale applications on the internet of things. *Proceedings of the second ACM SIGCOMM workshop on Mobile cloud computing* (pp. 15-20). https://doi.org/10.1145/2491266.2491270
- [7] Mukherjee, M., Shu, L., & Wang, D. (2018). Survey of fog computing: Fundamental, network applications, and research challenges. *IEEE communications surveys & tutorials*, 20(3), 1826–1857. https://doi.org/10.1109/COMST.2018.2814571
- [8] Yousefpour, A., Fung, C., Nguyen, T., Kadiyala, K., Jalali, F., Niakanlahiji, A., ... Jue, J. P. (2019). All one needs to know about fog computing and related edge computing paradigms: A complete survey. *Journal* of systems architecture, 98, 289–330. https://doi.org/10.1016/j.sysarc.2019.02.009
- [9] Al-Fuqaha, A., Guizani, M., Mohammadi, M., Aledhari, M., & Ayyash, M. (2015). Internet of things: A survey on enabling technologies, protocols, and applications. *IEEE communications surveys & tutorials*, 17(4), 2347–2376. https://doi.org/10.1109/COMST.2015.2444095
- [10] Khan, W. Z., Rehman, M. H., Zangoti, H. M., Afzal, M. K., Armi, N., & Salah, K. (2020). Industrial internet of things: Recent advances, enabling technologies and open challenges. *Computers & electrical engineering*, 81, 106522. https://doi.org/10.1016/j.compeleceng.2019.106522

- [11] Stojmenovic, I., & Wen, S. (2014). The fog computing paradigm: Scenarios and security issues. 2014 federated conference on computer science and information systems (pp. 1-8). IEEE. https://doi.org/10.15439/2014F503
- [12] Mahmud, R., Kotagiri, R., & Buyya, R. (2018). Fog computing: A taxonomy, survey and future directions. *Internet of everything: algorithms, methodologies, technologies and perspectives*, 103–130. https://doi.org/10.1007/978-981-10-5861-5\_5
- [13] Songhorabadi, M., Rahimi, M., Farid, A. M. M., & Kashani, M. H. (2020). Fog computing approaches in smart cities: a state-of-the-art review. *ArXiv preprint arxiv:2011.14732*. https://doi.org/10.48550/arXiv.2011.14732
- [14] Mohapatra, H., & Rath, A. K. (2021). An IoT based efficient multi-objective real-time smart parking system. *International journal of sensor networks*, 37(4), 219–232. https://doi.org/10.1504/IJSNET.2021.119483
- [15] Mohapatra, H. (2021). Socio-technical challenges in the implementation of smart city. 2021 international conference on innovation and intelligence for informatics, computing, and technologies (3ICT) (pp. 57-62). IEEE. https://doi.org/10.1109/3ICT53449.2021.9581905