(Cloud service and Web interface of MobileInsight)

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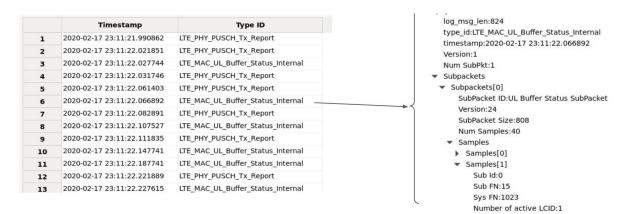
#### **Outline**

- 1. Overview
- 2. Data Transform
- 3. Data Filters
- 4. MobileInsight-Cloud
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## Overview

#### **MobileInsight**

- A software tool which enables runtime cellular network monitoring and analytics on smartphones.
- Providing open access (in software) to fine-grained cellular information on 5G protocols.
- Facilitate researchers and developers to readily and quickly obtain the low-level network information through easy-to-use APIs.



#### Limitation

- MobileInsight only works in local machine.
  - o Can't share log with other users.
- Need to deal with complicated dependencies when installing.
  - o Especially for Windows and Mac with M-series chip.
- Lack of features in current GUI.
  - No filters
  - No download option

#### **Solution**

- Provide a cloud version of MobileInsight MobileInsight Cloud
  - Can filter, upload, and download log.
  - No need for installing MobileInsight.
- Use Redis as log-stored database.
  - o In-memory database, **fast**
  - Key-value storage, high scalability



### **Data Transform**

#### **Data Transform**

- Convert the raw mi2log log file to JSON object and store in Redis.
  - JSON object is easy to display.
- Key: f'{filename}:{type\_id}:{timestamp}:{order}'
  - Get enough information of the file without loading all the data.
  - Allows us to filter more efficiently without accessing the content
- Value: log file with json format
  - Extend the Analyzer class in mobile\_insight library to process mi2log format.
  - Parse the raw XML string to XML object in "Msg" field.
  - Add "order" field to preserve the order of the log item.
- Also store the raw mi2log file
  - For user to download the mi2log file.

```
"log_msg_len": 46
"type_id": "LTE_RRC_OTA_Packet"
"timestamp": "2020-11-16 09:51:21.245180'
"RRC Release Number": 15
"RRC Version Number": "0x50"
"NR RRC Release Number": 15
"NR RRC Version Number": "0x60"
"Radio Bearer ID": 0
"Physical Cell ID": 132
"PDU Number": 7
"SIB Mask in SI": 0
"Msg Length": 13
"Msg": {...}
```

## **Data Filters**

#### **Data Filter**

- Originally, MobileInsight **only** support time-based and type\_id filtering:
  - Time: python time.time()
  - Type\_id
    - LTE\_RRC\_OTA\_Packet
    - LTE\_NAS\_ESM\_OTA\_Incoming\_Packet
- Requirement: We need to add timestamp as a new filtering feature.
  - start timestamp = datetime(2020, 11, 16, 9, 49, 0)
  - o end timestamp = datetime(2020, 11, 16, 9, 50, 0)
  - Need to modify MobileInsight APIs to process timestamp

#### **New Feature: Timestamp**

 We add the timestamp as new feature by tracing through and modifying the following code: offline\_replayer.py

```
def enable_log(self, type_name):
    """
    Enable the messages to be monito
    If this method is never called,
```

Here the timestamp is a python datetime object.

Looks simple, but, needs several steps to work.

#### **Continue Tracing**

- dm\_collector\_c.cpp
  - o dm collector c set filtered
  - o dm\_collector\_c\_receive\_log\_packet
- export\_manager.cpp
  - o manager export binary
  - manager set filter

```
bool
manager_export_binary (struct ExportManagerState *pstate, const char *b, si

double packet_timestamp = 0.0;
  int type_id = get_log_type_and_timestamp(b, length, packet_timestamp);

if (pstate->whitelist.count(type_id) > 0 &&
    packet_timestamp >= pstate->start_timestamp &&
    packet_timestamp <= pstate->end_timestamp) { // filter
```

Add time interval attribute in export manager

- export\_manager.h
  - struct ExportManagerState

```
// Manage the output of logs.
struct ExportManagerState {
    FILE *log_fp; // Point to
    std::string filename;
    std::set<int> whitelist;
    double start_timestamp;
    double end_timestamp;
};
```

