
SOUL:

An Edge-Cloud System for Mobile Applications in a Sensor-rich World

Minsung Jang, HyunJong Lee, Ketan Bhardwaj, and Karsten Schwan

October 28, 2016

Washington DC, USA

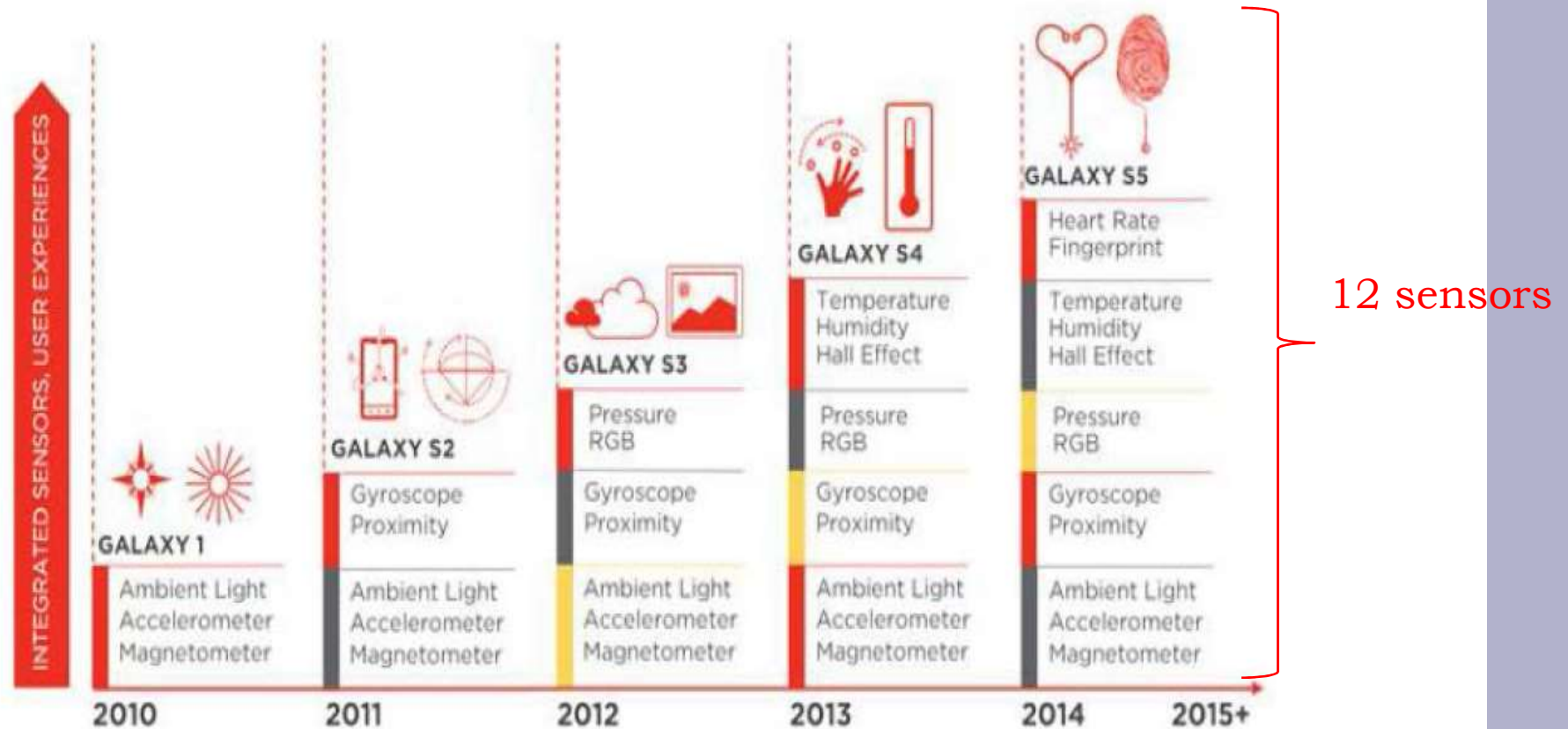
Presented for The First IEEE/ACM Symposium on Edge Computing

Contents

- Motivation
- Challenges
- SOUL
 - Mobile Apps and Sensors
 - Access Control Service
 - Programming Model
- Evaluation Results
- Conclusions

A trillion-sensor world is coming!

