Charles University in Prague
Faculty of Mathematics and Physics

MASTER THESIS

Bc. Jakub Kinšt

DEECo Cloudlets Exploratory Study

Department of Distributed and Dependable Systems
Faculty of Mathematics and Physics, Charles University

Supervisor of the master thesis: Doc. RNDr. Tomáš Bureš, PhD.

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Autor: Bc. Jakub Kinšt
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Author: Bc. Jakub Kinšt
Department / Institute: Department of Distributed and Dependable Systems
Supervisor of the master thesis: Doc. RNDr. Tomáš Bureš, PhD., Department of Distributed and Dependable Systems, Faculty of Mathematics and Physics, Charles University

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Chapter 1

Introduction

1.1 Motivation

With growing usage of mobile devices such as smartphones, tablets and wearables, users tend to use these devices to do things they used to do on desktop computers or laptops. Unlike desktop computers or laptops, these devices are usually not connected to a power source when their users are using them. The computation power of these devices is growing much more rapidly than the capacities of used batteries. With hardware being more and more efficient, the battery life of such devices is relatively stable for past few years, but still, it is very limited. This means that when a developer is designing a mobile application, it is essential to always think of mobile-specific resources that the application uses and design the application to be as efficient as possible.

When developing applications performing resource-intensive computation tasks such as image recognizing, sound recognizing or even communicating with a remote API, there is one technique that can be particularly useful to save at least some of the resources - *offloading*. Offloading resource-intense tasks to another machine can sometimes significantly reduce resource usage when used wisely.

Mobile devices also usually form a very dynamic large-scale environment. As their users are leaving their homes, entering workplaces, using public WiFi networks during transportation, in coffee shops or restaurants, their smartphones or tablets are entering and leaving different networks very often. This dynamic environment tend to be very hard to control. With nodes appearing and disappearing on regular basis, it is necessary to design a system without a dedicated central authority to control such environments.

Recently introduced Ensemble-Based Component Systems (EBCS) could provide an optimal solution for this kind of problem since they are specifically tailored for dynamic, large-scale and decentralized environments. It is worth examining if EBCS could be used as a control layer in the offloading scenario.

1.2 Thesis goals

The primary goal of this master thesis is to explore possibilities of using the DEECo component model to achieve cloudlet offloading of parts of a mobile application. This means executing parts of application computation on a different machine within a local network.

First of all it is necessary to port the existing Java implementation of DEECo component model to work on the Android platform to be able to run its runtime on mobile devices. The existing library does not support communication between different nodes in "real-life" computer networks. Therefore the next step is to develop an extension to the library providing support for a communication within a local network.

The most important goal is to design and implement a reference architecture which would bring offloading capabilities to a regular mobile application for the Android platform. This architecture should use the principles proposed in the DEECo component model to create a control layer for the offloading mechanism. This goal also includes choosing as universal way as possible to break the application into separate components that are prepared to be offloaded - run on a different machine. Also a mechanism for deciding which offloadable component will run on which machine in the network is to be designed.

Last but not least, a demonstration application is to be developed to bring the whole idea to the "real world" and show the offloading mechanism in action. The demo application should provide a reasonable functionality that could benefit from being offloaded off the mobile device itself and potentially save some of its battery life or other limited resource. The developed application should be evaluated in terms of amount of saved resources while offloading is enabled. The application (together with a set of instruction) should serve as an example of the process of adding offloadable capabilities to any other Android application as easily as possible.

1.3 Problems and challenges

TODO?

Chapter 2

Background

2.1 DEECo component model

2.1.1 Ensemble-based component systems

With recent increasing possibilities provided by the evolution in the field of mobile devices and their improving connectivity, new ways of addressing social and environmental challenges (ambient assisted living, smart city infrastructures, emergency coordination, environmental monitoring) are emerging. Solutions are achieved by building large-scale Resilient Distributed Systems (RDS) that respond to and influence activities in the real world. “As RDS have to cope with very dynamic and open-ended environments, they exhibit a high degree of adaptivity and autonomicity.”[9]

The dynamic and autonomic nature of RDS causes issues with scalability when using traditional component architectures and models. Ensemble-based component systems (EBCS) were introduced to overcome this problem in [9]. The key feature of EBCS is the different composition of components. Instead of explicit component architecture, components are implicitly formed into so-called *ensembles* based on declared predicates which makes the composition of the components very dynamic and adaptive.

Finally, the DEECo (Distributed Emergent Ensembles of Components) component model was proposed “to refine the principles of EBCS into a systematic approach for building software for RDS”[9]. DEECo is an instance of EBCS which comes with a framework for building applications benefiting from EBCS features described earlier.

2.1.2 Running example

An example provided in [9] is very useful for highlighting the key features of EBCSs. It is based on the electrical vehicle navigation case study.

The case study involves e-vehicles and their navigation around a city. Each driver of one of the e-vehicles has his own plan of stops (POIs) in the form of a calendar. The vehicles can only park in special parking places equipped with a charger clustered in parking lot/charging stations (PLCS). They are also able to constantly monitor their position, energy consumption and battery level. The vehicles can communicate with each other as well as with the parking/charging stations to be able to plan/reserve a parking place. The objective of the case study is to coordinate journey planning with constrains coming from the parking/charging strategy.

