

# Woodchuck: Improving Data Availability for Mobile Devices

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**Data Availability:** n. The degree to which data that is needed or desired is accessible.

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*“Thanks to Woodchuck, my data availability has increased dramatically!”*

*— Woodchuck PR Team Leader*

# Outline

- ▶ Problem
- ▶ Approach
  - ▶ Solution
  - ▶ Effectiveness?
- ▶ Status

# What's the Problem?

You leave the house...



...get in the train...



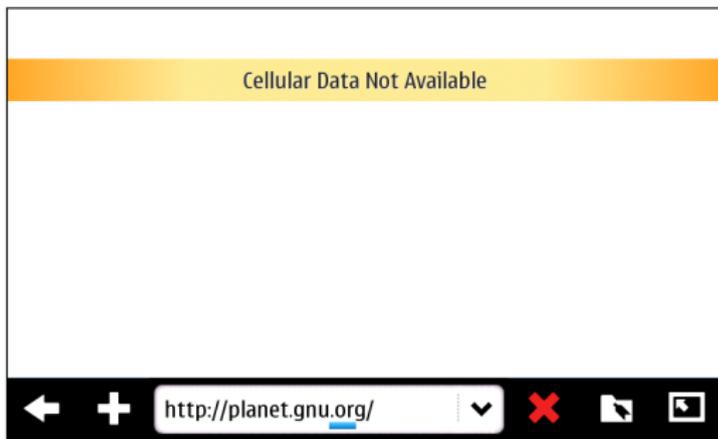
## ...and turn to your mobile device for...

- ▶ Blogs,  $\mu$ -blogs, social network updates
- ▶ Podcasts
- ▶ *Email*
- ▶ *Calendaring*

...and, you wait...



...but, connectivity is poor...

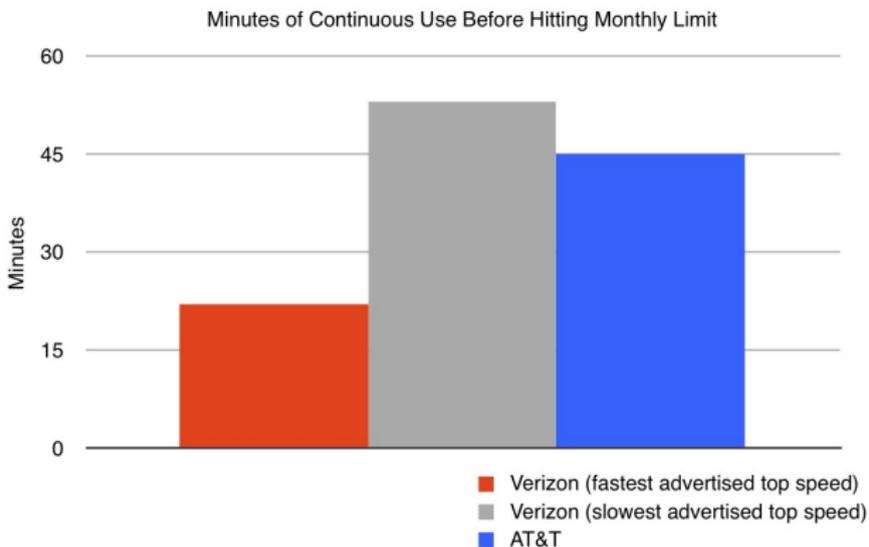


- ▶ How poor? Around Houston:<sup>1</sup>
  - ▶ Probability of connecting to a cell tower: 99%
  - ▶ Probability of creating a data connection: 80%

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<sup>1</sup>Ahmad Rahmati and Lin Zhong, "Context-Based Network Estimation for Energy-Efficient Ubiquitous Wireless Connectivity," 2011.

# ...data transfers are expensive...



Source: Public Knowledge  
<http://www.publicknowledge.org/>

From: Arbitrary Data Limits Make Wireless 4G A Waste of Money, Michael Weinberg, 2011. <http://www.publicknowledge.org/blog/arbitrary-data-limits-make-wireless-4g-waste->

## ...and wireless drains the battery...

Access	Activity	Watts	Ratio
3G	Play 56.Kb/s stream	<b>1.00</b>	12.5
Edge	Play 56.Kb/s stream	0.96	12.0
WiFi	Play 56.Kb/s stream	<b>0.75</b>	9.3
Flash	Play 320.Kb/s files	<b>0.32</b>	4.0
—	Idle	<b>0.08</b>	1
—	Idle, LCD on	0.27	3.4

Energy used by a Nokia N900. Battery has 5 Wh.

