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Enterprise Cyber-Physical Edge Virtualization Engine (EVE) Project

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The Linux Foundation's FOSS project EVE Edge Virtualization Engine (www.lfedge.org/projects/eve/) is providing a flexible foundation for IoT edge deployments with choice of any hardware, application and cloud. The mission of the Project is to develop an open source project to provide a light-weight virtualization engine for IoT edge gateways and edge servers with built-in security. EVE acts as an operating system and aims to do for the swarms of edge devices what Android did for mobile by creating an open edge computing engine enabling the development, orchestration and security of cloud-native and legacy applications on distributed edge compute nodes. Supporting containers and clusters (Dockers and Kubernetes), virtual machines and unikernels. The EVE runtime can be deployed on any bare metal hardware (e.g. x86, Arm, GPU) or within a VM to provide consistent system and orchestration services. EVE contains enhanced virtualization engines (KVM or XEN) and containerd enabling running virtual machines, docker containers and edge-containers, which are similar to Docker Swarm/Kubernetes pods. The scope of the Project includes software development under an OSI-approved open source license supporting the mission, including documentation, testing, integration and the creation of other artifacts that aid the development, deployment, operation or adoption of the open source software project.

Speaker release

Yes

Desired slot length

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