The important factor is that no central coordination authority is assumed in this case study. It involves highly dynamic environment of multiple nodes. The architecture of those nodes changes constantly in time based on the current position of e-vehicles. These are exactly the challenges targeted by EBCS.

2.1.3 Basic principles

DEECo is based on two main concepts - *component* and *ensemble*. According to [9], a component is an independent, self-sustained unit of development, deployment and computation. An ensemble, on the other hand, is a dynamic binding mechanism linking a set of components together and providing a communication channel between them. Actually, one of the most important principle of DEECo is that ensembles provide the only way of communication between components. On top of components and ensembles, DEECo defines a runtime, which provides necessary management services for both. The execution of the components is fully isolated and uses only component's belief - a partial view on the whole system of other components which is automatically cloned by the runtime to make it available locally.

2.1.3.1 Component

A single component consists of *knowledge* and *processes*. Knowledge reflects the state of the component and it is organized in a hierarchical data structure mapping knowledge identifiers to values. It is exposed through an implicit set of interfaces which represent a partial views of the knowledge.

As far as the processes are concerned, they are basically tasks, which are able to manipulate the component's knowledge. They are represented by a function which has a set of input and output knowledge fields. The function is called by

```
interface AvailabilityAggregator:
    calendar, availabilities

interface AvailabilityAwareParkingLot:
    position, availability

component Vehicle features AvailabilityAggregator:
    knowledge:
        batteryLevel = 90%,
        position = GPS(...),
        calendar = [ POI(WORKPLACE, 9AM-1PM), POI(MALL, 2PM-3PM)
            , ... ],
        availabilities = [ ],
        plan = {
            route = ROUTE(...),
            isFeasible = TRUE
        }
    process computePlan:
        in plan.isFeasible, in availabilities, in calendar,
            inout plan.route
        function:
            if (!plan.isFeasible)
                plan.route <- Planner.computePlan(calendar,
                    availabilities)
        scheduling: triggered( changed(plan.isFeasible) OR
            changed(availabilities) )
    process checkPlanFeasibility:
        in plan.route, in batteryLevel, in position, out plan.
            isFeasible
        function:
            plan.isFeasible <- Planner.isFeasible(plan.route,
                batteryLevel, position)
        scheduling: periodic( 5000ms )

component PLCS features AvailabilityAwareParkingLot:
    knowledge:
        position = GPS(...),
        availability = ...
    process observeAvailability:
        out availability
        function:
            availability <- Sensors.getCurrentAvailability()
        scheduling: periodic( 2000ms )
```

Figure 2.1: Example of DEECo component definitions in a DSL (Source: [9])

```
ensemble UpdateAvailabilityInformation:
    coordinator: AvailabilityAggregator
    member: AvailabilityAwareParkingLot
    membership:
        if poi in coordinator.calendar:
            distance(member.position, poi.position) <= TRESHOLD
               && isAvailable(poi, member.availability)
    knowledge exchange:
        coordinator.availabilities <- { (m.id, m.availability) |
            m in members }
    scheduling: periodic( 5000ms )
```

Figure 2.2: Example of DEECo ensemble definition in a DSL (Source: [9])

the DEECo runtime framework and the process of reading the input knowledge, running the function and writing the output knowledge is atomic. A component should never communicate with other components directly via processes. It should only read and/or manipulate knowledge of its own. The process can be either triggered by a certain event, or it can by performed periodically by the runtime. See Figure 2.1 for an example of component definitions.

2.1.3.2 Ensemble

An ensemble serves as a binding mechanism between multiple components. It provides a way of communication between them. One of the components involved in an ensemble has the role of *coordinator* and others are just *members*. The involvement of components in an ensemble is defined by ensemble's *membership* function. The membership function consists of the definition of the *coordinator interface*, the *member interface* and the *membership predicate* which is evaluated by the DEECo runtime to determine which two components represent a coordinator-member pair.

The communication between the components within an ensemble is provided through the *knowledge exchange* function. Actually, the function provides interaction between the coordinator and all other members only, so all communication must go through the coordinator. Communication is realized by the ability to read and/or write a knowledge of both the coordinator and the member within the coordinator and member interfaces. The knowledge exchange operation can be either triggered by a certain event, or it can by performed periodically by the runtime. See Figure 2.2 for an example of an ensemble definition.

```
@Component
public class Vehicle {
    public List<CalendarEvent> calendar;
    public Plan plan;
    public EnergyLevel batteryLevel;
    public Map<ID, Availability> availabilities;
    public Position position;

    public Vehicle() {
        // initialize the initial knowledge structure reflected by the class fields
    }

    @Process
    public static void computePlan(
        @In("plan.isFeasible") @Triggered Boolean isPlanFeasible,
        @In("availabilities") @Triggered Map<...>availabilities,
        @In("calendar") List<CalendarEvent> calendar,
        @InOut("plan.route") Route plannedRoute
    ) {
        // re-compute the vehicle's plan if its infeasible
    }

    @Process
    @PeriodicScheduling(5000)
    public static void checkPlanFeasibility(
        @In("plan.route") Route plannedRoute,
        @In("batteryLevel") EnergyLevel batteryLevel,
        @In("position") Position position,
        @Out("plan.isFeasible") OutWrapper<Boolean> isPlanFeasible
    ) {
        // determine feasibility of the plan
    }
    ...
}
```

