ISSN: 2456 – 3080
International Journal of Applied and Advanced Scientific Research
Impact Factor 5.255, Special Issue, February 2018 – Conference Proceedings
National Conference on Recent Trends in Management Studies & Computer Applications
(KRUPACON 2017), On 21st & 22nd September 2017 Organized By
Krupanidhi Group of Institutions, Bangalore, Karnataka

RESOURCE RESERVATION OPTIMIZATION IN MOBILE CLOUD COMPUTING

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Cite This Article: Rajkumar N & Anuradha N, "Resource Reservation Optimization in Mobile Cloud Computing", International Journal of Applied and Advanced Scientific Research, Special Issue, February, Page Number 15-18, 2018.

Abstract:

Smart devices are resource limited devices (i.e.) with inverse scale and services. The power supply is exhausted incredibly rapidly when the computing work on cell devices is done. Application computer time and power consumption are strictly proportional in mobile devices. The new technologies of cloud computing will address several problems. Cloud computing is poised to tackle its problems. Mobile computing and cloud computing have a great hope in their hands. The rich resourceful servers are filled with intensive computing tasks. Heterogeneity of essence is cloud capital. It poses a problem to distribute the unloaded tasks effectively in the VM computer. The key aim of this paper is to find optimal mappings between the unloaded task and the cloud resource. We then found that it takes longer to complete and therefore gains more energy. We then performed the experiment with homogeneous and heterogeneous setups of virtual machines to prepare a less complete mission. Finally, we find optimum cost- and energy-consumption maps between offloaded tasks on virtual machines.

Key Words: Mobile Cloud Computing; Offloading; Task Assignment, Mapping.

Introduction:

Mobile use of computers is now very much enhanced. The smart phones on the market are used widely by end users to operate cloud software. This rate is more than 10 billion dollars higher. Smart devices is a central component for everyone. More developers plan to use their games on mobile devices. Only then will users access user access everywhere, anything, anywhere in a ubiquitous manner (i.e.). Mobile devices are one of the most popular computers. But the awful snag is restricting resources. When work is performed with high measurement rate on mobile devices, power consumption is often increased simultaneously. Finally, the machines become quite easily performed. Mobil appliances are typically very short, battery detention is very low, CPU is very busy as compared.

Cloud infrastructure opens the doors to all forms of computing in a very broad way and smoothly expands its computing power by delivering digital connectivity and facilities in leasing terms. Mobile networking and cloud computing are merged and provide mobile cloud computing for modern technology. Data are maintained on a resourceful server (cloud) in this case, but not on mobile devices.

Tasks are called workflow in mobile apps. Simulation is one of the well-known evaluations of experimental workflow. In the clustering and framing of tasks the current workflow will fail to take into consideration a task. What workflow layer is higher than the current workflow simulators?

Due to the availability of scientific implementation among different programming paradigms, the workflow will refer to various departments such as astronomy, bioinformatics and physics. In this workflow the direct acyclic graph is represented (DAGs). Where the node represents mission and vertices is a logical dependence. A single workflow can achieve thousands of tasks[1]. Using this we will stimulate thousands of activities.

In the thousands of activities one of the activity to be elaborated is Mobile cloud computing. Where, the mobile is delegated to a smaller role with lower configuration, and other cloud activities are carried out. This cloud assignment allows the user to obtain an extra virtual machine. Host of science workflows are limited due to time and are appropriate for the cloud platform. Where there are also soft time constraints, which mean that the workflow specification is also reserved during the application. A soft time-limit is useless for calculations, if not fulfilled [3]. Only if the deadline is reached is the optimal estimation capability attained by the workflow. If a measurement beyond the time limit does not result in a loss, a minor marginal loss might occur.

To prevent a wait, the workflow needs to be delegated to the scheduler in order to measure the application time. This can be measured using the available historical evidence. However, regular output is not sustained due to the execution and data transfer duration. The technical and strategic variables, as stated by Jacksons et al., are responsible for an output difference of up to 30 percent for execution times and 65 percent for data transmission time [4]. If a task is postponed, the successful task that results in a deadline failure might be impacted. If a virtual machine crashes when executing functions, there is a severe limitation. So performance failure is as serious a matter compared to a resource loss.

The workflow to prevent inaccuracies during the expected operating flow period ignores system overheads and faults in science workflow simulation. The dynamic set-up and workflow implementation efforts are saved with this simulation.

Literature Review:

Deelman [1] has given an outline of the well-known logical applications work method frameworks. Workflowsim included the best of multiple layers in the new CloudSim workflow booking layer including Workflow Mapper, Workflow engine, clustering engine, Failure Generator, Failure screen and so on.

