

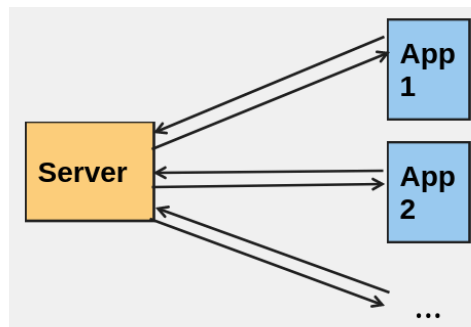
Fog Computing HW Docs

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1. Concept & Design

1.1 Architecture

For the client component, we decided to create a mobile app that sends its sensor data to a cloud server. The server, in turn, collects the data from all the apps and periodically sends the average of the recent sensor data of all users back. The idea is, that a bunch of users will use this app to be informed about the average sensor data (e.g. light, temperature etc.) in an area.

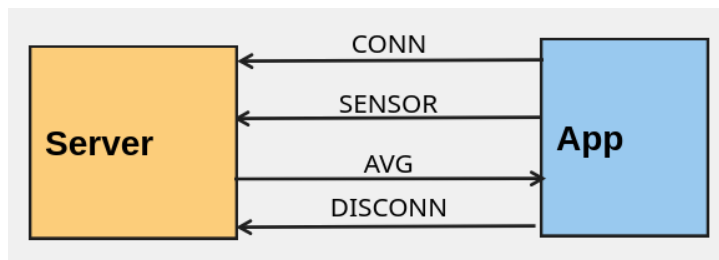


1.2 Protocol

To enable the communication between the two components, we relied on top of the Websocket API, as it is a simple and well documented protocol. We then build our own protocol on top of *Websockets*. Our protocol messages consist of 4 segments. The message type header, the unique ID of the client (we used UUID v4), a Unix timestamp that helps to order asynchronous messages and the message data. The segments are separated with the # symbol. There are 4 possible message types, which are the following:

- **CONN** (*CONN#24100602-9b43-4eed-a397-1ffc90518c37*) This is a message sent by the apps once a websocket connection is established. The app sends its ID, to identify the connection with the server. The server will use the ID to categorize messages from this connection and figure out if it has to send any undelivered messages.
- **SENSOR** (*SENSOR#24100602-9b43-4eed-a397-1ffc90518c37#1688847565#0.1*) This message is sent by the apps in order to transmit their sensor data. The timestamp shows when the sensor data was generated. In this case the sensor data are floating points, but it could be anything that can be encoded into a string.
- **AVG** (*AVG#1688847342#0.2*) This message is sent by the server to all the connected apps. It contains the timestamp on when it was calculated and the average data.
- **DISCONN** (*DISCONN#24100602-9b43-4eed-a397-1ffc90518c37*) The DISCONN message is sent by the client to gracefully disconnect from the server. The server will then close the connection and stop tracking this ID for undelivered messages.

In case any of the previous messages is failed to be delivered, each of the components has its own implementation of a message queue. When a new connection is established with CONN, it will send all the lost messages back.