Figure 2.3: Example of jDEECo component (Source: [9])

2.1.4 jDEECo library

To be able to actually use the DEECo component model for development of RDS, a framework called jDEECo[11] has been developed. It is an implementation of the model, which provides a way to deploy and run real DEECo-based applications written in Java language. A jDEECo component has a form of a Java class marked by the `@Component` annotation. its knowledge is represented by public non-static fields and the processes are defined by public static methods marked by the `@Process` annotation. its input and output knowledge fields are marked by the `@In`, `@Out` or `@InOut` annotations.

Similarly, a jDEECo ensemble is defined by annotating a standard Java class with the `@Ensemble` annotation. The membership and knowledge exchange functions are defined by public static methods marked by `@Membership` or `@KnowledgeExchange` respectively. its input and output knowledge fields should be marked in the same manner as the component's process functions. An example of jDEECo component definition is provided in Figure 2.3.

jDEECo runtime framework provides functionality for registering components and ensemble definitions both before and during runtime. The runtime is very customizable and easily extendable thanks to extensive granularity of the design.

2.1.5 CDEECo++ library

Recently, a C++ realization of the DEECo model has been developed to support DEECo application development on different platforms where Java environment is not available - mostly for embedded platforms. It is called CDEECo++[10].

2.2 Concept of Cloudlets

A *cloudlet* is an emerging architectural element arising from the combination of mobile computing and cloud computing. [6, 18]It is a middle layer of recently proposed 3-layer hierarchy, which consists of a mobile device, cloudlet and cloud as we know it. The goal of the cloudlet proposal is to "bring the cloud closer" to the mobile device. According to [6], a cloudlet features four key attributes:

- **soft state only** - A cloudlet should not have any hard state, but it can contain a cached state from the cloud for instance. The lack of a hard state makes cloudlets self-managing and easy to deploy.

- **powerful, well-connected and safe** - A cloudlet should feature sufficient computation power compared to mobile devices. It should have an unlimited power source (connected to a power outlet) and very good and stable connectivity to the cloud.

- **close at hand** - It should be close to the mobile device in terms of latency and high bandwidth. Usually this means it should be connected on the same local network via Wi-Fi for instance.
- **builds on standard cloud technology** - It should be similar to classic cloud infrastructures.

The concept of cloudlets was designed for mobile application computation offloading scenario.[18] According to this paper, cloudlets are the technology bringing a new type of mobile applications which are resource-intense but latency-sensitive at the same time. These applications are expected to emerge in the near future.

2.3 Computation offloading

Computation offloading generally means delegating certain computing tasks to another node - usually a cloud, cluster or grid. The goal of computation offloading is either to save system resources used on a device or to access higher computational performance unavailable when performing the task on its own.

In the world of smartphones, tablets or wearables, developers are facing new challenges and problems such as limited battery life and lower performance. When developing a mobile application for such devices, transferring resource-intensive tasks to the cloud can significantly reduce battery usage and bring better user experience to the user.[14]

2.3.1 Use cases

Computation offloading is starting to be widely used strategy in certain areas of mobile applications. For instance, each major mobile platform now has its own “voice assistant” (Android: *Google Now*, iOS: *Siri*, Windows Phone: *Cortana*) which is able to listen for whatever question the user may possibly have and respond instantly with an answer.[17] Let’s focus on a voice search for a contact name present on the mobile device for instance. This process consists of two main steps: (i) speech recognition which converts a recording of human voice to a search query and (ii) actual search for the contact based on its name. If the process of voice recognition was performed locally on the mobile device itself, the response would most definitely be longer than instant. That is because voice recognition is highly non-trivial task and mobile devices usually don’t feature such computational power and storage to provide response in a reasonable time. Here is what actually happens (after simplification): (i) the mobile application preprocesses the voice recording provided by the user, (ii) sends the preprocessed recording to the cloud and (iii) receives a string representation of the search query which was probably computed at a datacenter with enormous computation power.[17] The search query can then be used for a simple local search task.

However, computation offloading is definitely not a silver bullet. Since network communication used to reach the offloading target is considered resource-intensive as well, one has to find an optimal balance when designing application featuring computation offloading. It is necessary to carefully inspect if the nature of a task is suitable for offloading. Generally, most resources can be spared by offloading long-running tasks or by batching (if possible) multiple operations and offloading it at once. A very good examples of such long-running tasks are those involving some kind of recognition - voice recognition, image recognition, song-recognition, augmented reality, video recognition, biometric scanning and many more.[12, 16, 13, 14, 17]

2.4 Android platform fundamentals

Android[5] is an operating system by Google for mobile devices such as smartphones, tablet computers, smartwatches and other. It is based on the Linux kernel and the apps are written primarily in Java using the Android SDK[3].

