

Resource Allocation in Mobile Edge Cloud Computing for Data-Intensive Applications

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Data-Intensive Applications



Smart
Grid



Safety
Security



Connected
Home



Building
Automation



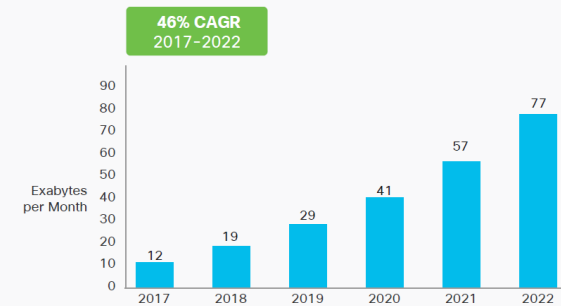
Lighting
Control



Smart
Devices



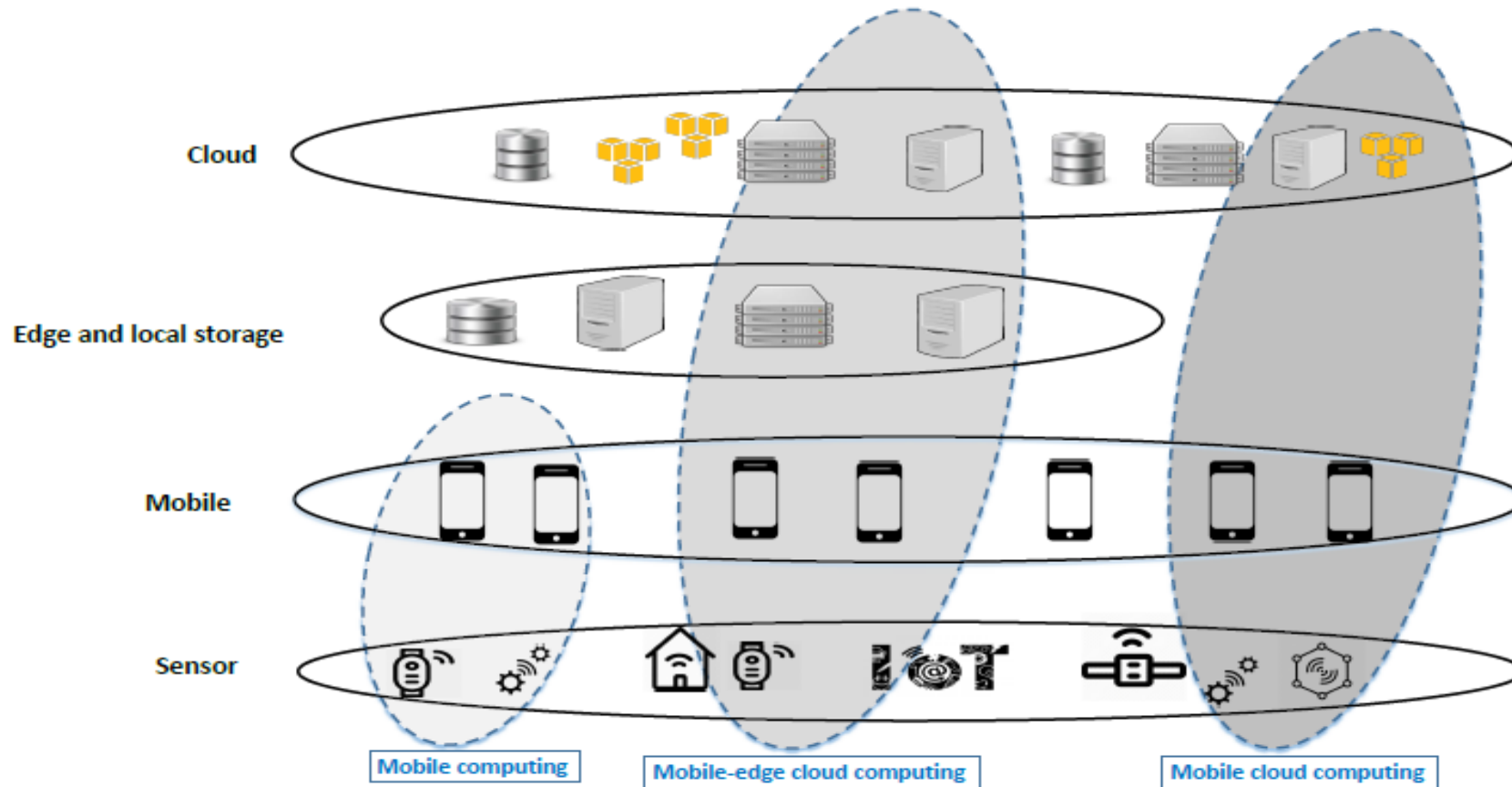
Health
Fitness



Source: Cisco VNI Mobile, 2019

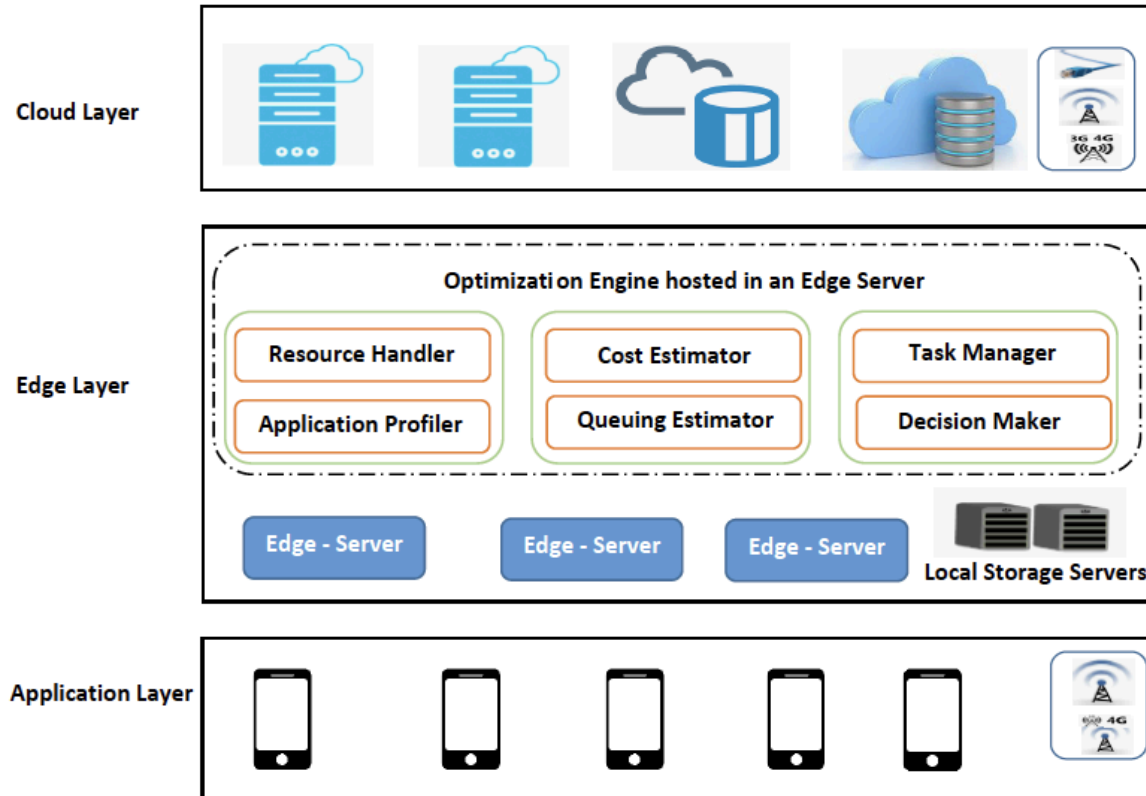
Cisco Forecasts 30.6 Exabyte per Month of Mobile Data Traffic by 2022

System Architecture



Mobile-edge cloud computing architecture

High Level System Architecture



Mobile-edge cloud computing (MECC) framework

System Modelling

- Task Modelling
 - Set of independent tasks.
 - Deadline
 - Data size and location
- Resource Modelling
 - Mobile, Edge , public Cloud
- Application Execution Models
 - Task Execution Time Model (T)
 - Processing time, data communication time, waiting time for remote execution.
 - Mobile Device Energy Model (E)
 - Processing energy, data transfer energy, waiting energy.
 - Monetary Cost Model (C)
 - Data communication cost, resources computation cost.