Cloudsim is a well-known method for demonstration and re-establishment of remote machines and administrations. In any event, it facilitates the success of single workloads while our work focuses on the preparation and delivery of the work process. Workflowsim expands Cloudsim to meet new specifications. Workflow Sim aims to eradicate the underlying elements of various organisational techniques for the working process. Work flow Sim facilitates the planning practises evaluation which takes into account various errand booking / efficiency and deceptions.

Clustering work is a means for the union's fined-grained firms to be converted into gross grain workers. After the assignment, the amount of jobs to be done in the process is decreased and the overhead of the collective work process is reduced [19-22]. The paper grouping approach is nevertheless static and does not take complex attributes into account. These overheads are built into our model and the qualities are measured according to genuine results.

The present method models attributes such as error propagation and risk rates for the failure study. In Schroedar, performance loss data [12] is analyzed as root cause for failure, between two failures, between average repair time and two time failures. In heterogeneous network workloads are very strong and mathematical and analytical study of their device properties are explored at Sahoo, such as errors and defects [13]. We attempt to simulate a task/job layer breakdown, and the interface provides a solution to the fault tolerant scheduling problem.

We used the preparation and deployment of the workflows to draw up a set of test cases and findings on different schedules present in the workflowsim. Only on basis of workflowsim on both homoger and heterogeneous types have we modified the MIP and RAM of virtual machines.

Proposed Method:

We have begun by integrating different programming algorithms in a mobile application workflow. Mobile devices have low RAM, MIPS and computing elements configuration. We first performed the mobile device trial and then reported the workflow completion time. Secondly, we imported all the cloud services activities in the workflow. More than one cloud resource is available. The configurations vary from each other. Different algorithms of scheduling are used to plan workflow activities in multiple cloud configurations. In order to prepare for which implementations the minimum completion time is sufficient, we attempt to find what alGorithm is suitable. No more than 20 virtual machines are approved. The minimum value in MIPS is 500, RAM is 512. In this study we have modified the scheduling type, the RAM, and the MIPS.

Experimental Setup and Results:

In the case of mobile devices we performed the experiment (i.e. workflow execution). Mobile device configurations include RAM 512 KB, HDD 16 GB, Intel Atom Processor Z2560 1.6 GHz and Android 5.0.2 lollipop operating systems. We found a very high completion time and also a high energy consumption. This is shown in fig 0. We have agreed to discharge all cloud-based activities. We have now transformed our dilemma to a work task. The problem with the assigning of assignments is basically NP complexity. To do this, we used a cloudsim simulator. In this analysis, we studied effective mapping, by various MIPS and RAM setting, for both uniform virtual machine configurations as well as heterogeneous virtual machine set-ups. And even the preparation algorithms for effective mapping were analyzed. The key goal of this paper is to provide an optimized maps between tasks and virtual machines, i.e. we find that for which configurations an effective mapping can be carried out using which schedules. In this way we experimented with Homogeneous virtual machine configuration and the DATA/FCFS/ROUNDROBIN algorithms too. Secondly, the experiment was performed for MINMIN/MINMAX/MCT, in homo as well as in hetero.

A. Homogeneous Virtual Machines - FCFS/DATA/ROUNDROBIN:

When MIPS 500 is standard, the completion time of 25 workflow tasks, including planning algorithms such as FCFS, DATA, ROUNDROBIN is 94.44 for the use of 8 virtual machines, is recording in 512 and RAM 512, respectively. The time taken is reported as 90.8 for MIPS between 526 and 2000 with a usage of eight virtual machines for the algorithms described above. We have seen the steady decline after MIPS value 500 to 526 as constant until 2000 MIPS. After that the time declines. Then we found a sudden rise in time of 460.56, which is constant for both higher value and the use of single virtual machines.

Table 1: Different MIPs configurations, completion time for DATA/FCFS/ROUNDROBIN workflow 25 jobs, number of VMs in use

MIPS	500	1000	2000	2500
TIME	94.44	91.4	91.4	460.56
No of VM	8	8	8	1

Table 1 indicates the workflow completion time of the FCFS/DATA/ROUNDROBIN programming algorithms, which comprises 25 tasks by varying MIPS setup. We concluded from this study that setting MIPS as 526 offers a cost-effective way of planning the activities. Due to the fact that in this scenario, algorithms use only up to six virtual machines with less scheduling time.

B. Heterogeneous Virtual Machines - FCFS/DATA/ROUNDROBIN:

Each virtual machine has various MIPS settings in this experiment. For the beginning of the trial, 50(i.e) VM(0)=50, VM(1)=100, VM(2)=150......VM(n)=VM(n-1)+50 are varying between the MIPs values of virtual machines. MIPS 0 settings are separated by 100 (ie.) VM(i)=VM(i-1)+100 in second range of experiments, where i=0,1,2,n-1. N chances are 500 for the third set of tests and 1000 for the fourth set.

