

A Case for Lease-Based, Utilitarian Resource Management on Mobile Devices

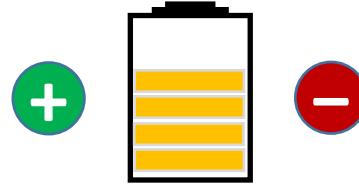
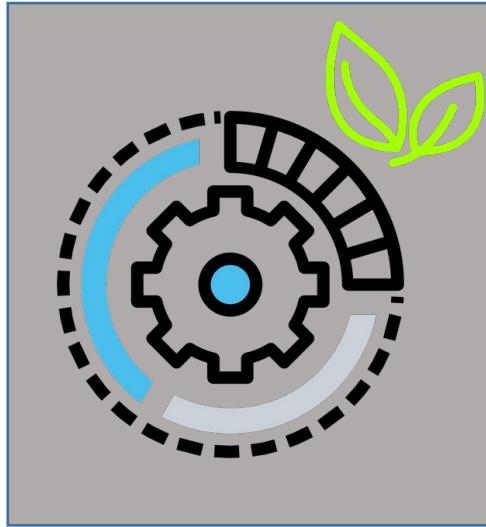
Yigong Hu, Suyi Liu, Peng Huang
Johns Hopkins University

ASPLOS 2019



JOHNS HOPKINS
UNIVERSITY

Mobile Computing Requires Energy-Aware Apps



Design mechanisms to
optimize system energy usage

Apps need to be
energy-aware too!

Energy-aware adaptation for mobile applications [SOSP'99]

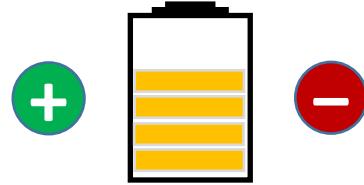
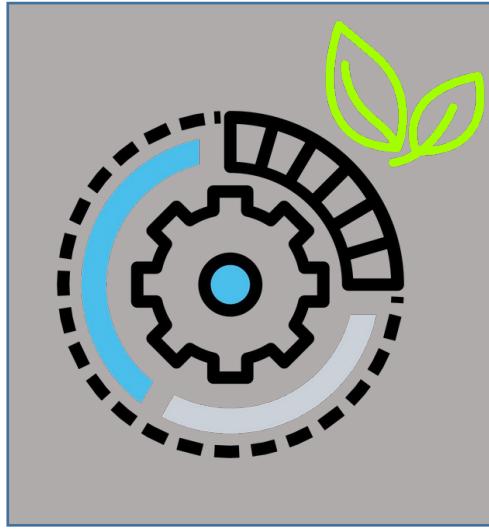
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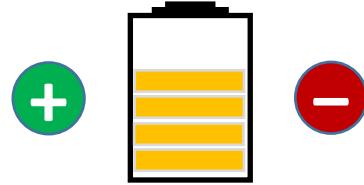
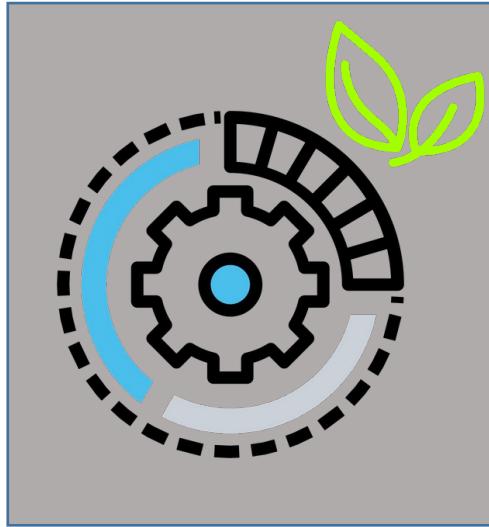
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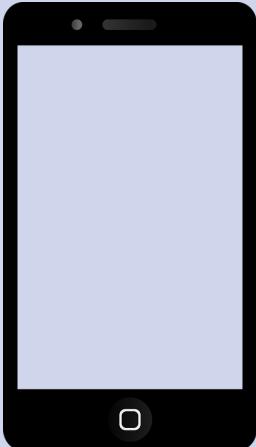
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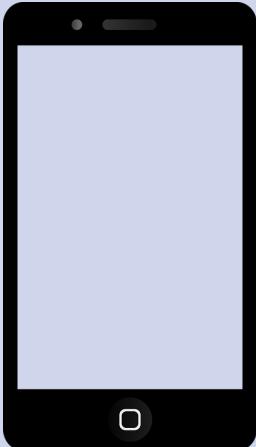
Energy-Aware Programming Is Challenging

- Reasoning about code and testing app is hard

User Interaction	Environment Conditions	Runtime Changes
 Click Bottom	  Network Disconnect	 Orientation Change

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Apps with Energy Bugs Are Common



Ari Grant

October 22, 2015 · 1

We recently heard reports of some issues with the Facebook iOS app and have been looking into them. We found a few key issues that are causing battery drain. We're working on improvements, some of which are in the works and will be released today.

topjohnwu / Magisk

Code Issues Pull requests Wiki Insights

magiskd drains battery #951

Closed bluesky15 opened this issue on Jan 20, 2016

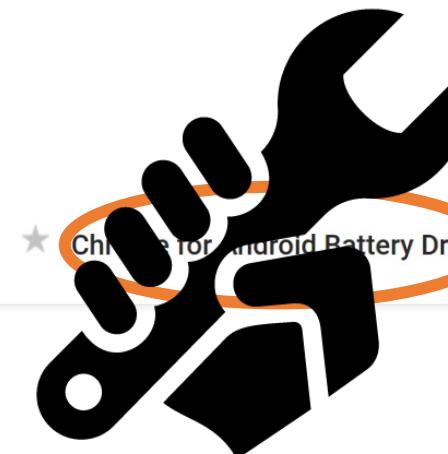


ector-im / riot-android

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—techniques to mitigate
energy bugs at runtime

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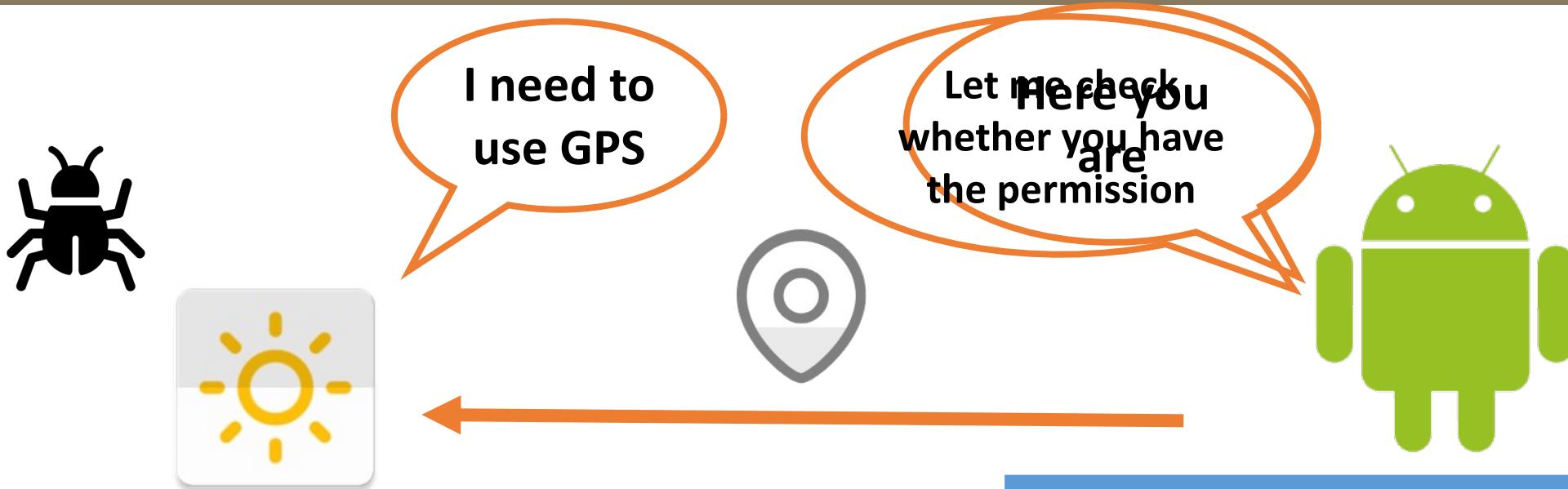
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Default Mobile Resource Management Is Libertarian



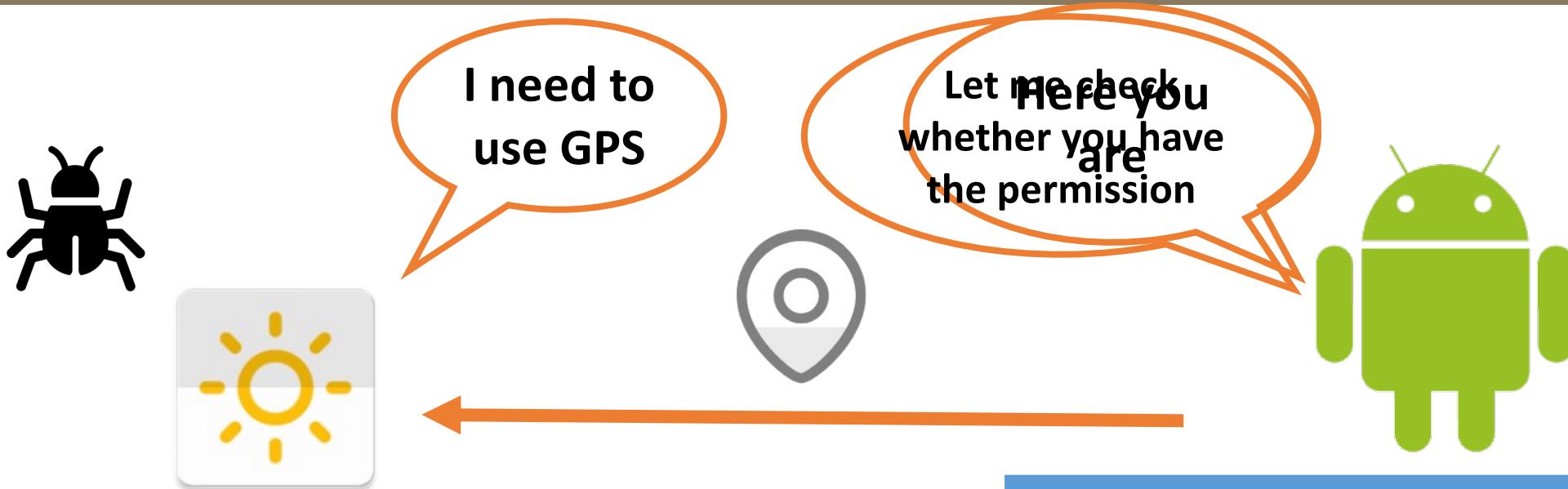
✓ App Usability

✗ Energy Efficiency

Give app freedom

- Allocate resource if permission and sanity checks pass
- Revoke resource only when the app releases it

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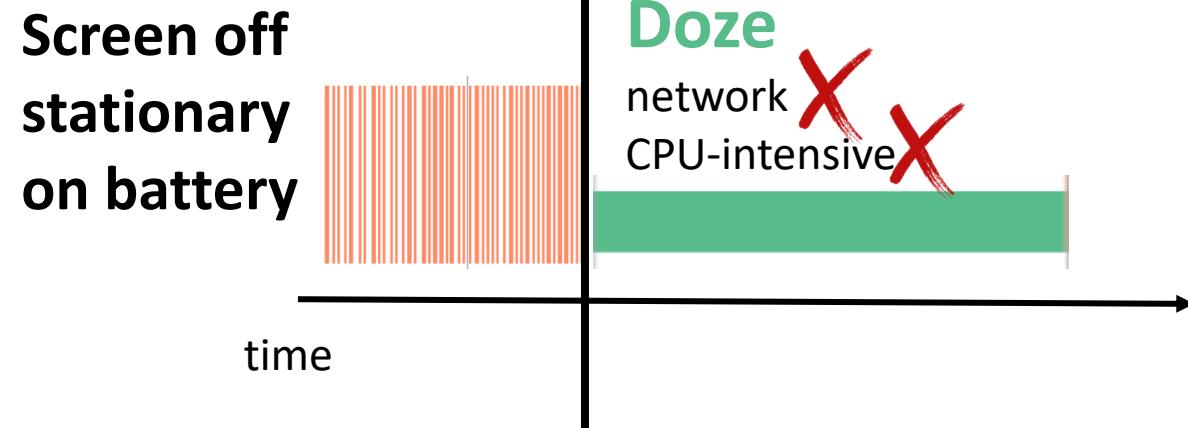
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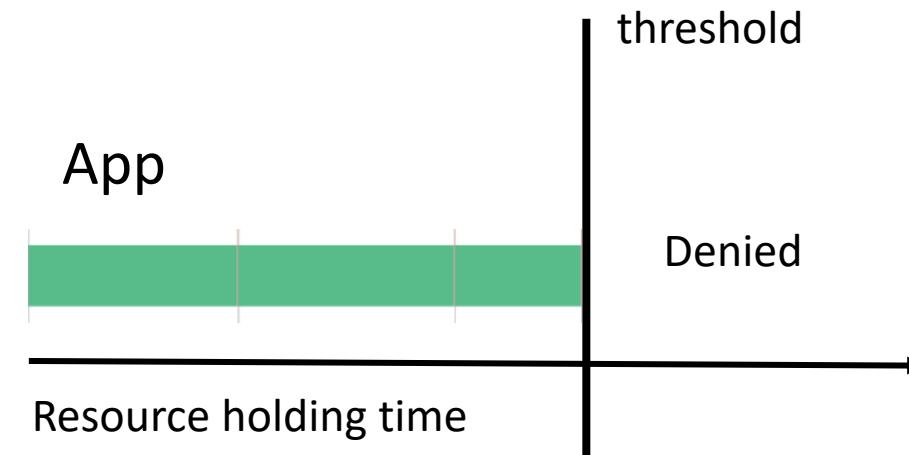
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Recent Authoritarian Approach via Throttling

Android Doze (since 6.0)



DefDroid

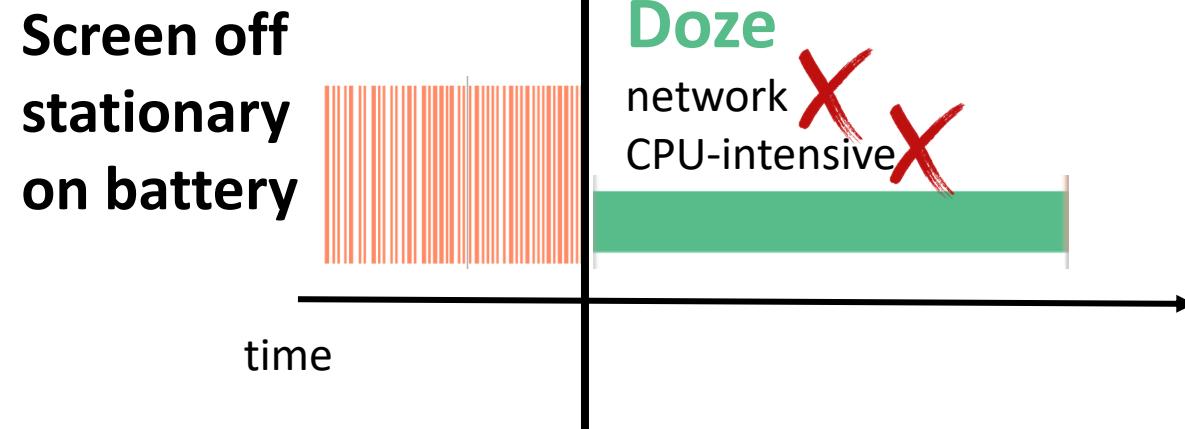


✓ Energy Awareness

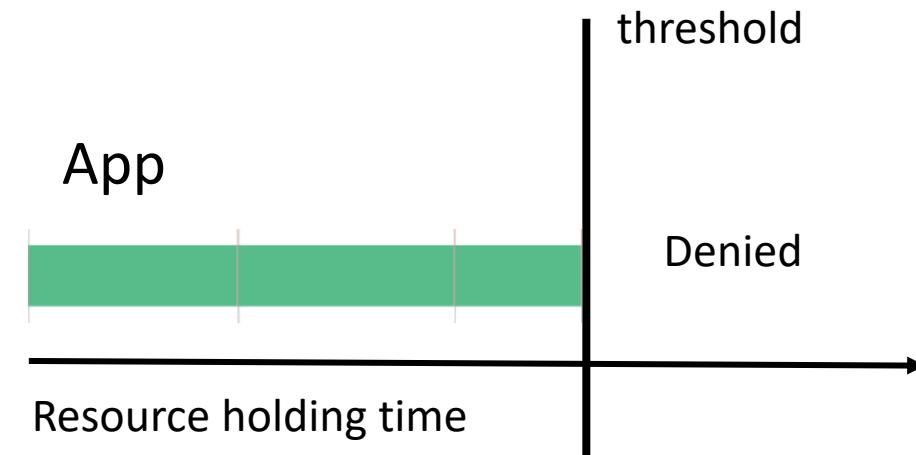
✗ App Usability: legitimate app requests denied

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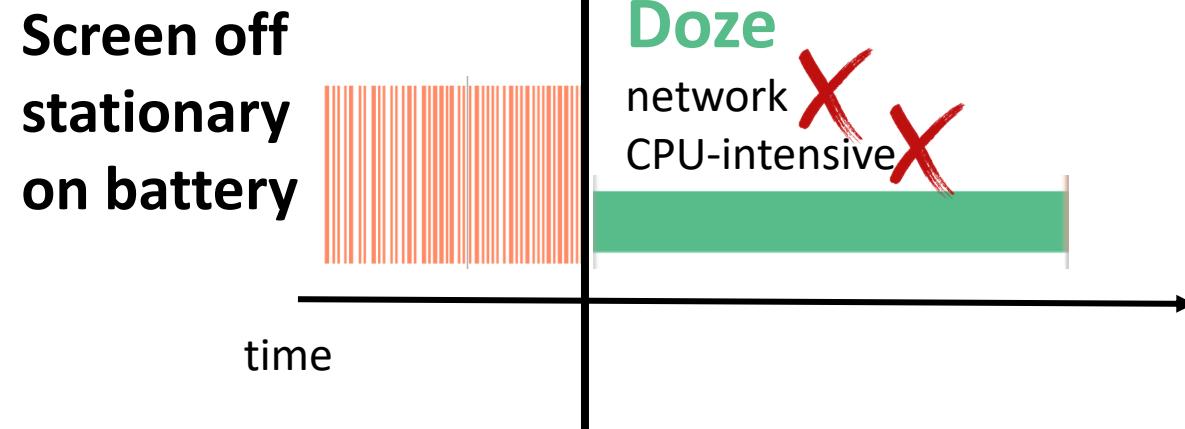