#### **Compute Timestamp**

Extract timestamp from packet and convert it to UNIX format

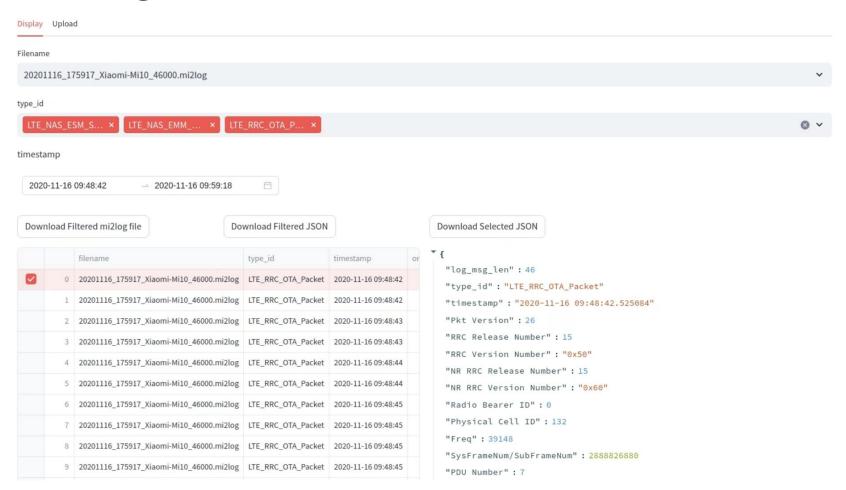
```
uint64_t
get_timestamp(const char *b, size_t offset) {
    // 8 byte offset
    uint64_t timestamp = 0;
    std::memcpy(&timestamp, b + offset, sizeof(uint64_t));
    return timestamp;
}

double
convert_to_unix(uint64_t packet_timestamp) {
    int seconds = int(double(packet_timestamp) / PER_SECOND);
    int useconds = (double(packet_timestamp) / PER_USECOND) - double(seconds) * 1.0e6;
    return BASE_TIMESTAMP + seconds + useconds / 1.0e6;
}
```

```
case QCDM_TIMESTAMP: {
   const double PER_SECOND = 52428800.0;
   const double PER_USECOND = 52428800.0 / 1.0e6;
   assert(fmt[i].len == 8);
   // Convert to a Python long integer object
   // unsigned long long iiii = *((unsigned long long *) p);
   unsigned long long iiii = 0;   //Yuanjie: FIX crash on Android
   int seconds = int(double(iiii) / PER_SECOND);
   int useconds = (double(iiii) / PER_USECOND) - double(seconds) * 1.0e6;
   PyObject *epoch = PyDateTime_FromDateAndTime(1980, 1, 6, 0, 0, 0);
   PyObject *delta = PyDelta_FromDSU(0, seconds, useconds);
   decoded = PyNumber_Add(epoch, delta);
   n_consumed += fmt[i].len;
   Py_DECREF(epoch);
   Py_DECREF(delta);
   break;
}
```

log\_packet.cpp ≟

- Powered by Streamlit a Python library for web applications.
  - All in pure Python. No front-end experience required.
  - Easy deployment
  - Strong open-source community



# Demo

## **Limitation and Future Work**

#### **Timestamp**

• Recall that we compute timestamp with the following conversion:

```
const double PER SECOND = 52428800.0;
const double DER LISECOND = 52/28800 0 / 1 006.
const time t BASE TIMESTAMP = 315993600;
uint64 t
get timestamp(const char *b, size t offset) {
    // 8 byte offset
    uint64 t timestamp = 0;
    std::memcpy(&timestamp, b + offset, sizeof(uint64 t));
    return timestamp;
double
convert to unix(uint64 t packet timestamp) {
    int seconds = int(double(packet timestamp) / PER SECOND);
    int useconds = (double(packet timestamp) / PER USECOND) - double(seconds) *
    return BASE TIMESTAMP + seconds + useconds / 1.0e6;
```



- Base\_timestamp is based on LA's time zone
- Different time zone will not filter correctly

#### mi2log File Upload

- Currently, we only support uploading mi2log files in the same directory as MobileInsight-Cloud.
  - o It's not feasible to get the file absolute path when uploading files.
  - Limit the ability to upload files remotely.
- We can get the mi2log object and its filename. But current MobileInsight does not support loading bytes object as input.
  - The OfflinePlayer class only accept file path as input.
  - Takes about 30mins to upload 1095 files (~200MB).
  - o Duplicate file operation.
    - First upload the file to get the filename.
    - Then open the file to process data.

#### mi2log File Download

- Similar issue with mi2log file upload.
- Short-term solution:
  - Load the Redis's data to a tmp.mi2log file for buffering.
  - Perform filtering on tmp.mi2log.
  - Save the tmp.mi2log file as the desired filename

#### **Future Work**

- Process the timestamp based on local setting.
- Implement a loading/saving function that directly takes a byte object as input/output.
  - Prevent duplicate file operations.
  - o Enable upload/download operations on remote server.
    - Necessary for deploying to the cloud.
- Scale up to do further performance analysis.

## — Q & A