**CSEN-5303\_003 Mobile Cloud Computing**

**Review**

**of**

Offloading Techniques on Cloud

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**Abstract: Limited resources on mobile platforms compel us to balance available resources to maximize efficiency in mobile devices. Offloading is one such method done to reduce burden on devices by processing local computations remotely on a cloud-based services. Since the workload is distributed partially on the cloud, it saves energy and complex processing on mobile device. However, due to computation at remote locations, responsibility of data integrity and security lies with service providers who often fall short of doing so. To overcome this, various authors have proposed diverse techniques to better facilitate the secure migration of data when offloading between cloud and personal devices. This often entails an overhead of communication to extract and send data to compute remotely. But the benefits of offloading outweigh the communication costs to provide dynamic services to reduce stress of mobile applications on their host devices.**

**Key Abbreviations: SLA (Software Level Agreement), QoS (Quality of Service), MCC (Mobile Cloud Computing),**

**Introduction:**

The use of mobile devices has spiked exponentially in the past few years. In recent statistics it is shown that nearly 90% of gadgets out there are smart phones which have become an integral part of human lifestyle. Faster computation has always been a trending topic among app developers who want to provide faster services as well as energy efficient ones. Eternally increasing computation speed with heavy processors is not the answer as it was in previous decades. The consumer demands the *best of all worlds* when it comes to mobile devices, their durability and ability to react instantaneously in day-to-day tasks. Limitations in these personal devices are battery capacity, efficiency, storage related constraints and processing power. Due to these reasons handheld devices cannot render huge tasks locally on the embedded system and need to

delegate computations to external resources, in this case: **Clouds.**

Clouds have the potential to provide high speed dynamic service to users with a simple internet connection. They have various services, depending on the user need and preference. SaaS (software as a service), PaaS (platform as a service), IaaS (infrastructure as a service) and the newly introduced XaaS (everything as a service) which hints towards an era in mobile computing where any functionality will be provided by clouds. In this paper, we have summarized various techniques of how to combine the idea of offloading in android devices with cloud computing.

The idea here is to partially upload computation from the mobile device for it to be processed remotely on the cloud. This reduces taxing the device resources and the illusion is seamless to the user as to where the computation is being carried out. An example of this is the Microsoft Office 365. It gives all functionality of *Office,*  without installing any applications or widgets. One can simply access all services from the browser and get things done. Everyday more and more services like these are presenting themselves on clouds. This transparency is what we are trying to achieve in the long run which will enable us to virtually process even the heaviest of tasks on mobile devices.

Cloud is the umbrella term for further trending and useful technologies that have emerged through this decade viz. Fog, Cloudlet, Edge, etc. These extensions of the cloud push the boundaries and overcome challenges that are posed by the traditional cloud technology. Nowhere is the power or authority of the cloud undermined. It has its own place in high level batch processing and to date, remains as the backbone of newer technologies that have been tailored from the big cloth, i.e. Cloud.

The newly coined terms Fog and Edge represent virtual instances of the cloud services but at the edge of the network. The edge here refers to the proximity to the edge devices (user devices) and aims to provide faster and transparent execution capabilities to devices on the go. There are slight differences between edge and fog computing which are highlighted further in this paper.

The main aim here is to put ***offloading*** into the spotlight. There are innumerable scenarios where a user may want to offload data for processing, either implicitly or explicitly. Taking the same Office 365 example we can see that such documents are substantially large in terms of size or execution and hence, unlock the potential for offloading from a device. The way in which it is done can vary drastically, depending on available resource pool on devices and cloud capabilities.

Most of the offloading techniques proposed use an application which needed to be installed on board, which made the offloading decision for the other applications. The installed application is going to be heavy and will consume processing power of the device. This means that there is additional computational and communication overhead in each situation when an opportunity shows up in offloading. Other techniques proposed alternatives that determined the offloading criteria without such bloatware and were preferred when it came to performance and energy efficiency. Some of these are mentioned clearly in the next section.