$$D_i = D_i^P + D_i^C + D_i^W$$
$$D_i^P = \frac{I_i}{w_{target}} + (s_i \cdot \omega_i)$$
$$D_i^C = \frac{s_i}{\beta} + l$$

System Modelling

- **Problem Formulation:**

- find the best mobile application offloading plan
 - C : monetary cost
 - E : mobile energy consumption

$$P_0 : \min(E * C)$$

Subject to R_0

$$D_{t_i} < \partial_i, \forall t_i \in A$$

$$E < e$$

Proposed Offloading Technique

- Basic offloading using particle swarm optimization (PSO)
- Adopted Mixed Integer Linear Programming (MILP)
- find the best offloading plan based on optimization objective

• Example:

t_1	t_2	t_3	t_4	t_5	t_6	t_7	t_8	t_9	t_{10}
M	ED	ED	C	C	C	M	C	M	ED

Task to Resource Mapping

t_1	t_7	t_9
M	M	M

Mobile Resource

t_4	t_5	t_6	t_8
C	C	C	C

Cloud Resource

t_2	t_3	t_{10}
ED	ED	ED

Edge Resource

Proposed Offloading Algorithm

Algorithm 1 Find optimal application tasks schedule

```
1: Inputs:  
2: Application tasks  $A = \{t_i, \dots, t_n\}$   
3: Computation resources  $R = \{r^l, (r_1^f, \dots, r_m^f), r_1^c\}$   
4: Output:  
5: initial subproblem  $P_0$   
6: Initialise:  
7:  $optVal = \infty$   
8:  $bestSol = \{\}$   
9:  $subP = \{P_0\}$   
10: while  $Len(subP) > 0$  do  
11:    $toChecksol = subP[0]$   
12:    $solObjValue = callSolObjectiveValue(A, R, toChecksol)$   
13:   if  $solObjValue > optVal$  then  
14:      $subP.removeAt(0)$   
15:   else  
16:     if  $solObjValue < optVal$  then  
17:        $bestSol = toChecksol$   
18:        $optVal = solObjValue$   
19:     else  
20:        $toAddSubProblems = Branch(subP[0])$   
21:       for  $i = 1$  to  $Len(toAddSubProblems)$  do  
22:         if  $checkIntegerConstraints(toAddSubProblems[i]) == True$  then  
23:            $subP.insertAt(0, toAddSubProblems[i])$   
24:         end if  
25:       end for  
26:     end if  
27:   end if  
28: end while  
29: RETURN  $s, optVal$ 
```

Experimental Setup

- Computation Resources Configuration

Resource Type	No. Cores	Memory (GB)
EC2 Linux t2.xlarge Intel Xeon	8	32
Cloudlet Intel Xeon	4	8
LG Nexus 5 Qualcomm	2	2