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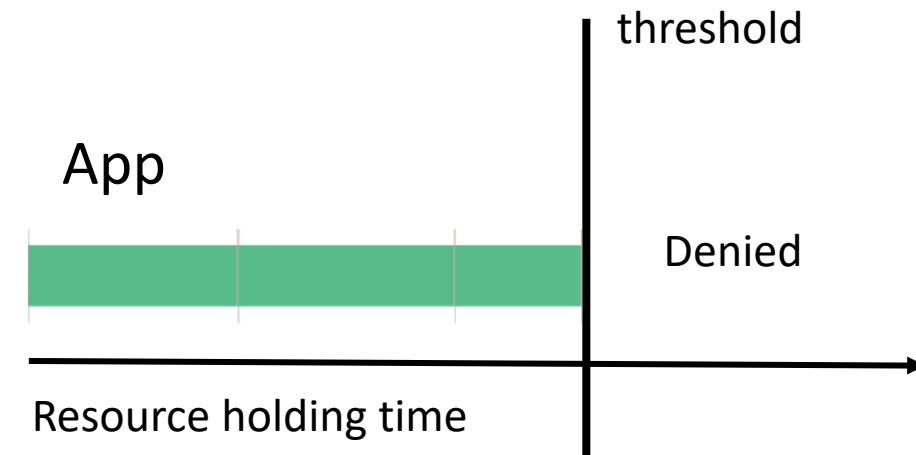
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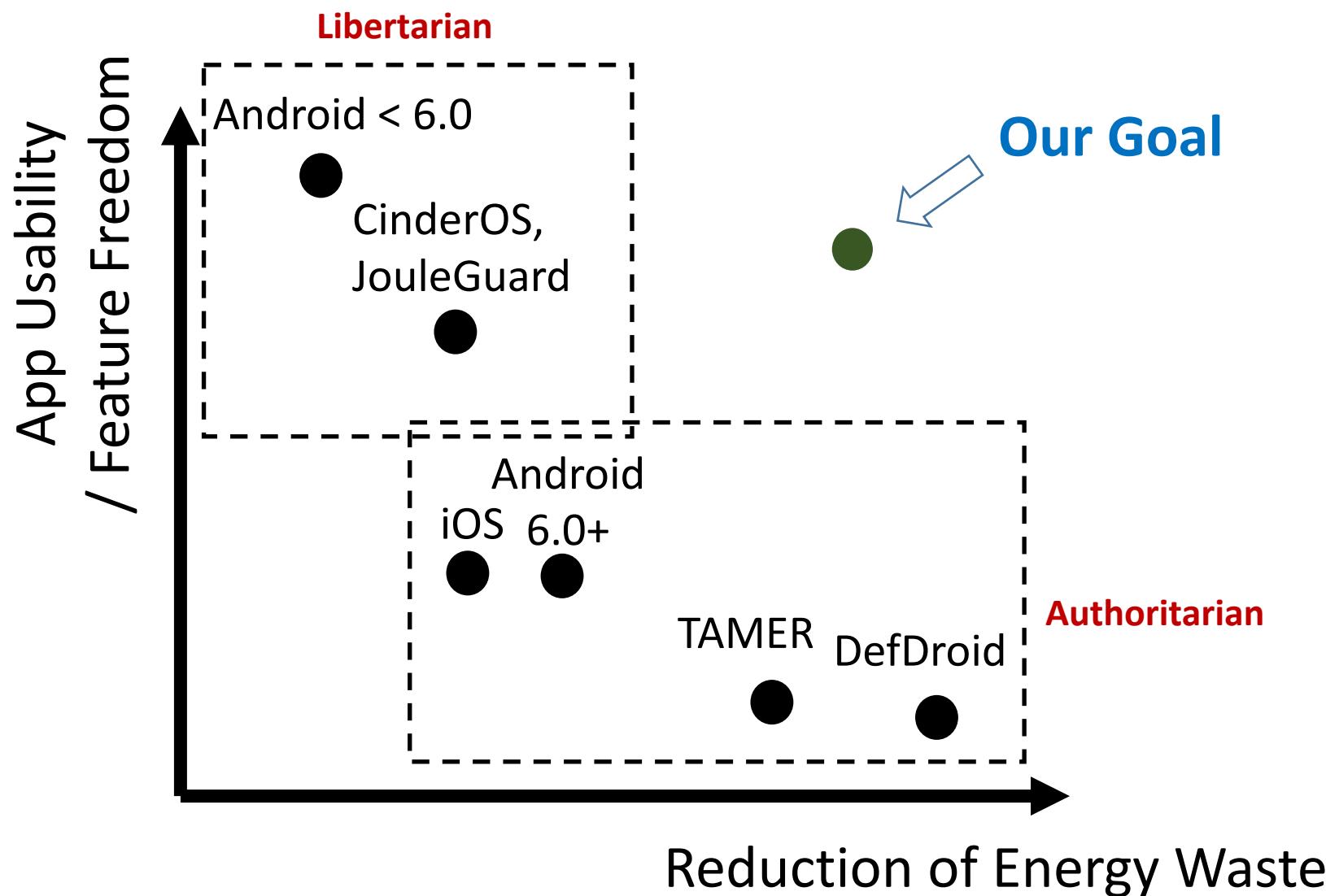
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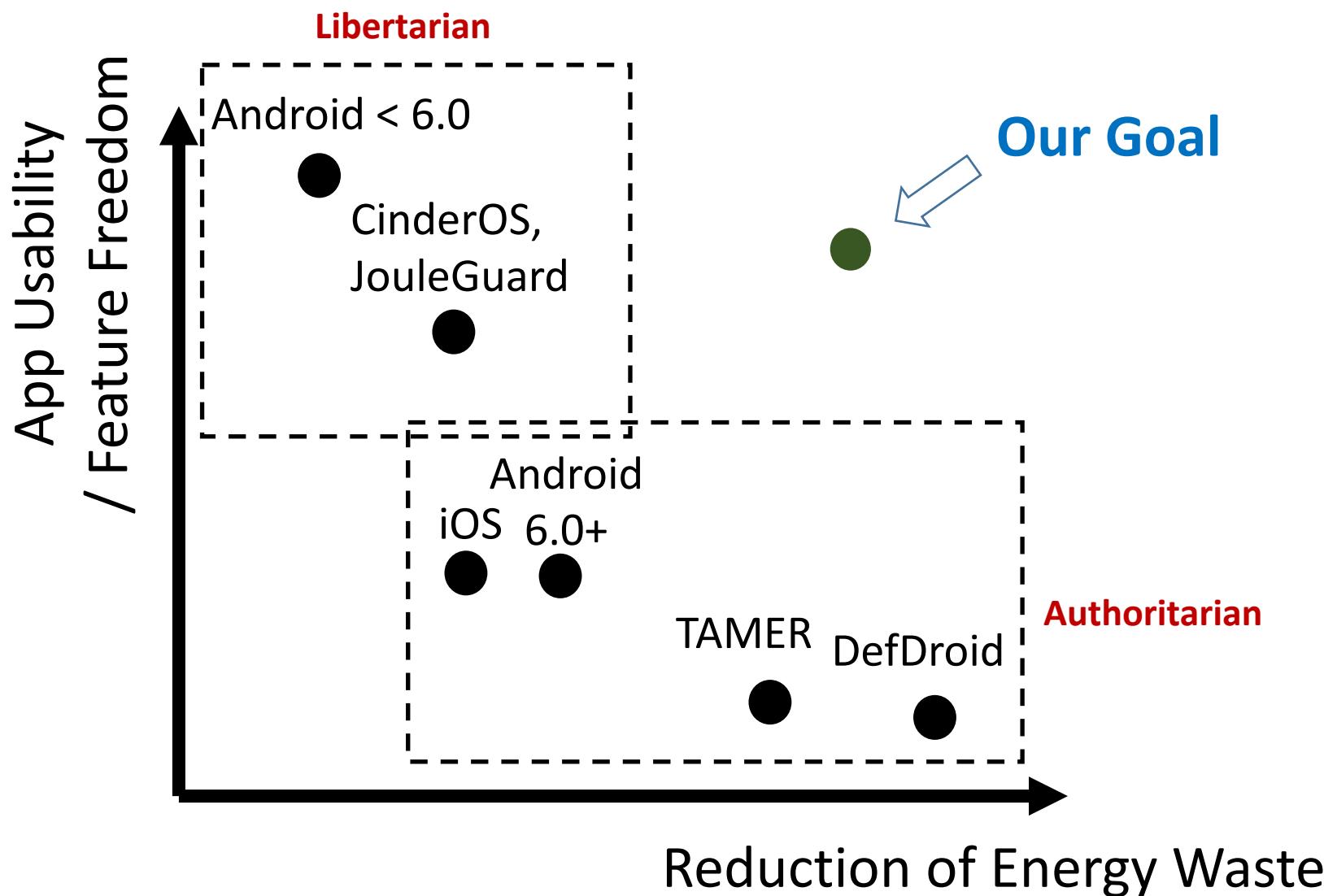
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Fix the Gap



Fix the Gap



Our Solution: LeaseOS

Design of Lease Abstraction for Mobile Systems

+

A Utilitarian Approach for Making Lease Decisions

+

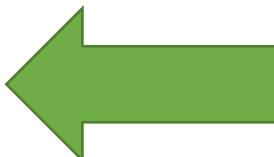
A Lightweight System Runtime With Backward-Compatibility

Main Challenges of LeaseOS

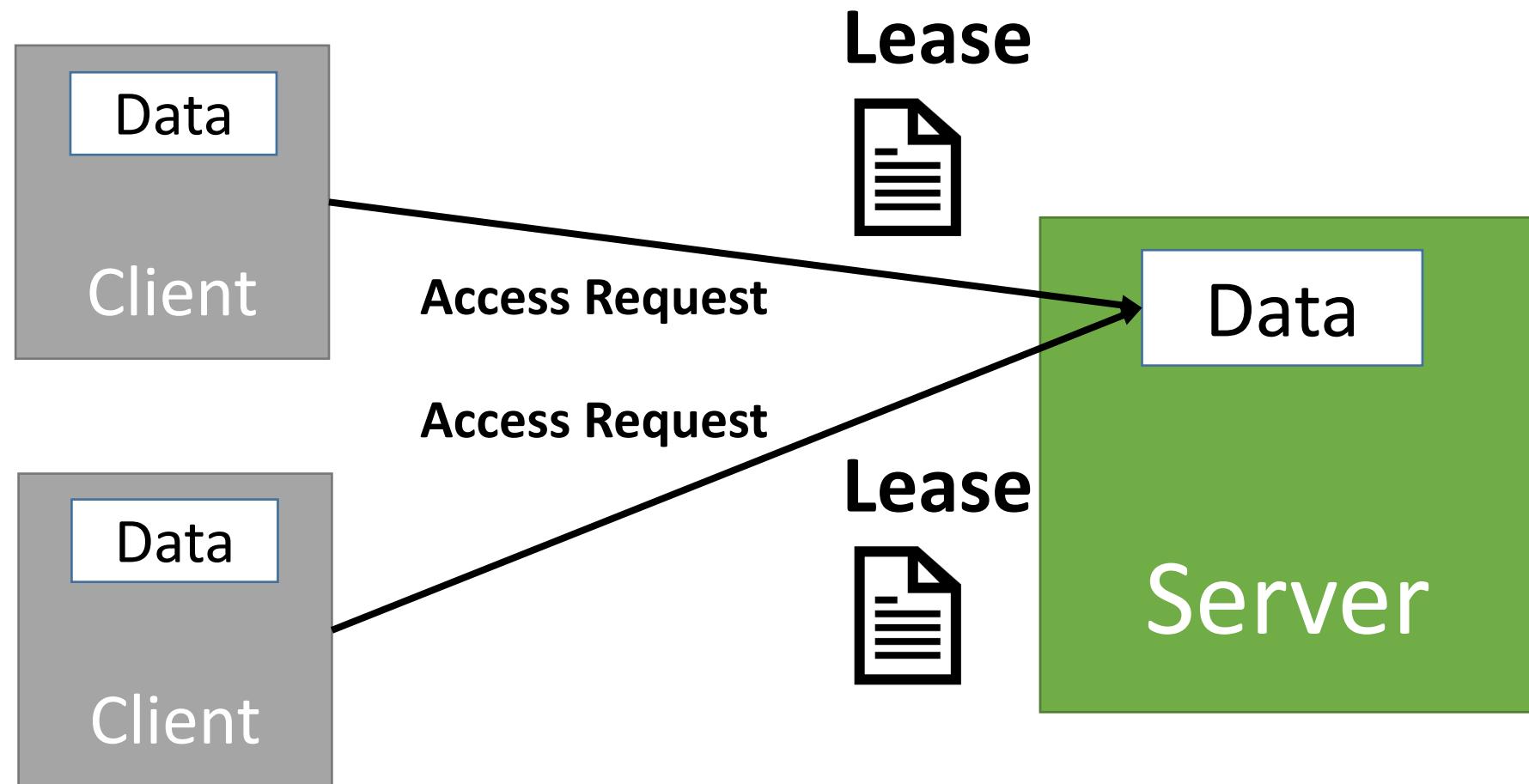
- **How to use lease in mobile system to reduce energy waste?**
- **How to reliably distinguish energy misbehavior from legitimate behavior?**

Outline

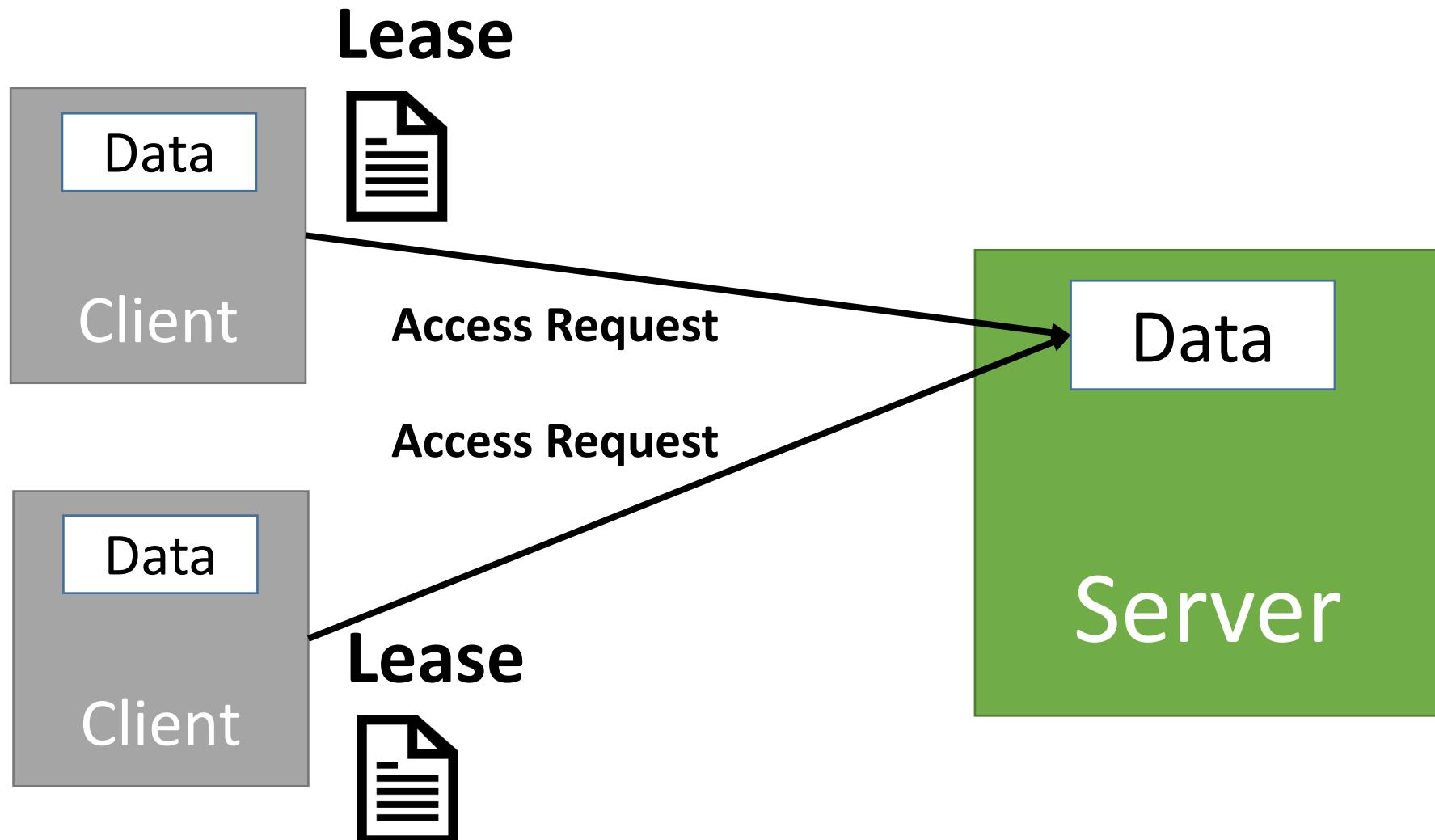
- ❖ Motivation
- ❖ Lease Abstraction
- ❖ Making Lease Decision
- ❖ Design of LeaseOS
- ❖ Evaluation



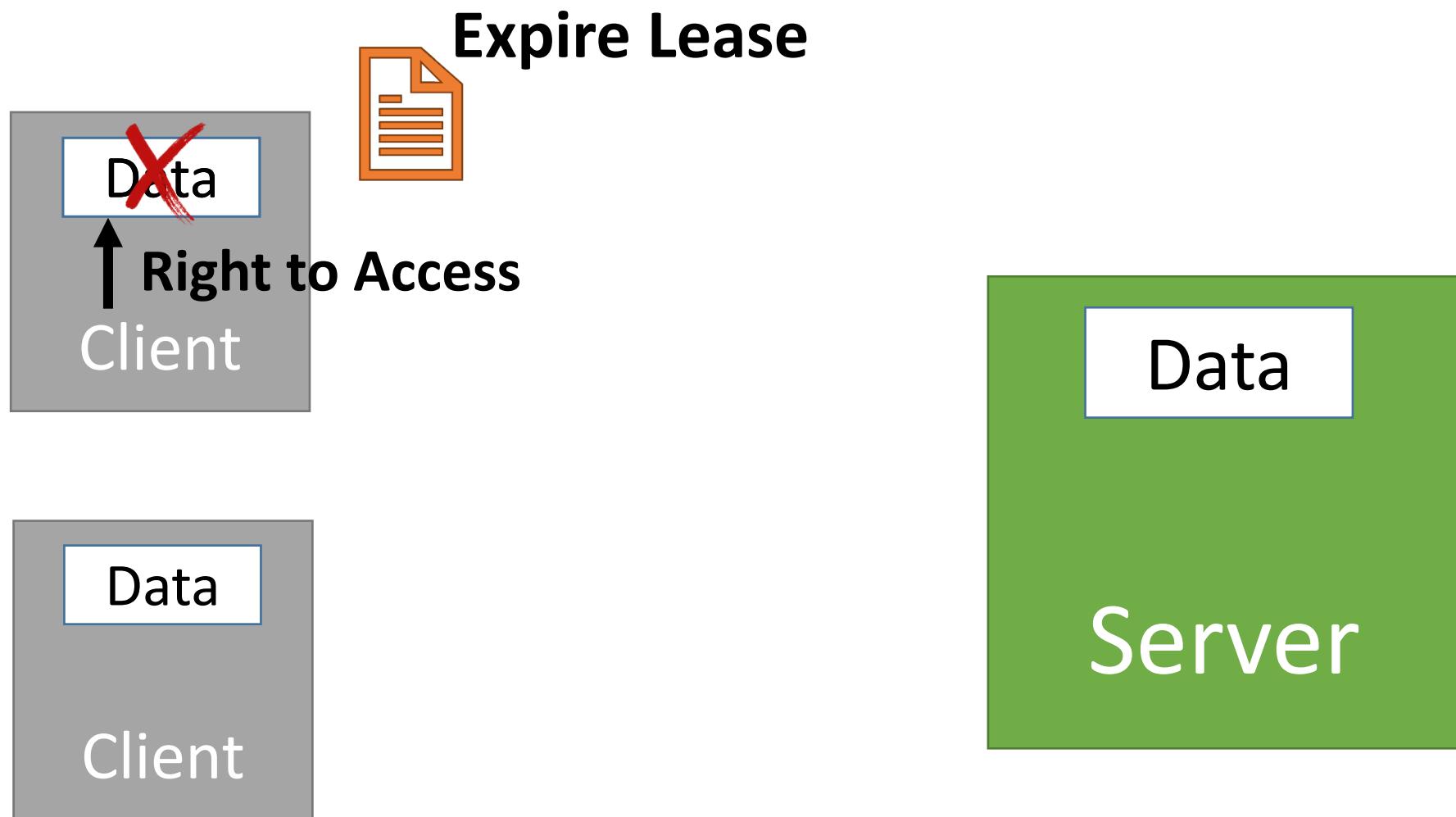
Lease in Distributed System



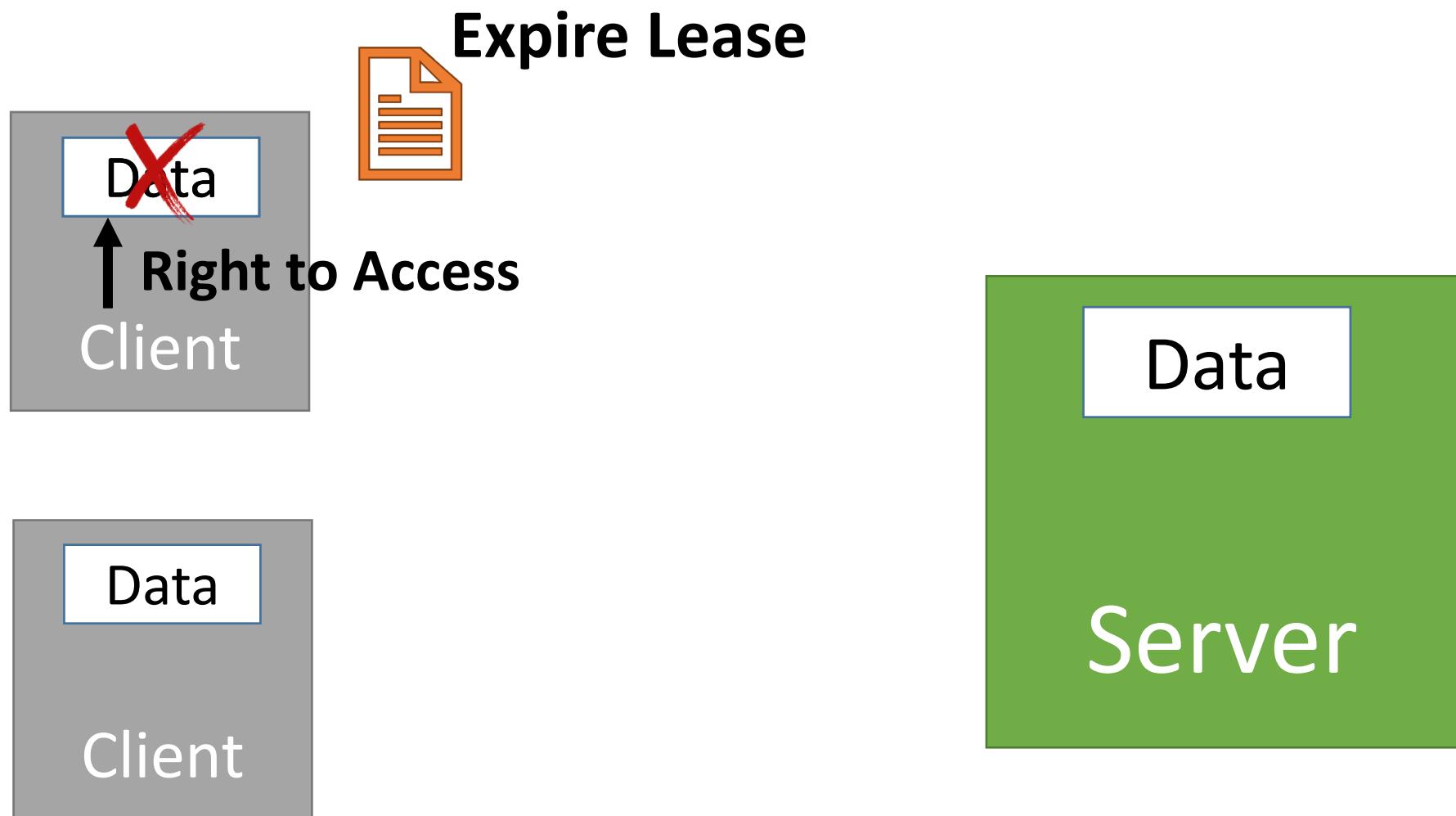
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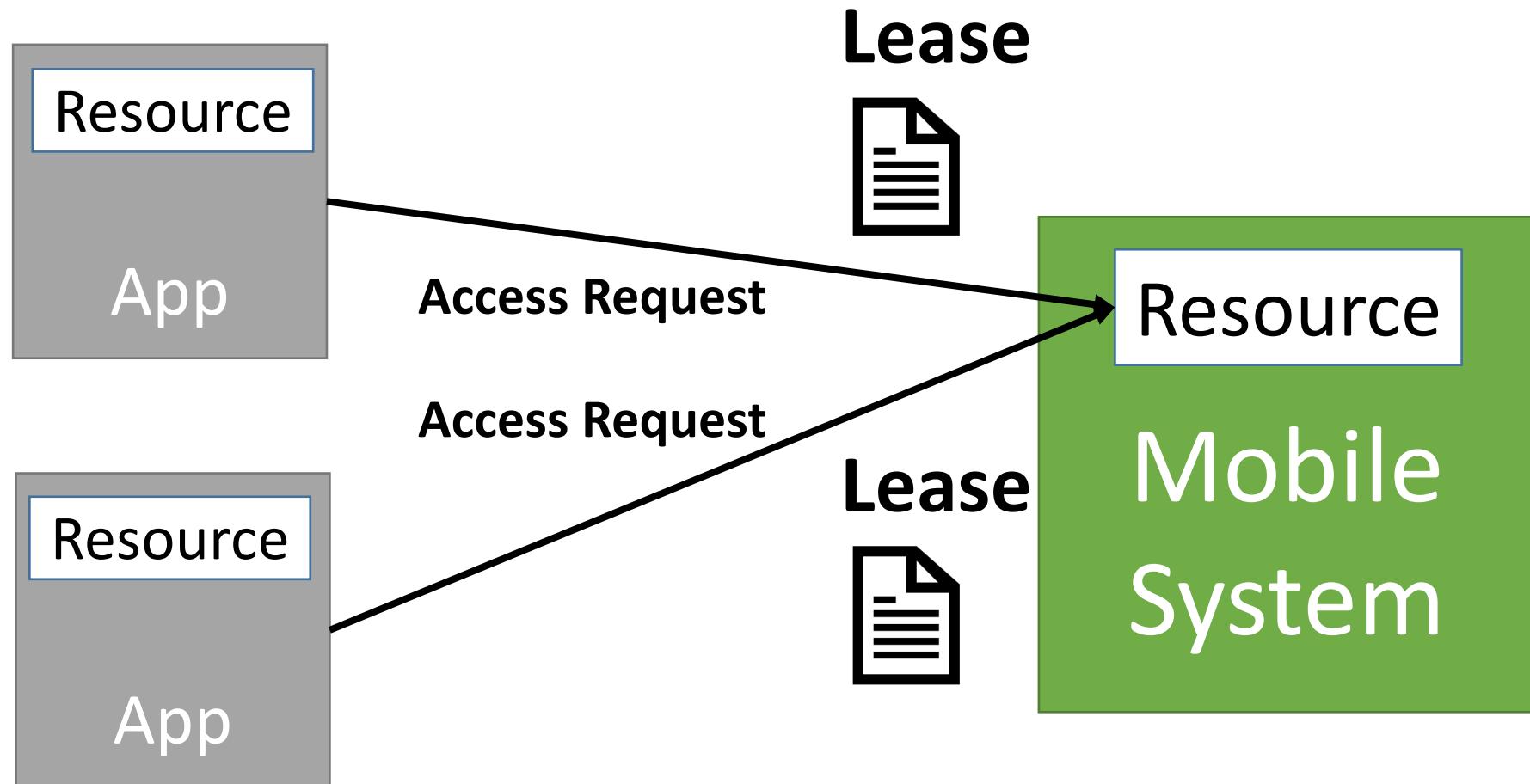
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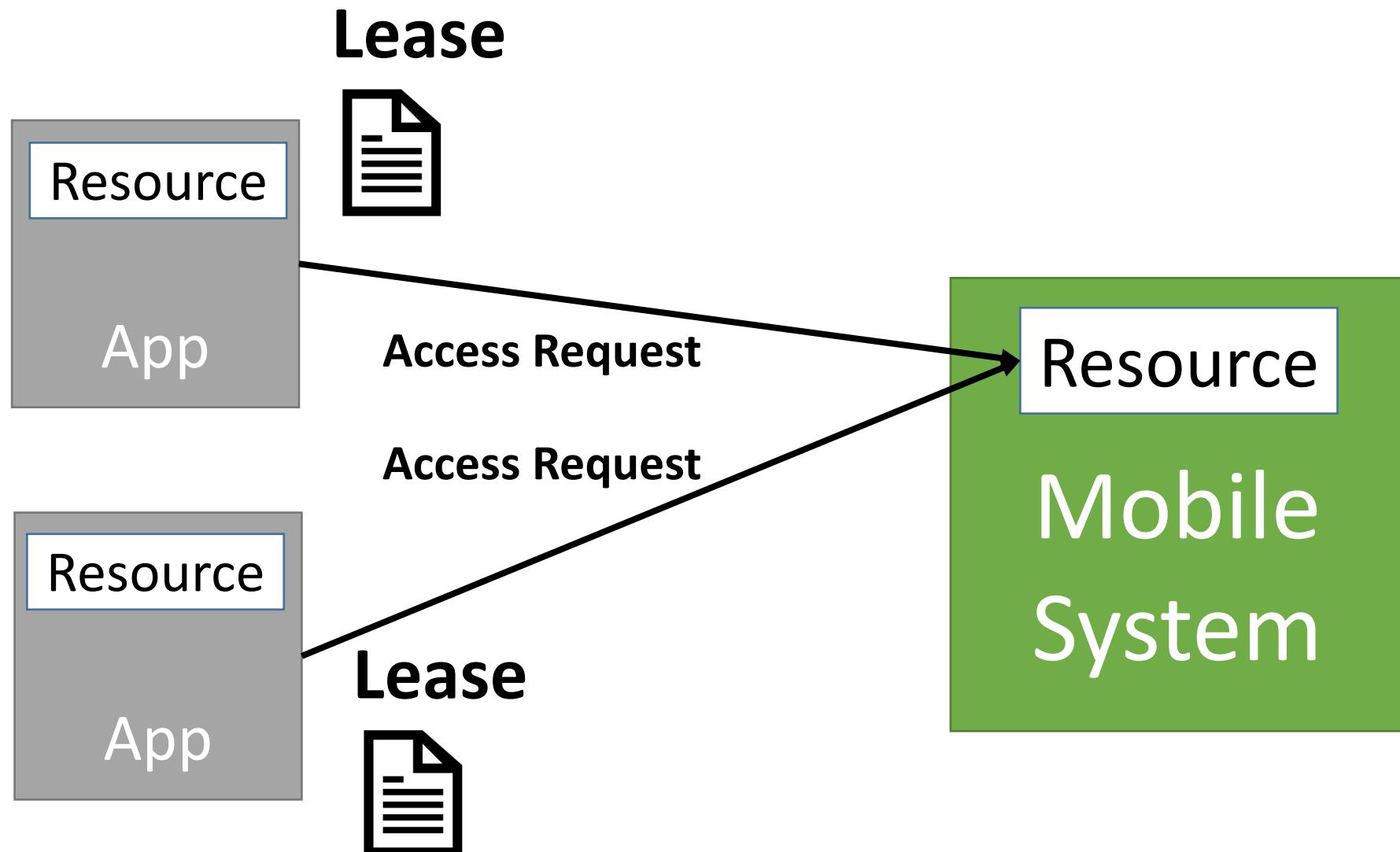
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Lease Abstraction In Mobile System



