OPTIMIZED CONSUMPTION AND ACCESS OF REMOTE DISPLAY ON MOBILE DEVICE ENVIRONMENT

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ABSTRACT

Mobile cloud computing has been introduced to be a potential technology for mobile services, Together with an explosive growth of the mobile applications and emerging of cloud computing concept. End-user demands to run heavier applications are equally increasing, as mobile device popularity grows. Mobile cloud computing integrates the cloud computing into the mobile environment and overcomes obstacles related to the performance environment and security discussed in mobile computing. MCC integrates the cloud computing into the mobile environment and overcomes obstacles related to the performance, environment in mobile computing. This paper gives an idea of MCC, which helps general readers have an overview of the MCC including the architecture, applications and solutions. In this paper, a number of adequate solutions that have been proposed to tackle the main issues such device battery lifetime, Bandwidth utilization associated with the consumption and access of remote display on mobile devices.

KEYWORDS: Mobile Cloud Computing, Mobile Devices, Device Battery Lifetime, Bandwidth, Interaction Latency