MOBILE APPLICATIONS AND CLOUD COMPUTING

INTRODUCTION



OUTLINE

- Logistic info
- course presentation (syllabus)
- About the exam

LOGISTIC INFO

- Friday lessons may start 15 min delays
- Material is published on the web site, just before the lectures
- Office hours: Friday @ 3 pm
- Smartphone not allowed during lessons (for chatting etc.)

SYLLABUS

Cloud computing:

Evolution of computing concept

Cloud computing models

Examples of cloud services and providers

Mobile applications (Android)

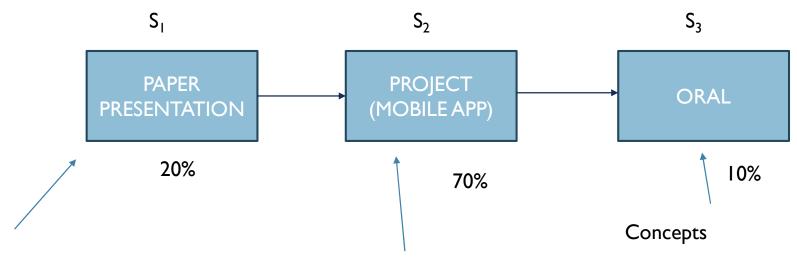
Core components: Activity, Broadcast Receiver, Service, Content provider

Modern Android Development (MAD)

Sensors and orientation

2D graphics basics

ABOUT THE EXAM



Choice a scientific paper and prepare a 10 min presentation of it

Solo or in group (2, 3)

The code of the project should be available on GitHub (or another equivalent site) and registered before the exam

 $S = 0.2 \times S_1 + 0.7 \times S_2 + 0.1 S_3$ (Provided that $S_i > 18$)

CODING IN THE AI ERA

- Coding ≠ Programming
- Al helps for Faster Code Generation, Improved Debugging & Troubleshooting
- Al tools can automate code writing and suggest optimized solutions, reducing development time and minimizing repetitive tasks, analyze errors, recommend fixes, etc.
 - Github copilot, Gemini in android studio
 - Cloud assistant
- But...

CODING AND PROGRAMMING

- Programmer has the responsibility of the final outcome
- Focus shifted on higher (more abstracted) tasks like
 - designing system architecture (more focused on what the system should do rather than coding),
 - security concerns
 - optimizing performance
 - Integration (testing, etc.)
 - ..

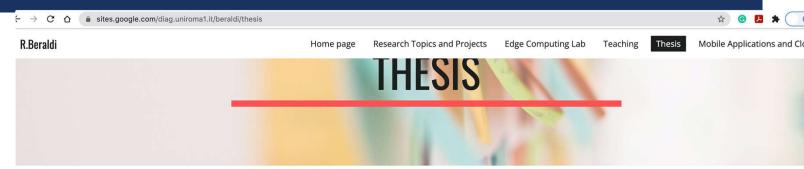








TURN YOUR PROJECT INTO THE FINAL THESIS...



Thesis Proposals

EDGE AND FOG COMPUTING

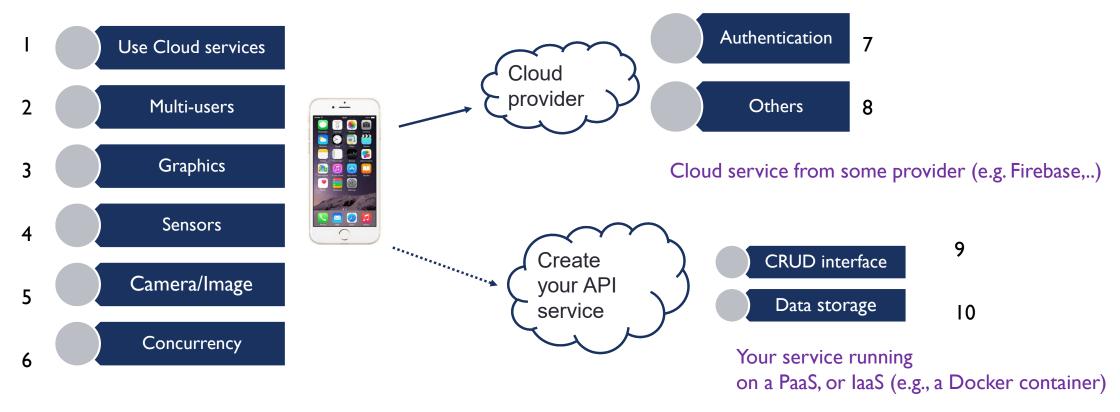
Within the context of Edge and Fog computing, we have the following open topics that are worth to be explored and studied for a MSc thesis:

