Analysis of Performance And Energy Consumption of Wearable Devices and Mobile Gateways In IOT Applications

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Abstract- *Smartphones and wearable devices, such as smart watches, can act as mobile gateways and sensor nodes in IoT applications, respectively. In conventional IoT systems, wearable devices gather and transmit data to mobile gateways where most of computations are performed. However, the improvement of wearable devices, in recent years, has decreased the gap in terms of computation capability with mobile gateways. For this reason, some recent works present offloading schemes to utilize wearable devices and hence reducing the burden of mobile gateways for specific applications. However, a comprehensive study of offloading methods on wearable devices has not been conducted. In this paper, nine applications from the LOCUS's benchmark have been utilized and tested on different boards having hardware specification close to wearable devices and mobile gateways. The execution time and energy consumption results of running the benchmark on the boards are measured. The results are then used for providing insights for system designers when designing and choosing a suitable computation method for IoT systems to achieve a high quality of service (QoS). The results show that depending on the application, offloading methods can be used for achieving certain improvements in energy efficiency. In addition, the paper compares energy consumption of a mobile gateway when running the applications in both serial and multithreading fashions.*

Keywords- Wearables, Performance and Energy Evaluation, Mobile Gateway, Internet-of-Things

I. INTRODUCTION

Internet-of-Things (IoT) as a promising paradigm increasingly gains attention in many application areas such as healthcare, transportation, and smart spaces [1, 4, 9, 10, 15, 22]. IoT systems leverage various disciplines such as electronics, communication and data science to provide ubiquitous connectivity and shared knowledge of objects for a better service. In IoT context, the objects are equipped with sensing, communication, and computational resources, using which they can locally exchange information or communicate with remote servers. IoT systems are traditionally partitioned into three main layers as illustrated in Figure 1 [2, 13]. First, the sensor network is responsible for continuous data collection. Second, the gateway layer also known as Fog [18] performs as a bridge between the sensor network and the cloud servers, enabling data transmission and lightweight computing tasks. Third, the cloud servers carry out data storage and data analytics using powerful computers. in recent years wearable devices such as fitness trackers, smart watches, augmented reality (AR) glasses have become widely used products [3]. Consequently, these devices have been used as sensor node devices in the IoT paradigm which, as a result, have become a motive for companies to improve the processing capability [6]. Due to the resource constrained nature of wearables in terms of battery power and processing capability, these devices often rely on a mobile device (mobile gateway) such as a smartphone for performing the edge processing of the IoT application. In IoT applications hardware specifications of mobile devices and wearables such as battery lifetime and performance are considered as key QoS requirements of real time IoT applications. Recent works have presented offloading techniques providing an optimal or near optimal offloading technique to improve QoS requirements such as response time and battery life-time [17, 20, 23]. To deploy these solutions or understand how much computation can be offloaded between mobile gateways and wearable devices, an energy and performance evaluation of these devices is essential. Recent works have reported performance and energy consumption comparison between wearable Devices [6] from a hardware perspective, and also compared the performance overhead of wearable operating systems

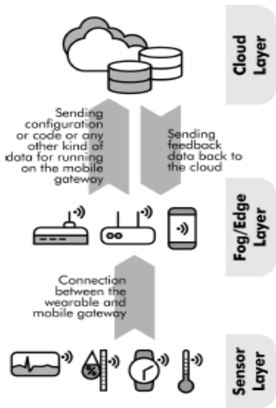

Figure 1: Fog-based IoT applications computing structure

However they did not provide any comparison against mobile devices. A recent work has proposed an approach for partitioning of deep learning based applications between wearable and mobile devices, and also provided a performance and energy comparison, however it does not cover other types of IoT applications [23]. In this paper, we investigate and analyze the performance and energy consumption of four different wearable and gateway devices while they are running 9 diverse applications, ranging from a simple encryption or decryption algorithm to a complex machine learning program. The wearable devices and the selected mobile gateways are compared when running the LOCUS benchmark which includes a broad range of real-time IoT applications that can be executed on wearable and mobile gateway devices [6]. In addition, we compare the energy consumption of a mobile device while running 9 applications of the LOCUS benchmark in both serial and multi-threading manners. The paper presents practical insights for system designers when choosing a suitable computation method (i.e., offloading method) for IoT systems in order to achieve a high quality of service (QoS). The structure of the paper is as follows. The background of our study and related works to this paper are presented in Section 2. Section 3 discusses the experimental setup.We evaluate and discuss the results in Section 4. Finally, Section 5 concludes the paper.

II. BACKGROUND AND RELATEDWORK

In this section, we first outline energy consumption and execution time of wearable devices. Then, we describe a background on the LOCUS benchmark.

