## TECHNICAL **REPORT**

## ISO/IEC TR 23188

First edition 2020-02

In con. land.





#### © ISO/IEC 2020

lementation, no part of 'hanical, including phrequested from e' All rights reserved. Unless otherwise specified, or required in the context of its implementation, no part of this publication may be reproduced or utilized otherwise in any form or by any means, electronic or mechanical, including photocopying, or posting on the internet or an intranet, without prior written permission. Permission can be requested from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office CP 401 • Ch. de Blandonnet 8 CH-1214 Vernier, Geneva Phone: +41 22 749 01 11 Fax: +41 22 749 09 47 Email: copyright@iso.org Website: www.iso.org

Published in Switzerland

Foreword  Introduction  1 Scope  2 Normative references  3 Terms and definitions 3.1 Edge computing 3.2 IoT terms 3.3 Real time  4 Symbols and abbreviated terms  5 Overview of edge computing	vi
1 Scope 2 Normative references 3 Terms and definitions 3.1 Edge computing. 3.2 IoT terms 3.3 Real time. 4 Symbols and abbreviated terms 5 Overview of edge computing.	
2 Normative references 3 Terms and definitions 3.1 Edge computing	_
2 Normative references 3 Terms and definitions 3.1 Edge computing	
Terms and definitions 3.1 Edge computing 3.2 IoT terms 3.3 Real time  4 Symbols and abbreviated terms  5 Overview of edge computing	
3.1 Edge computing	
3.2 IoT terms 3.3 Real time  4 Symbols and abbreviated terms  5 Overview of edge computing	
4 Symbols and abbreviated terms 5 Overview of edge computing	2
5 Overview of edge computing	3
	4
F 1	
5.1 General	
<ul><li>5.2 Concepts of edge computing</li><li>5.3 Architectural foundations of edge computing</li></ul>	
5.4 The relationship of edge computing to cloud computing	
5.5 The relationship of edge computing to IoT	11
6 Networking and edge computing	12
6.1 General	12
6.1.1 Proximity networks	
6.1.2 Access networks 6.1.3 Services networks	
6.1.4 User networks	
6.2 Virtual networks	
7 Hardware considerations for edge computing	15
7.1 General	15
7.2 Hardware capabilities	
8 Software technologies for edge computing	16
8.1 General 8.2 Software classifications	16
8.2.1 Firmware	10 16
8.2.2 Platform software	17
8.2.3 Services	
8.2.4 Applications	
8.3 Significant software technologies	
8.3.2 Virtual machines	
8.3.3 Containers	
8.3.4 Serverless computing	
8.3.5 Microservices	
9 Deployment models and service capabilities types and service categories	
computing	
9.2 Service model capabilities types	
9.3 Service categories	
10 Data in edge computing	21
10.1 General	21
10.2 Data flow	
10.3 Data storage	
•	
11 Management of edge computing	

### ISO/IEC TR 23188:2020(E)

	11.2	Management plane, control plane and data plane	
	11.3	Cloud-based management and control of edge tier nodes and device tier devices	
		11.3.1 General	
		11.3.2 Control of services from a device	28
	11 4	11.3.3 Management of devices and edge nodes from a cloud service	
	11.4	Orchestration and maintenance	
	11.6	Security and privacy management	
12		al placement	
13		rity and privacy in edge computing	
	13.1	General	
	13.2	Applying foundational security principles	
	13.3	Secure nodes and devices.	
	13.4 13.5	Connectivity and network security	
	13.6	Organization of security elements  Privacy and personally identifiable information in edge computing	34 36
14		time in edge computing	
	14.1	Overview	
	14.2 14.3	Factors influencing real time system design  Design approaches for real time edge computing	38 ⊿.1
4 5			
15		computing and mobile devicesy	
			5
iv		© ISO/IFC 2020 - All rights	hoverage

#### Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see <a href="www.iso.org/directives">www.iso.org/directives</a>).

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights. Details of any patent rights identified during the development of the document will be in the Introduction and/or on the ISO list of patent declarations received (see <a href="http://patents.iec.ch">www.iso.org/patents</a>) or the IEC list of patent declarations received (see <a href="http://patents.iec.ch">http://patents.iec.ch</a>).

Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see <a href="https://www.iso.org/iso/foreword.html">www.iso.org/iso/foreword.html</a>.

This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 38, *Cloud computing and distributed platforms*.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at <a href="https://www.iso.org/members.html">www.iso.org/members.html</a>.

#### Introduction

Edge computing is increasingly used in systems that deal with aspects of the physical world. Edge computing involves the placement of processing and storage near or at the places where those systems interact with the physical world, which is where the "edge" exists. One of the trends in this space is the development of increasingly capable Internet of Things (IoT) devices (sensors and actuators), which generate more data or new types of data. There is significant benefit from moving the processing and storing of this data close to the place where the data is generated.

Cloud computing is commonly used in systems that are based on edge computing approaches. This can include the connection of both devices and edge computing nodes to centralized cloud services. However, it is the case that the locations in which cloud computing is performed are increasingly distributed in nature. The cloud services are being implemented in locations that are nearer to the edge in order to support use cases that demand reduced latency or avoiding the need to transmit large volumes of data over networks with limited bandwidth.

This document aims to describe edge computing and the significant elements which contribute to the successful implementation of edge computing systems, with an emphasis on the use of cloud computing and cloud computing technologies in the context of edge computing, including the virtualization of compute, storage and networking resources.

a w syste. It is useful to read this document in conjunction with ISO/IEC TR 30164<sup>1)</sup> [27], which takes a view of edge computing from the point of view of IoT systems and the IoT devices which interact with the physical world.

Under development. Current stage 10.99.

# Information technology — Cloud computing — Edge computing landscape

### 1 Scope

This document examines the concept of edge computing, its relationship to cloud computing and IoT, and the technologies that are key to the implementation of edge computing. This document explores the following topics with respect to edge computing:

- concept of edge computing systems;
- architectural foundation of edge computing;
- edge computing terminology;
- software classifications in edge computing, e.g. firmware, services, applications;
- supporting technologies, e.g. containers, serverless computing, microservices;
- networking for edge systems, including virtual networks;
- data, e.g. data flow, data storage, data processing;
- management, of software, of data and of networks, resources, quality of service;
- virtual placement of software and data, and metadata;
- security and privacy;
- real time;
- mobile edge computing, mobile devices.

#### 2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 22123-1:—<sup>2)</sup>, Information technology — Cloud computing — Part 1: Terminology

 ${\tt ISO/IEC\ TS\ 23167}, \textit{Information\ technology} - \textit{Cloud\ computing} - \textit{Common\ technologies\ and\ techniques}$ 

#### 3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO/IEC 22123-1, ISO/IEC TS 23167 and the following apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- ISO Online browsing platform: available at <a href="http://www.iso.org/obp">http://www.iso.org/obp</a>
- IEC Electropedia: available at <a href="http://www.electropedia.org/">http://www.electropedia.org/</a>

<sup>2)</sup> To be published.