

Q-CAD: QoS and Context Aware Discovery Framework for Mobile Systems

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Outline

- Background / Motivation
- Model
- Discovery Protocol
- Architecture
- Implementation
- Conclusion





Background

• Pervasive Computing Environment

Users reason in tasks

- Task:
 - "I want to print a picture"
 - Binding to a remote service
 - Getting the code to talk to the remote service
- Many choices for each task to be made
 - Context

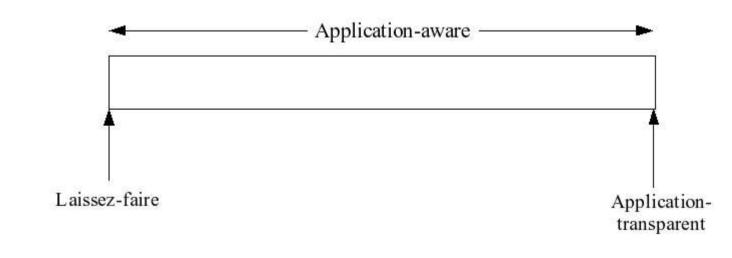


- QoS



Dealing With Choice

- Black Box Approach
 - System automatically decides
- Open Approach
 - User/Programmer decides







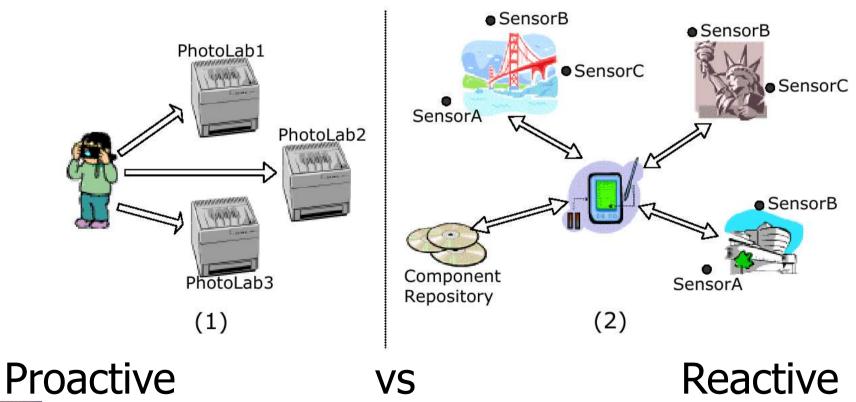
Q-CAD

- Application Aware framework
- QoS-based Context Aware Resource Discovery
- Context
 - Application Profile
- QoS
 - Utility Function





Case Study / Example







Q-CAD Model: Assumptions

- Component-based system
- Remote Resource
 - Service, component, sensor
 - Identified by URI
 - Resource Descriptor
 - Named key, value pairs
- Binding
 - Association of remote resource with local component



- Deployment of remote component, locally



Resource Descriptor

(ID, QCAD:displayVideo)

(type, component)

(code, display800600.jar)

(resolution, 800x600)

(version, 2.1)

(platform, JVM2)

(size, 70KB)

(cost, \$10)

(memory, 2)

(battery, 4)





Q-CAD Model: Assumptions (2)

- Context
 - Remote, Local
- Proactive and Reactive Discovery
 - Model and protocol same
- Independent of underlying SDP
 - Not quite true :-)
- Modeling of Requirements in Application Profiles and Utility Functions (CARISMA)



Q-CAD Model: Application Profiles

- Defines what to do
- Context-Aware Discovery
- Each Session Has:
 - Trigger
 - Local/Remote
 - Where to Bind (Remote Resource)
 - Where to Bind To (Local Component)
- Different Checks at Different Stages



Application Profile: Proactive

<LOCAL_CONTEXT/>

<REMOTE CONTEXT/>

<BIND>

<BIND_RESOURCE name="printPicture">

<REMOTE CONTEXT id="1">

<CONDITION name="diskSpace" op="greaterThan"
value="100MB"/>

</REMOTE CONTEXT>

</BIND_RESOURCE>

</BIND>





Application Profile: Proactive (2)

