MAUI: Making Smartphones Last Longer With Code Offload

Slides based on a paper by:
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COS518 Advanced Computer Systems, Fall 2015

Today's Topics

- The Problem
- Motivation
- MAUI
- Evaluation
- Summary

The Problem

- Mobile devices are ubiquitous
- Wider range of applications
- Mobile Computation gets more intense

- **Battery fails to keep up…**

The Problem

- Cloud services are also ubiquitous
- Possess high computation capabilities
- Not limited by battery!
- Idea: mobile computation offloading to the cloud!

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Motivation

- Three questions quantify the need for remote offloading:

1. How Severe is the Energy Problem in Today's Mobile Devices?

- Synthetic benchmark (bulk fetching+display) drained battery after 1.5 hours

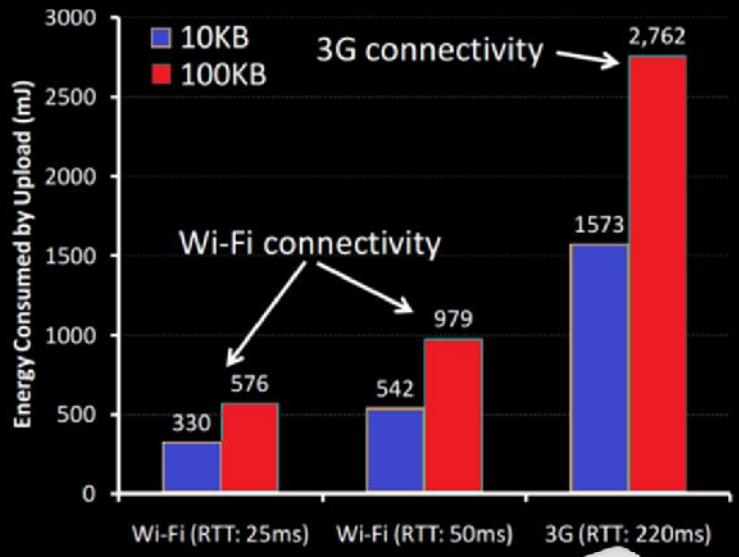
- Synthetic, yet realistic scenario (Video streaming)

Motivation

- Three questions quantify the need for remote offloading:

2. How Energy Efficient is 3G for Code offloading?

- Researchers tested the uploading and downloading of 10/100KBs of code
- Energy(3G) is roughly 5x Energy(Wi-Fi)
- Battery drained after 2 hours of extensive use
- 3G might be impractical to use



Motivation

❑ Three questions quantify the need for remote offloading:

3. How Sensitive is the energy consumed to the Wi-Fi RTT?

- 10/100KB offloading on Wi-Fi
- Near linear energy growth w.r.t. RTT
- Cloud should strive to minimize offloading RTT
- Energy saving is significant for nearby servers (RTT~10ms)

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MAUI

- Main Challenges:

- **Partitioning** - what is the granularity of the code that is offloaded?
- **Amortizing costs** – what is the minimal "state" for offloading?
- **Detection** - how to detect offload candidates "on-the-fly"?
- **Programmability** - do not over-burden the programmer

MAUI

- The MAUI programming model:
  - C# applications containing "remotable" methods (marked by the programmer)
  - Methods that do not implement UI
  - Methods that do not interact with mobile device's IO devices (GPS etc.)
  - Methods must be able to be re-executed (i.e. without irreversible side-effects)

MAUI

❑ The MAUI programming model:

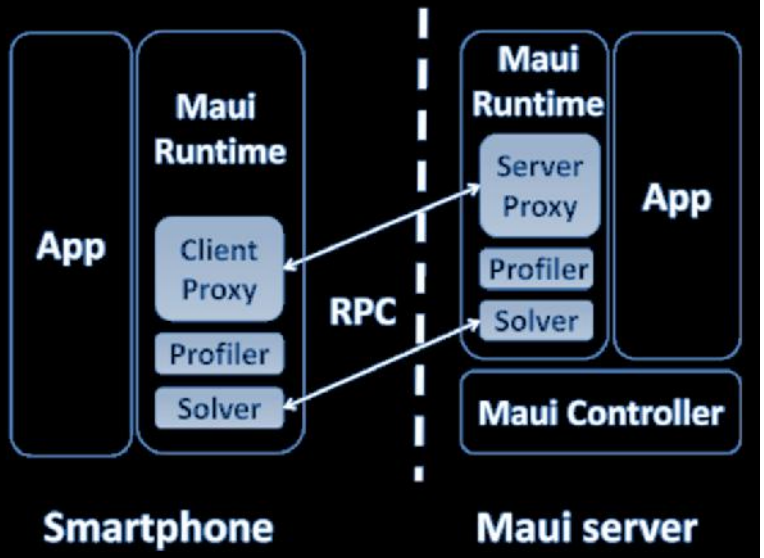
- **Methods are identified by attributes, server has matching messaging interface**

```
// original interface
public interface IEnemy {
[Remoteable] bool SelectEnemy(int x, int y);
[Remoteable] void ShowHistory();
void UpdateGUI(); }

// remote service interface
public interface IEnemyServer {
MAUIMessage <AppState,bool> SelectEnemy(int x, int y);
MAUIMessage <AppState,MauiVoid> ShowHistory();
}
```