# Observations

- ▶ Much data is delay tolerant
  - ▶ Receiving
  - ▶ Sending
- ▶ User explicitly subscribes to “data streams”

# Solution

- ▶ Prefetch downloads
- ▶ Queue uploads

# System Structure

- ▶ Each application monitors connectivity?
  - ▶  $\implies$  All applications run in background
  - ▶  $\implies$  Duplicated effort
- ▶ How to coordinate use of:
  - ▶ data transfer budget?
  - ▶ energy?
  - ▶ storage?

# Being Smart

- ▶ Hourly news on commute home?
  - ▶ Want news from 5pm, not 6am!
  - ▶ Only downloading with WiFi and power is insufficient!

# Woodchuck

- ▶ Observe environment
- ▶ Observe user behavior
- ▶ Predict needed/desired data
- ▶ Predict connectivity
- ▶ Schedule transfer smartly

# Observing the Environment

- ▶ Connected cellular towers
- ▶ Wifi access points
- ▶ Quality of service: 10 Mb/s or 10 kb/s?

# Observing the Environment

- ▶ Connected cellular towers
- ▶ Wifi access points
- ▶ Quality of service: 10 Mb/s or 10 kb/s?
- ▶ Privacy: **Hash data with a private salt**

# Observing User Behavior

- ▶ What data is used?
- ▶ Where? When?
- ▶ How?
  - ▶ Sequential, e.g., TV Series
  - ▶ Only newest, e.g., News

# Observing User Behavior

- ▶ What data is used?
- ▶ Where? When?
- ▶ How?
  - ▶ Sequential, e.g., TV Series
  - ▶ Only newest, e.g., News
- ▶  $\implies$  Application support
  - ▶ Register streams/objects
  - ▶ Publication time, download time
  - ▶ Object use

# Predicting

- ▶ Locations in the near future
  - ▶ Graph of cell tower transitions
- ▶ Needed data
  - ▶ What streams have been used in predict locations?
  - ▶ How? Object publication time to use?
- ▶ Compute data/power budget
  - ▶ Now
  - ▶ At each location

# Transferring

- ▶ Woodchuck makes upcalls to application
  - ▶ Update stream
  - ▶ Transfer object with quality X

# Murmeltier

- ▶ Woodchuck implementation
  - ▶ Packages for Maemo 5, Debian
- ▶ DBus interface
- ▶ glib-based C library
- ▶ Python module



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# Application Changes

- ▶ Register streams
- ▶ Listen for Woodchuck upcalls
- ▶ Notify Woodchuck server of events

# Registering Streams

```
stream_ids = [s.identifier for s in wc.streams_list()]

# Register any unknown streams.
for key in self.getListOfFeeds():
    title = self.getFeedTitle(key)
    if key not in stream_ids:
        # Use a default refresh interval of 6 hours.
        wc.stream_register(key, title, 6 * 60 * 60)
    else:
        # Make sure the human readable name is up to date.
        if wc[key].human_readable_name != title:
            wc[key].human_readable_name = title
            stream_ids.remove(key)

# Unregister any streams that are no longer subscribed to.
for id in stream_ids:
    wc.stream_unregister(id)
```

# Handling Upcalls

```
class woodchuck (PyWoodchuck):
    def __init__(self, feeds, human_readable_name, dbus_name):
        PyWoodchuck.__init__(self, human_readable_name,
                               dbus_name)

        self.feeds = feeds

    def stream_update_cb(self, stream):
        self.feeds.updateFeed(stream.identifier)

    def object_transfer_cb(self, stream, object,
                           version, filename, quality):
        pass

    ...
for article in articles:
    wc[feed].object_transferred(
        object_size=article.size,
        publication_time=article.publication_time)
wc[feed].updated(new_objects=len(articles))
```

# Notifying Woodchuck of Events

```
wc[feed][article].used()
```

# Evaluation

- ▶ What algorithms are effective?
- ▶ User study:
  - ▶ Anonymized location
  - ▶ Connectivity
  - ▶ Files accessed
  - ▶ Programs used

# Ported software

- ▶ FeedingIt, an RSS Reader: N900 packages available
- ▶ gPodder, podcast manager: patches sent upstream
- ▶ Khweeteur, identi.ca, twitter client: almost done

# Summary

- ▶ Goal: Improve data availability
  - ▶ Hide spotty network coverage
  - ▶ Manage data caps
  - ▶ Use energy more efficiently
- ▶ Solution:
  - ▶ Exploit delay tolerant data
  - ▶ Predict what is likely needed

<http://hssl.cs.jhu.edu/~neal/woodchuck>

N900 Packages:

<http://hssl.cs.jhu.edu/~neal/woodchuck/woodchuck.install>

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