SENSOR GROWTH IN SMARTPHONES



Source: <https://www.qualcomm.com/news/snapdragon/2014/04/24/behind-sixth-sense-smartphones-snapdragon-processor-sensor-engine>

The First IEEE/ACM Symposium on Edge Computing (SEC 2016)

Motivation

- “Of the hundreds of thousands of apps available in app stores, today, fewer than 0.5 percent employ sensors,” (WCA Summit 2012)

- 30% of the top 100 apps in each category (5000 apps) use the Android location service.**
- Why?**

| | | |
|----------|------------|---------------|
| 5 | 1 | 17 |
| 6 | 0 | 126 |
| 7 | 0 | 2 |
| 8 | 0 | 60 |
| Total(%) | 81 (1.62%) | 14427 (1.92%) |

Table 1: The number of apps based on sensor use.

| | | |
|-------|---|-----|
| light | 6 | 353 |
|-------|---|-----|

Table 2: The most commonly used sensors. All permissions start with *android.hardware.sensor*.

the numbers retrieved on May 20, 2015

Challenges (1)

- Fragmented Sensor Ecosystem in mobile platforms
 - backward compatibility/ Existing apps support

Apps

Sensor HAL

OEM Stack

3rd party libraries

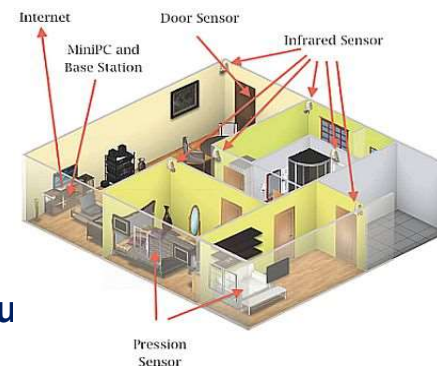
Built-in Sensors

Built-in Sensors

Ambient Sensors

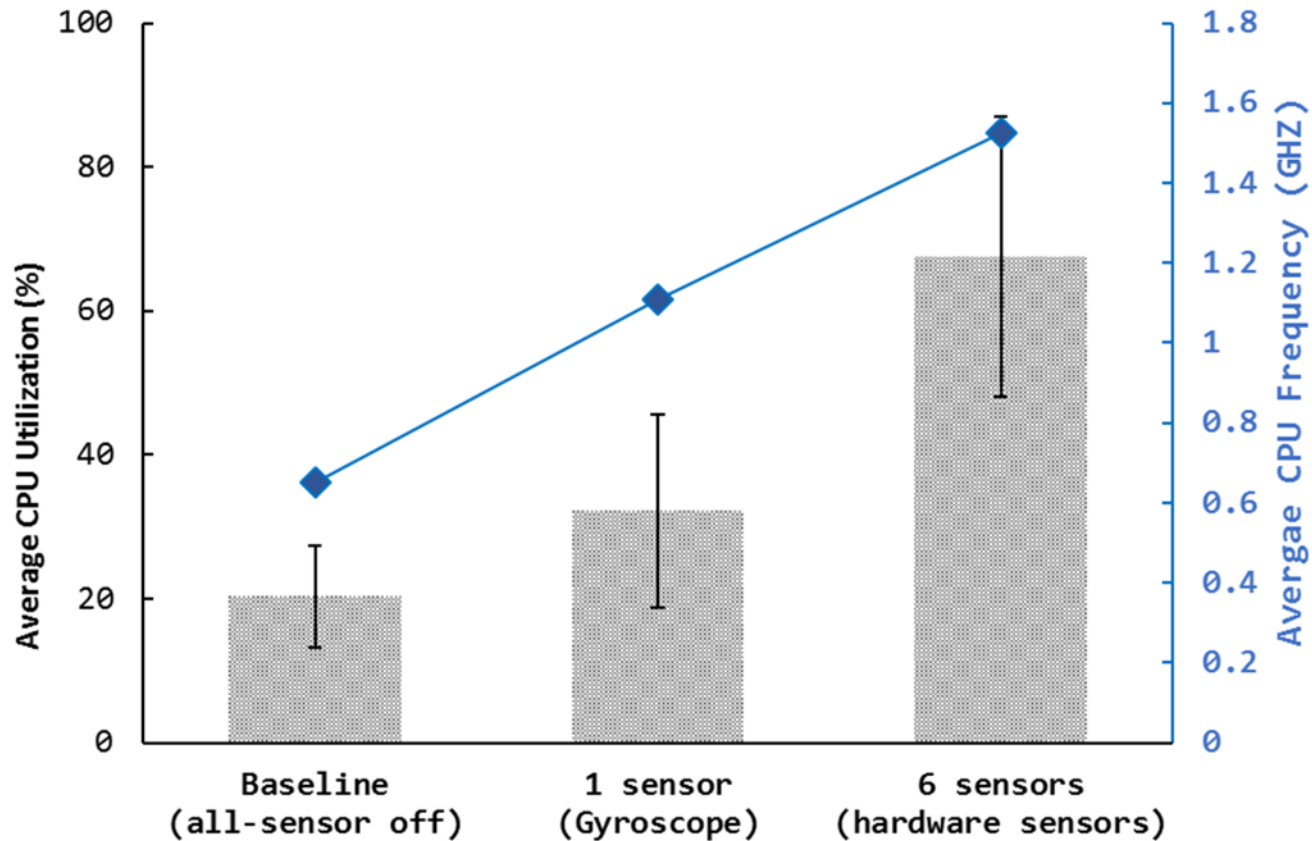


The First IEEE/ACM Symposium on Edge Compu



Challenges (2)

- Performance



ut

- Memory

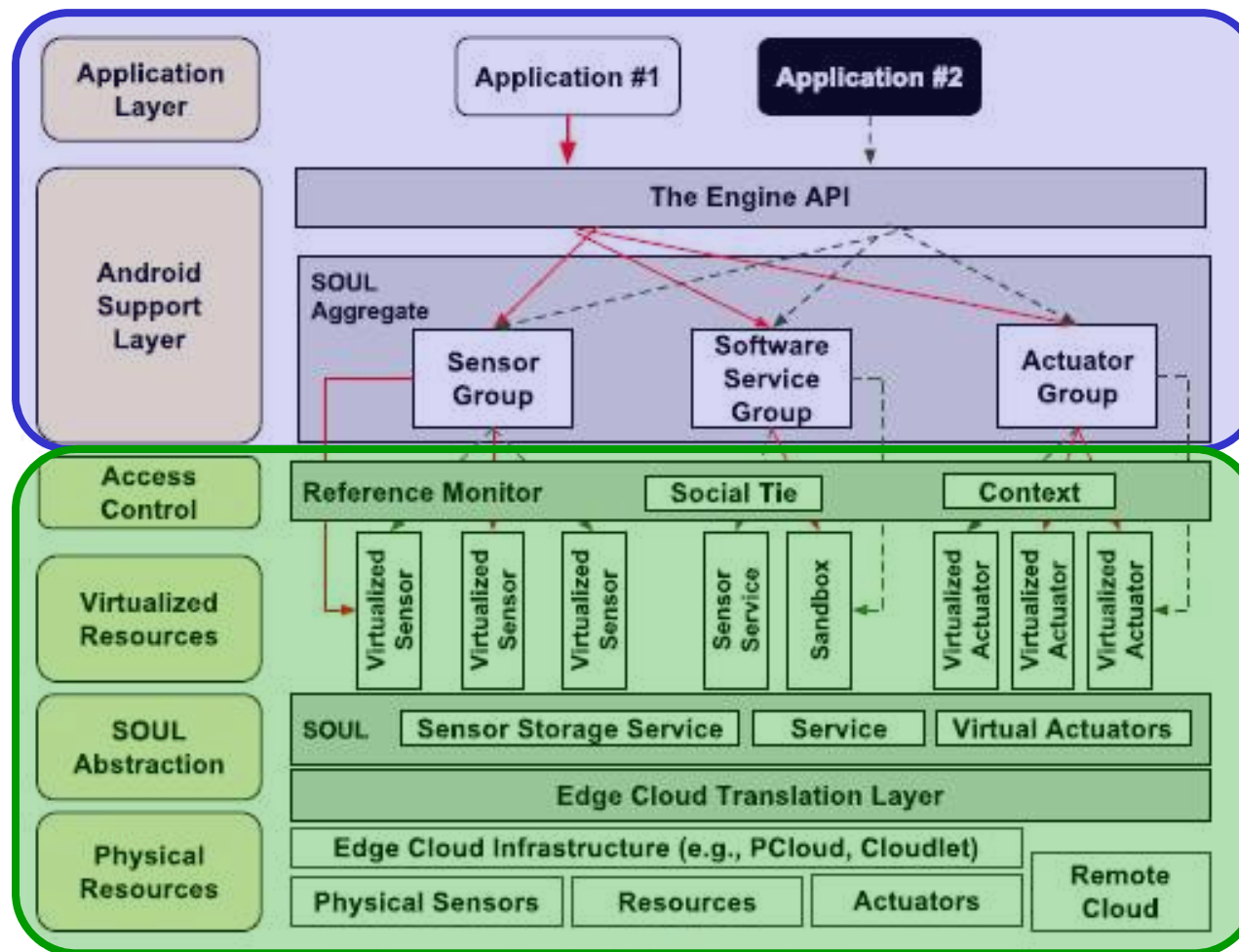
† This measurements used the Perf tool on the Nexus 5 phone with KitKat 4.4)