Android does not use Java Virtual Machine as one would expect, but instead, it uses *Dalvik* with just-in-time (JIT) compilation as a virtual machine to run the applications. Since Android 5.0 Lollipop, *Dalvik* was replaced by *ART*, which introduced ahead-of-time (AOT) compilation. The compilation is performed at the time of the installation of an application.

Also the APIs of both platforms differ. Most of the standard API is the same, but many differences are present. For instance the classes related to *AWT* or *Swing* are obviously not present, since Android uses its own user interface implementation. Also vendor packages like `com.sun.*` are unavailable. On the other hand, the Android API includes other classes specific to the platform.

These differences are usually sources of issues when developing a library (or any code at all), which should work on both Java SE and Android. Therefore the developer should have these differences in mind at all times during development.

2.4.1 Application development

2.4.1.1 AndroidManifest.xml file

Every Android application must contain a special XML file which describes the application for the operating system. It contains information about application package - universal application identifier, its name, icon, permission requests, hardware requirements and more. It also contains definitions of main application building blocks such as *Activities*, *Services*, *BroadcastReceivers* and others.

An example of *AndroidManifest.xml* file can bee observed in Figure 2.4.

2.4.1.2 Permissions

On Android platform, any operation that could be potentially considered as dangerous for the user must be declared in the *AndroidManifest.xml* file statically. These operations include access to the Internet, reading or writing to the external storage, accessing the contact list, sending a text message, placing a call and many others.

When installing an application, all requested permissions are presented to the user for review and acceptation. Since then, the application is granted all of the permissions and is able to perform desired operations falling under those permissions. See the example of the *AndroidManifest.xml* file in Figure 2.4 for examples of requesting permissions.

2.4.1.3 Activities

An activity is probably the most important building block of every single Android application. It is a visual component represented by a “window” (usually full-screen if not specified otherwise) and it is dedicated to display the user interface (UI). One or more activities can be tagged as launchable from the list of applications on the device (see the example of the *AndroidManifest.xml* file above) and others can be started manually using *Intents*.

An activity is represented by a Java class extending `Activity`, which describes its functionality. The structure (layout) of the user interface is defined in separate reusable XML files using proprietary markup.

Android applications are started differently than standard Java applications. There is no `main()` method which is run automatically. Instead, when the activity is started, special callback methods are called according to standard activity lifecycle. These methods are meant to be overridden to add functionality.

```xml
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:tools="http://schemas.android.com/tools"
  package="cz.kinst.jakub.example.app">

  <uses-permission android:name="android.permission.INTERNET"/>
  <uses-permission android:name="android.permission.GET_ACCOUNTS"/>
  <uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE"/>
  <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>

  <uses-feature android:name="android.hardware.camera" android:required="true"/>

  <application android:name=".ExampleApplication"
    android:icon="@drawable/ic_launcher"
    android:label="@string/app_name"
    android:theme="@style/AsparagusTheme">

    <activity android:name=".ui.activities.MainActivity"
      android:icon="@drawable/ic_launcher"
      android:logo="@drawable/logo_font"
      android:label="@string/app_name">
      <!-- This activity is the default activity listed in the app drawer on the device. It provides an entry point for the user. -->
      <intent-filter>
        <action android:name="android.intent.action.MAIN"/>
        <category android:name="android.intent.category.LAUNCHER"/>
      </intent-filter>
    </activity>
    <activity android:name=".ui.activities.SettingsActivity"
      android:icon="@drawable/ic_asparagus"
      android:label="@string/settings">
    </activity>
    <receiver android:name=".sync.GcmBroadcastReceiver"
      android:permission="com.google.android.c2dm.permission.SEND">
      <intent-filter>
        <action android:name="com.google.android.c2dm.intent.RECEIVE"/>
        <category android:name="cz.kinst.jakub.example.app"/>
      </intent-filter>
    </receiver>
    <service android:name=".sync.SyncAdapterService"
      android:exported="true">
      <intent-filter>
        <action android:name="android.content.SyncAdapter"/>
      </intent-filter>
      <meta-data android:name="android.content.SyncAdapter"
        android:resource="@xml/sync_adapter"/>
    </service>
  </application>
</manifest>
```

Figure 2.4: Example of the *AndroidManifest.xml* file

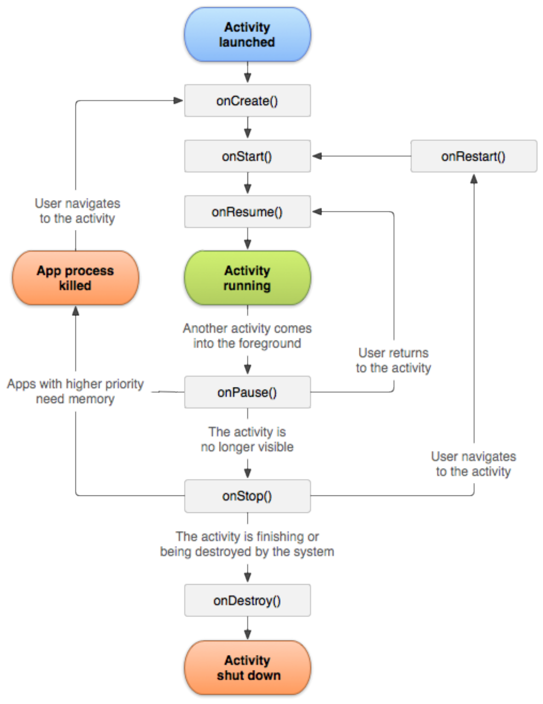
Activity launched
onCreate()
onStart()
onRestart()
onResume()
User navigates to the activity
App process killed
Activity running
Another activity comes into the foreground
User returns to the activity
Apps with higher priority need memory
onPause()
The activity is no longer visible
User navigates to the activity
onStop()
The activity is finishing or being destroyed by the system
onDestroy()
Activity shut down