- Mobile network bandwidth: 3G, 4G, Wi-Fi

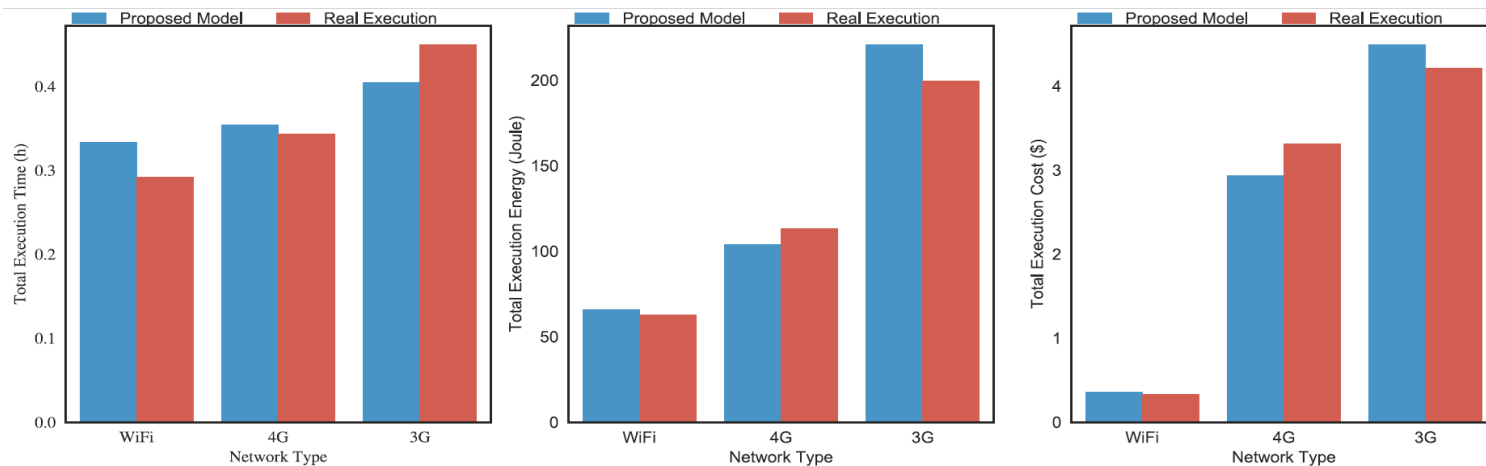
Network Type	Bandwidth (MB/s) [Min, Max]	Cost (\$/GB)
3G	[2,5]	1.0
4G	[8,12]	1.0
WiFi	[25,30]	0.05
Latency	Min. Latency (s)	Max. Latency (s)
	0.85	6.5

- Application tasks structure
 - Computation requirement (task workload)
 - The task data in random locations
 - Task data size (s) model: small, medium, large.

Data Distribution	Min. Size (MB)	Max. Size (MB)
Small	20	200
Medium	200	500
Large	500	2000
X-Large	2000	4000

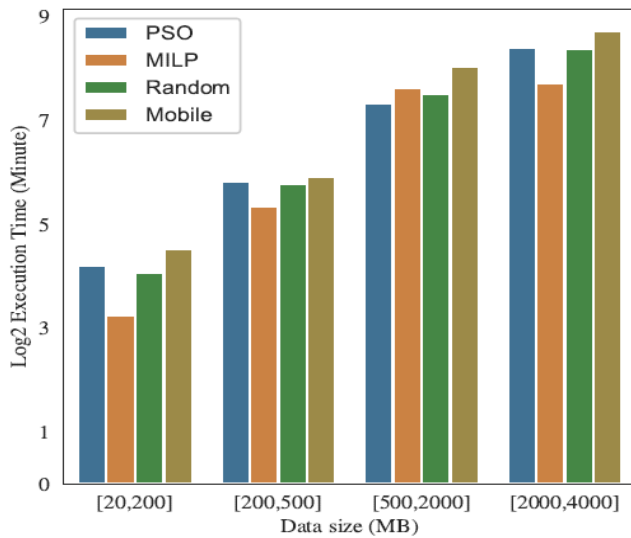
Model Validation

- Real-time execution
- Application with 30-task of small data model
- The average errors are
 - 8% for execution time.
 - 11% for energy consumption.
 - 15% for the monetary cost.

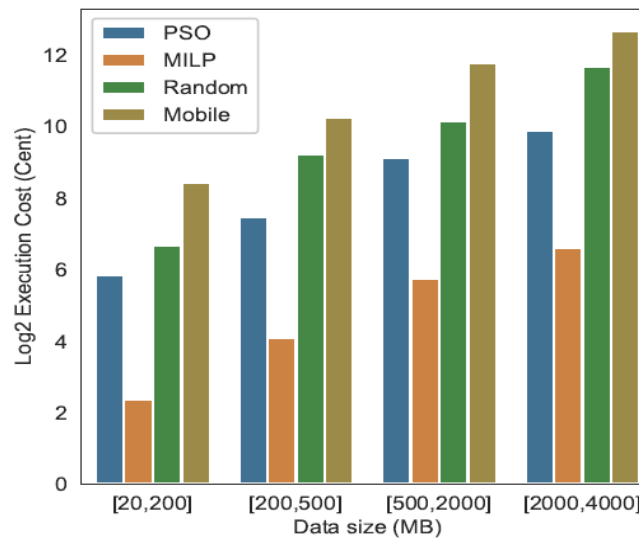


System Evaluation (4G Network)