- Edge/Fog-backed VR/AR application for Smartphones
- The purpose of a possible thesis could be designing and implementing a prototypal application for exploiting modern smartphones AR/VR (e.g. Android ARCore library) capabilities but supported by Edge and Fog Computing, for example for creating shared virtual experiences or environments;
- Edge/Fog-backed VR application for Oculus Quest device
- The purpose of a possible thesis could be designing and implementing a prototypal application for the Oculus Quest VR Headset that make use of an Edge/Fog backend for doing computations or create shared environments or experiences.
- Experimental study of offloading protocols of ML-based applications running on android smartphones
- The purpose of this study is to measure the energy improvement due to offloading computer vision tasks to an edge server. Student will use Tensorflow lite, OpenCV, Yolo, etc.

MOBILE WEB SITE

 Web site for mobile devices are not considered mobile apps (they are not installed and do not have access to all sensors and data) although the web technology can be used to develop the UI part of a mobile app

MORE ABOUT YOUR PROJECT IN 10 POINTS



Mobile application

EXAMPLE



SOME IDEA

Detection on board

Send the photo

Detection on

cloud

Recognize board and create a digital description of the board (Portable Game Notation)

[Event "Interpolis International Tournament"]
[Site "filburg NED"]
[Date "1994.09.10"]
[Round "1.1"]
[White "Seirawan, Yasser"]
[Black "Smyslov, Vassily"]
[Result "0-1"]

1. d4 Nf6 2. c4 e6 3. Nf3 Bb4+ 4. Nbd2 c5 5. a3 Bxd2+ 6. Bxd2 d6 7. dxc5 dxc5 8. Qc2 Nbd7 9. O-O-O Qc7 10. g3 Ng4 11. Bf4 e5 12. Bh3 h5 13. Bxg4 hxg4 14. Nxe5 Nxe5 15. Rd5 Rh5 16. Rxe5+ Rxe5 17. Qh7 f6 18. Rd1 Kf7 19. Qh8 Qc6 20. Rd8 Re8 21. Qh5+ Ke7 22. Rd6 Qe4 23. Rd3 Be6 24. Bd6+ Kd8 25. Be5+ Bd7 26. QF7 Qf5 27. Bf4 g5 28. Be3 Qe6 29. Qg7 b6 30. Rd5 Qe7 31. Rxg5 Qxg7 32. Rxg7 Kc7 33. b3 Rxe3 34. fxe3 Rh8 35. e4 Rxh2 36. Kd2 Rg2 37. Rf7 Rxg3 38. e3 Rf3 39. Ke2 (On time) 0-1

Play the game on the smartphone

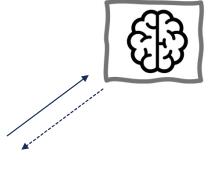
Use external chess engine as opponent

SOME IDEA

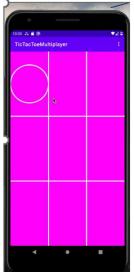


In this example, two players share a board for the TTT

SOME VARIATION



Agent (running on a cloud service) replies



WHY/HOW MOBILE APPS DIFFER FROM DESKTOP ONE?

Three main reasons

I. Smaller Screen size

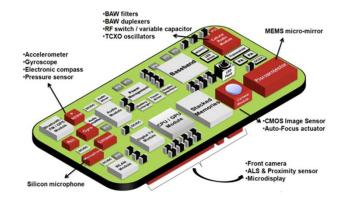
Organize the information accordingly, e.g., list