Figure 2.5: Android activity lifecycle diagram. (Source: `http://developer.android.com/reference/android/app/Activity.html`)

2.4.1.4 Services

Services are non-visual components providing a way to run arbitrary code in the background without any user interface. Their lifecycle is similar to activity lifecycle displayed on figure2.5. A service can be started via *Intents* but it can be also set up to be invoked regularly by an *AlarmManager* or in reaction to certain event by *BroadcastReceivers* for instance.

2.4.1.5 Development, building and running applications

The recommended development environment for developing Android applications is currently the *Android Studio*, which is based on *IntelliJ IDEA* from JetBrains. The apps should be built using *Gradle[4]* as a build system. Gradle is relatively new and its Android support is still in development.

Android Studio together with *Gradle* takes care of building and packaging the application. The output is an *.apk* file containing the entire application. This file can be transferred to the device and installed simply by launching it. The developer can also run or debug the application directly on connected device from the IDE using the *ADB* tool provided by the SDK.

Chapter 3

Analysis

3.1 Offloading controlled by EBCS

Using EBCS as a control layer for computation offloading of mobile applications was proposed in [7]. Particularly, this paper focuses on the management of ad-hoc cloud (cloudlet) systems in such dynamic environment without any need for central authority and with focus on scalability and robustness of the solution.

The paper provides us with a running example which contains a user with a tablet computer traveling in a train or a bus, who wants to do productive work during the transportation. When the user entered the train/bus, the tablet automatically registers there is an offload server available connected to the same Wi-Fi network. In order to save battery, the tablet offloads most resource-intensive tasks to that server. When the train/bus reaches its destination, the server informs the tablet that it will soon be unavailable so tasks will start to move back to local execution. However, the tablet then registers another offload server. This time, it is provided by the train/bus terminal authority. Again, the tablet can move some of its tasks to this node.

The paper then generalizes the idea assuming a mobile device **M** and two stationary devices **S** and **T** (offload servers). **M** runs application **A** which can be divided to **Af** and **Ab** - a frontend responsible for user interaction and backend responsible for computing resource-intensive tasks.

After the generalization, the scenario from the running example can be summarized to following:

1. **M** discovers **S**
2. **M** assesses that it is a better alternative to offload **Ab** to **S** in regards to battery usage
3. **S** notifies **M** that it will be soon unavailable

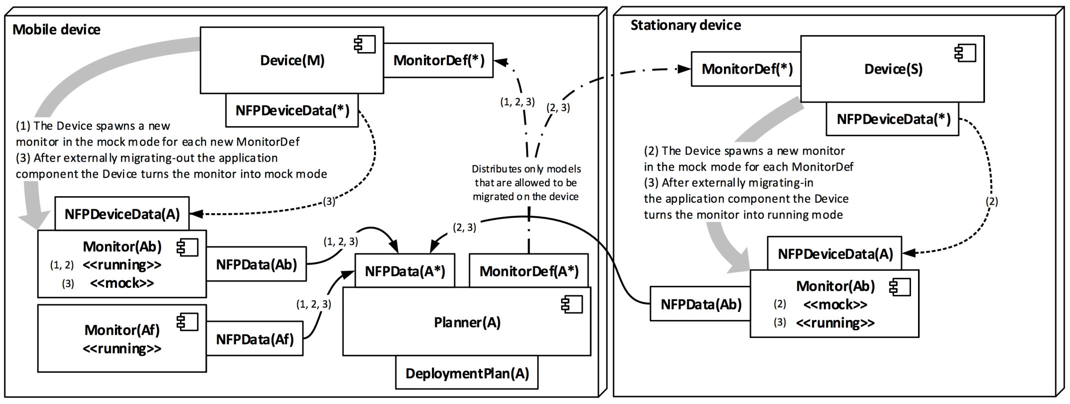
Mobile device
Device(M)
MonitorDef(*)
NFPDeviceData(*)
(1) The Device spawns a new monitor in the mock mode for each new MonitorDef
(3) After externally migrating-out the application component the Device turns the monitor into mock mode
NFPDeviceData(A)
(3)
Monitor(Ab)
(1, 2) <<running>>
(3) <<mock>>
NFPData(Ab)
Monitor(Af)
<<running>>
NFPData(Af)
(1, 2, 3)
(1, 2, 3)
(2, 3)
NFPData(A*)
MonitorDef(A*)
Planner(A)
DeploymentPlan(A)
(1, 2, 3)
(2, 3)
Distributes only models that are allowed to be migrated on the device
Stationary device
MonitorDef(*)
Device(S)
NFPDeviceData(*)
(2) The Device spawns a new monitor in the mock mode for each MonitorDef
(3) After externally migrating-in the application component the Device turns the monitor into running mode
(2)
NFPDeviceData(A)
NFPData(Ab)
Monitor(Ab)
(2) <<mock>>
(3) <<running>>

