**Mobile Cloud Computing: A Comparison of Application Models**

*Dejan Kovachev, Yiwei Cao and Ralf Klamma*

Discusses about what online and offline applications are, issues related to them. Detailed analysis between different frameworks on the basis of cost, programing abstraction, solution generality, implementation complexity, static & dynamic adaptation, network load and scalability. Satyanarayanan’s mechanism (Internet Suspend/Resume), Huerta-Canpea and Lee’s model, Hyrax project, CloneCloud and cloudlets are relevant.

Pros: Wide overview of different models

Cons: Hyrax and Huerta-Canepa and Lee use Hadoop. It is designed for servers,not mobile devices. In cloudlets, VM synthesis time is high.

**Dynamic Mobile Cloud Computing: Ad hoc and Opportunistic Job sharing**

*N. Fernando, S.W. Loke and W.Rahayu*

Proposed a model for master-client job completion with different components- Resource, Job and Cost handler. The paper predicts that there would be a speedup in case of job distribution when compared to when the jobs are done by the master itself. Conducted experiments focused on effect of message length, distance, and protocol and buffer size. Offloading to the powerful device (Nokia X6) proved to be better than sharing (no speedup achieved). Producing speedup only when the slave device is powerful. Transmission time directly proportionate to message length, distance and buffer size.

Con: This paper only talks about Bluetooth.

**Application Processing Approach for Smart Mobile Device in mobile Cloud Computing**

*H.A.Bheda and J.Lakhani*

Under VM Migration based application, discusses VM based cloudlet framework, Clone cloud based framework, CloneCloud and Virtualized execution environment.

Clone cloud based framework-3 different algorithms for offloading, simple approach for synchronization. Offloads computational intensive tasks to remote host, simple on mobile devices. Issues of privacy, security and access control

CloneCloud- Based on partitioning of the app on thread basis. Single thread is migrated to the cloud which limits concurrency.

Virtualized execution environment – A middleware is used between OS and hardware for runtime load migration. Additional overhead. Intensive synchronization mechanism.