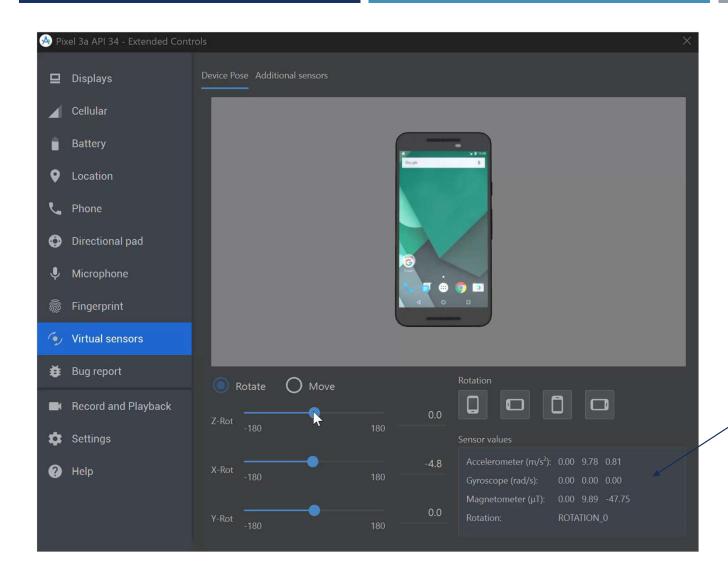
2. Reacher Input/output system:

- Sensors: sensors (GPS, orientation), output: vibration, ...
- Camera

3. Energy consumption and efficiency

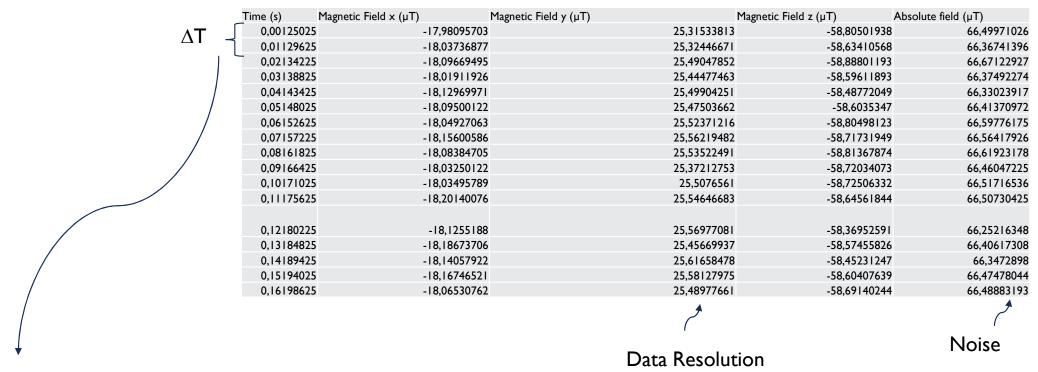
- Apps have a lifecycle (can be suspended)
- Memory management





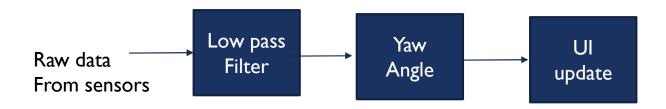
Data from sensors sampled at constant rate and **notified** to applications