Lease Abstraction In Mobile System

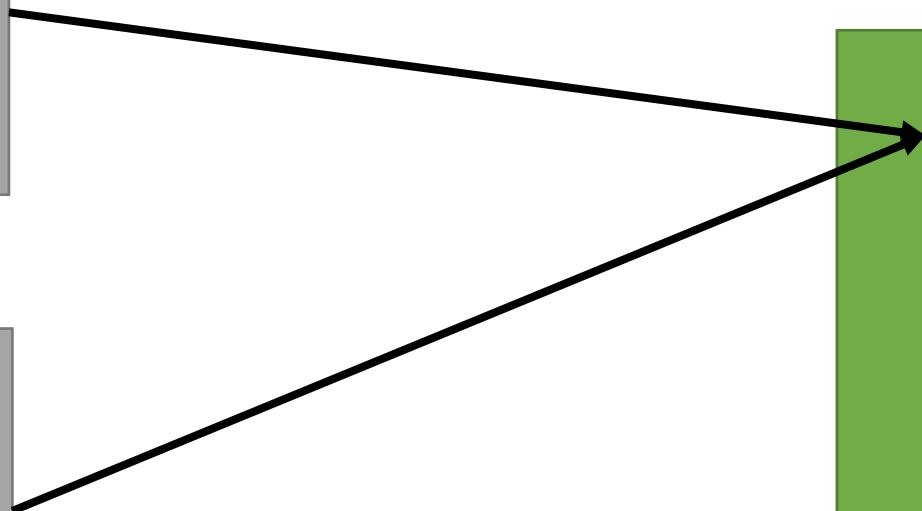
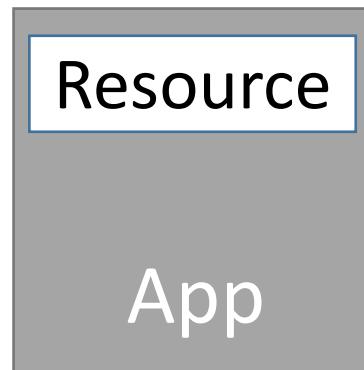


Lease Deferred State

Revoke for Delay interval



Active Lease

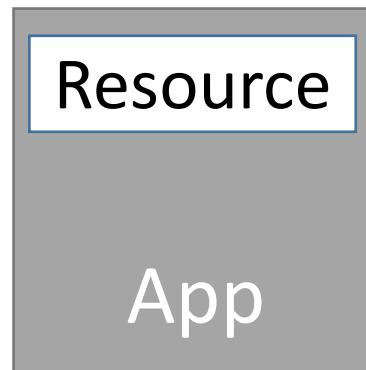


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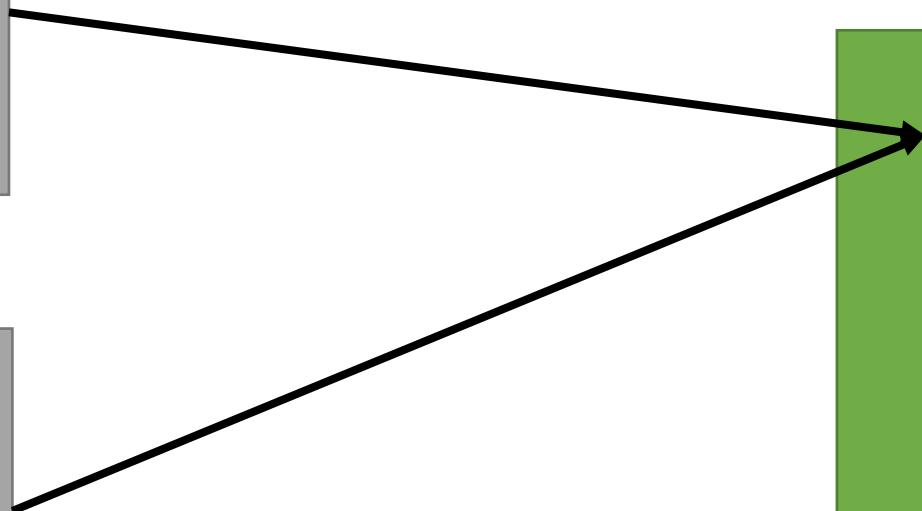
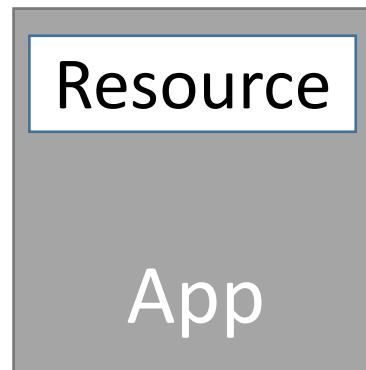


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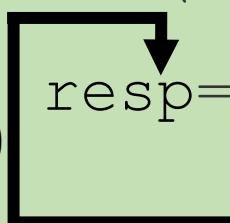


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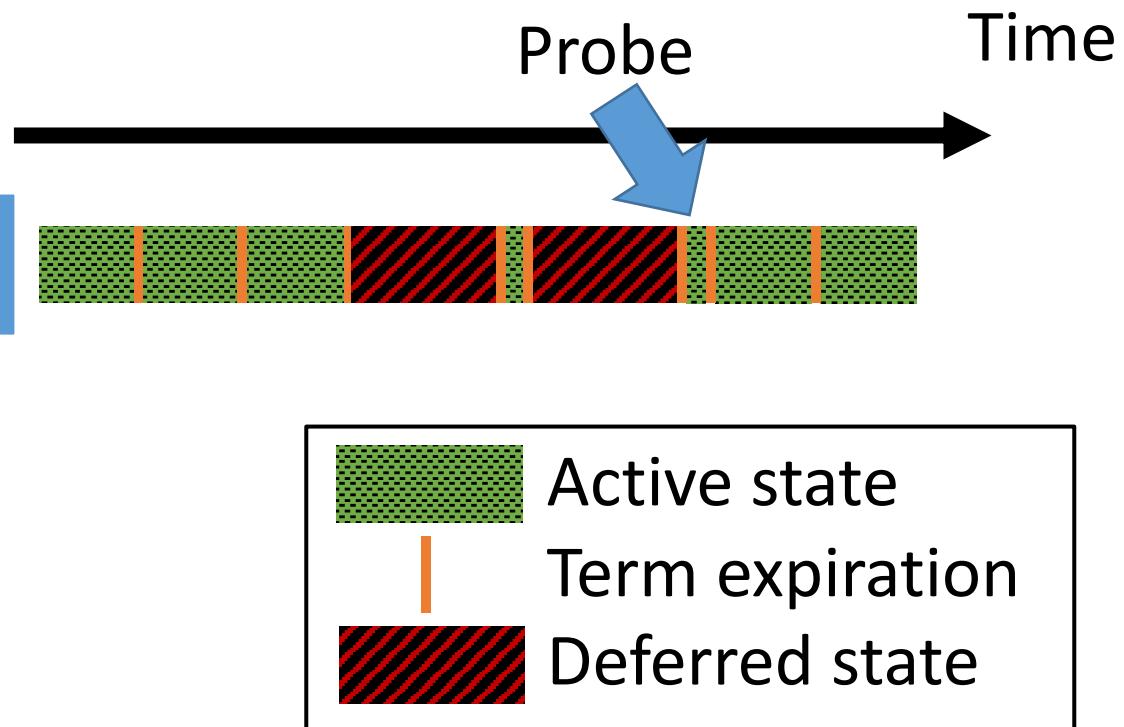


An Example – Buggy K-9 Mail

Code Snippet

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wakeLock.acquire();  
while (!stop) {  
    i   resp=connect();  
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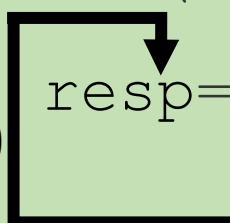
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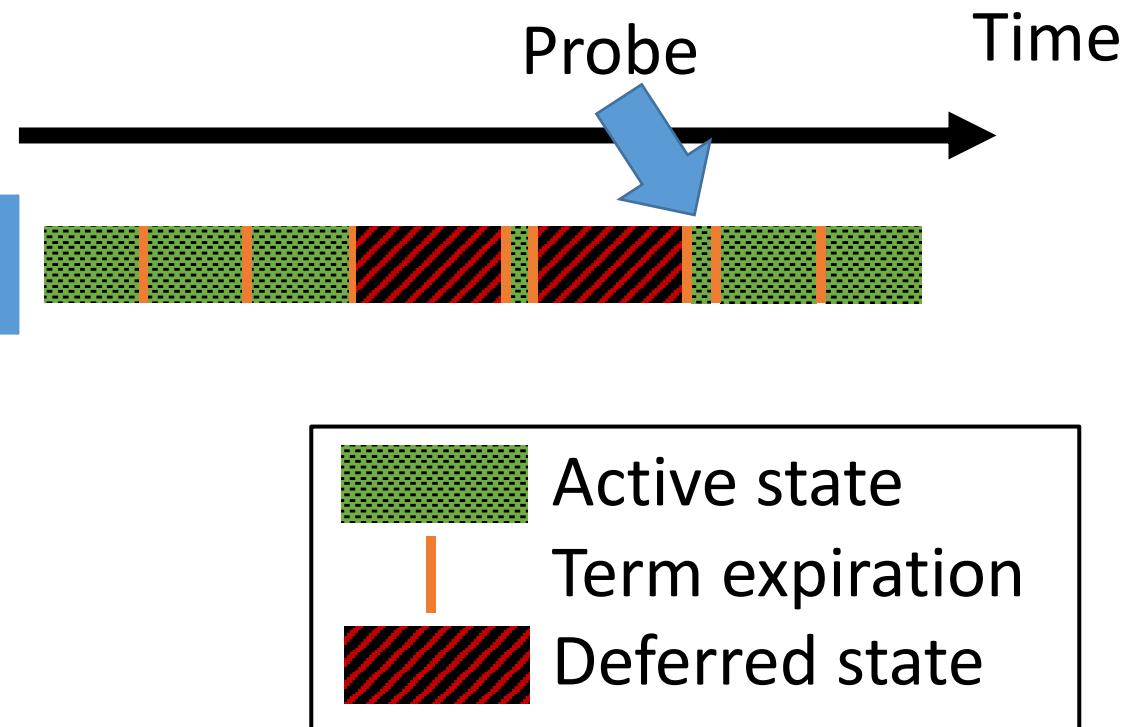
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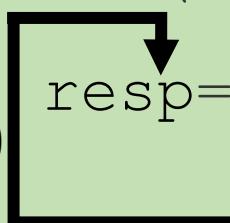
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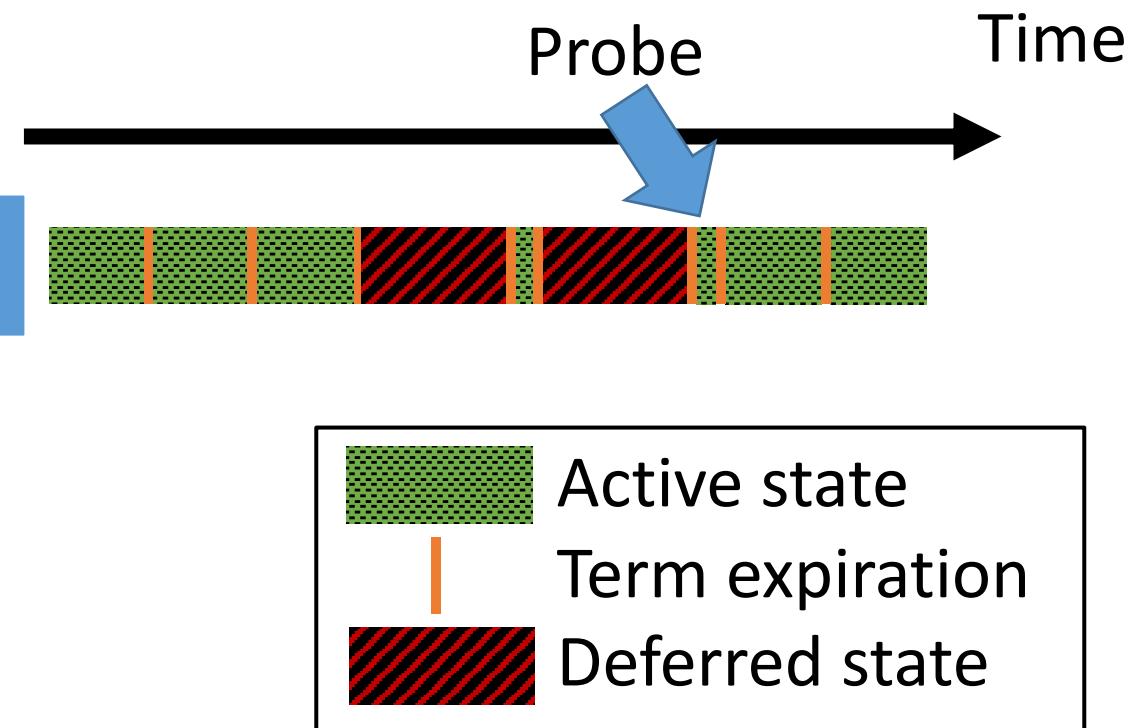
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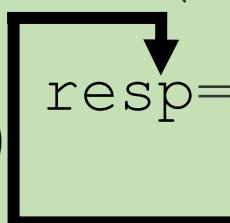
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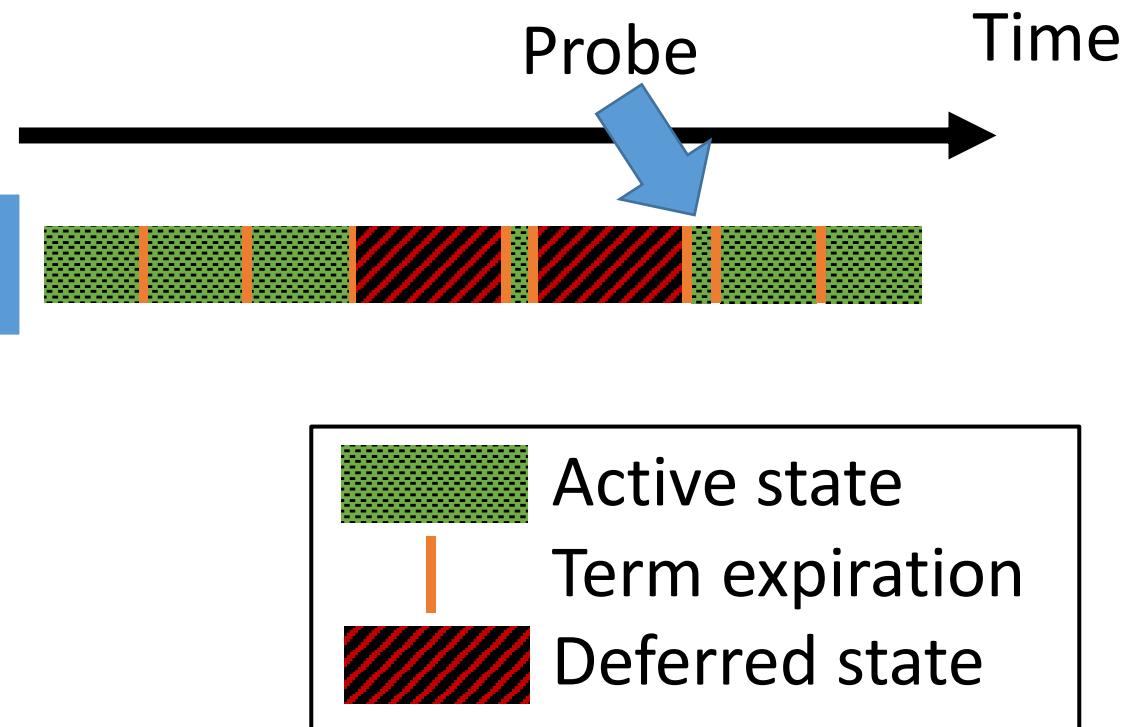
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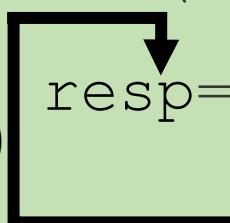
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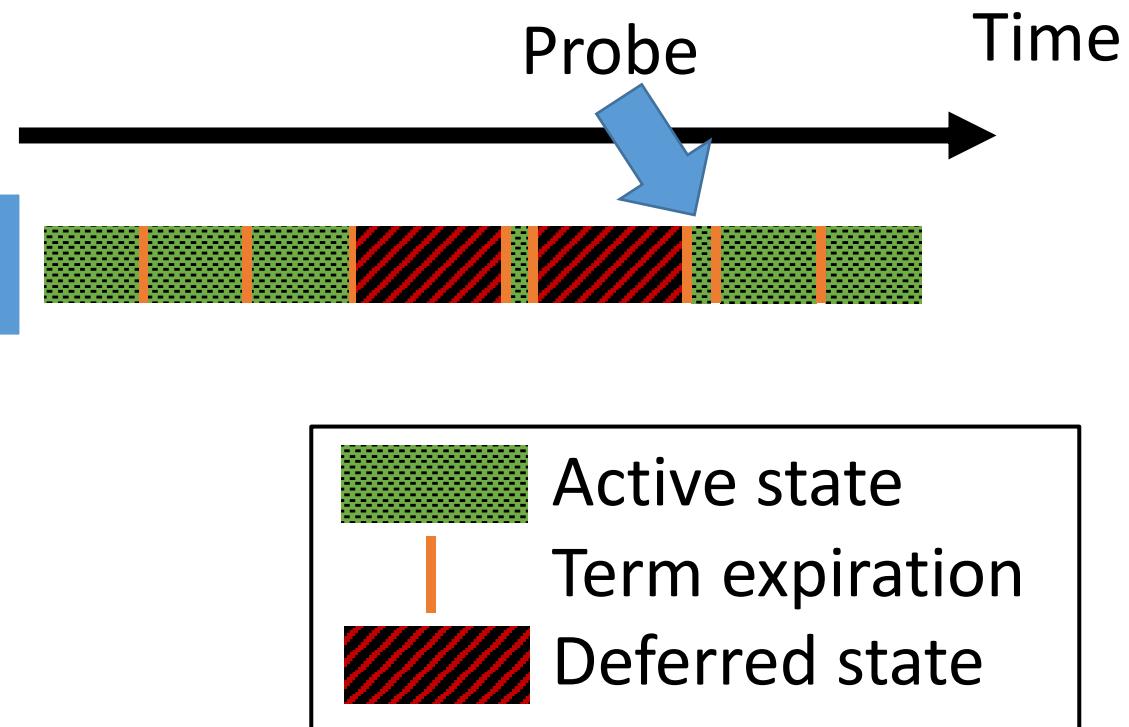
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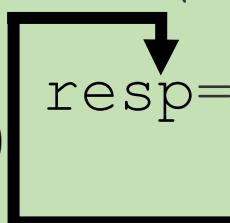
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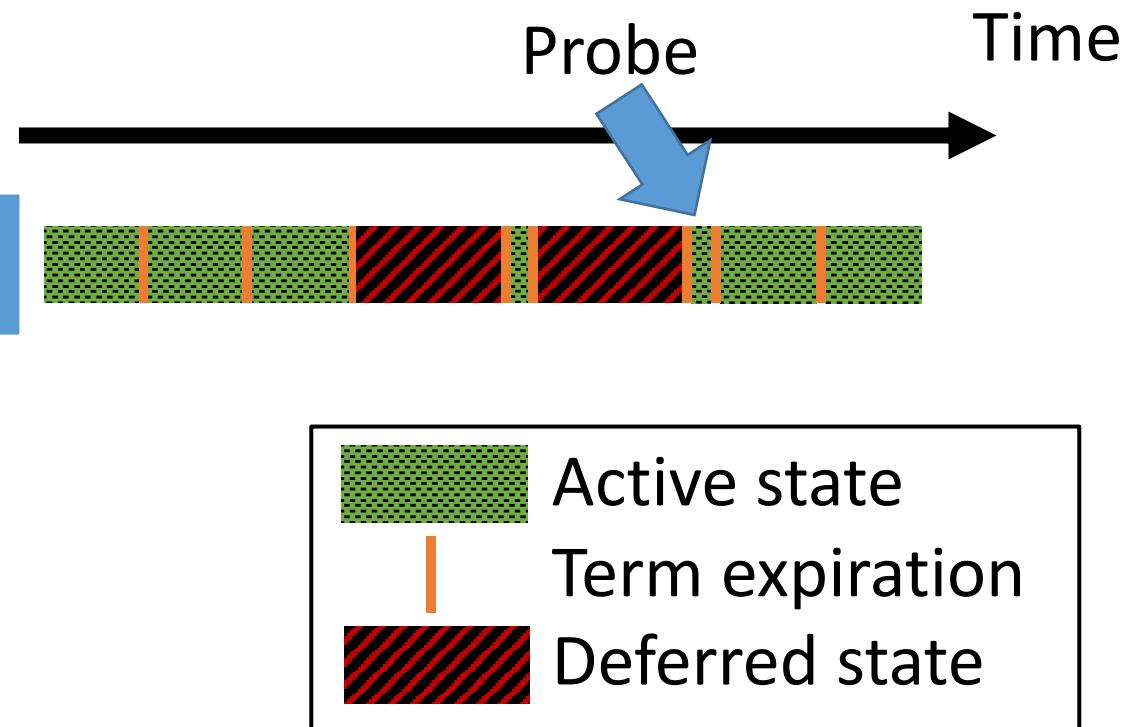
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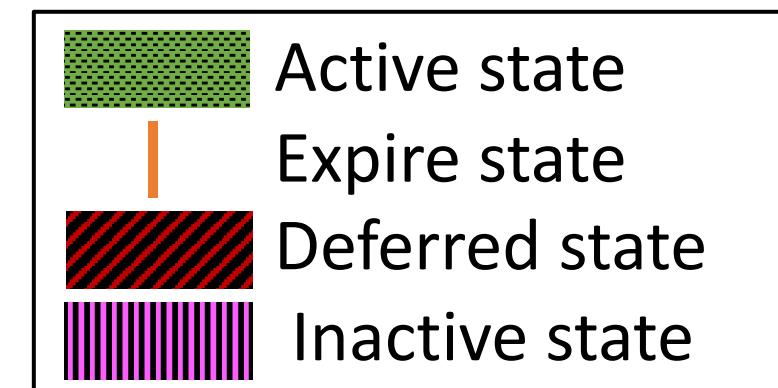
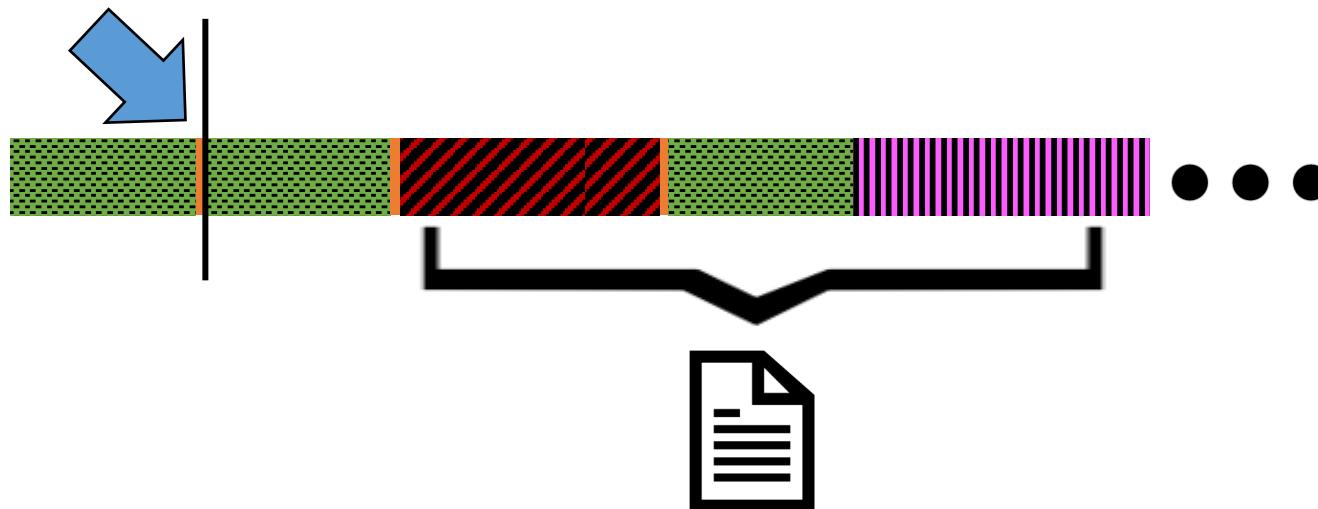