Figure 3.1: Adaptation architecture of the running example: phases 1 (M isolated), 2 (S discovered), and 3 (Ab migrated to S). Phases 1,2,3 are in the figure denoted by (1), (2), (3). (Source: [7])

4. **M** discovers **T**
5. **M** assesses that it is a better alternative to offload **Ab** to **T** in regards to battery usage

The challenge is "in predicting which deployment scenario will—in the context of ad-hoc cloud—deliver the expected user experience".[7] The paper also assumes that each offloadable part will have certain performance model, which provides a rough estimate of user experience for each deployment plan. Parts of the application can then be deployed dynamically based on the predicted user experience when running on different nodes.

3.1.1 Proposed adaptation architecture

Architecture proposed in the paper is designed to form a separate control layer mirroring the architecture of the adapted application in order to separate concerns as much as possible. The architecture consists of a set of components and a set of ensembles linking the components together.

Planner component Each adapted application is represented by one Planner component. This component is responsible for deciding a deployment plan based on provided alternatives for the deployment. It basically means comparing all possible scenarios of backend deployment and choosing which backend component will run on which device. The input of this operation is NFP-related data (*NFPData*) containing measured estimate of potential performance of particular backend deployment.

Monitor component Each offloadable part of the application (backend application component in our case) is mirrored by a set of Monitor components representing its deployment alternatives on different devices. It is responsible for calculating *NFPData* for that particular alternative. The Monitor is either in *running mode*, which means that the corresponding application component is currently running on the node this Monitor belongs to or in *mock mode* - the application component is running on different node. Based on the current mode, the NFPData is obtained by measuring of running component or estimated by provided performance measurement model based on the machine-specific performance data (*NFPDeviceData*).

Device component Device component mirrors each computation node and it is responsible for spawning new Monitor components for each application component based on *MonitorDef*s provided by the Planner. It's also dedicated to obtaining machine-specific performance data (*NFPData*).

Planner-Device ensemble To inform Device components about application components available for offloading, it must be involved in an ensemble together with the Planner. Planner is the coordinator of the ensemble and monitor definitions (application component definitions) are being pushed to Device components. This is the point where the deployment can be constrained - it can be defined which application components are allowed to be deployed on which nodes.

Planner-Monitor ensemble This ensemble's purpose is to periodically gather *NFPData* from all available Monitors and push them to the Planner so it has all possible alternatives available for planning the deployment strategy.

Device-Monitor ensemble Each device pushes its *NFPDeviceData* to its Monitors in mock mode through this ensemble to let them estimate potential performance of the alternative they correspond to.

The number of nodes and Monitors can change very dynamically, since the devices are appearing and disappearing constantly. This is a great opportunity to use the emergent component ensembles, because they were introduced to address exactly this type of situations. Thanks to exploiting the features of EBCS, the adaptation architecture is scalable and robust. The architecture is also very flexible - the deployment can by arbitrarily constrained, the *NFPData* can be obtained by a measurement or by a performance model. According to [7], it is also scalable for extensions: "For instance the Planner itself can be subject to migration in case the application does not have any frontend. Additionally, when understanding the Planner as an entity controlling the NFPs of the application, it is possible to foresee the existence of multiple Planners per application, thus hierarchically decomposing the adaptation.”

3.2 Towards the reference architecture

Since one of the goals of this thesis is to design and implement a reference architecture for offloading mobile applications with DEECo as the control layer and DEECo is the implementation of EBCS, we can build the reference architecture based on the adaptation architecture described above in Section 3.1 with some modifications. On the way to the solution, few design choices have to be made and some challenges have to be dealt with. In this Section we will discuss them.

3.2.1 Suitable DEECo implementation

The first challenge lies in obtaining a proper DEECo implementation. As stated before, two implementations have been developed up until now. A Java implementation called jDEECo and C++ implementation named CDEECo++. Since the goal is to implement a solution for Android mobile platform, the obvious choice is to use the Java implementation.

The first issue is that, as discussed above, not all standard Java classes are available on the Android platform and it will most likely be necessary to perform certain changes to the framework to make it compatible with Android.

Other big challenge is introduced by the fact that jDEECo has practically never been used in a real-life application. It was tested in many simulations, but the framework lacks any support for network communication between nodes whatsoever. Therefore, an extension providing such capability has to be developed for the jDEECo library.

3.2.2 Offloadable application components

To enable parts of an application to be deployed on different machines, one must design an universal, compact and scalable solution for splitting an application into offloadable components. Such components should be encapsulated and provide a common interface for interaction over a wireless network.

Regarding how the components should be deployed on the nodes, there are probably two main options to choose from. Either the code is installed on all possible nodes in advance statically, or some kind of source code/binary migration has to be used. Latter would enable dynamic component deployment to new nodes.

