

CANDIS: Heterogenous Mobile Cloud Framework and Energy Cost-Aware Scheduling

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The Story So Far

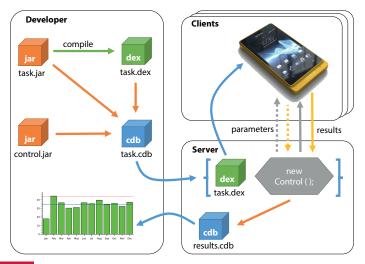
In Phonecom 2012 we presented a position paper

DroidCluster: Towards Smartphone Cluster Computing The Streets are Paved with Potential Computer Clusters



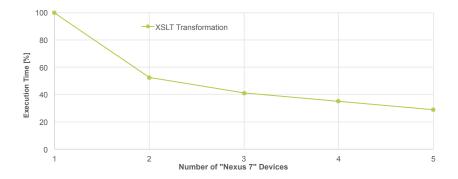


CANDIS Architecture





Scalability

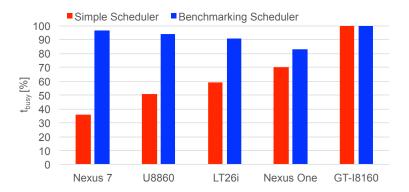


Repeated XSLT transformation simulates a realistic workload

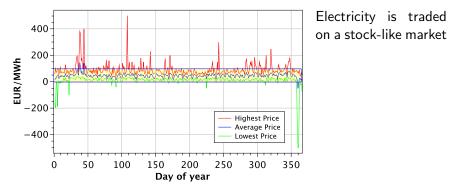


Adapting to Heterogenous Device Clouds

Simple: Divide tasks into equal chunks Benchmarking: Divide tasks based on the results of a small test task







Idea: Schedule computation, when electricity is cheap.

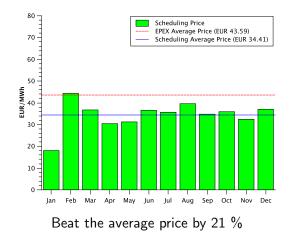


- A task needs 72h of computation on available resources
- Every month the task needs to be finished before the 15th
- Simple scheduling strategy:
 - Scheduler uses devices for computation when electricity price is below a threshold
 - If a deadline miss can not be prevented otherwise, electricity will be bought at any price



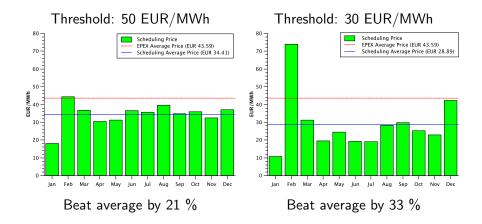
Cost Savings

Electricity will only be bought if it is less than 50 $\mathrm{EUR}/\mathrm{MWh}$





Savings with more Aggressive Thresholds





- Highly fluctuating electricity prices
- Will continue with the shift to renewables
 - unless somebody commercializes cheap fusion \rightarrow in 50 years
- Load-shifting already well researched, but not applied on a large scale
- Nothing can load-shift easier than IT equipment
- Under-Utilization not a large cost factor for mobile devices: Leaving resources – which are there anyway – unused doesn't hurt



Using Mobile Devices for Serious computation

- We are (still) convinced this is going to happen
- This will be the/a next big thing
- Probably there is money in it somewhere
- Can already see the first steps towards mainstream





Mobile Device Clouds Will happen. Soon.

Energy Cost-Aware Scheduling

Makes a lot of sense.

CANDIS code to play https://github.com/ejoerns/candis

谢谢! 有问题吗?