WakeLock: a feature to allow apps to control CPU power state

Lease Decision Rules

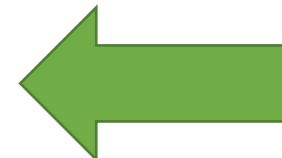
Make a lease decision at the end of lease term

Making Decision



Outline

- ❖ Motivation
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- ❖ **Making Lease Decision**
- ❖ Design of LeaseOS
- ❖ Evaluation

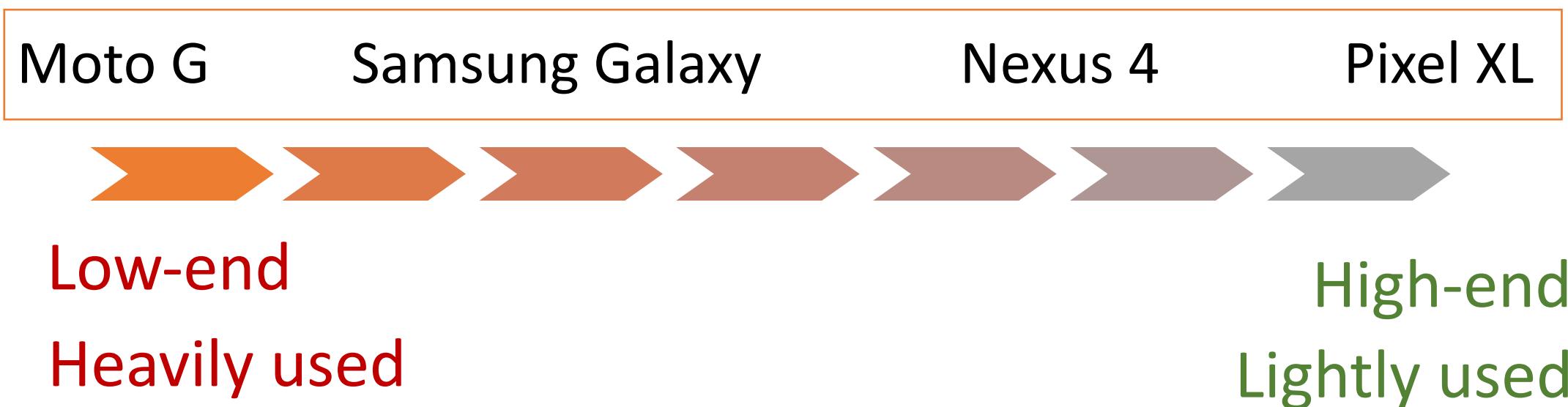


Experiment Setup

How buggy apps behave at runtime?

- Measure resource related metrics
- Identify reliable indicators

Test Devices

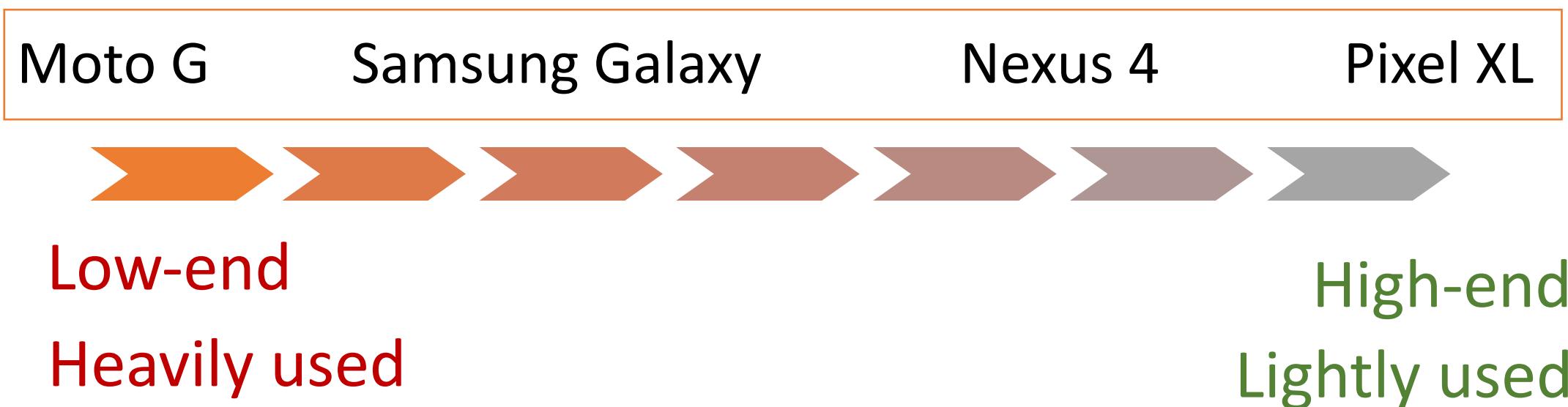


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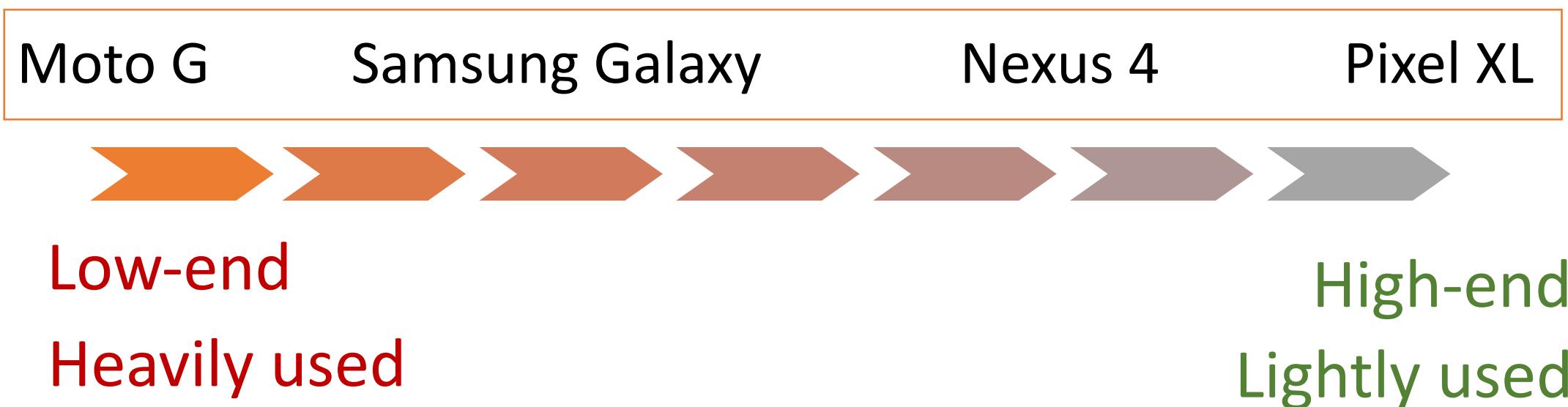


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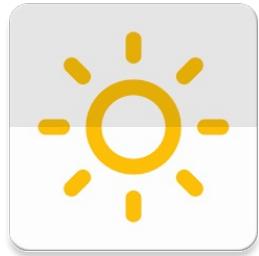
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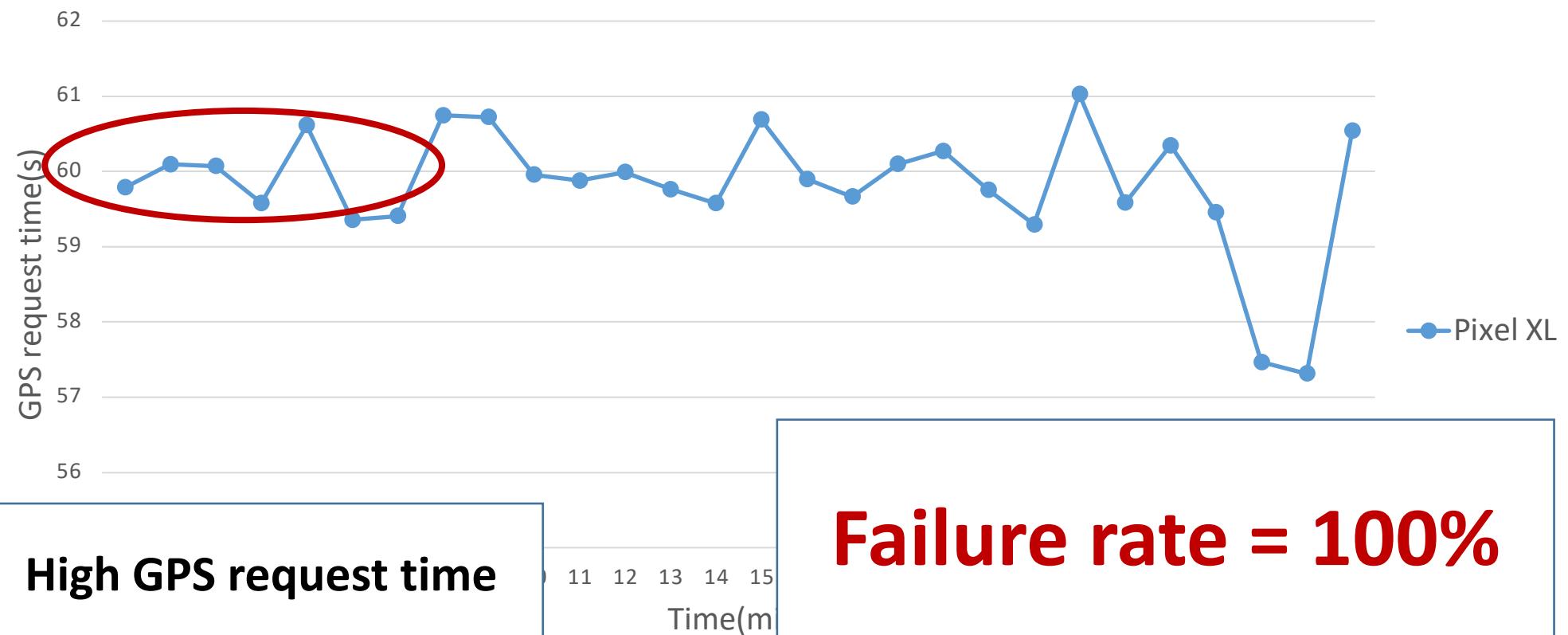


Example 1 - BetterWeather

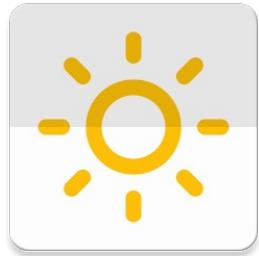


Weather widget app
Keeps **asking** for GPS when the app can't get GPS

Test result
on Pixel XL

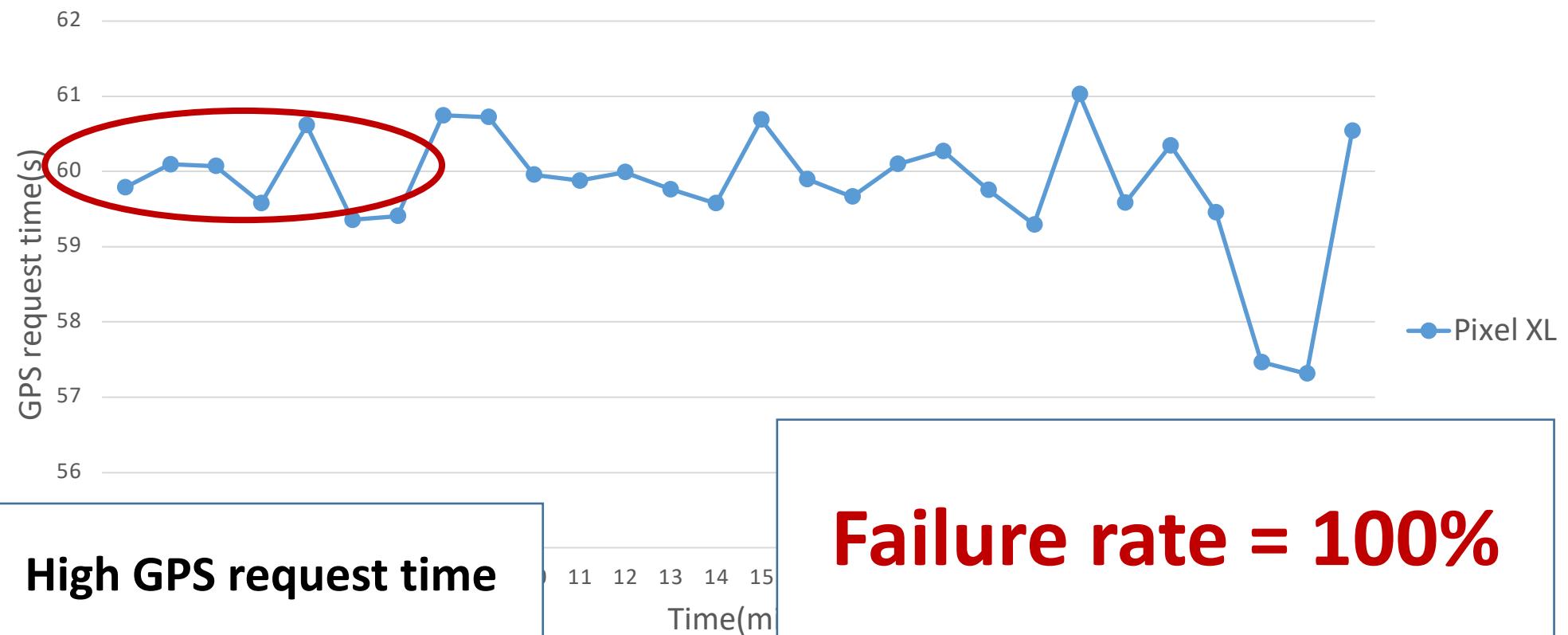


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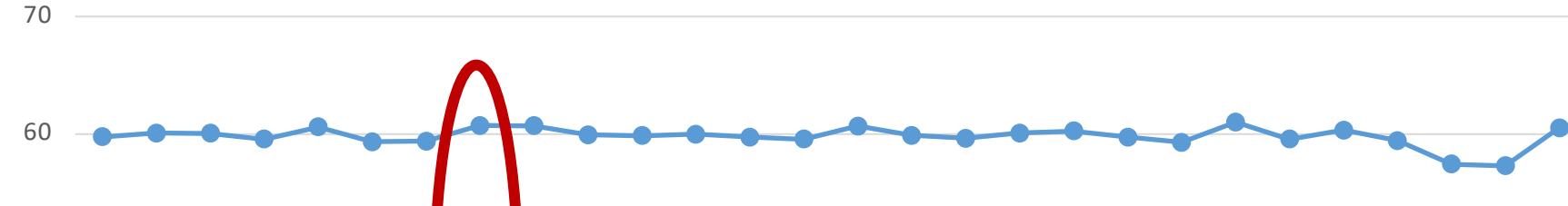


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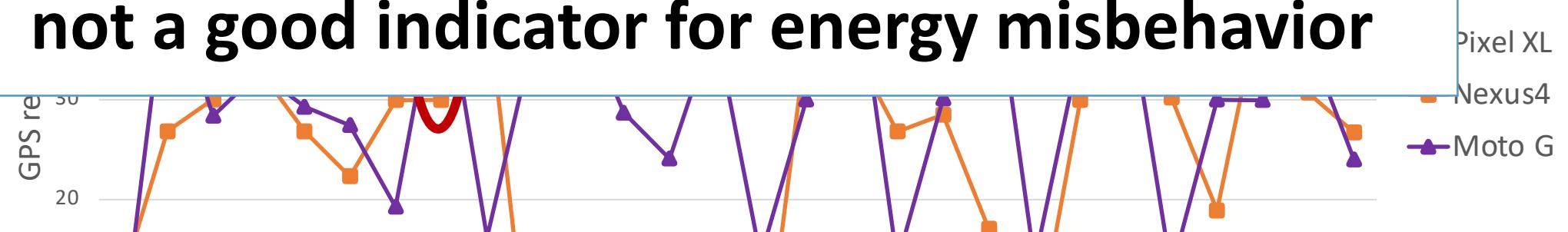
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Resource Request Time Varies Among Devices