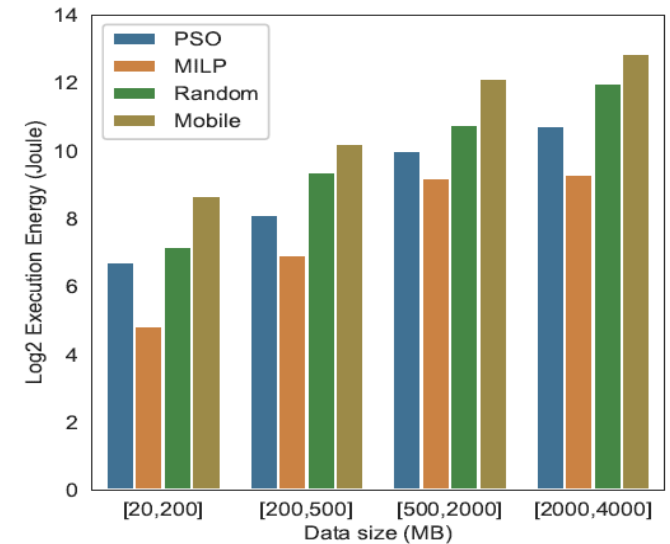
- Reduced the execution cost for data-intensive applications by an average of 46% and 76%, in comparison to PSO and full execution on a mobile device, respectively.
- In addition, provides energy reductions of 35% and 84%, respectively.



(a) Execution time



(b) Monetary cost

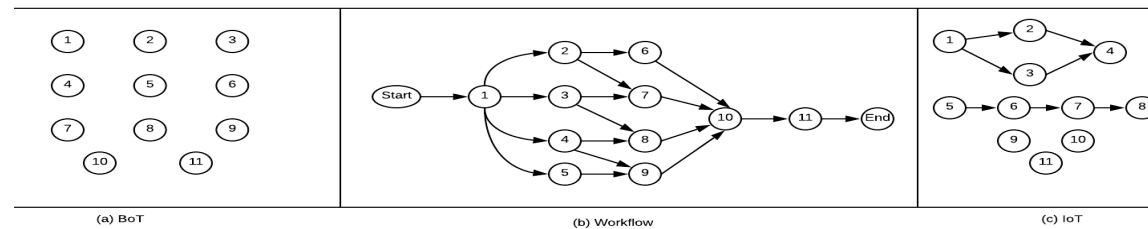


(c) Mobile energy

Performance Analysis of Mobile, Edge, and Cloud Computing Platforms for Distributed Applications

Application Model:

- BoT
- Workflow
- IoT



System Model:

- Mobile Computing (MC)
- Mobile Cloud Computing (MCC)
- Mobile Edge Cloud Computing (MECC)

Experimental Setup

- Computation Resources Configuration

Resource Name	#Cores	Computation Cost (\$/Hour)
Mobile Device	4	0.001
Edge Node	16	0.0742
Cloud Server	32	0.3712

- mobile network bandwidth: 3G, 4G, Wi-Fi
- application tasks structure
 - Computation requirement (task workload)
 - The task data locations
 - Task data size (s) model: small, medium, large.

Number of Images [min, max]	Data Size [min, max] (MB)
[1, 10]	[5,50]
[10, 20]	[50,100]
[20, 100]	[100,500]
[100, 200]	[500,100]
[200, 400]	[1000,2000]
[400, 600]	[2000, 3000]
[600, 800]	[3000, 4000]
Image Size Distribution	[3.9, 5.2]