<ADAPT>

<ADAPT_COMPONENT id="1">

<LOCAL_CONTEXT id="2">

<CONDITION name="battery" op="greaterThan" value="30%"/>

</local_context>

<REMOTE_CONTEXT/>

<ATTRIBUTES>

<ATTRIBUTE key="protocol" op="equals"
value="encryptedUpload"/>

</ATTRIBUTES>

</ADAPT_COMPONENT>

</ADAPT>





Application Profile: Reactive

<LOCAL CONTEXT id="1">

<CONDITION name="battery" op="greaterThan" value="30%"/>

</LOCAL CONTEXT>

<REMOTE CONTEXT id="2">

<ATTRIBUTES>

<ATTRIBUTE key="sensor" op="equals" value="videoSensor"/>

<ATTRIBUTE key="resolution" op="equal" value="800x600"/>

<ATTRIBUTE key="format" op="equals" value="jpeq"/>

<BIND RESOURCE name="videoSensor"/>

</ATTRIBUTES>

</REMOTE CONTEXT>

<BIND>

</BIND>



Application Profile: Reactive (2)

<ADAPT>

<ADAPT COMPONENT id="3">

<LOCAL CONTEXT/>

<REMOTE CONTEXT/>

<ATTRIBUTES>

</ATTRIBUTES>

</ADAPT COMPONENT>

<ATTRIBUTE key="type" op="equals" value="displayVideo"/>

<ATTRIBUTE key="cache" op="greaterThan" value="1024KB"/>

<ATTRIBUTE key="resolution" op="greaterThan"</pre>

value="800x600"/>





Utility Functions

- Suppose many resources match the conditions
- Need to Select
- Criterion: QoS requirements
 - Encapsulation as Utility Functions
 - Executed against Resource Descriptors
 - Locally or Remotely
- Automation vs Application Input



Utility Function

<RETURN>

<EVALUATE>

<ATTRIBUTE key="cost" op="greaterThan" value="10\$"/>

</EVALUATE>

<FILTER>

<ATTRIBUTE key="cost"/>

<ATTRIBUTE key="battery" weight="10"/>

<ATTRIBUTE key="memory" weight="5"/>

</FILTER>

</RETURN>

<MAXIMISE>

</MAXIMISE>



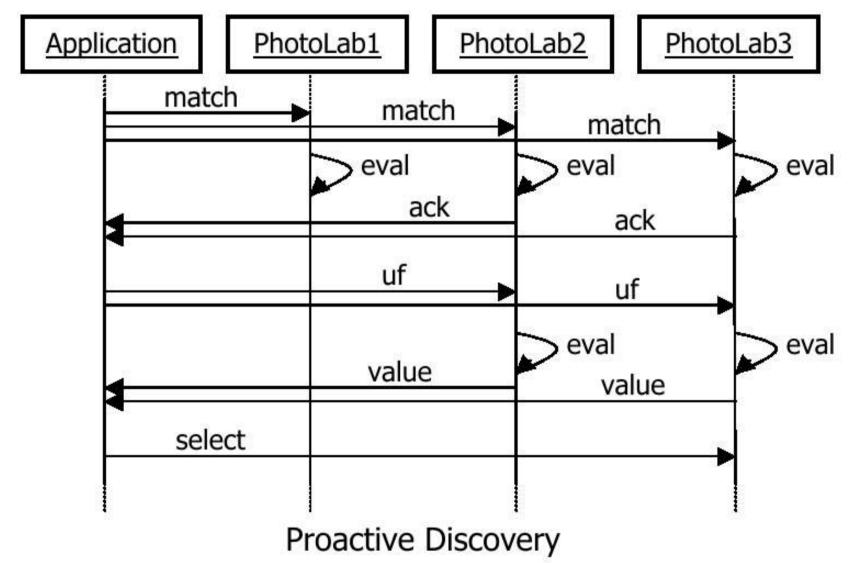
Discovery Protocol

- 3 Step Protocol
 - Matching
 - Evaluation
 - Selection





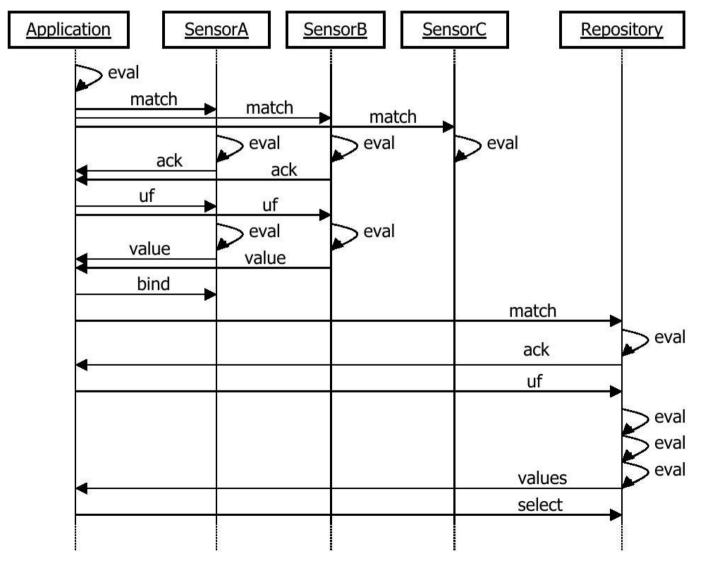
Discovery Protocol Sample







Discovery Protocol Sample (2)