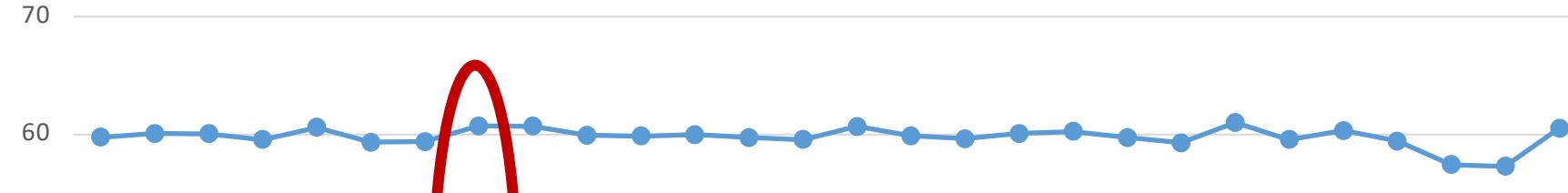


Implication : absolute resource request time is not a good indicator for energy misbehavior

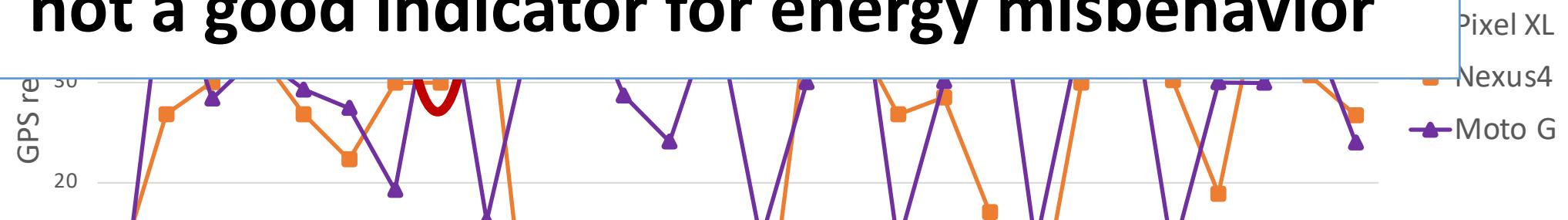


O1: For the same energy misbehavior, the request time might vary a lot on different devices

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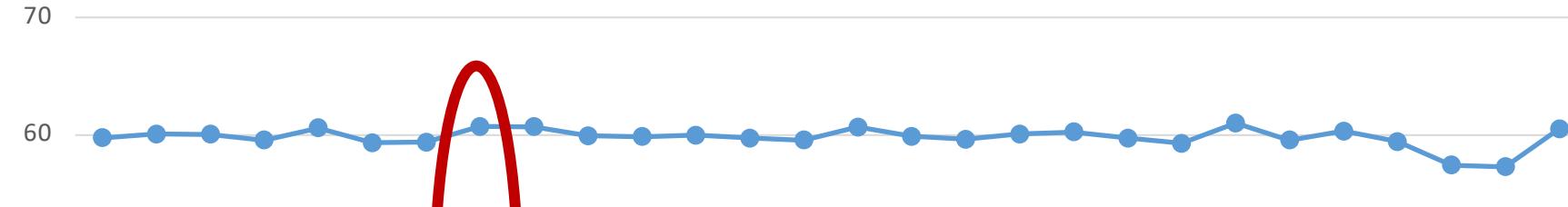


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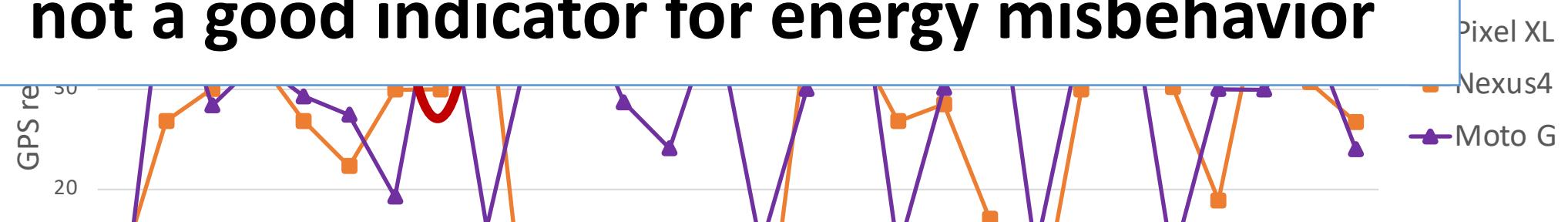


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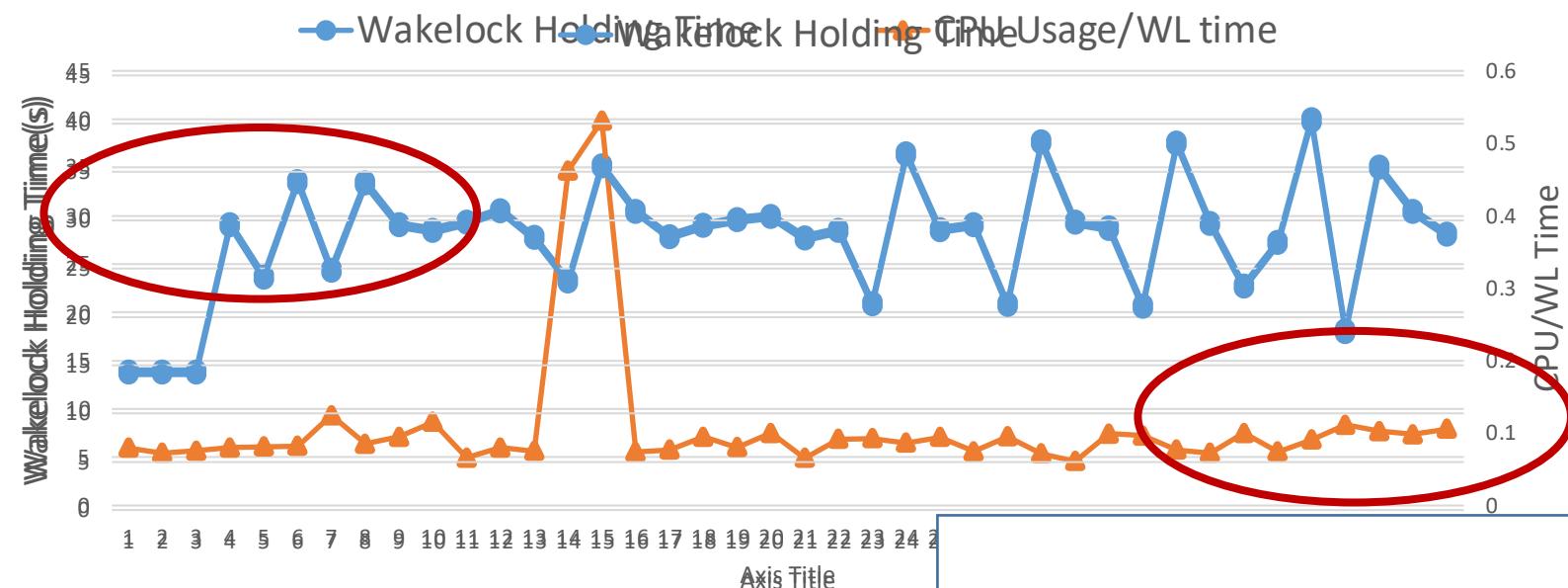
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Example 2 - Kontalk



Messaging app
Releases the wakelock only when the service is destroyed

Test result on
Samsung S4



High Wakelock holding time

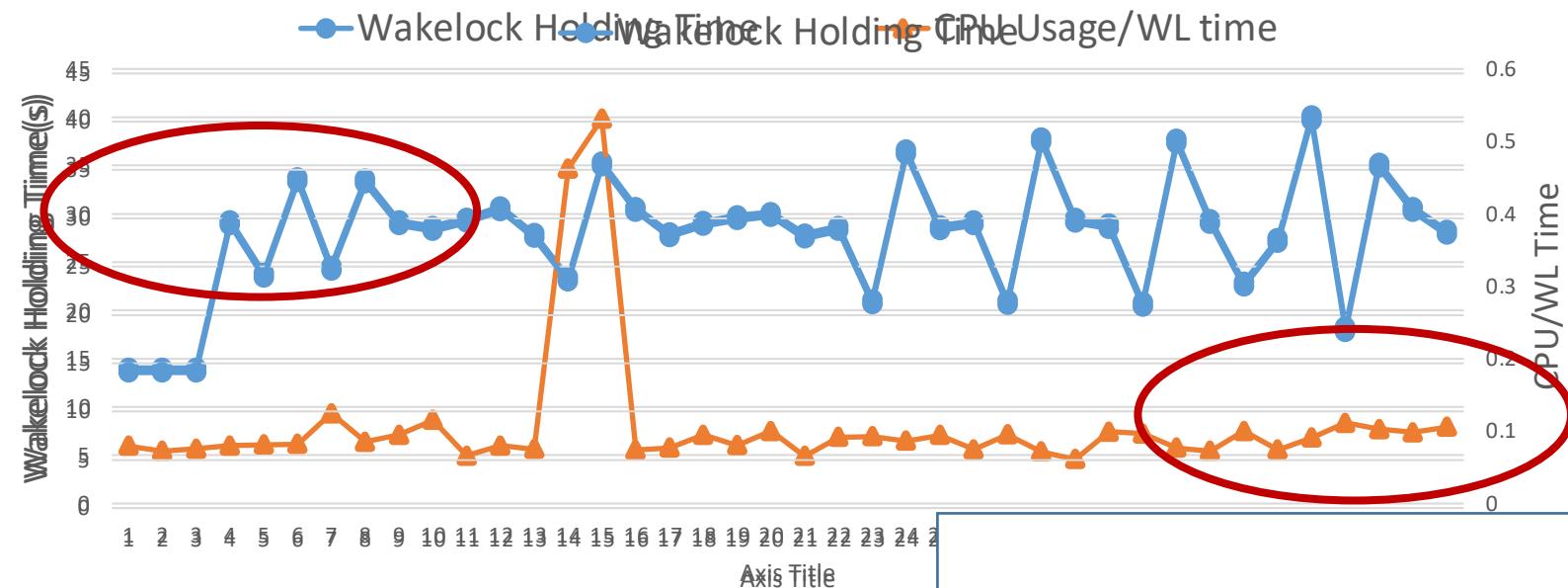
Utilization < 10%

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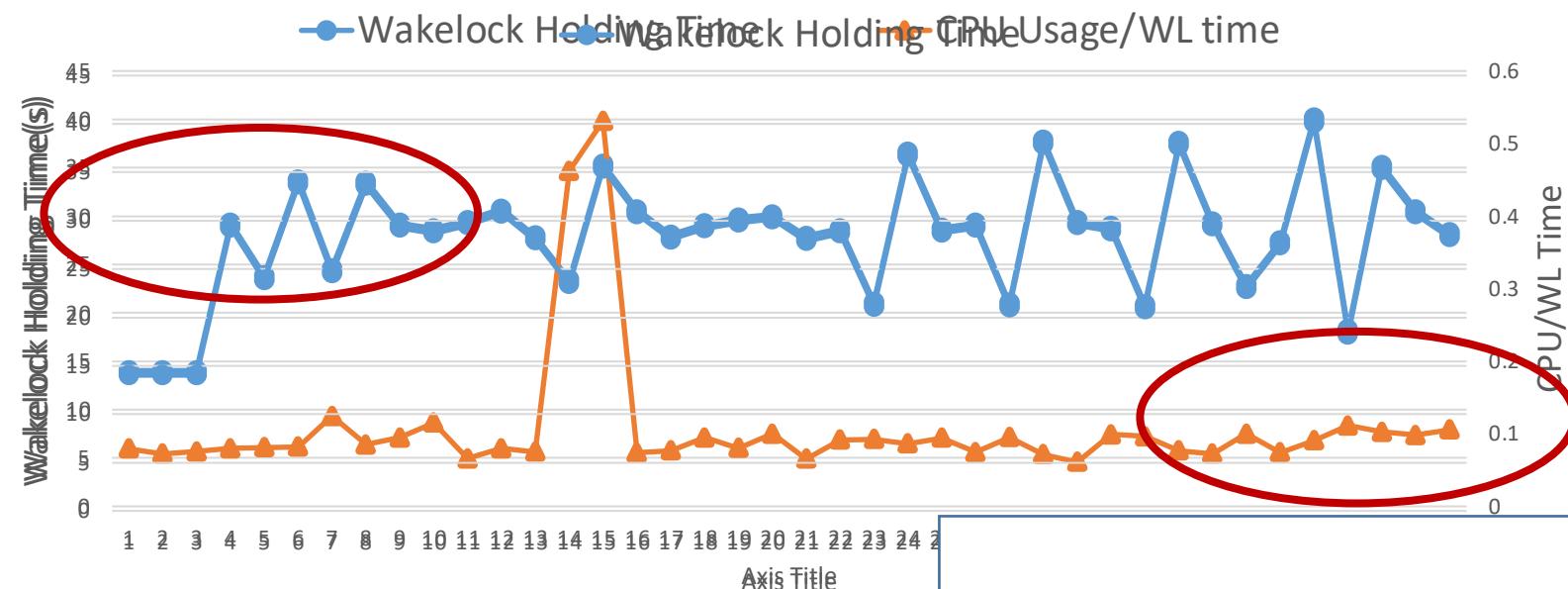
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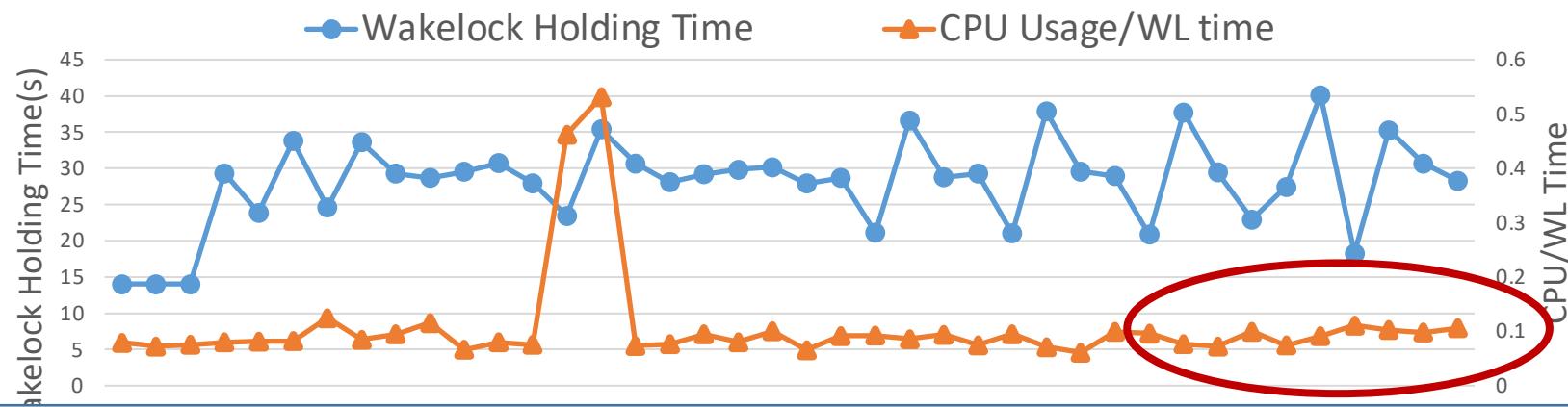


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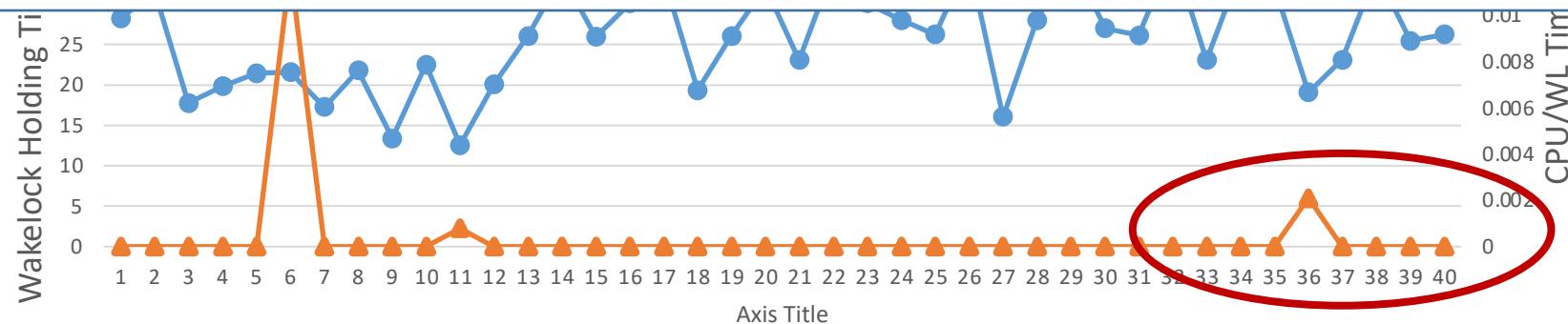
The Low Utilization Ratio Is Consistent

SAMSUNG
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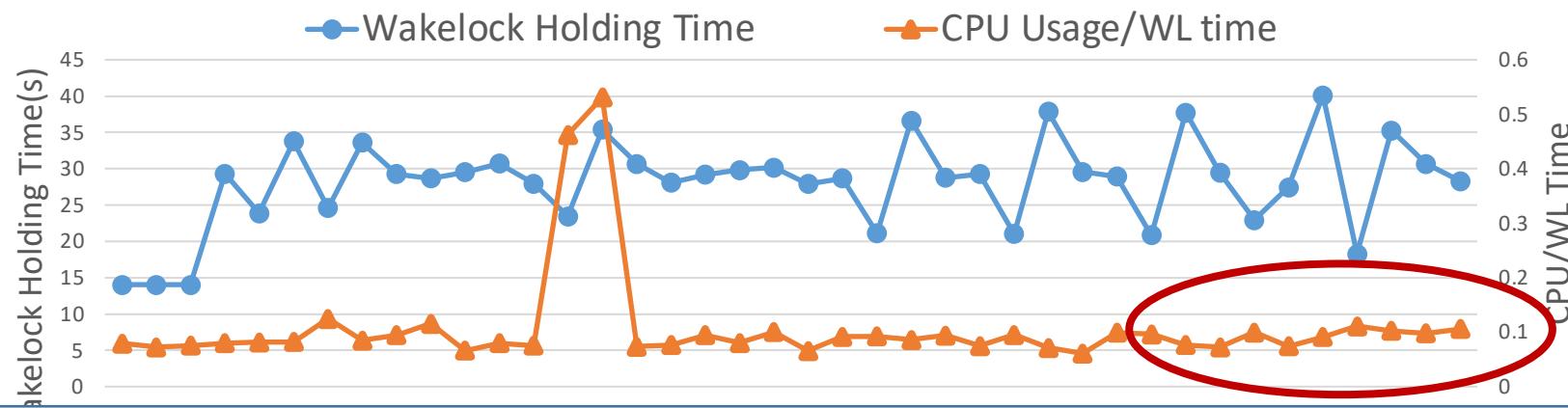
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Nexus 4



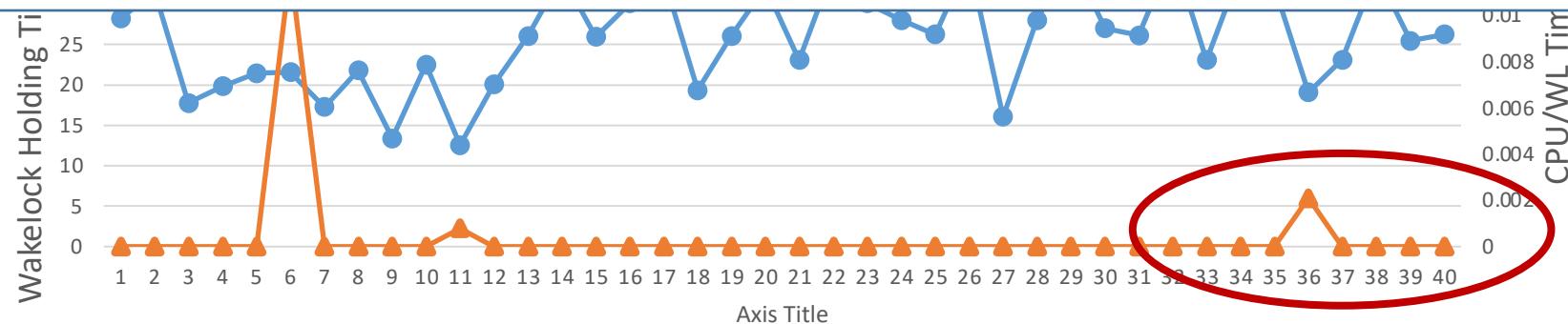
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The utilization ratio is always **low** among different device