SOUL – Approach

- Consistent abstraction and APIs: On- and off-device sensors
 - Aggregate: Virtualized instances consisting of physical sensors/actuator and corresponding services
 - The compatibility for existing sensor-based applications
- Flexible Offloading: leveraging edge or remote clouds resources
 - Processing-on-Demand instance
 - Automatic resource remapping when user context is changed
- Access Control at runtime: Using user's social relationship
 - Finer-grained sharing operations: Read vs Glance

The First IEEE/ACM Symposium on Edge Computing (SEC 2016)

SOUL - Design

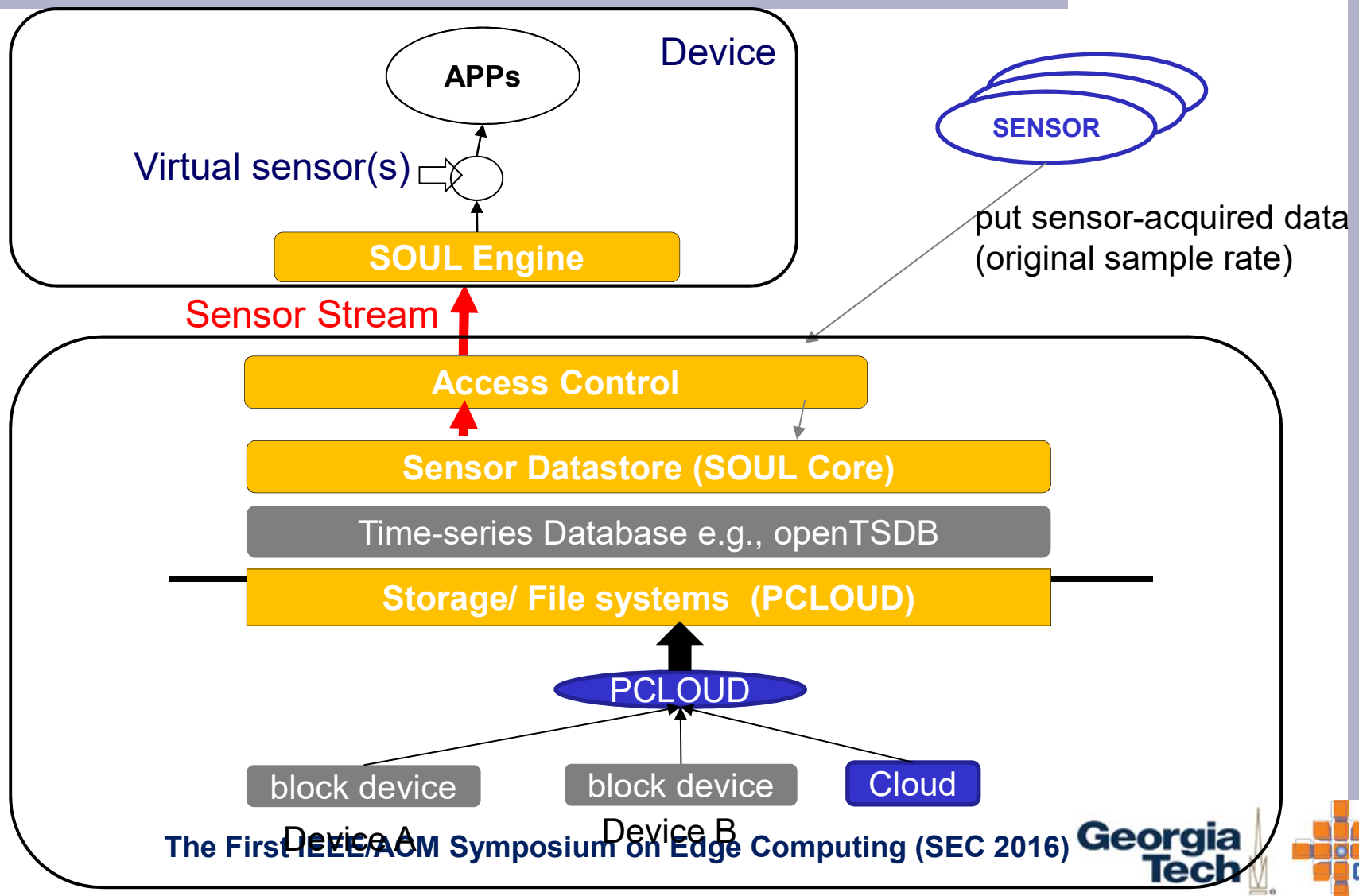


SOUL Engine
on Device

SOUL Core
on an edge cloud
(PCloud)