MAUI

- The MAUI architecture:
  - **Proxy -** handles control + data transfers
  - **Profiler -** instruments the program
  - **Solver –** ILP solver (elaborated later)



- **MAUI coordinator –** handles incoming requests, creates a partitioned application

- both device and server hold copies of the application (using CLR)

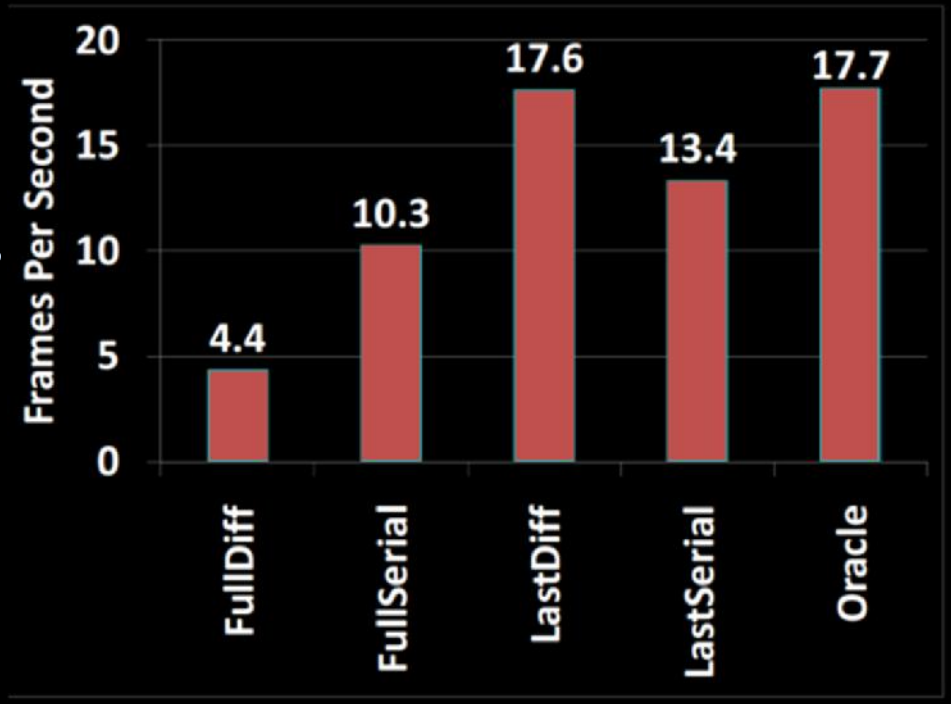
- Currently no support for multi-threaded applications ☹

MAUI

- The MAUI profiler
- Instruments methods to predict offload profitability,depending on:
  - The smartphone's energy consumption
  - Each method's characteristics (e.g. run-time and resources needed)
  - Network characteristics (RTT, BW latency, and packet loss rate)
- **Problem I**: serializing entire state is time-consuming
- **Problem II**: sending entire state wastes a lot of bandwidth
- **Heuristic Solution:** app-state delta calculation