Nexus 4



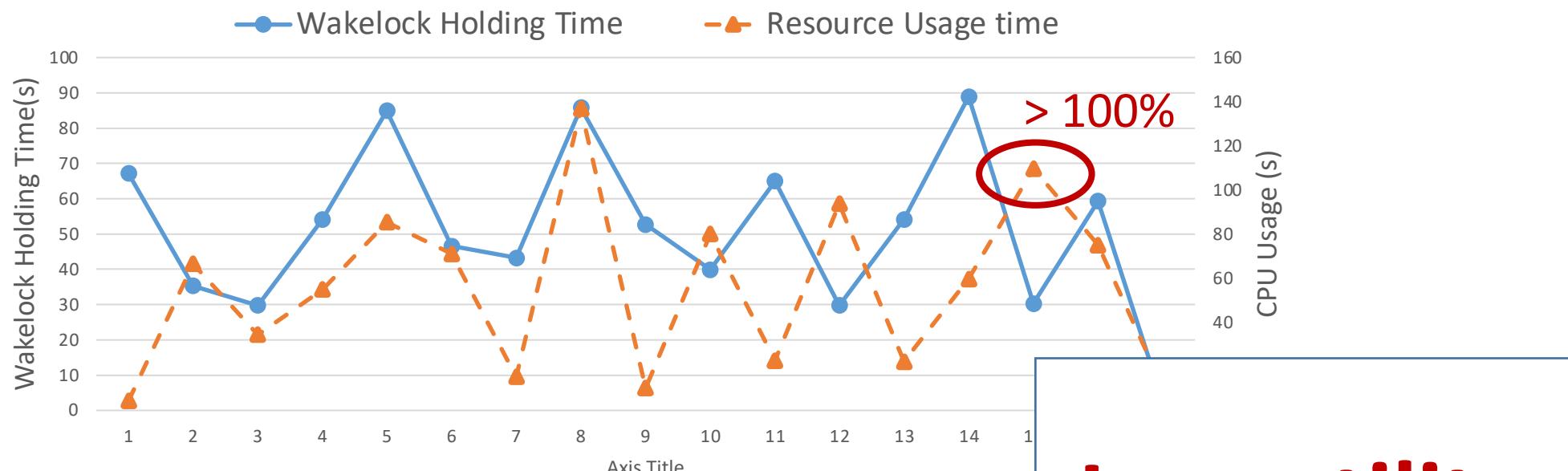
Utility Is Also a Good Indicator



Email app

Gets stuck in a loop when the network is disconnected

Test result
on Pixel XL



High Wakelock
holding time

High utilization
ratio

Low utility

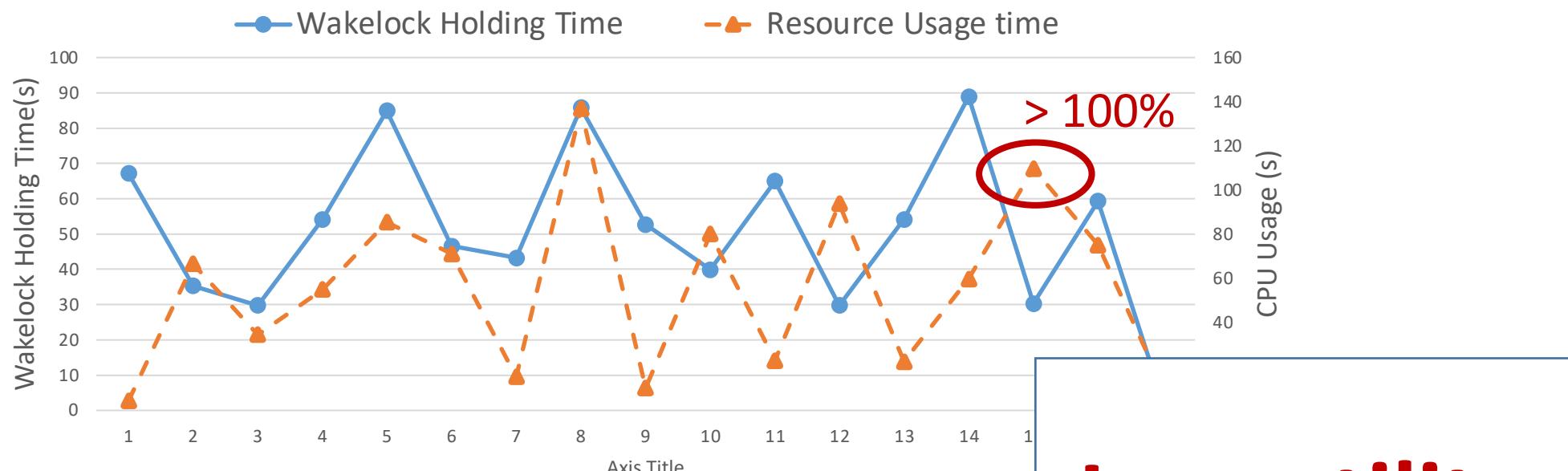
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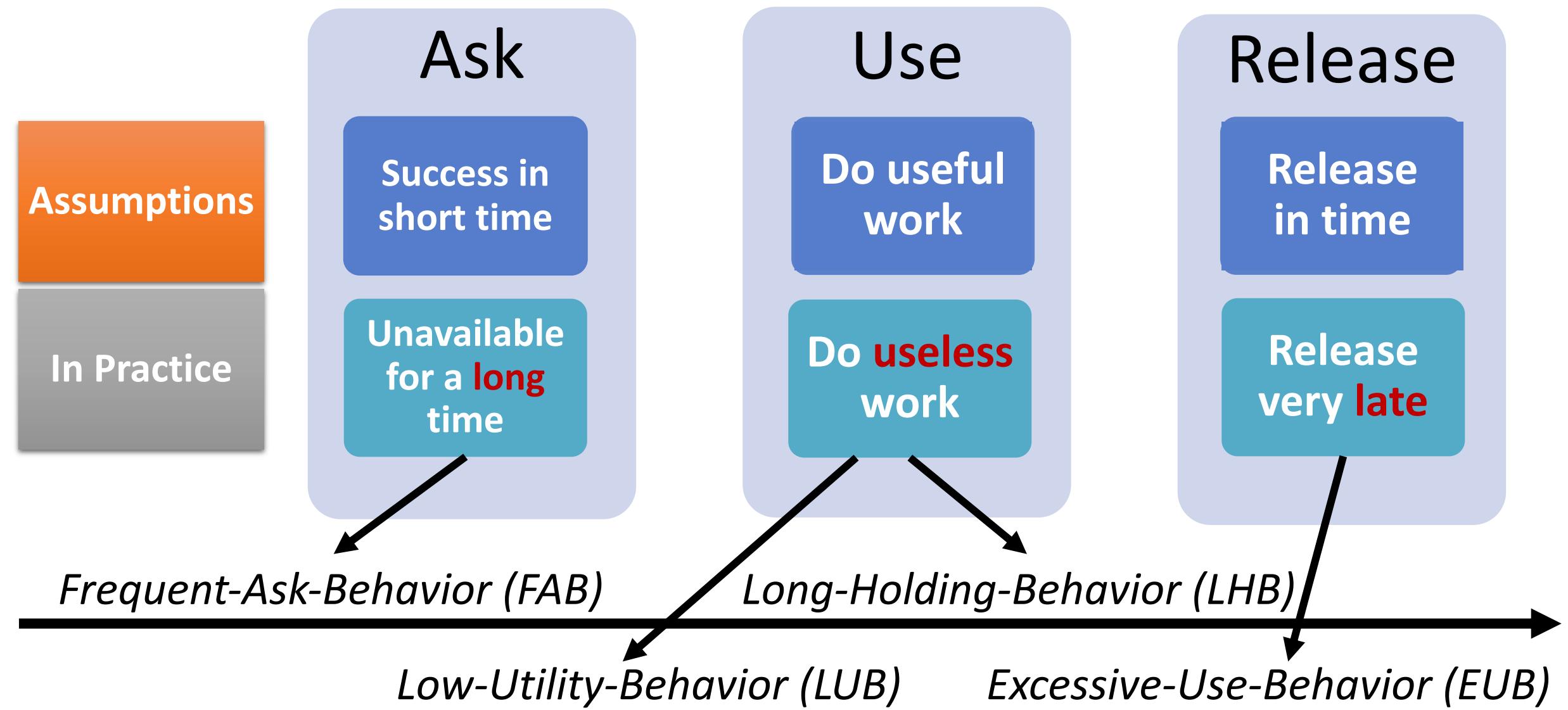


High Wakelock holding time

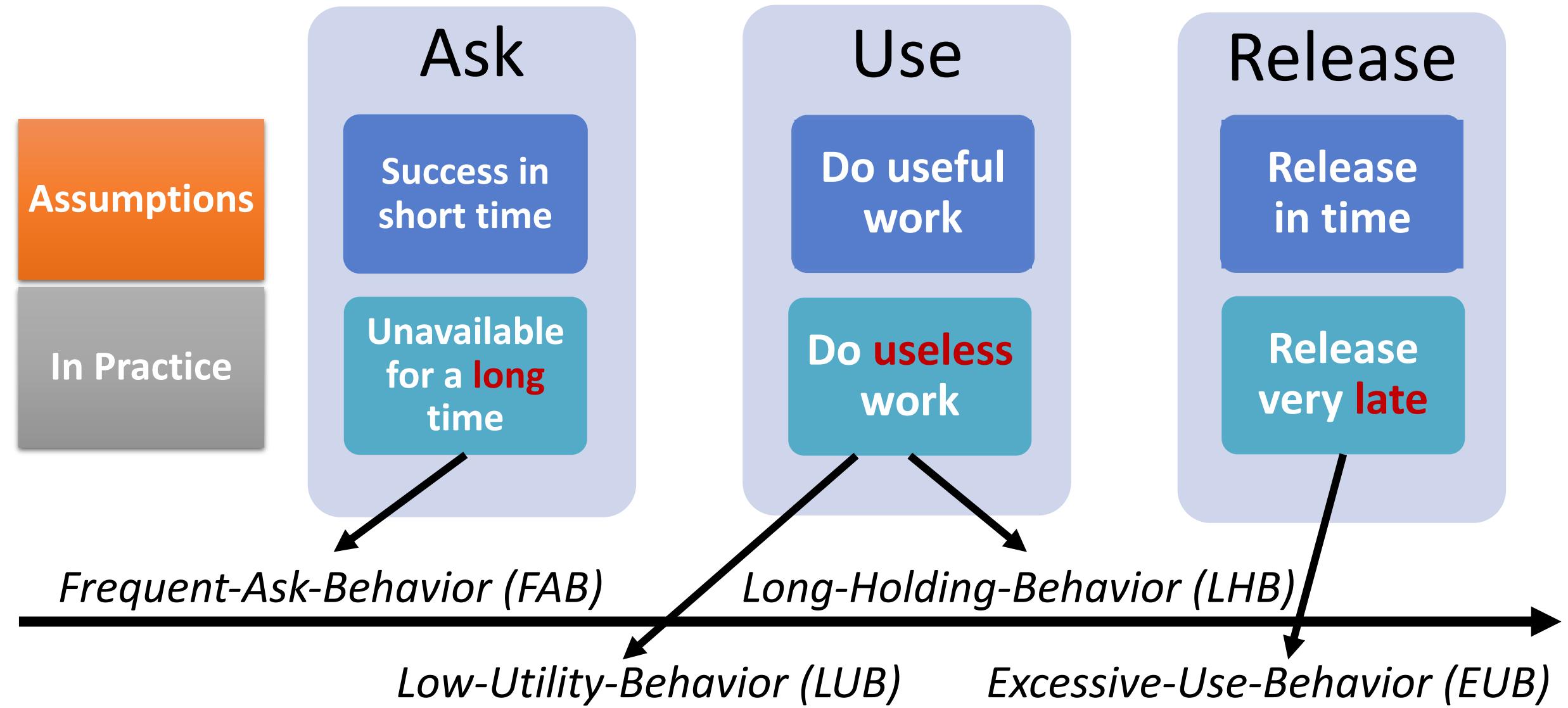
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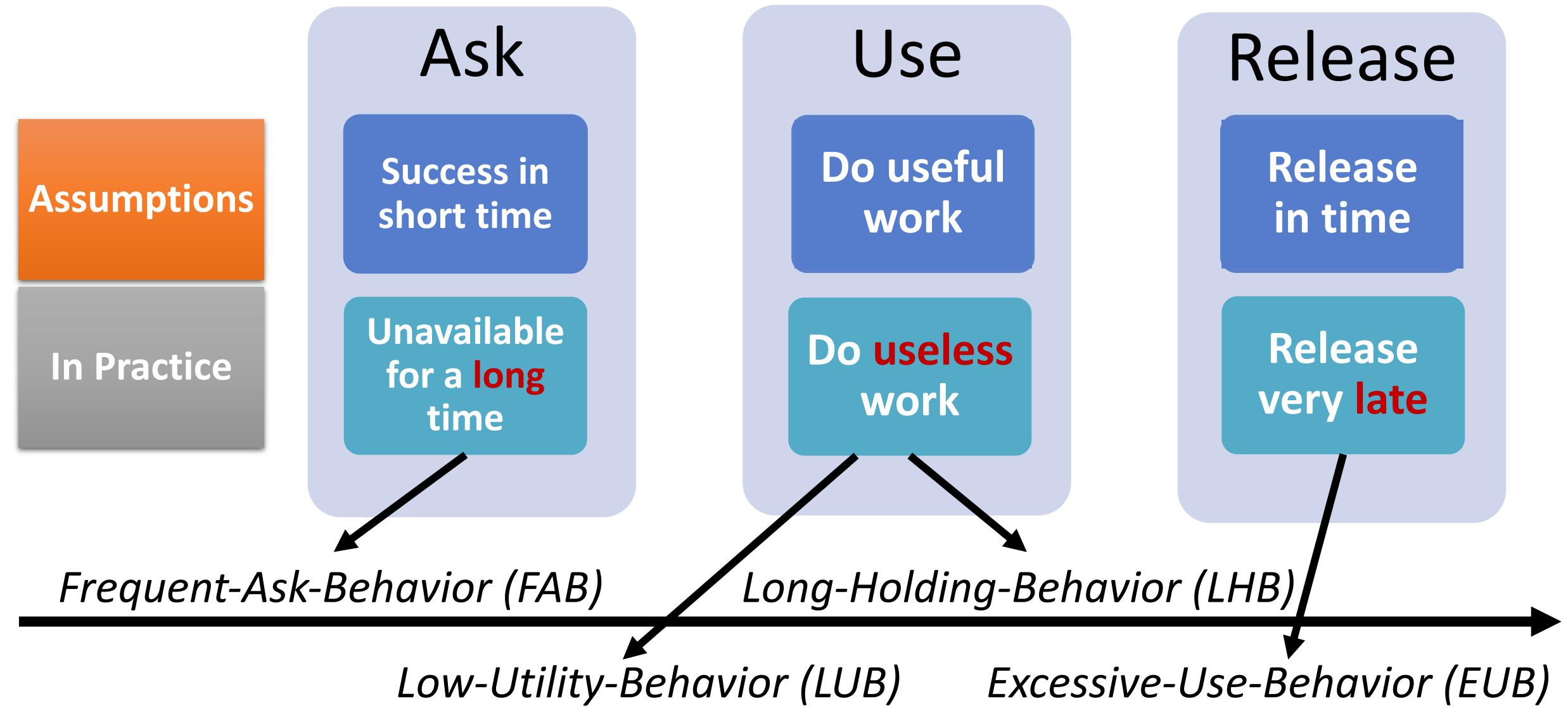
Four Classes of Energy Misbehavior



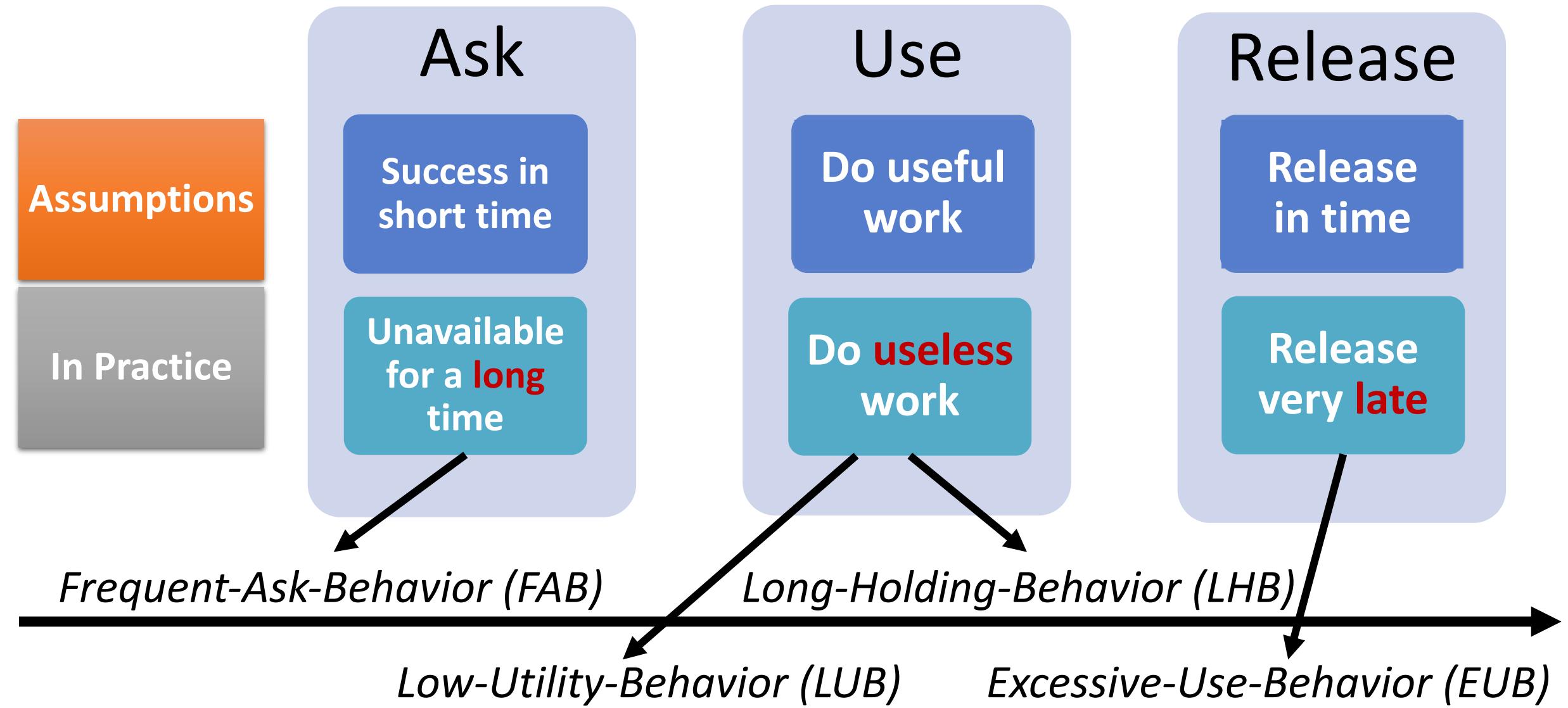
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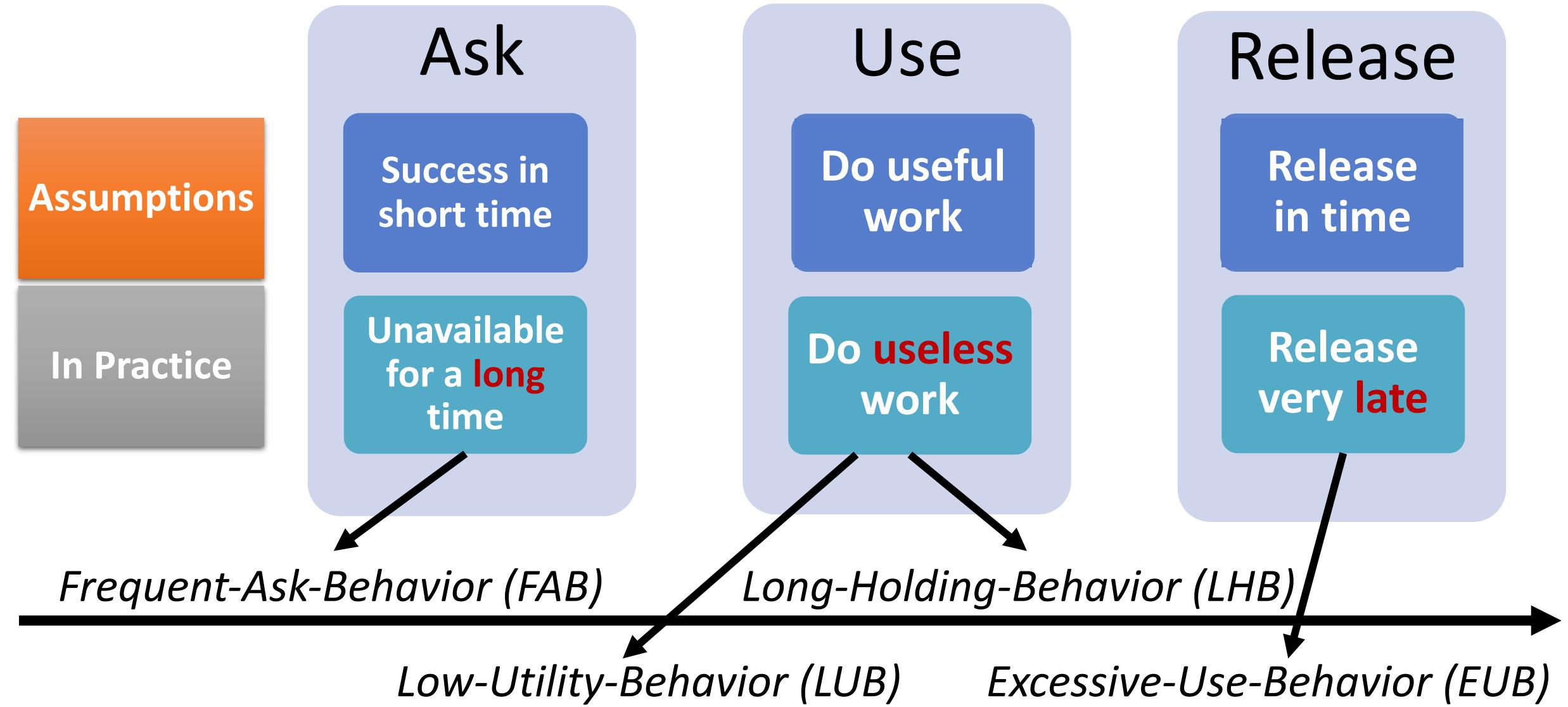
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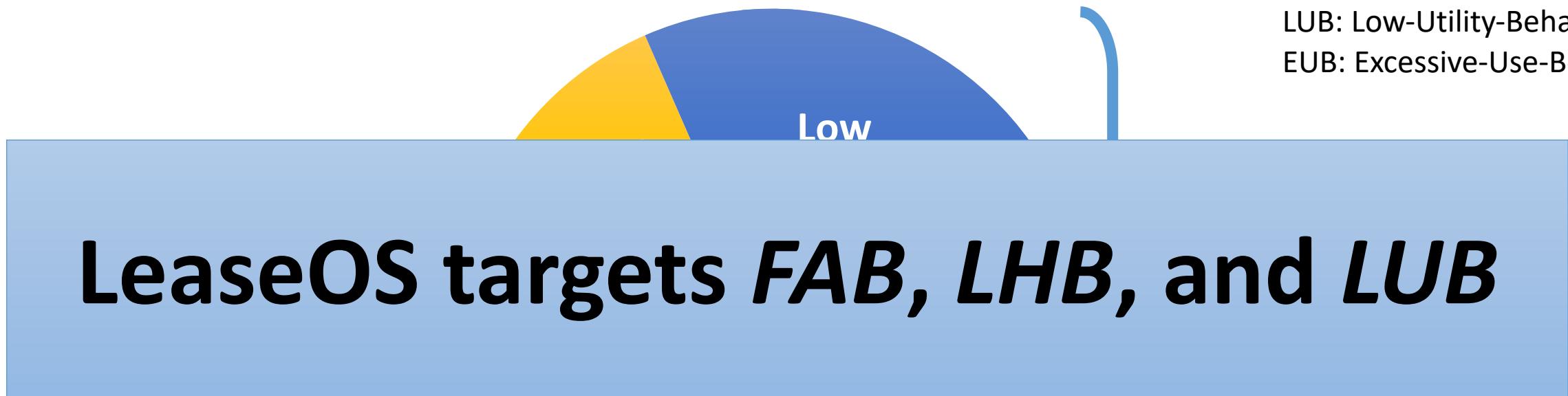
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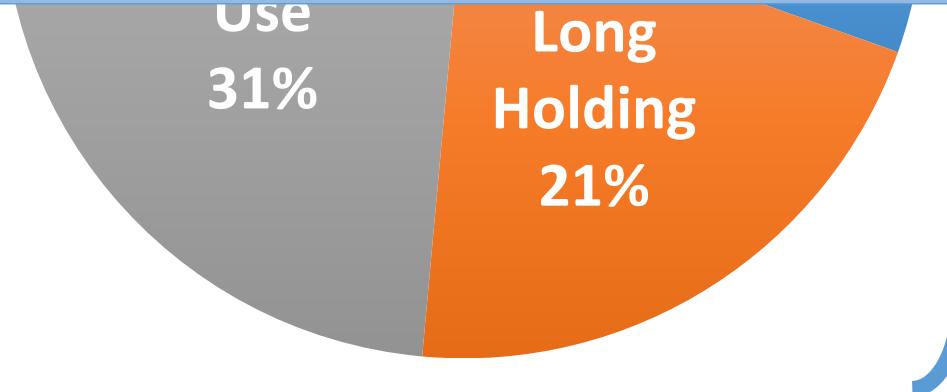
Prevalence of Each Misbehavior Type