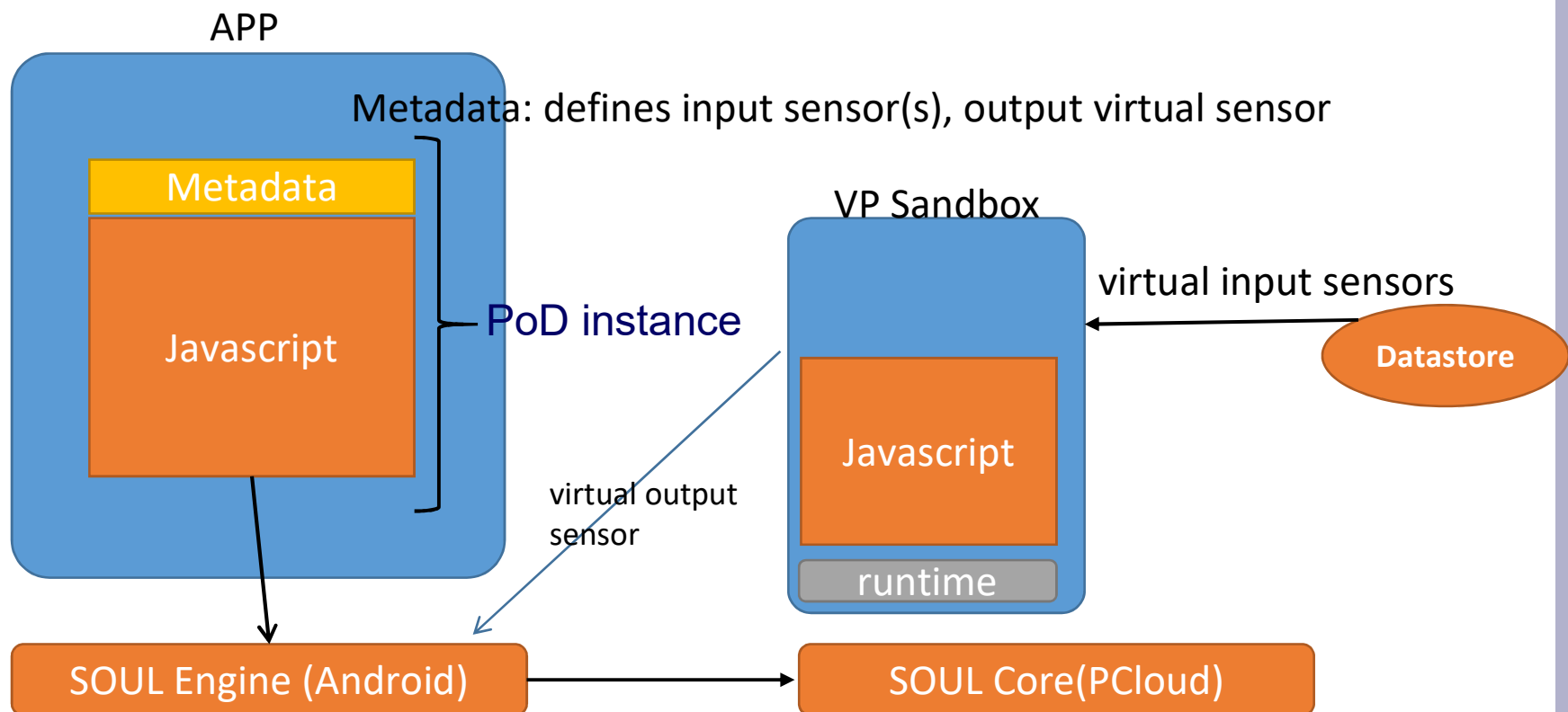
Figure 1: SOUL Design

Sensor Stream



Processing On Demand

- Inject app's processing code to SOUL



Access Control

- Helping sensor owners properly decide different access privileges of their sensors
 - Scalable solution handling ever-increasing diverse sensors
- Enabling people to easily set up access policies
 - Social relationships in SNS
 - The current context where the request is made
- Reference Monitor and Policy Generator

Access Control: Policy Generator

- Models to predict social ties from the interactions observed in SNS
- SNS to estimate social relationships (social tie)
- Why capturing the context?
 - Not all social relationships can be captured by an SNS
 - Generating the template for guests resulting from the context
- How to determine the context?
 - Location, Common events

Evaluations – Access Control

- Test settings
 - A Facebook account: 2675 postings, 3458 comments and 2270 LIKES
 - Time taken to model this account: 453 minutes

Table: The elapsed time to create a policy

| Source | Time in milliseconds |
|-------------------|----------------------|
| Social Tie-based | 6 |
| Context-based | |
| – Facebook Event | 123 |
| – Google Calendar | 90 |