3.2.3 Deployment strategies

As described in the adaptation architecture, when deciding current deployment plan for all the components, many strategies are available for consideration. Deployment strategy generally consists of two steps: (i) obtaining *NFPData* (an estimate of the user experience) for deployment of particular component on certain node and (ii) deciding, based on provided set of *NFPData* for each component and each node, which application component will run on which node in the new deployment plan. Both steps can be customized in many ways.

In case the component is currently deployed on a different node, one way of calculating *NFPData* is using provided performance model involving device-specific data - for example a function of currently available memory, CPU usage, battery level, connectivity quality, or any other metric available - to obtain a rough estimate of user experience provided by corresponding alternative. In some cases it might be better to actually measure the execution of the component with a small static sample input. For instance, when implementing a text-recognition component, the performance can be calculated by measuring the execution time of recognizing a short word like "apple". However, not all use cases provide this option. On the other hand, when the component is currently deployed on the corresponding node, one can simply measure the execution based on some metric. In our text-recognizing scenario, we could for example measure how long in average does it take to recognize one word. The other option is not to take the current mode into account and simply use the performance metric or small sample execution in both cases.

Later, when deciding which deployment alternative is the best for certain application component, a function choosing the best *NFPData* value from provided set has to be designed. This is the second entry point for potential customizations.

The reference architecture in the form of implemented framework should provide an easy way for customizing deployment strategies suitable for each use case.

3.2.4 Stateful components

Many use cases for computation offloading involve some kind of a soft state (perhaps even a hard state). A voice recognition component may feature a history of queries improving further recognition, a text recognition component may have some kind of basic user preferences, components may use a caching mechanism to improve their performance and many more.

Such feature definitely adds certain amount of complexity to the solution, because in this kind of dynamic environment, nodes appear and disappear on regular basis. Often they disappear suddenly and without any previous notice. (Wi-Fi out of range, Wi-Fi disabled by the user, etc.) The solution should therefore include a mechanism addressing this type of situation by seamlessly transferring the state between the nodes. The mechanism should be as robust as possible (given circumstances).

With stateful components implemented, another design decision is to be made. In a situation, where multiple mobile devices are offloading the same component to the same node, a separate state have to be maintained for each. The question that arises is if there should be a separate backend component for each device or only a single component holding a set of states for all clients involved.

3.2.5 Communication between layers

Mentioned in the jDEECo library description, the process methods of DEECo components are executed in a static context by the jDEECo runtime. Therefore no reference to the component itself or its dependencies is available inside these methods. However, the components need to have some channel for communication with a “world outside DEECo” - the components at the application layer need to be notified when DEECo control layer decides to change the deployment strategy for instance. Moreover, jDEECo component processes run in a background thread, while any changes to the application UI must be performed in the main thread.

3.2.6 Framework API

One of the goals is making the developed framework easy-to-use for transforming a regular Android application to an offloadable application where offloading is managed by DEECo. This involves designing a straightforward interface for smooth transition which might be quite challenging to do. The API should interfere with existing application’s codebase as little as possible.

3.2.7 Java and Android together

The reference architecture implementation should serve as a framework to make standard Android apps offloadable. The developed framework has to be compatible with Android platform as well as the desktop (Java SE/EE) since the purpose of the work is to enable parts of Android applications to be executed on more powerful nodes (Servers, Desktops). This requirement can bring certain challenges with compatibility that have to be considered during the develop-

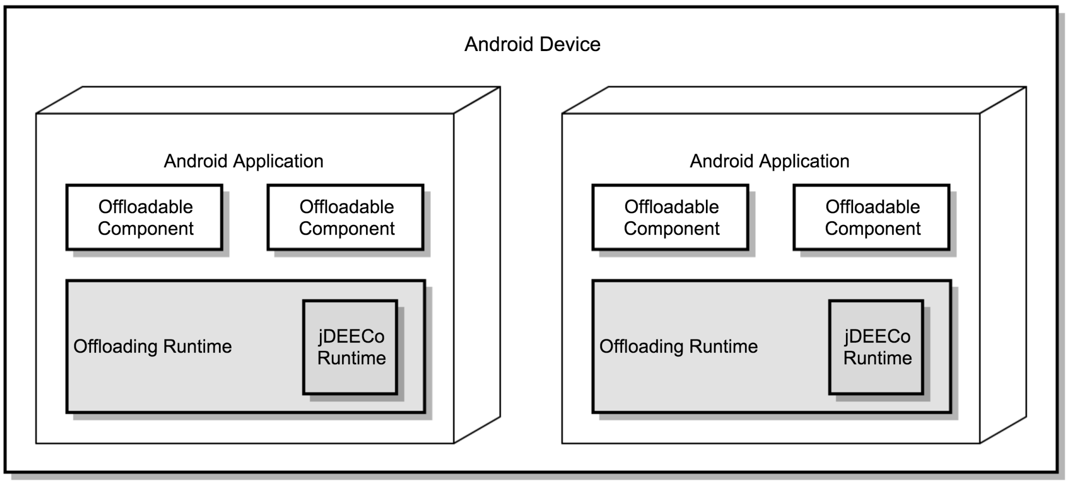

Figure 3.2: Each applications with its own offloading runtime

ment. The code must be either compatible with both platforms or split into two branches for either platform with as much common code as possible.