- 109 real-world misbehavior cases

FAB: Frequent-Ask-Behavior
LHB: Long-Holding-Behavior
LUB: Low-Utility-Behavior
EUB: Excessive-Use-Behavior



Bug	23%
Configuration	53%
Enhancement	15%
N/A	9%

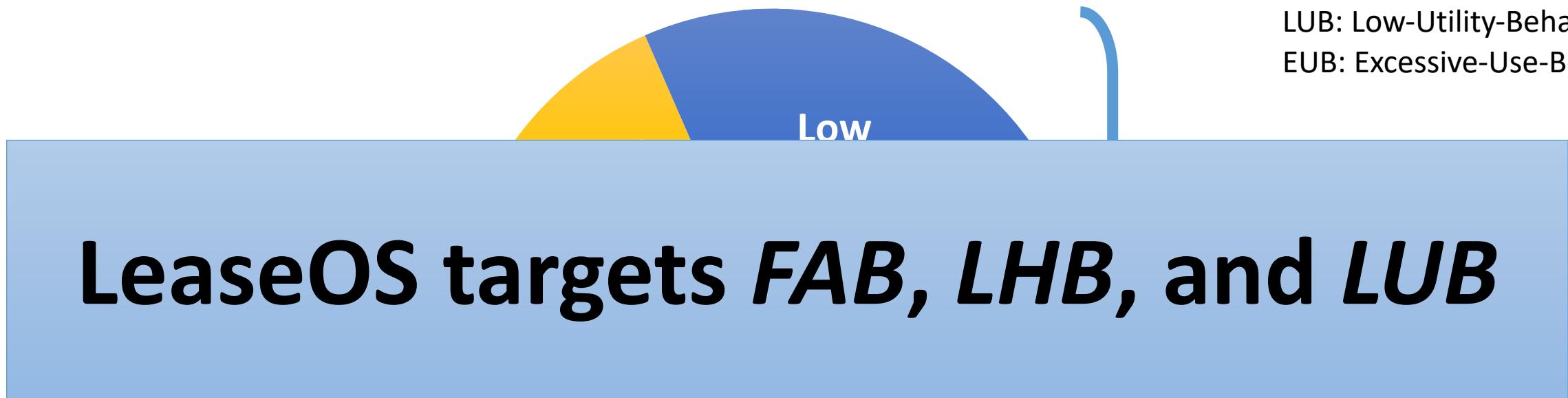


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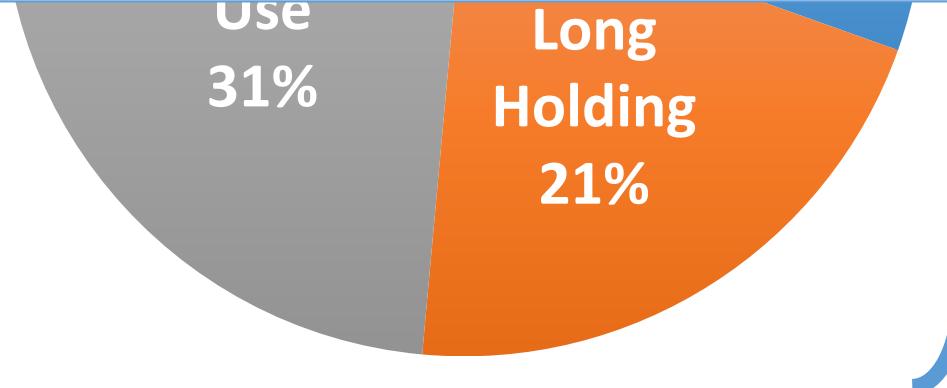
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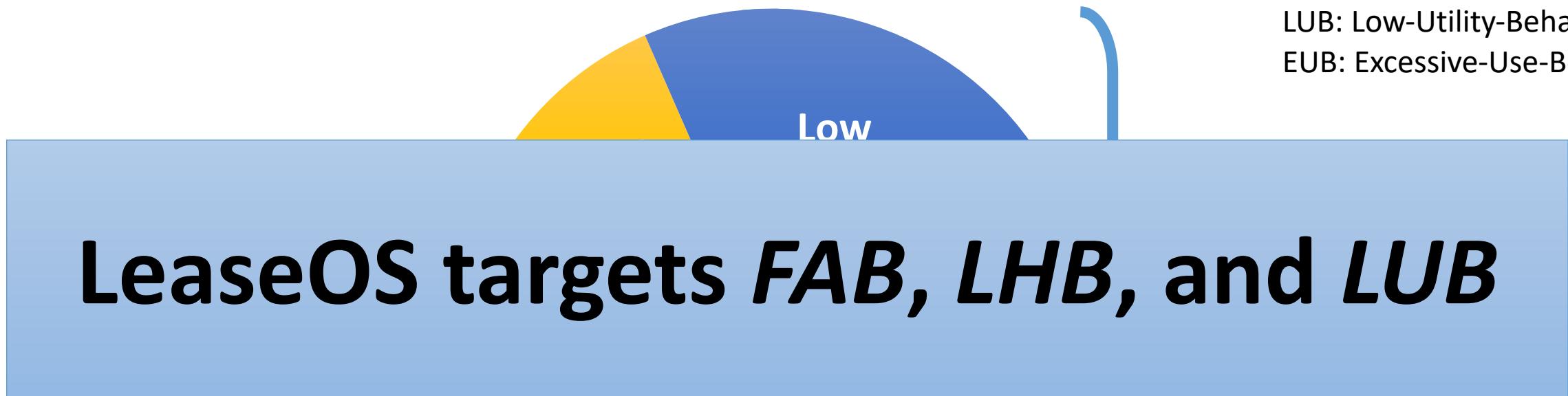


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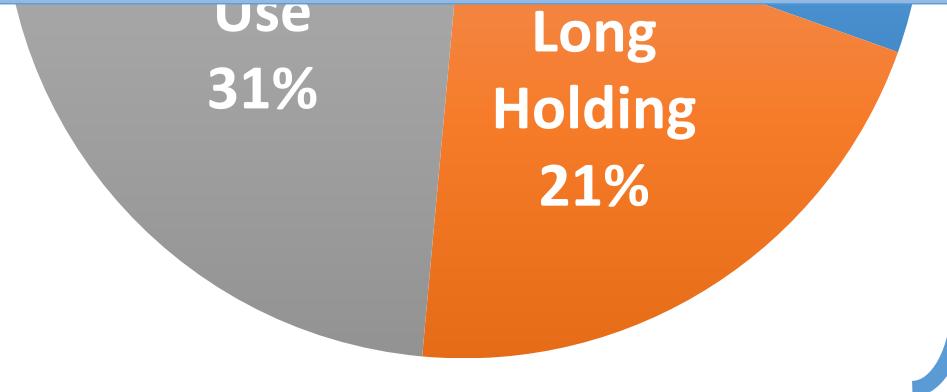
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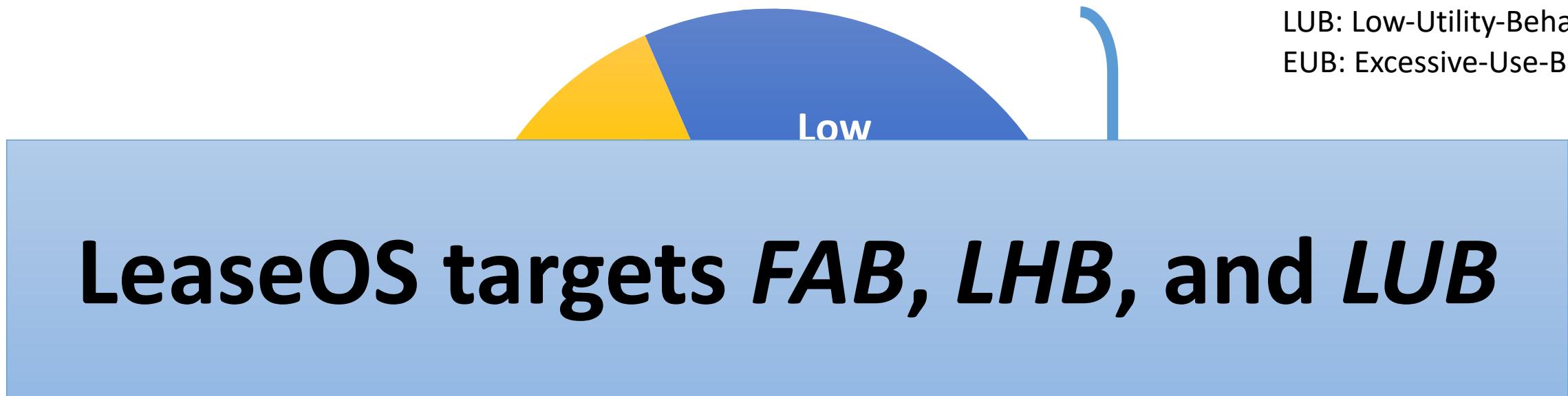


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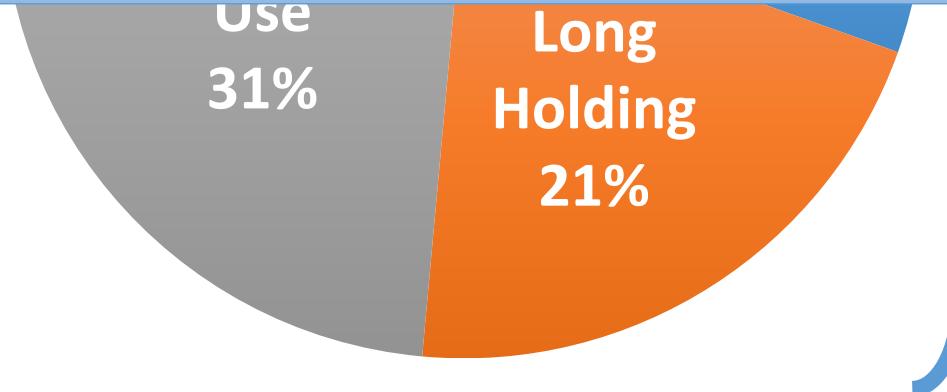
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Metrics for All Type of Misbehavior

Frequent-Ask-Behavior

- success ratio :
$$\frac{\text{unsuccessful request time}}{\text{total request time}}$$

Long-Holding-Behavior

- utilization ratio :
$$\frac{\text{resource usage time}}{\text{holding time}}$$

Low-Utility-Behavior

- utility rate : $utility score \in [0,100]$

Generic Utility Metrics

Positive Event

- UI updates
- User interaction
- Moving distance

Negative Event

- Exception
- Stationary time
- Standby time
- Request Frequency

An Example of Customizable Utility Metric



TapAndTurn

Provide an icon to let user control screen rotation

Customizable Metric formula
for orientation:

the times of user icon clicks

the times of icon appearance

```
UtilityCounter utility =
new UtilityCounter() {
    @Override
    public float getScore() {
        if (eventList == null || eventList.size() == 0)
            return 50;
        int click = 0;
        int rotation = 0;
        for (OrientationButtonOverlay.Event e : eventList) {
            rotation++;
            if (e.click == true)
                click++;
        }
        return 100.0 * click / rotation;
    }
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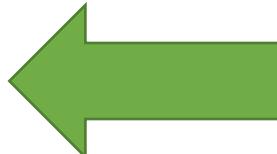
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Outline

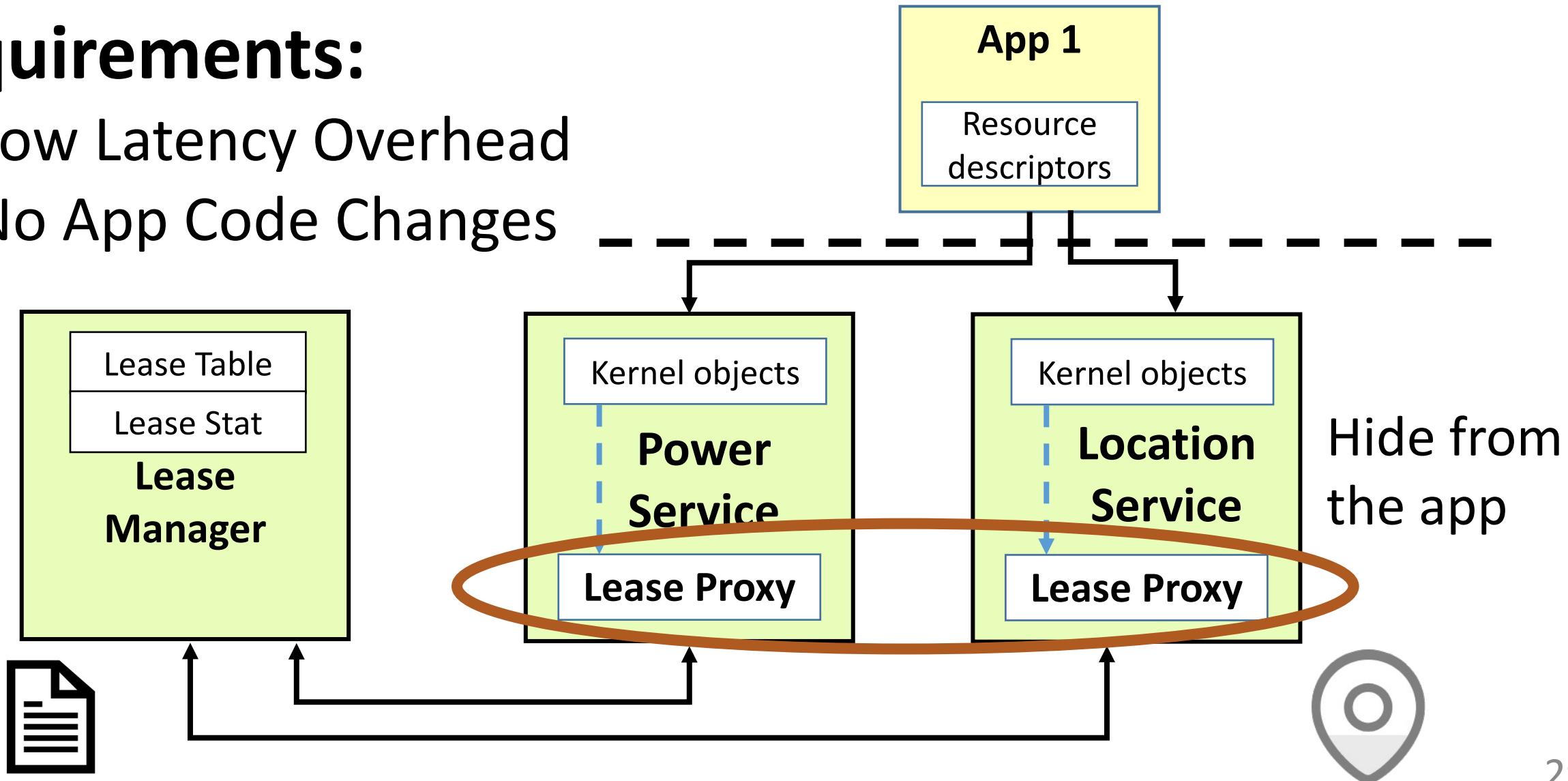
- ❖ Motivation
- ❖ Lease Abstraction
- ❖ Making Lease Decision
- ❖ Design of LeaseOS
- ❖ Evaluation



App-Oblivious Lease Management

Requirements:

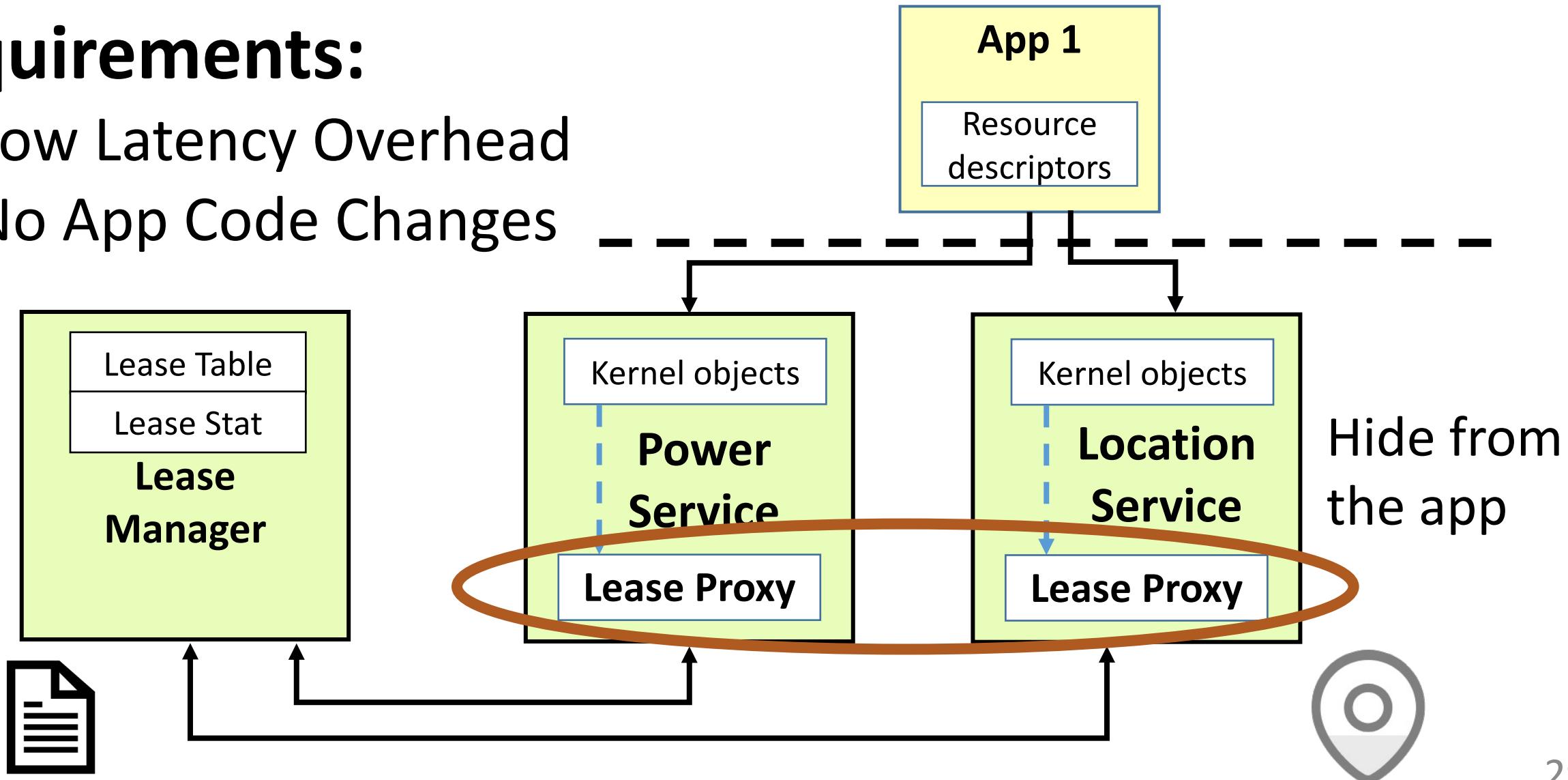
- Low Latency Overhead
- No App Code Changes



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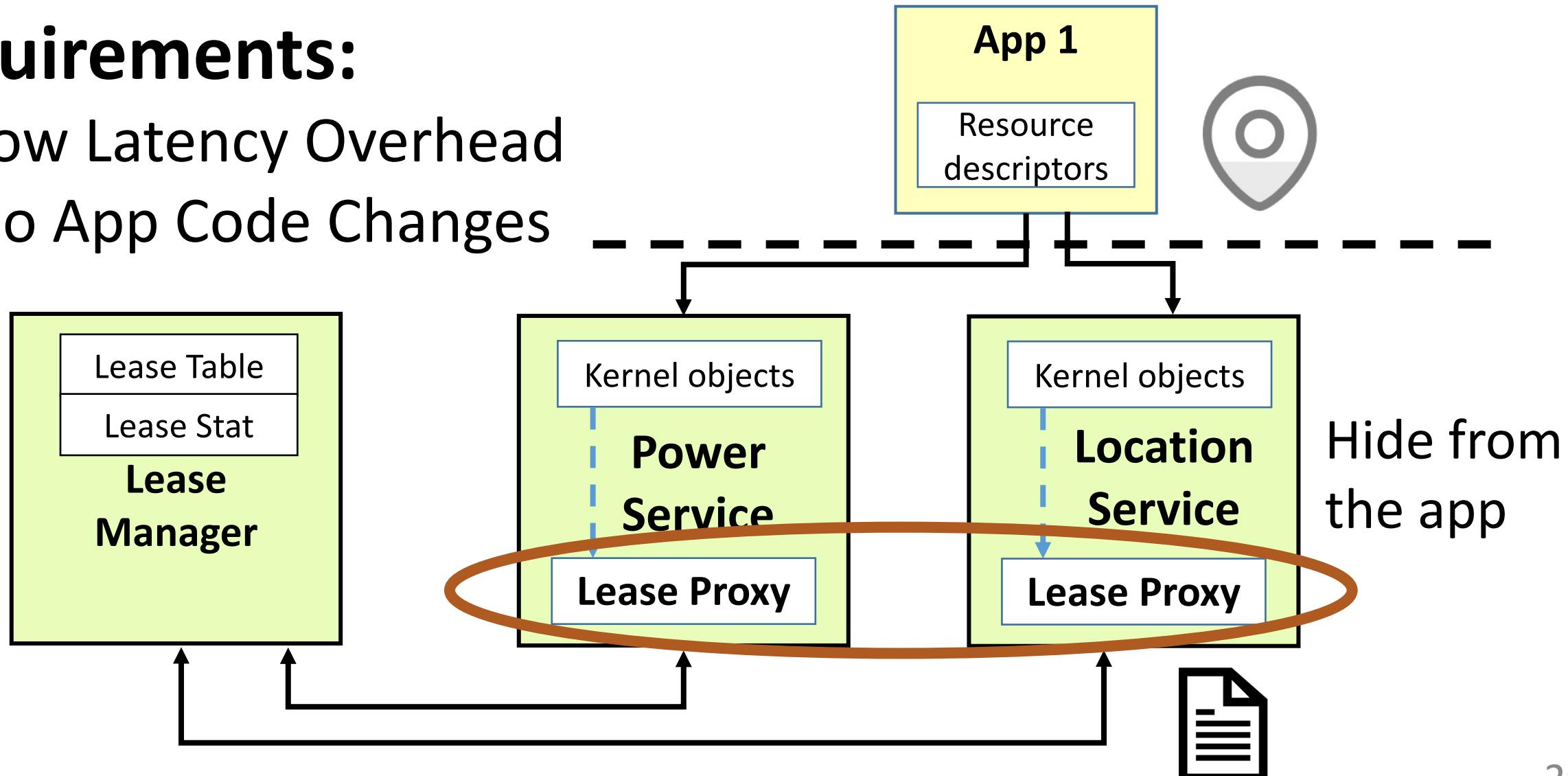
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App-Oblivious Lease Management

Requirements:

- Low Latency Overhead
- No App Code Changes



LeaseOS Implementation

Build on Android 7.1.2

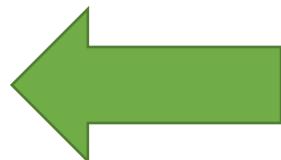
- with 9,100 lines of code
- Android framework

Implement on 7 types of resource

- Wakelock, GPS, Sensor, WI-FI and etc.

Outline

- ❖ Motivation
- ❖ Lease Abstraction
- ❖ Making Lease Decision
- ❖ Design of LeaseOS
- ❖ Evaluation



Evaluation

- ❖ **How effective can LeaseOS mitigate energy misbehavior?**
- ❖ **What is the overhead of LeaseOS?**
- ❖ **What is the impact to app usability?**

Experiment Setup

Devices

- Google Pixel XL, Nexus 5X

Data collector

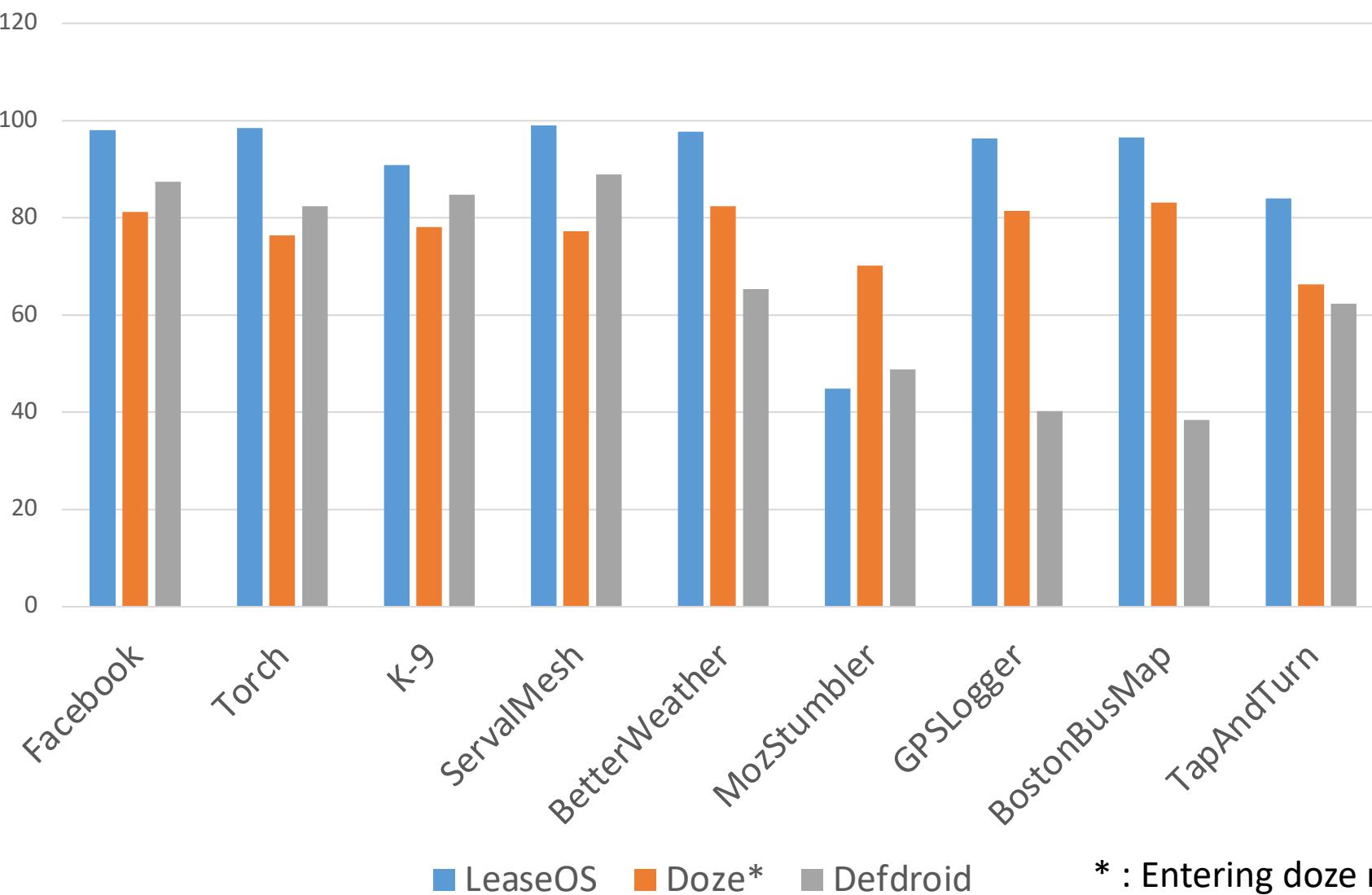
- Android build-in tool, Trepn, Monsoon Power Monitor

Dataset

- Reproduce 20 real-world energy misbehavior cases



Energy Waste Reduction

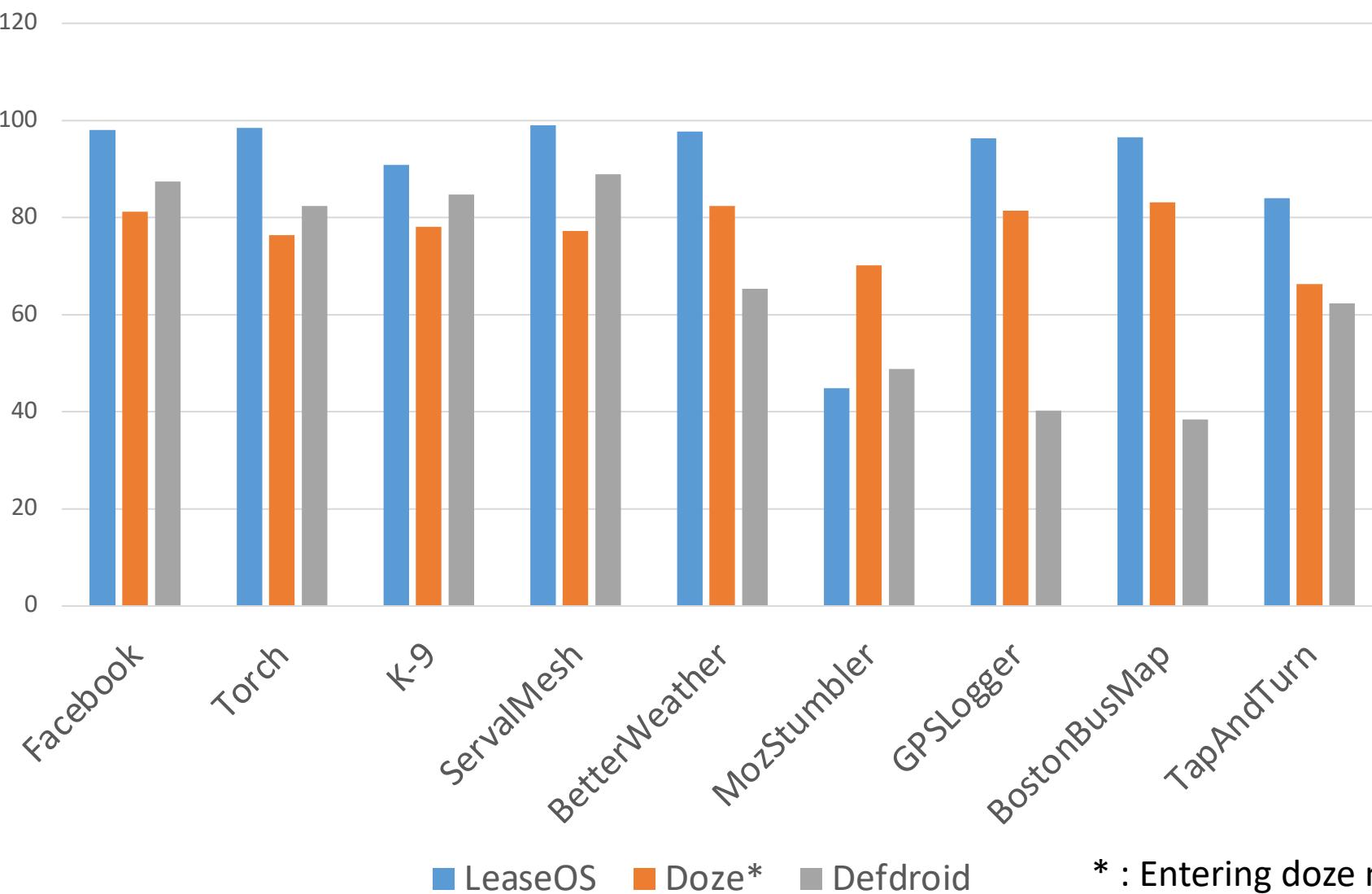


LeaseOS: 92%
Doze: 70%
Defdroid: 62%



* : Entering doze mode after 5 mins of each experiment

Energy Waste Reduction

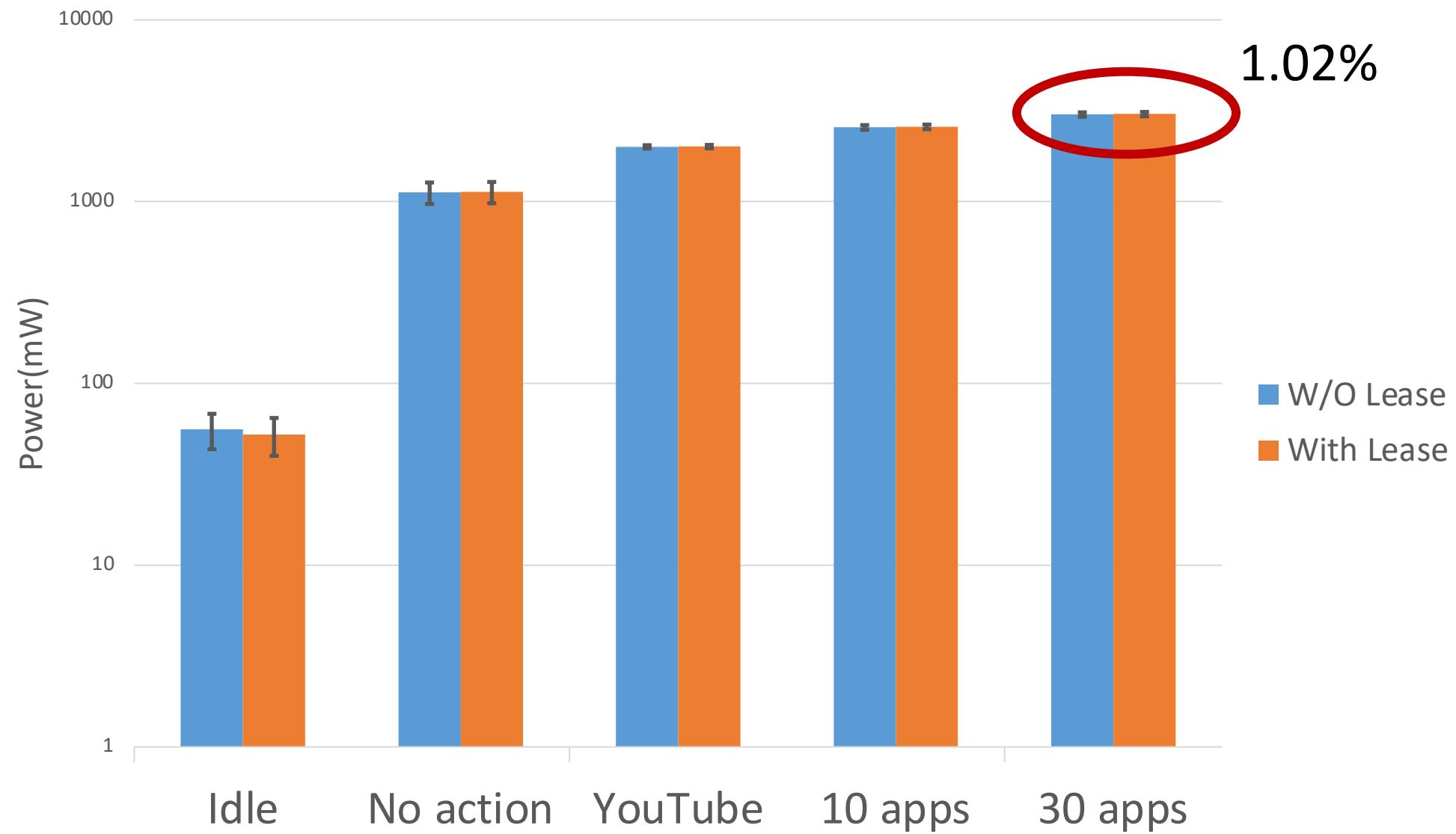


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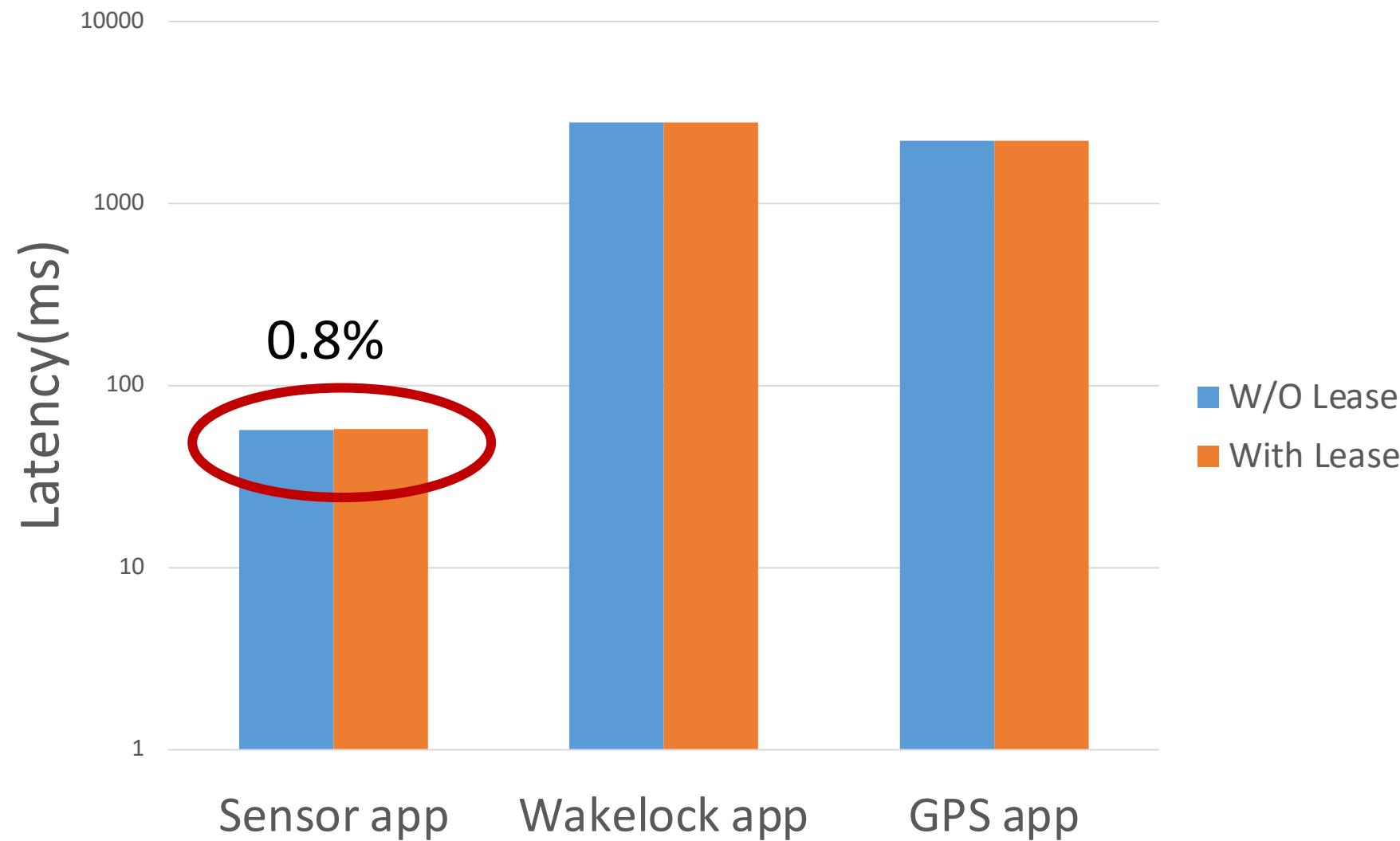


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System Energy Overhead



Resource Request Latency Overhead



Usability Impact Experiment

App	Usability Impact	
	DefDroid	LeaseOS
Spotify (Music)	Stop playing music	Keep playing in the back ground
RunKeeper (fitness tracker)	Stop tracking location and movement	Keep tracking in the background
Haven (intruder monitoring)	Stop monitoring	Keep monitoring

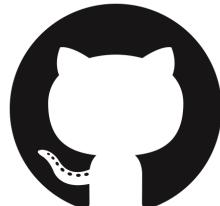
Related Works

- OS Support
 - ECOSystem [ASPLOS'02], Ghost Hints [Mobicys'04], CinderOS [EuroSys'11], JouleGuard [SOSP'15]
- Energy-Aware Adaption
 - Odyseey [SOSP'99], GraceOS [SOSP'03], SPECTR [ASPLOS'18], CALOREE [ASPLOS'18]
- Runtime Mitigation
 - DefDroid [Mobicys'16]
- Energy Bug Detection
 - No-sleep energy bug [MobiSys'12], eDoctor [NSDI'13], AppDoctor [EuroSys'14], Nchecker [EuroSys'16]

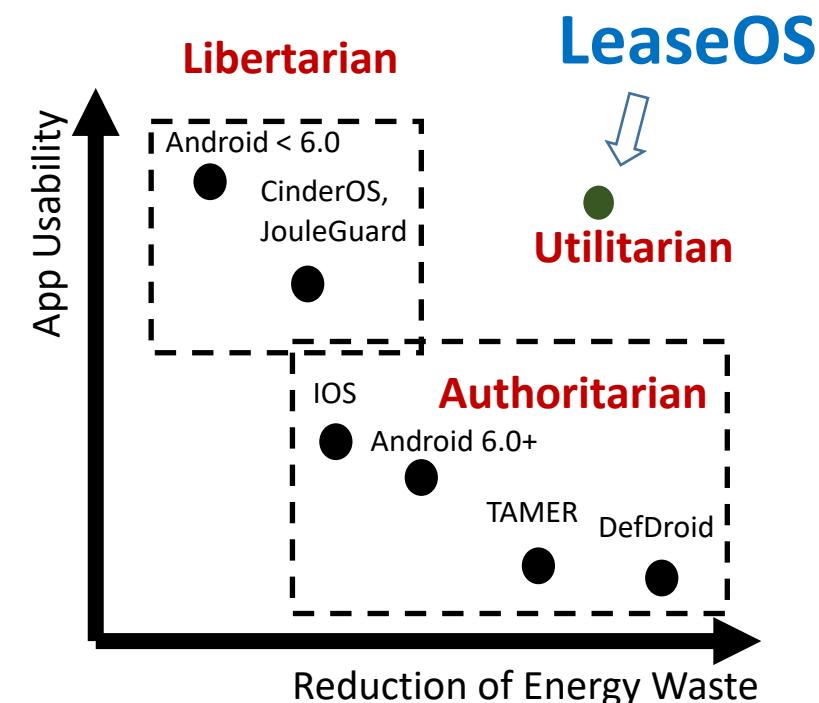
LeaseOS's main difference: a new abstraction to
reduce energy waste caused by non-cooperative
misbehaving apps

Conclusion

1. Lease is a well-suited abstraction for managing resource in mobile system
2. Explore utilitarian approach for making lease decisions
3. Design of LeaseOS – a lightweight runtime resource management
4. Reduce 92% energy waste on 20 apps



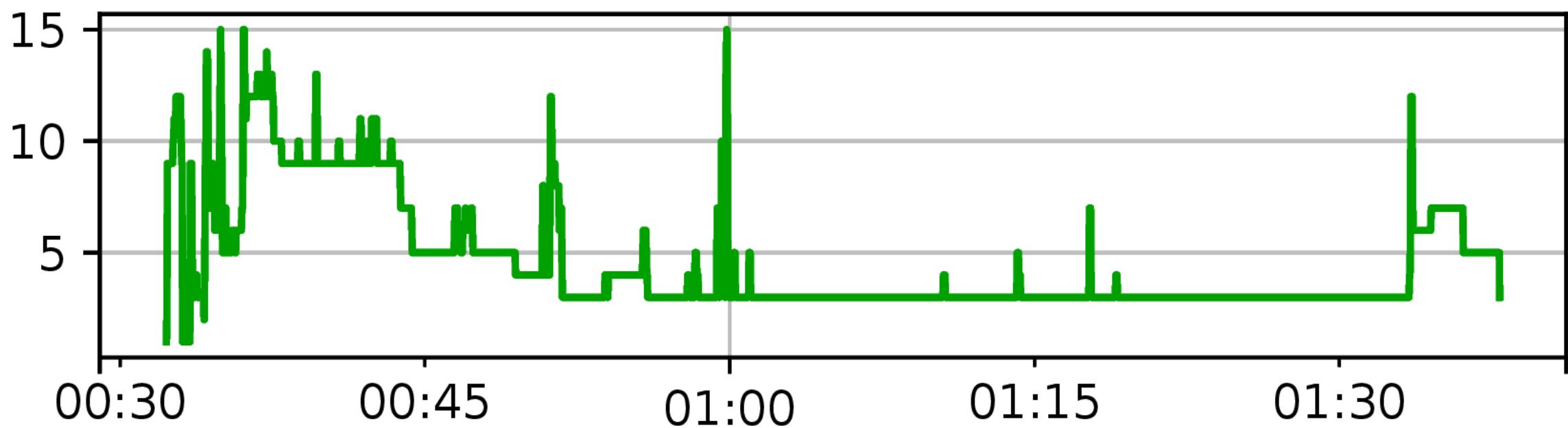
<https://orderlab.io/LeaseOS/>



Questions

- How hard is it for developers to implement the customizable utility interface?
- What if the developer abuse the customizable interface?
- What is the sensitivity to the threshold settings?
- How do we handle DVFS?

Number of Active Lease



Average Latency of Major Lease Operation

Create	Check (Acc)	Check (Rej)	Update
0.357	0.498	0.388	4.79

Lease Policy

Impact of lease term and delay interval:

$$r = \frac{1}{1 + \lambda}, \text{ where } \lambda = \frac{\text{avg}(\tau)}{\text{lease term}}$$