Results

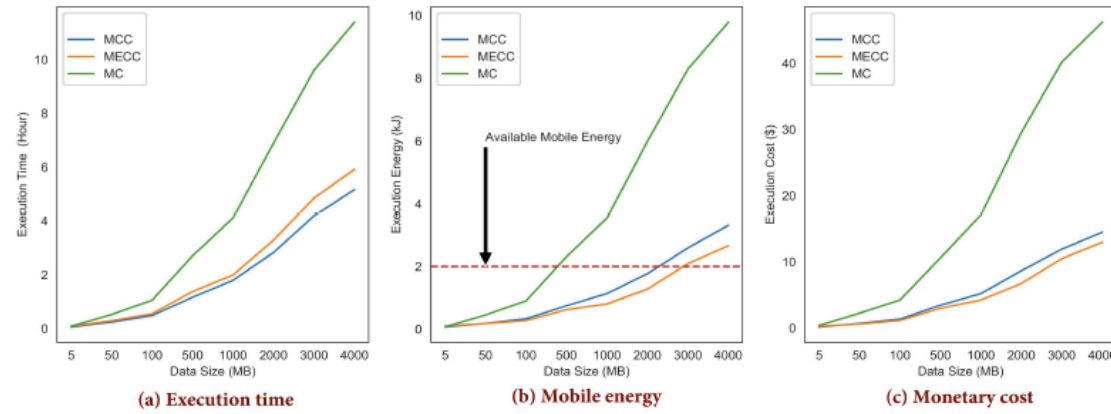


Fig. 5. BoT application model: 4G network

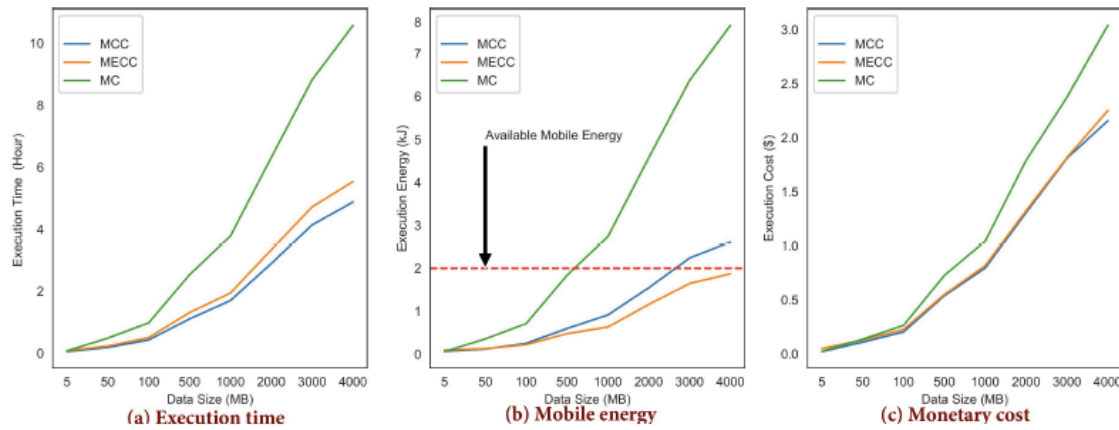


Fig. 6. BoT application model: WiFi network

Results

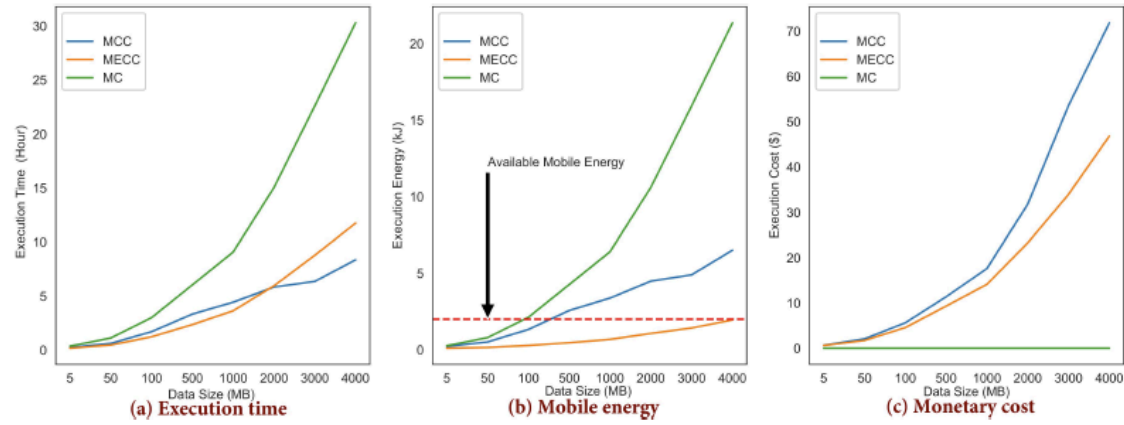


Fig. 7. Workflow application model: 4G network

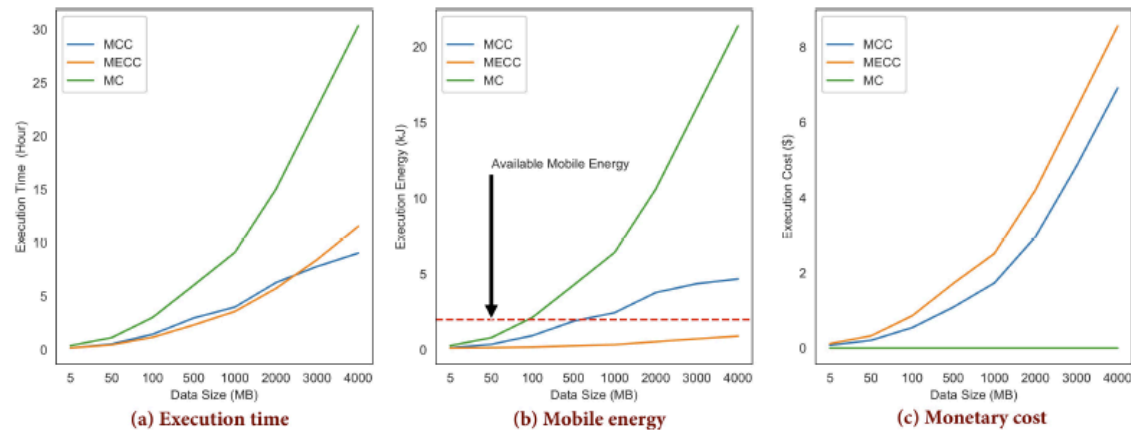


Fig. 8. Workflow application model: WiFi network

Results

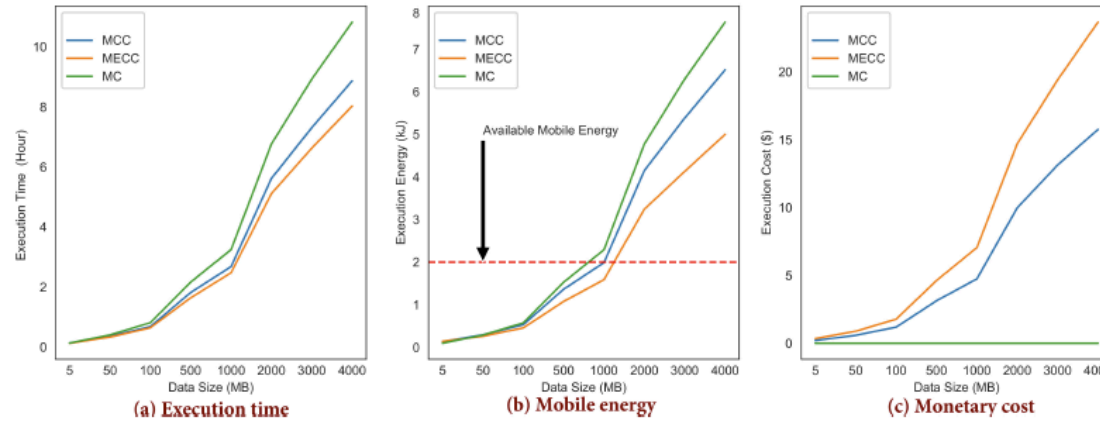


Fig. 10. IoT application with mobile data collection : 4G network