Table 2: Heterogeneous configuration of virtual machines through different MIPS

MIPS Difference in Adjacent VMs	50	500	1000
TIME	91.4	91.4	158.44
No of VM	8	3	1

Table 2 shows that completion time of 25 tasks is expected when implemented on heterogeneous virtual presses with FCFS/DATA/ROUNDROBIN scheduling algorithm. Table 2 reveals that the number of virtual machines in operation is limited to 3, with a completion span of 91.4. However, in the other sequence of increments 50 and 100, more VMs are used for scheduling and more are used. The sequence of 1000 intervals, likewise, easily expands the time needed to complete it. From Table 2 above

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we noted that the 500 MIPS sequence would have successful role mapping with VM in heterogeneous VM setup. Full time will also be reduced and the amount of VMs used will be lower.

C. Homo and Hetero - FCFS/DATA/ROUNDROBIN:

We find optimal mapping with the minimum completion time to be 91.4 for all algorithms in comparison with both homogenous and heterogeneous virtual machine configuration. There is a single shift in the virtual machine specifications. The standardised VM configuration required a minimum of six virtual machines with only 3 virtual machines required in the heterogeneous VM configuration. If the criterion for a homogenous configuration is reduced twice, the optimal configuration is heterogeneous with the MIPS 500 and the completion time of the computer is 91.4 on 3 virtual machines.

D. Homogeneous Virtual Machines - MINMIN/MAXMIN/MCT:

The scheduling time is 92.48 for the use of 8 virtual machines in the usual configuration of 500 MIPS and 512 RAM. The time needed for MIPS 2000 is 22.65. The lowest configuration of all other computers is 9. Which is the virtual machines used. A sudden rise in time from MIPS value 500 to 2000 happens in the MIPS time frame of 453.45. This is sustained continuously with all MIPS higher. Table 2 indicates that the workflow completion time of 25 tasks by varying the MIPS configurations is maintained when applying the algorithms for MINMIN/MAXMIN/MCT.

Table 3: The time to complete 25 tasks varies with the MIPS configuration

MIPS	500	1000	2000	2001	3000
TIME	92.48	45.67	22.65	453.45	453.45
No of VM	8	9	8	1	1

E. Heterogeneous Virtual Machines - MINMIN/MAXMIN/MCT:

The virtual machines with uniform increment in the MIPS have gradual decrement in the increment values until 100 after that there is increment in time and the number of virtual machines is decreasing. Table 4 shows that completion time taken by MINMIN/MINMAX/MCT algorithms for heterogeneous configuration.

Table 4: Heterogeneous Virtual machines configuration by varying MIPS8

MIPS	50	100	500	1000	2000
TIME	36.34	31.43	75.67	142.75	454.67
No of VM	18	14	2	1	1

G. Homo and Hetero – MINMIN/MAXMIN/MCT:

2000 MIPS and RAM between 512 and 2048 are the optimal configuration of this schedule. The homogeneous timing gives low running time of 23.41 with 9 virtual machines on MIPS of 2000 as you compare the MAXMIN/MINMIN/MCT scheduling under homogeneous and heterogeneous conditions. The heterogonal structures of 9 virtual machines on 1000 MIPS give a best low runtime of 46.72. The virtual computers are the same in all schedules as the virtual machine's variations in MIPS. On the above setup, the MIPS is twice increased by a double reduction in time consumption.

Conclusion:

We have done the experiment to chart the downloaded task and virtual machines in the cloud. The mapping has to be cost-effective and energy-saving. For the execution of the offloaded mission we performed an experiment with homogeneous and heterogenous configuration of virtual machines. When we evaluated all schedules for different configuration, we found that MINMIN/MAXMIN/MCT is the most favoured configuration for the 2000 MIPS configuration of virtual machines, workflow is completed at 23:41 on nine virtual machines. The configuration is the least time-consuming completion. The RAM shall be between 512 and 2048 for this setup. This cartography provides optimum power consumption to implement the workflow for job assignments. We have found the next favourite mapping to heterogeneous MIPs on virtual machines is DATA/FCFS/ ROUNDROBIN algorithm. Where the MIPS configuration of the virtual machine rises by 500. The mapping requires only three virtual machines in this setup. However as you consider the first map, there are very fewer virtual machines used in this mapping. This mapping offers the optimum cost to conduct the workflow for the task assignment problem. An critical argument was the discovery that if RAM exceeded 2048 or MIPS exceeds 2000, the completion period for all configurations and scheduling was 455.82. This time is constant. The virtual machines are not considered in this algorithm.

Acknowledgement:

The authors express gratitude towards the assistance provided by The Management, Krupanidhi Group of Institutions (KGI) and Krupanidhi Research Incubation Centre, KGI in completing the research. We also thank our Research Mentors who guided us throughout the research and helped us in achieving the desired results.

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