**Related Works**

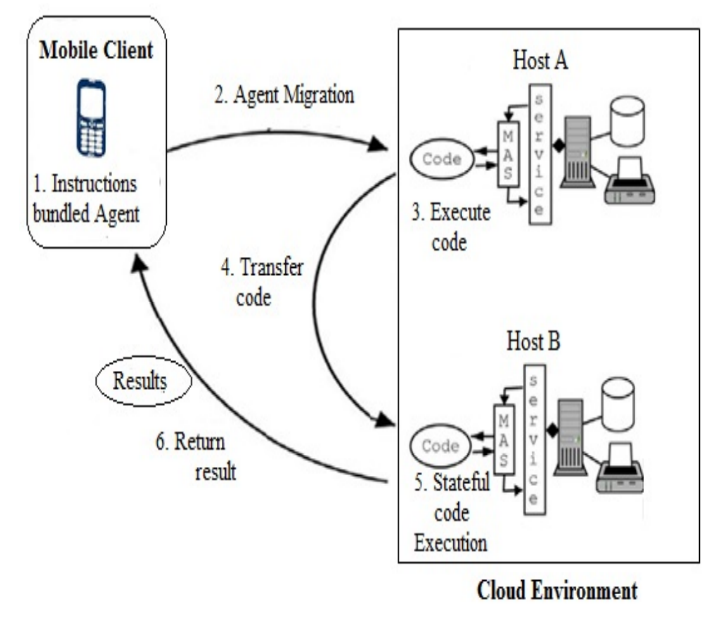
The terms cloud/fog/mist/edge have flooded the internet in recent years. The underlying driving force is predominantly computational offloading and various methods have been proposed over the years to efficiently offload data to-and-fro from applications to datacenters. All of them stand firm on the fact that resource limitation on mobile devices have been the seed for their research and proposed diverse techniques on those fronts.

Deqian KONG et. al proposed a dynamic offloading technique which revised the Android applications into two parts, one part executes locally and other parts (complex computational task) runs on the more resource-rich remote server which provides strong processing ability and less power consumption [1]. David I. Fadaraliki and S.Rajendran presented a mobile-based agents called JADE, it enhances the capabilities of mobile devices by sending the bundle of code and state to remote location server [2]. Harsh Bandhu Parnami et. al presented a research and related survey that a separate application needed to offload applications by making changes in the source code while developing an application [4]. Alessandro Zanni et. al demonstrated a demo which presents a tool, given a compiled APK locally. The methods enabled to be offloaded at runtime are chosen depending on computing time and energy usage, which are predicted in our framework. [7]. Romulo Reis de Oliveira et. al proposed a new technique that transparently includes code offloading capabilities to Android devices [8]. Quang-Huy Nguyen et. al introduced a hardware chip onto mobile devices to help calculate computational cost of applications and service [9]. Xiangyu Wu et. al. proposed a software-based approach that supports dynamic sensing and computational offloading on android devices; it pooled all sensor resources in the vicinity to extract accurate results in case other sensors fail [11]. Mayank Arora et. al. proposed an autonomous computation offloading framework for android (ACOF) using cloud; it empowered applications to run applications virtually on an image of the android phone on the cloud [12].

**INTERESTING TECHNOLOGIES**

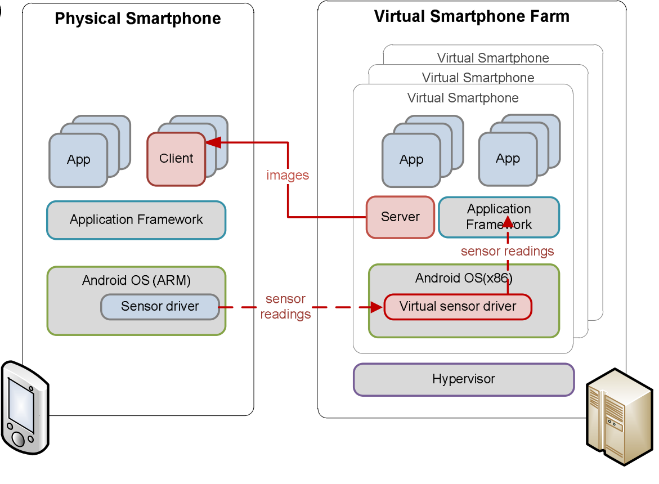
Some frameworks push the offloading framework to the extremes. [2] and [13] have showcased unique techniques that work specifically for the android platform.