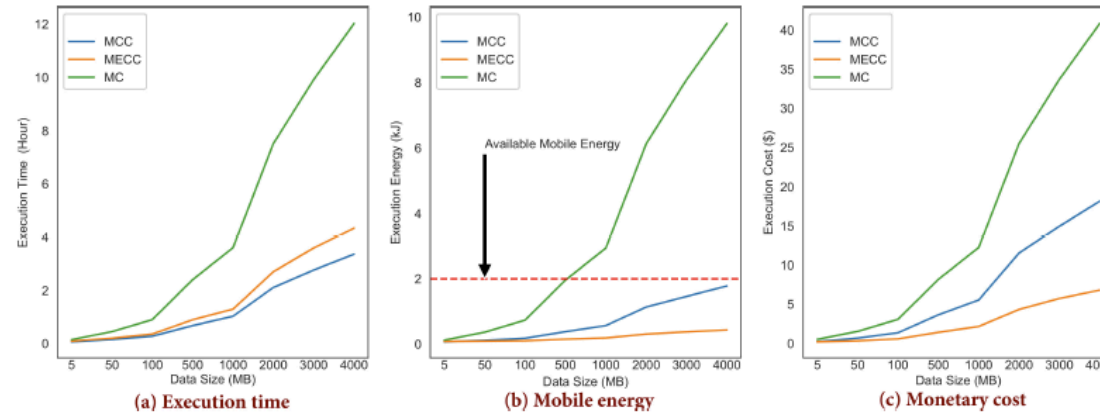
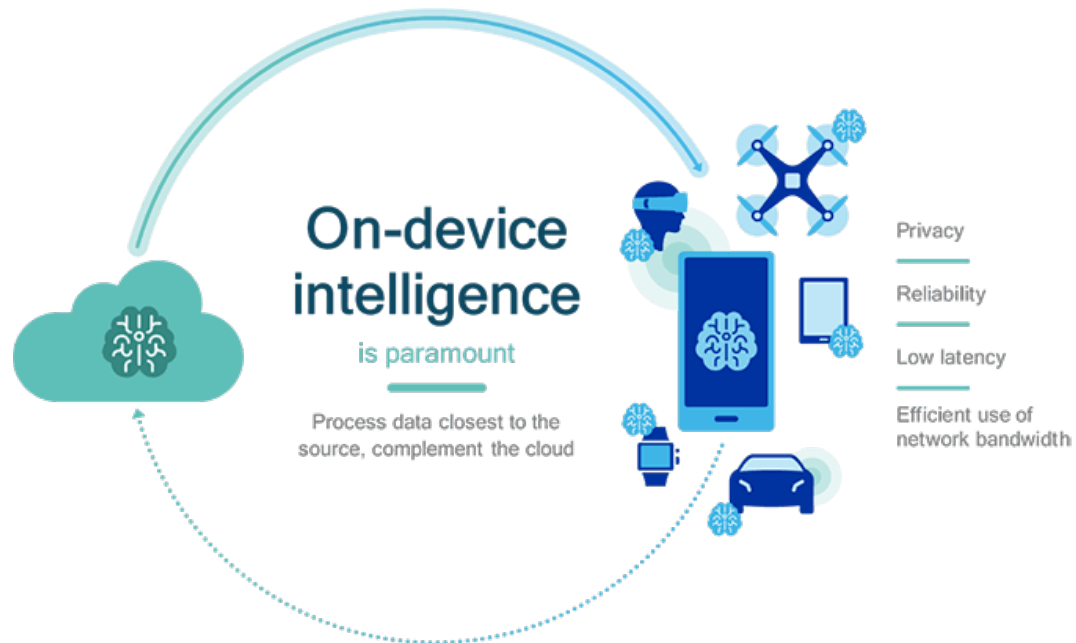


Fig. 13. IoT application with edge data collection : 4G network

Conclusions

- Proposed algorithms and techniques for optimising the execution of data-intensive applications through adopting data-oriented application modelling.
- Selection of a computing environment to reduce consumed energy and monetary cost is highly dependent on the size of data to be transferred over the communication network.
- There is promising potential for use of edge resources with on-edge data collection (for example for IoT applications).
- The data dependency between application tasks plays a significant role in resources allocation planning (for example for workflow applications)

Open Challenges and Future Work



- Privacy-aware offloading
- Reliable computation offloading
- Offloading for streaming applications

References

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Thank You

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