3.2.8 Multiple offloadable applications on a single device

Imagine a scenario, where multiple installed applications on an Android device are to be made offloadable. Should each application have its own instance of DEECo runtime? Perhaps there should be one central DEECo runtime installed on the device, which all offloadable applications would use. Similar issue arises, when designing a communication between application components. Offloadable parts of the applications need to offer an interface accessible via network. Different architecture approaches are available, let's discuss them shortly:

Each applications with its own offloading runtime In this scenario, every single application with offloadable ability would carry its own offloading (and jDEECo) runtime. The problem of this approach is that there might be a conflict of multiple runtimes in terms of networking. Each Android application run in a separate process, hence each would have to use a different network port for inter-device communication to avoid conflicts.

One common offloading runtime A different approach involves only a single instance of offloading (and jDEECo) runtime, which is used by all offloadable applications installed on the particular device. This approach is obviously beneficial in terms of efficiency and resistance to networking conflicts. On the other hand, this option introduces other significant disadvantages: (i) one instance of the runtime creates single point of failure for

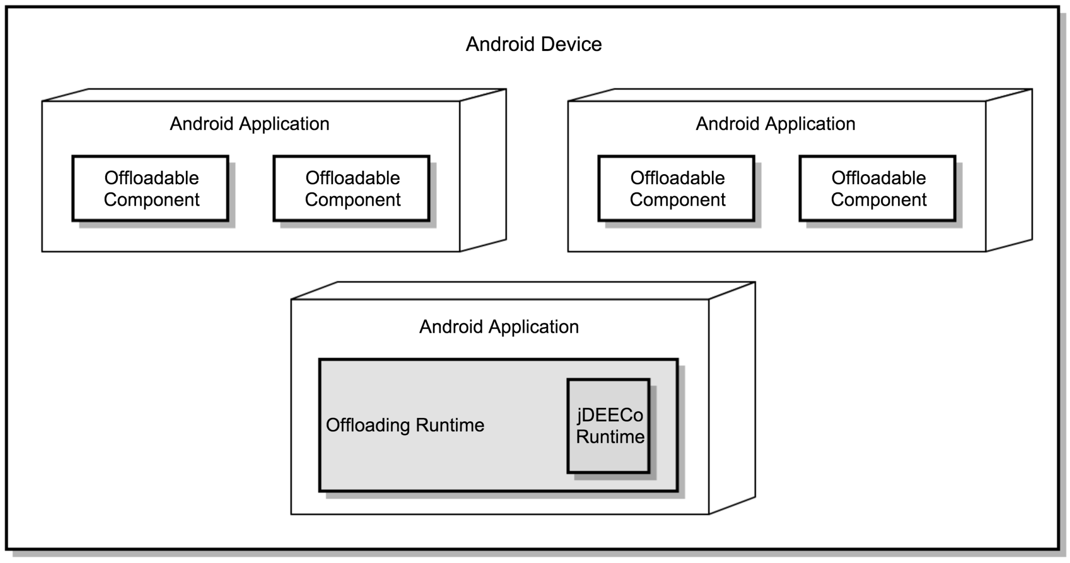

Figure 3.3: Each applications with its own offloading runtime

multiple independent applications, (ii) the user would be forced to manually install a separate application, which might be confusing for some, and finally (iii) since each application runs in different process on Android, an inter-application communication and dynamic loading of Java code to different application would have to be used. Inter-application communication is possible via `BroadcastReceiver`[1], yet not very convenient, reliable and easy to use. A more complex challenge is dynamic code loading. This could be theoretically achieved by using frameworks such as *OSGi[2]*, but on Android platform, OSGi capabilities are still very limited and the implementation would bring much complexity to the architecture.

3.2.9 Presenting a reasonable demonstration application

Wise choosing a demonstration scenario for proposed reference architecture is undoubtedly challenging as well. The demonstration application should be useful for the user and suitable for computation offloading at the same time. It should present most of the architecture's features and possibly serve as a reference application or example of making regular Android application offloadable.

Use cases presented in Section 2.3 could be a possible fit for demonstrating offloading capabilities, since they have a good potential in terms of saved resources while offloaded.

Chapter 4

Reference Architecture

4.0.10 jDEECo on Android and UDP (TODO)

TODO:

4.0.11 Offloadable app components

TODO:

4.0.12 DEECo control layer

TODO:

4.0.13 Putting it all together

TODO:

Chapter 5

Implementing the Reference Architecture

Chapter 6

Demonstration Applications

Chapter 7

Evaluation

Chapter 8

Making an Android Application Offloadable

Chapter 9

Conclusion

Chapter 10

Attachments

TODO: attached DVD

List of Abbreviations

ADB	Android Debug Bridge
AOT	Ahead-of-time
API	Application Programming Interface
APK	Android application package
ART	Android Runtime
DEECo	Dependable Emergent Ensembles of Components
EBCS	Ensemble-based component systems
IDE	Integrated Development Environment
JIT	Just-in-time
PLCS	Parking Lot/Charging Station
POIs	Points Of Interest
RDS	Resilient Distributed Systems
SDK	Software Development Kit
UI	User Interface
XML	Extensible Markup Language

List of Figures

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