Evaluations - micro benchmark

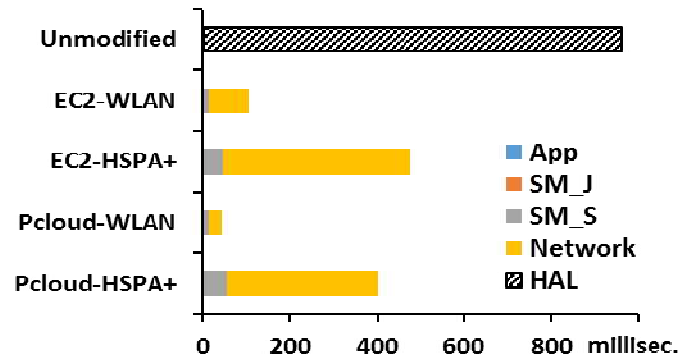


Fig. 1. Elapsed time per layer

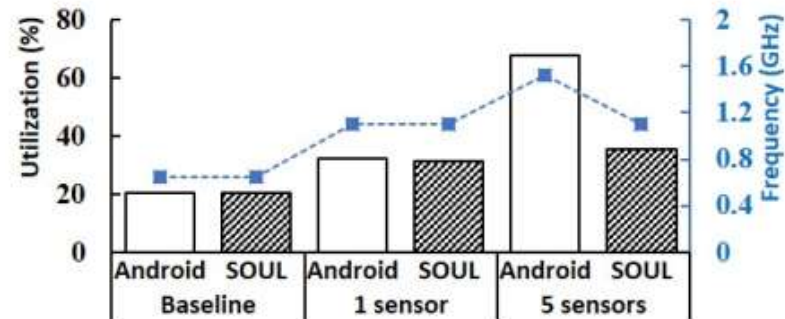


Fig. 2: The CPU overhead in Android vs. SOUL

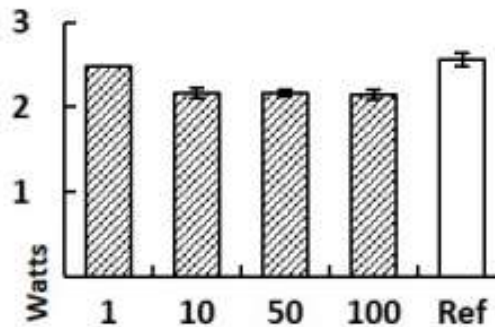


Fig. 3: Power consumption as the number of sensors increases

Evaluation – PoD