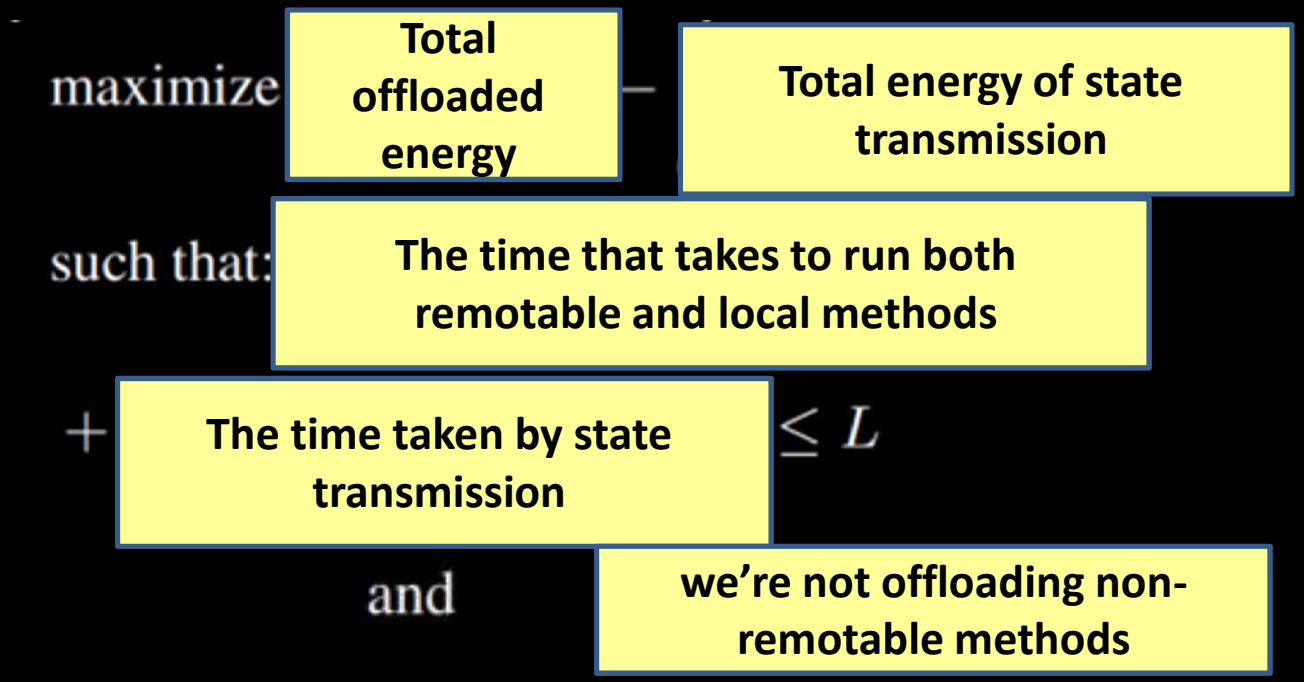
MAUI

- The MAUI profiler
- Profiling policies
  - FullDiff – serialize and calculate deltas on every call
  - FullSerial – serialize on every call
  - LastDiff – serialize on first call only, calculate deltas for each call
  - LastSerial – serialize first call only
  - Oracle – knows exactly which methods to offload without calculation



MAUI

- The MAUI solver: attempts to solve the offload decision problem
  - Reaching the optimal solution requires a global view of the program
  - Formal problem definition: G(V,E) v= call stack method e=(u,v)→ u invokes v



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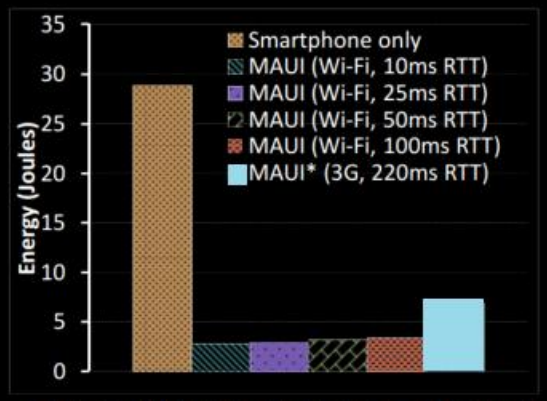
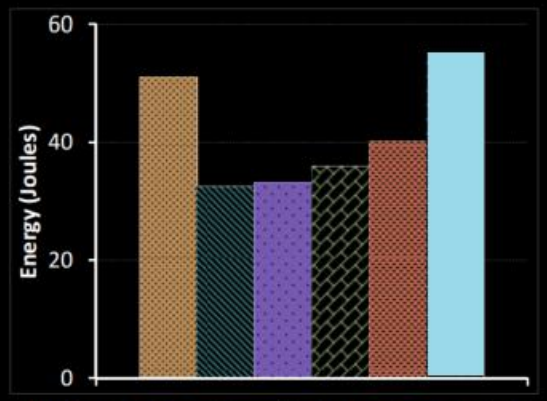
Evaluation