EXAMPLE OF RAW DATA FROM SENSORS

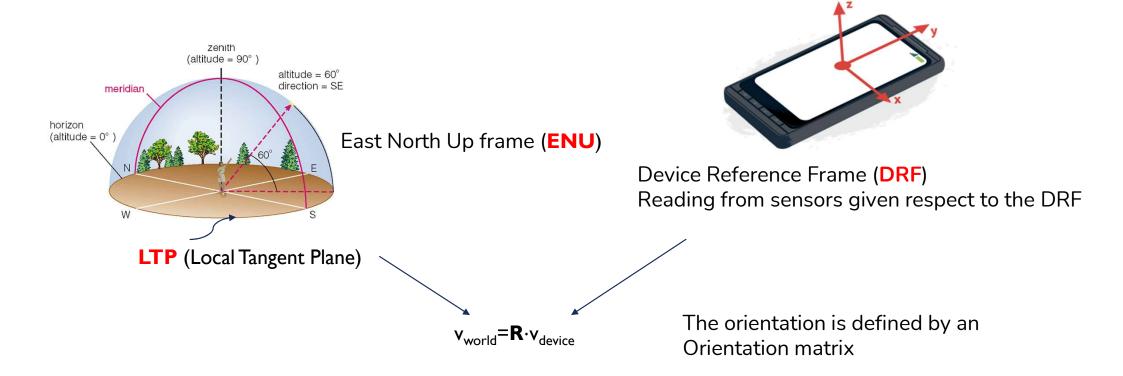


 $0.01129625-0.00129625=0.0100460 \rightarrow f \cong 100 \text{ Hz}$

DATA PROCESSING

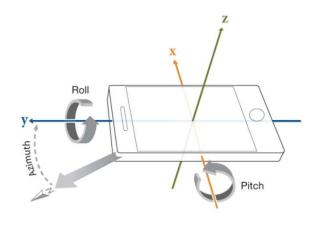


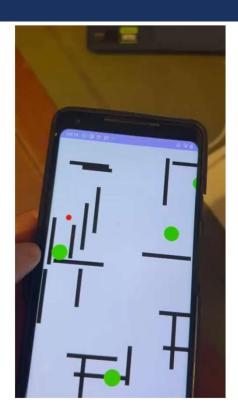
DEVICE ORIENTATION



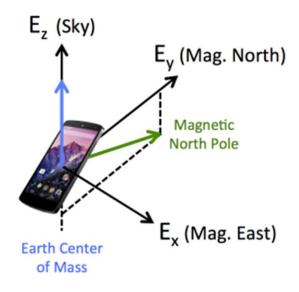
HOW ORIENTATION BECOMES AN INPUT?

- From orientation it is easy to derive two tilt angles (respect to the Local Tangent Plane), that can become inputs of an app
- In this example, they drive the ball





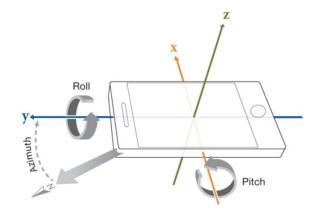
POSE ESTIMATION

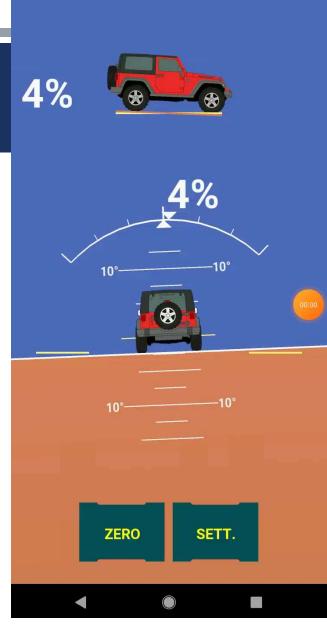


- The problem of determining R from sensor readings is known as pose estimation problem or attitude estimation
- One simple algorithm also used in android is the TRIAD algorithm that uses accelerometer and magnetometer readings (this is what android also uses)
- A more sophisticated estimation uses the gyroscope and an Extended Kalman filter for fusing all data and makes the orientation available as a rotation vector

INCLINOMITER

In this example, the car rotates based on pitch and roll





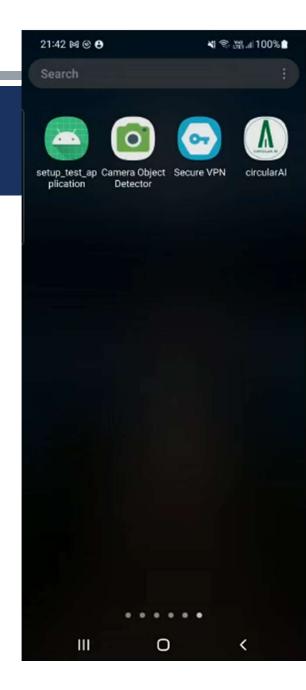
FLY2LIVE

This is an example of a solo project



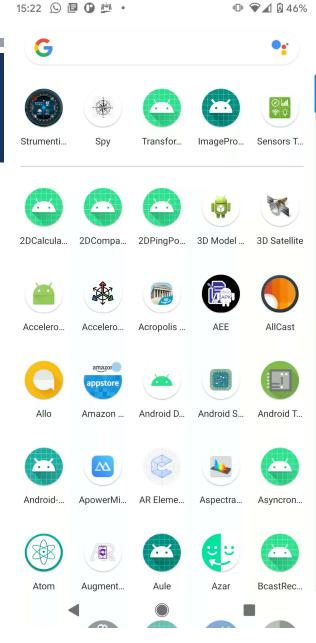
WASTE SORTING WITH AI

Another example of past project



SIMPLE IMAGE PROCESSING

 This example shows come simple image processing algorithm running on board (taken from OpenCV) and applied to images



BEHIND IMAGE PROCESSING

- Image Access
- OpenCV (Open Source Computer Vision Library)
- Image processing is just the surface of the capabilities of the library
 - more than 2500 state-of-the art optimized algorithms

