

Elastic Stream Processing for Distributed Environments

Reference:

C. Hochreiner, S. Schulte, S. Dustdar, and F. Lecue, "*Elastic Stream Processing for Distributed Environments* (accepted for publication)," in IEEE Internet Computing, vol. NN, no. NN, pp. NN-NN, 2015.

Abstract:

The current development towards the Internet of Things introduces the need for more flexibility in stream processing. To counter these challenges, the authors propose elastic stream processing for distributed environments, building on top of Cloud computing and allowing a scalable and more flexible solution compared to traditional approaches.