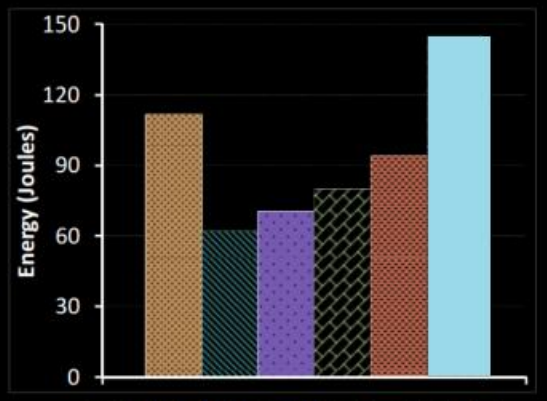
- **Methodology:**
  - 3 micro-benchmarks are evaluated (Face recognition, chess moves, video)
  - 6 configurations: smartphone only, MAUI + 4 WiFi RTTs, MAUI* + 3G



ONE RUN FACE RECOGNITION



400 FRAMES of VIDEO GAME



30 MOVE CHESS GAME

Evaluation

❑ Methodology:

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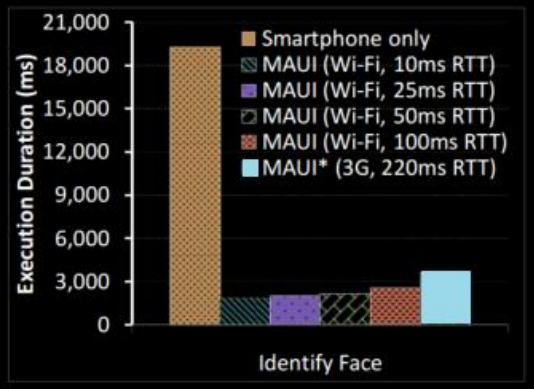

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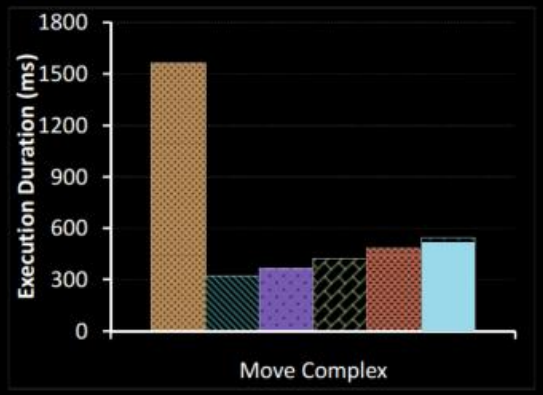

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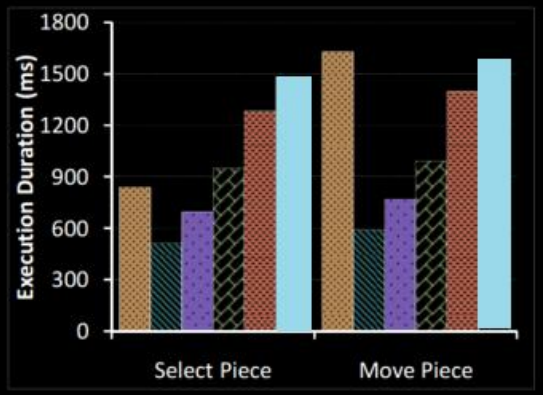

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Summary

- Combines two approaches:
  - Fine-grained partitioning (offload strategies are defined by the programmer)
  - Process and VM migration (limited choice for offloading, all done by the OS)
- Use of CLR: same copy of the application on the device and server
  - Provides architecture-independent execution (translation overhead?)
  - Idea: maybe MAUI server should run a VM simulating mobile device?
- Might provide benefits beyond energy savings
  - Can offloading improve performance?
  - Applications that could not run on mobile devices run on the cloud

Summary

- Conservative approach: relying on entire objects as AppState
  - WIP: static analysis tool check which vars are referenced by remotable methods
- In the MAUI solver section they only formulate the problem…
  - How does it really solve the problem? Does it really solve an ILP?
- Tested on three micro-benchmarks
  - What about other applications?
  - How much of the presented gain came from programming effort?
- Does the fact that 3G is wasteful make MAUI impractical?

Summary

- Timeliness!= Performance

Summary