2. Implementation

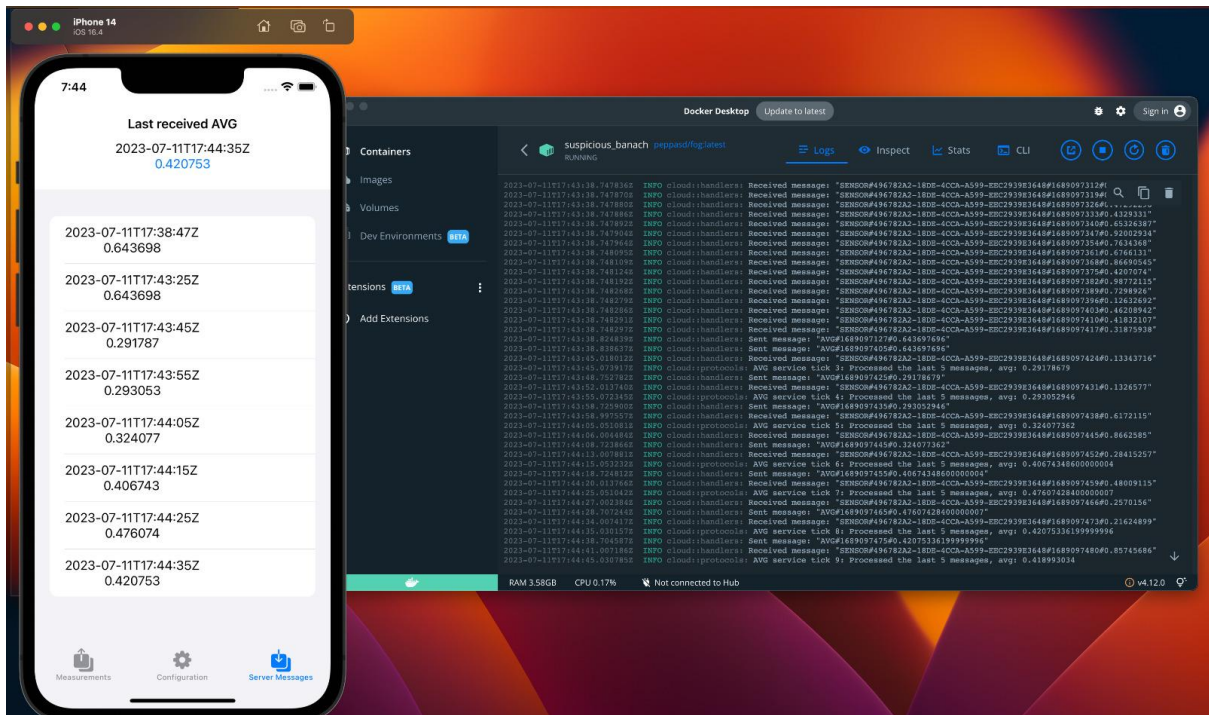
2.1 Cloud server

The cloud server has two endpoints. The root “/” endpoint implements a health check which also shows some database metrics and the “/ws” endpoint, which is the websocket endpoint for the apps to use. The server uses an sqlite database to save active connections, all received sensor data and queued messages (see `/cloud/migrations/0_schema.sql` for the complete schema). Once it initializes, it spawns a service on a different thread, which calculates every 10 seconds the average sensor data of the last 5 messages and instructs the threads of active connections to send the result. If a message is delivered successfully, the server saves it as delivered. If a new connection is created, the server checks for all the queued messages that are marked as undelivered for the given ID and sends them all at once.

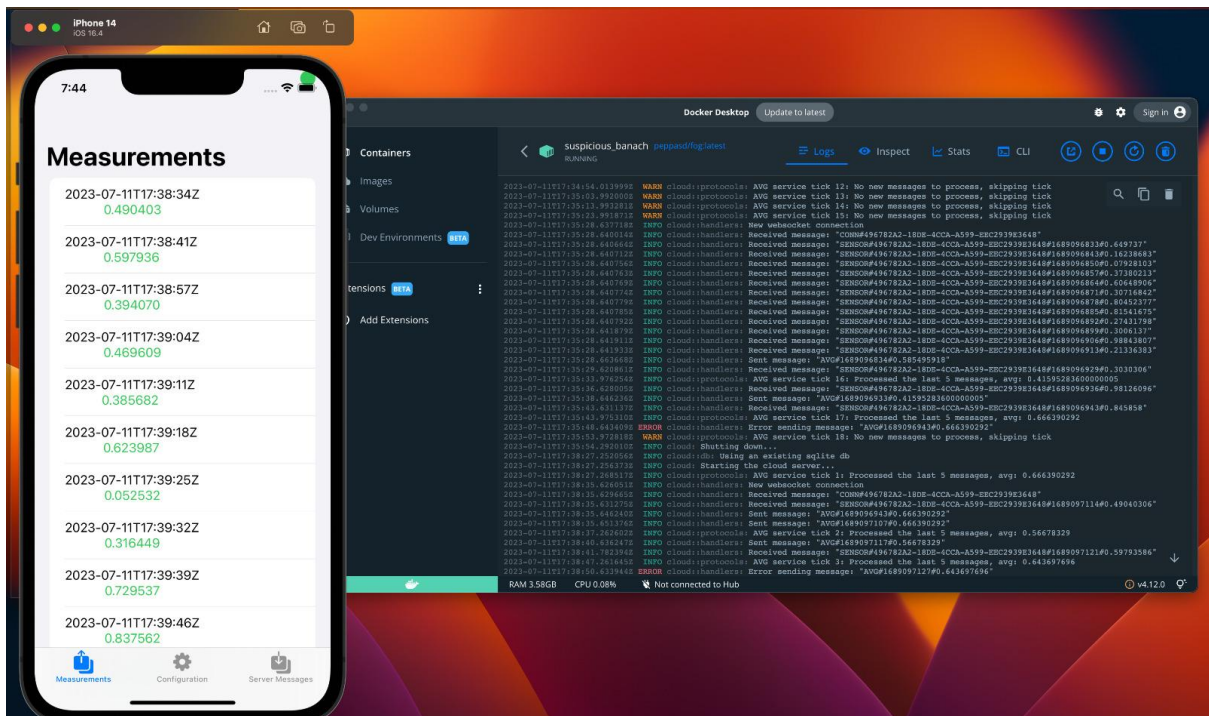
To deploy the app to the cloud, we used GoogleCloud Build to automatically build and containerize the code from the GitHub repository, and then we used GoogleCloud Run to deploy the container.

2.2 iOS App

The iOS App contains the three views: Measurements, Configuration and Server Messages. Every client App has its own generated UUID. This UUID doesn't change. The Measurements view shows the generated example measurements with the time when they've been generated and value. The value will be red if the message hasn't successfully been delivered to the server, or green if it happened. In the Configuration view the user can see his UUID, a connection button and a button to delete the server and measurements values. These entries are saved in the UserDefaults which are in the system's cache. The connect button starts the process of the connection or disconnection between the client and server. The Server Messages view shows the received messages from the server and at the top the currently last received server message. Client entries are generated every seven seconds and are directly tried to be sent. If the sending process doesn't happen the entry will be marked red. Every red entry will be directly sent if the connection is reestablished.



The app screen receiving AVG messages from the server and the server logs.



The app screen sending SENSOR messages to the server and the server logs.

The concept was developed by the both of us, while the cloud server was developed by Dimitrios and the iOS app was developed by Alyssa.