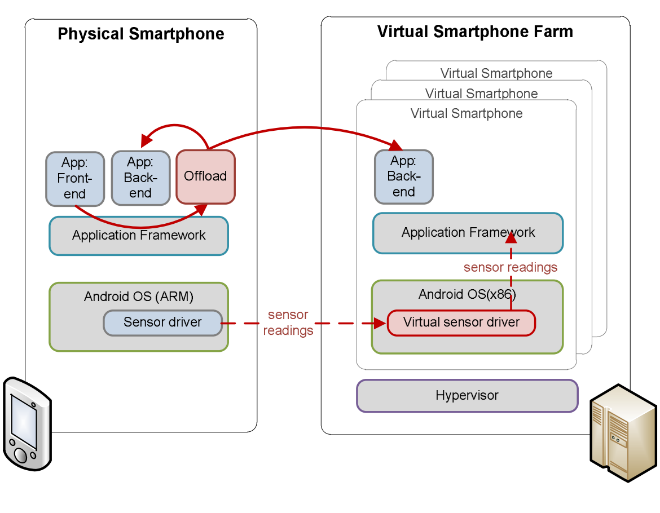
1) The technology called JADE is primarily java-based and offers to offload application to run on resource rich computer far away from data source. A mobile agent is responsible to authenticate users. Then the data is wrapped in the agent (data, code, instructions) and sent over the network to the cloud environment for processing. The agents save the state of the data and are also responsible to transmit output data to the data source (device).



**Figure1: Proposed Architecture with JADE**

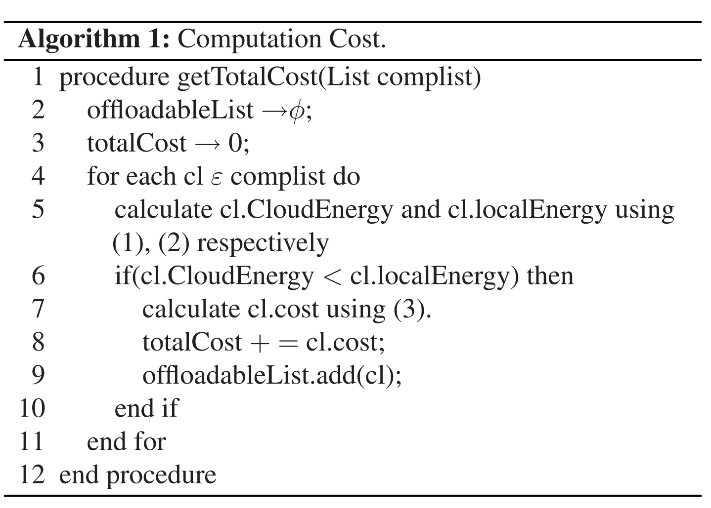
2) In reference [13] Eric Chen, et. al. proposes an offloading framework where they create a snapshot of the android device on the cloud, then test and compute the offloaded data on the virtual device. This allows the environment to learn which applications or part of applications are fruitful when offloaded and which are not so efficient and will cause excess resource usage than local, on-device computation.





In this paper, they demonstrated the design of a new offloading framework that enables an Android device to offload resource intensive work to a server in the cloud datacenter. The design decisions were determined by the intention to deploy the architecture in the application layer without modifying the underlying stock Android platform and the application source code.

3) The most interesting proposed methodology is showcased in [15] where Jitender Kumar et. al. proposed “*Demand-Based Computation Offloading Framework for Mobile Devices”.*  Jitender Kumar et. al used demand-based framework by using extended CloudSim simulator for resolving a major issue of application partitioning according to user’s demand. As previous technologies have focused on the issue of saving energy in the entire offloading process and no other, the authors here address the issue that the amount of computation at the user end should also be taken into consideration along with providing a framework where application partitioning is done dynamically on user-demand while maintaining QoS and meeting SLAs.



This algorithm allows any number of requests to be initiated by the mobile device and they are queued to be computed on cloud if the energy required for computation is lesser when offloaded, i.e. energy to compute on cloud is less than that required for local computation. Various simulations run on CloudSim proved that this architectural setup reduced the cost of cloud provisioning to mobile devices by almost 45% and minimized the SLA violations by 1.34% for maintaining the Quality of Service.

**FUTURE SCOPE**

The chart below highlights the fact that many challenges such as security have not been handled in the whole offloading dynamic and many more remain undiscovered as of now. More research is being done day by day to understand such issues and tackle them as and when they come up. We can only say that it is exciting to see the community at work to achieve better computational possibilities in different environments, especially when it comes to offloading on Android and other mobile devices.

**CONCLUSION**

We reviewed a variety of papers on offloading on mobile devices which is a trend in this era. The technological advancements have been tremendous and continue to tackle one issue at a time to achieve a better offloading framework, each time. It is obvious to say that there cannot be one *perfect* method to achieve this as it depends on the user and application demands. However, new paradigms in cloud and

mobile computing has enabled an easy transition for the offloading world to provide seamless resources for real-time, on-demand, low latency computation on mobile devices. These technologies work in unison to create a pervasive computing environment that ubiquitously caters to the need of the users, anytime, anywhere.

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