- Using the Kalman filter for post-processing of sensor data

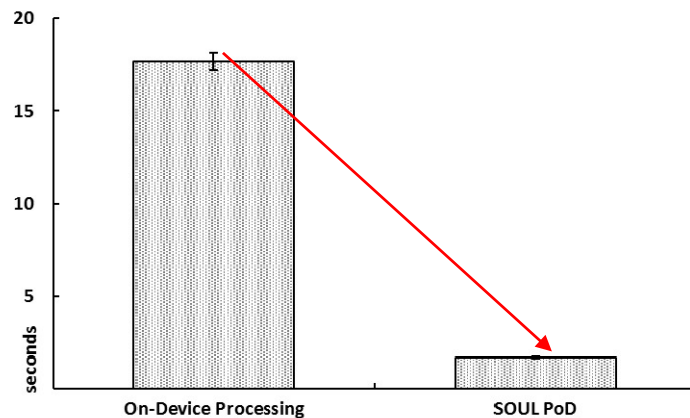


Figure 4. The elapsed time

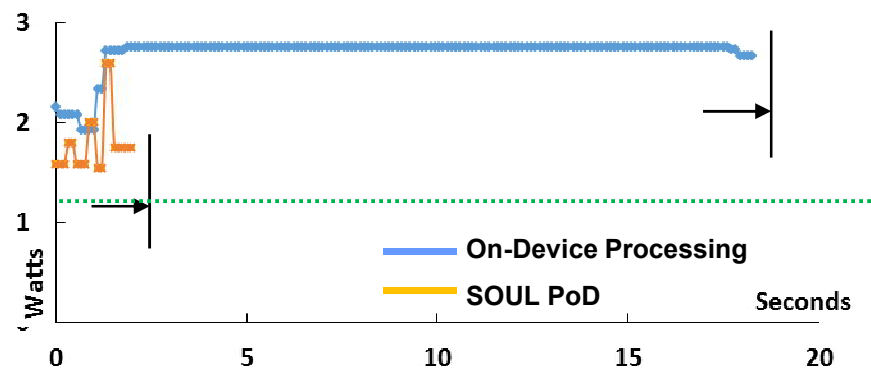


Figure 5. Comparison of power consumption

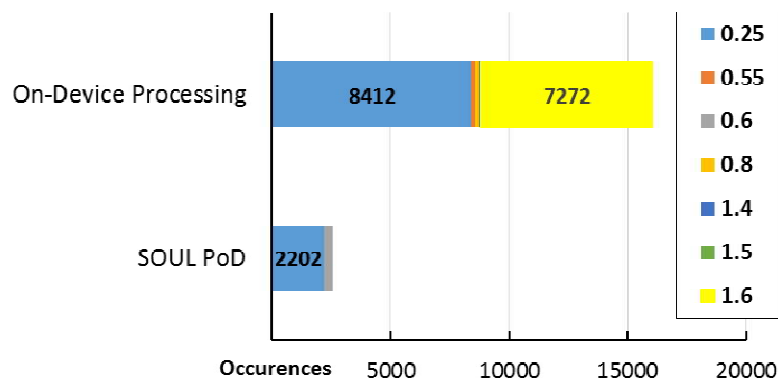
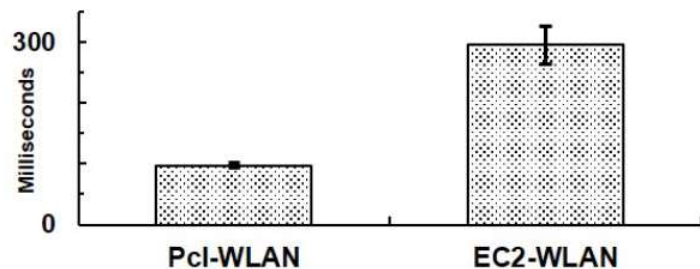