2.1 Energy Consumption

Energy consumption is one of the most important metrics evaluating the quality of IoT-based systems. wearable devices of IoT systems are often small size and lightweight [7]. Correspondingly, their battery, which is light and small, does not include a large

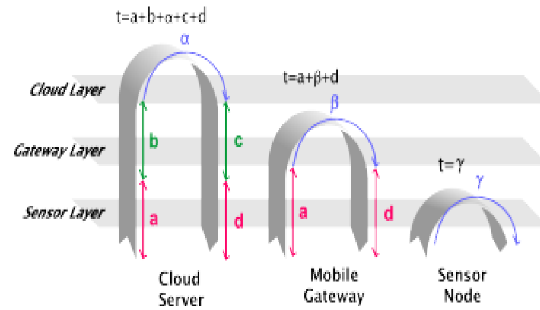

Figure 2: Response time of different IoT computation structures including data transmission latency (a, b, c, d) and execution time (α, β, γ) capacity. Therefore, the energy consumption of wearable devices in the IoT systems must be carefully considered. When the energy consumption is high, it can cause serious consequences such as interruptions in services and applications, reducing their Quality of Service (QoS).

In traditional IoT-based systems, wearable devices only collect and send data to gateways which forward the data to cloud servers for further processing. The traditional IoT systems' architecture has several limitations such as the inefficiency of energy consumption and bandwidth utilization. Fortunately, these limitations can be solved or legitimated with a Mobile Edge Computing (MEC) architecture which introduces an extra edge layer in between gateways and cloud servers [5]. In the MEC architecture, data collected by sensor nodes are transmitted to smart gateways for further processing as the gateways are often equipped with high computational capability CPU, large memory and a large capacity battery. By shifting the burden load from sensor nodes to smart gateways, the energy consumption of the sensor nodes can be dramatically saved [21]. Currently, due to the evolution of wearable devices and sensor devices, these devices are equipped with high computational capability microprocessor and large memory. It leads to a question that "Does a method of sending all data to smart gateways and processing at the gateways help to achieve the higher level of energy efficiency than a method of processing partly at wearable sensor devices and partly at smart gateway?". However, it is arduous to answer this question comprehensively as the answer depends on the complexity of the running application and wireless communication protocols between sensor nodes and gateways. In [23], the authors showed that a method of processing partly at a wearable sensor node and partly at a smart gateway (Nexus 6 - mobile gateway) helps to achieve a high level of energy efficiency in most of the cases when running different deep learning models such as language modeling and document classification (i.e., TextCNN). However, it cannot be concluded that the method is suitable for all applications. Therefore, this paper provides a comprehensive analysis of energy consumption of widely used processors/boards when running different applications i.e., applications in LOCUS benchmark which is described in detail in the below sections.

2.2 Execution Time

The execution time becomes more prominent in determining the response time as the computation is shifted towards the sensor node While the response time of fog based applications is dependent on the execution time of the gateway (in our case mobile gateway) and the connection delay, the response time of the application will
only be dependant on the execution time (γ) if all of the execution was done on the wearable device. In order to judge on how much computation can be offloaded to the sensor node, a comparison of the execution time between the mobile gateway and the wearable device is needed.

Conventionally, the sensor devices such as wearable devices had significant constraints in terms of energy and performance. As a result, it was insufficient to perform the whole application on sensor node devices. However, with the development of wearable devices in recent years, the gap between γ and β has decreased. These changes have opened the window for offloading some computation to wearable devices which contributions like [20] or [23] have enhanced the response time by finding the optimal offloading scheme according to both wearable and mobile gateway performance and battery life time constraints. Samie et al. [20] compared the power consumption and bandwidth utilization for different offloading levels and showed that for an optimal configuration both maximum bandwidth utilization and increased energy saving for the gateway and sensor nodes can be achieved. In Xu et al. [23], the energy and performance of both a mobile gateway and a wearable device running different amount of deep neural network algorithms was compared. The work indicated that by offloading a suitable amount of the computation energy can be saved in both devices and also the overall response time will be improved.

However, these works only explored one or a specific type of applications and since the connection delay varies in different IoT applications, the comparison will not be valid. In this work an evaluation between wearable devices with different configurations and mobile gateways is conducted in order to give a view on how much computation can be offloaded to wearable devices.

