

# Edge & Mobile Computing for sustainability



## Présentation

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### Description

**Goal :**

- Introduction to design principles for the development of mobile applications.
- AI in edge systems
- Design and developed tools for Edge and Mobile systems
- Power and Energy consumption reduction techniques for Edge Computing.

**List of subjects to be presented to the students :**

- Software and Hardware architectures of embedded systems
- Design tools : programming languages, Frameworks (TensorFlow, Caffe, etc.), Benchmarks.
- Simulation tools.
- Architectural support for ML in edge computing: GPU, FPGA and multi-cores. ML application acceleration by HW and SW.
- Use-case: Smart Homes, Drones