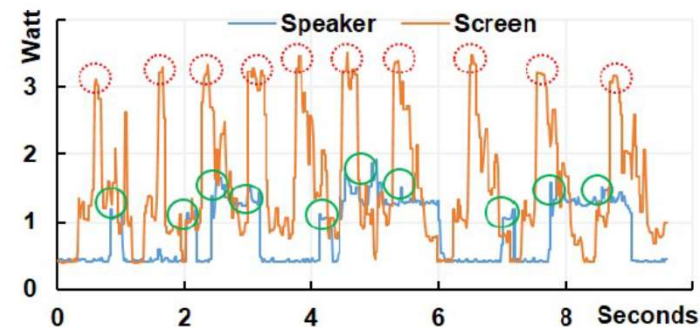
Figure 6. CPU frequency changes

Evaluation – SOUL aggregate

- Don't turn on the screen [Demo]
 - The idea of a SOUL aggregate



(a) Response time to state the current time. Error bars show 95% confidence intervals, respectively.

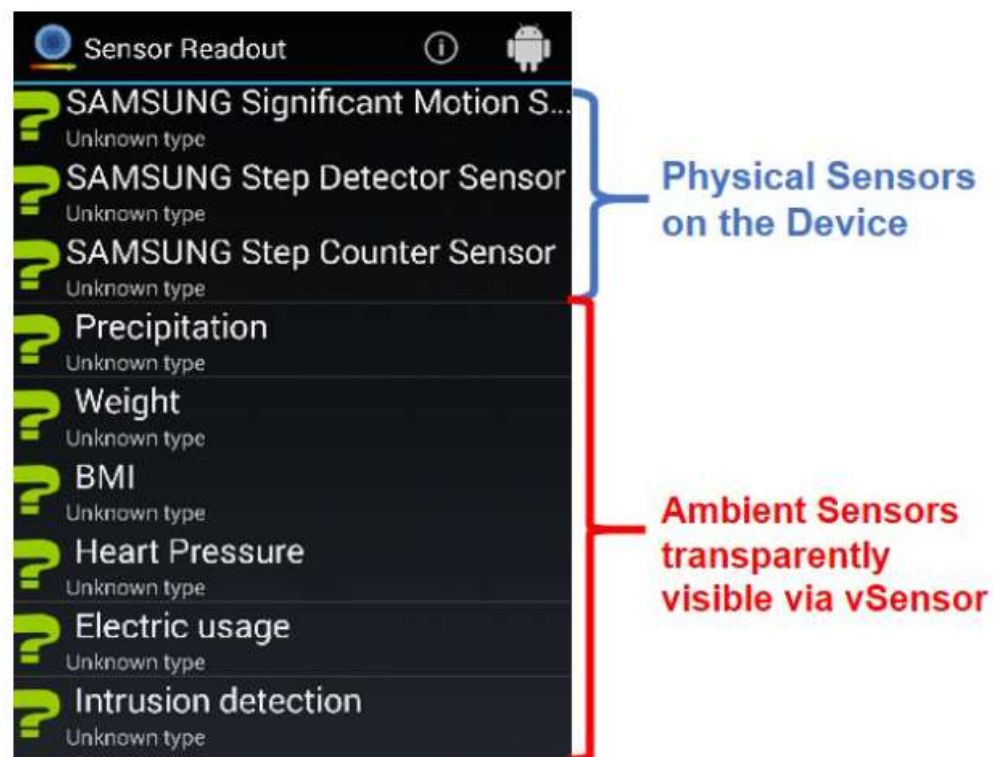


(b) Power consumption

Fig. 4: Results of the 'Don't turn on the screen' application. Concerning total energy consumption, the speaker and the screen consume 22.14 and 40.94 mWh, respectively. Each circle shows the moment that a user acknowledges the current time.

Evaluations – Existing Apps

- Backward Compatibility [Demo]



Conclusions

- SOUL allows apps to easily interact with and leverage available sensors and resources.
- SOUL expands complex sensor processing and integration activities beyond a single smartphone's computing, storage, and battery constraints.

Thank you!