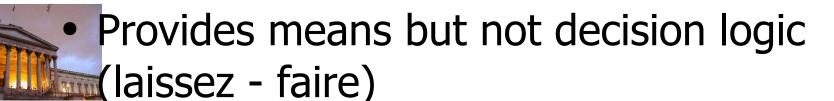


Reactive Discovery



SATIN

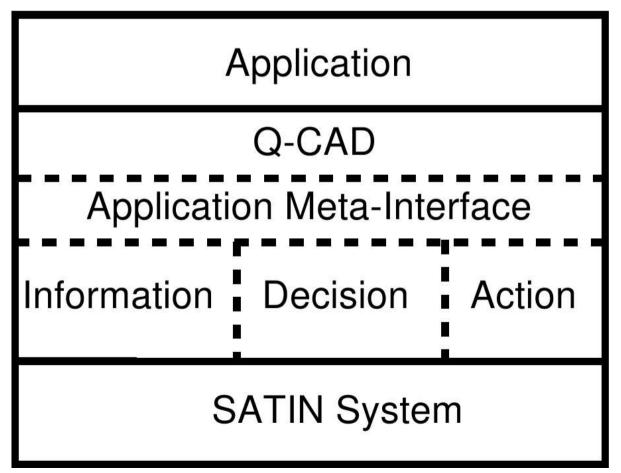
- Local component metamodel
 - instantiated as middleware system
- Logical Mobility as 1^{st} class citizen
- Uses key, value attributes for reasoning
 - locally and remotely
 - Uses dynamic code to match attributes
- Pluggable Advertising and Discovery Framework





Q-CAD Architecture Outline

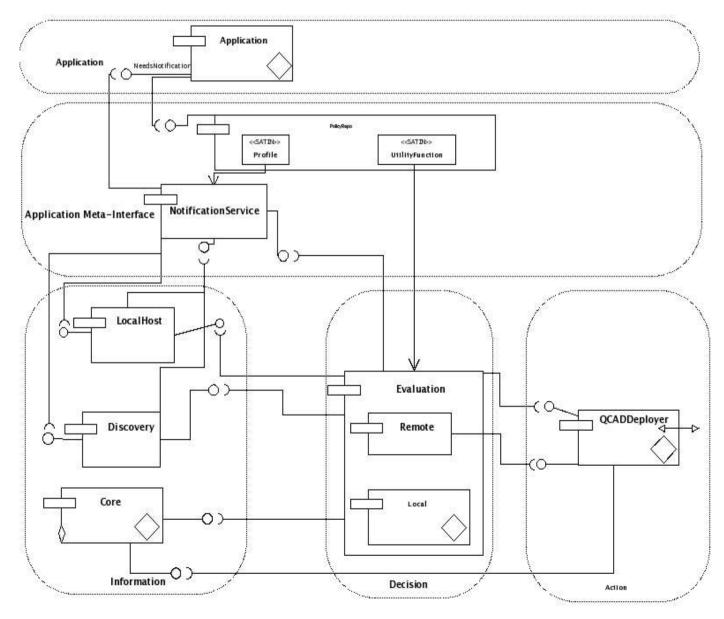
• Engineered using SATIN







Q-CAD Architecture







Implementation

- BSc Thesis
- Using Multicast and Publish Subscribe
- Preliminary results available
- More work (Afra) during the summer





Future Work

- Ontology Translation
- Trust
- Message Routing





Related Work

- Directory based
 - UPnP, Jini
- Decentralised
 - SSDP, DEAPspace, Lanes, JXTA
 - Q-CAD can be built on top
- Semantic Routing
 - Q-CAD richer





Conclusion

- Q-CAD
 - QoS and context aware framework for resource discovery
 - Component, Sensor, Service
 - Application Profiles
 - Utility Functions
- Q-CAD is current