2.3 LOCUS Benchmark

The LOCUS benchmark was proposed for evaluating and comparing a 16 multi-core message passing processor with other wearable processors that are used in IoT applications [6]. At the time the paper was published there was no available benchmark suite for wearable processors so the authors introduced there own benchmark. This benchmark is a set of representative kernels which are widely used applications in wearable devices as IoT applications. The LOCUS benchmark includes a dynamic time warping (DTW) kernel which is used in several applications such as data mining and speech recognition. Furthermore, other included kernels are A Star which is used as a navigation kernel, electrocardiogram (ECG) Rpeaks detection is a widely used application in most smartwatches. For secure data communication, AES encrypt and decrypt is widely used in most IoT applications are a part of the LOCUS benchmark kernels. Since image processing is increasingly applied to wearable and IoT applications, 2D Convolution and Histogram kernels which are extensively used for augmented reality in smart glasses and mobile devices are included in the benchmark. The Support Vector Machine (SVM) that is extensively used for classifying pattern based on sensor data is also included in the benchmark. The last kernel of the LOCUS benchmark used in this work is the Haar

Table 1: Hardware specification

Board	Processor	Core(s) & Thread(s) per core	Memory	Operating System
Intel Galileo Gen 2	Intel Quark SoC X1000 (400 Mhz)	1 & 1	256MB DDR3 RAM	Yocto Linux
Onion Omega2+	MT7688 SoC (580 MHz MIPS)	1 & 1	128MB DDR2 RAM	OpenWrt (Onion)
Raspberry Pi Zero	ARM1176JZF-S (1GHz)	1 & 1	512MB RAM	Raspbian v8 (with Gui)
Odroid-Xu4	Cortex-A15 (2GHz) and Cortex-A7 (1.4GHz)	8 & 1	2GB LPDDR3 RAM	Ubuntu Mate

Transform variant of DiscreteWavelet Transform which is used for compressing sensor data. Although the benchmark was meant to run on the proposed processor, in order to compare the processor with nowadays shared memory processors, the authors introduced three versions of the kernels. The first version is a serial version of the kernel, the second version is the paralleled version using POSIX thread which is adjustable according to the target processors specifications and third, there is a Message Passing Interface (MPI) version of the kernels. In this paper since the target wearable and mobile devices have a shared memory architecture, the serial and pthread version of the benchmark kernels are executed.

III. EXPERIMENTAL EVALUATION AND COMPARISON

This section explains the specification of the boards used as a wearable and a mobile device then the experimental setup and the conditions considered while extracting the results are explained. Furthermore, the presented results which is the performance and energy consumption of each kernel code is compared and discussed.

3.1 Experimental Setup

\The boards that are used in the experiments are shown in Table 1. The Intel Galileo Gen 2 board includes a low power SoC which has an Intel Pentium-class processor and has been considered as a wearable device in several works. The Onion Omega 2+ board is an evaluation board with few components and a small board size which is widely use for developing smart devices [16].

The Raspberry Pi Zero has a low power single core ARM processor and can be considered as a wearable device [19]. The mobile device in our experiments is the Odriod Xu4 board that has an octa-core ARM processor and has near specifications to the Samsung Galaxy S5 mobile phone [11]. The wearable boards have all single core processors because single core processors are the most common processors for a diverse range of wearable devices. Since for the diverse range of IoT applications various features of the OS is needed, the benchmark was executed on the standard OS given for each board which can be seen in Table 1. Accordingly,

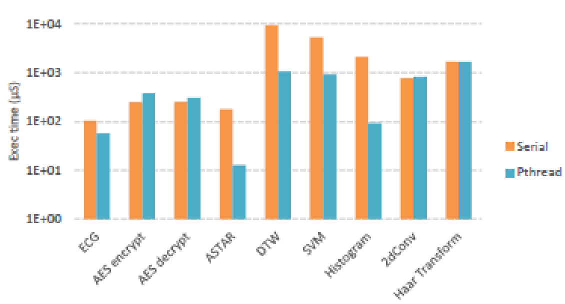

Figure 5: The execution time of the pthread and serial versions of the LOCUS executed on the Odroid board

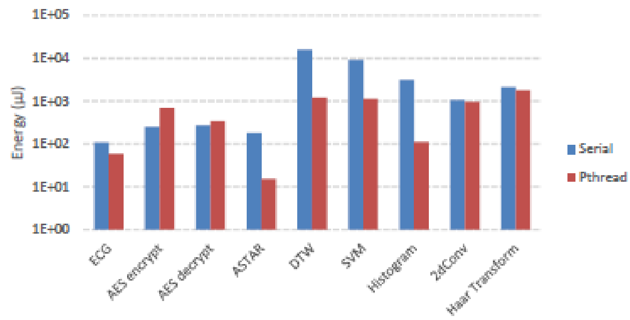

Figure 6: Comparison of the energy consumption of the Pthread and version of the Locus benchmark executed on the Odroid Xu4 board One of the reasons causing the large difference in energy consumption of these two boards can be microprocessors and their frequency. As can be seen that Odroid Xu4 is equipped with 2 GHz microprocessor whilst Raspberry Pi Zero and Intel Galileo are equipped with 1 GHz and 400 MHz microprocessors, respectively. In the experiment cases, applications of the benchmark require many computations; therefore, applying microprocessors with a higher frequency can help to achieve some levels of energy efficiency. However, energy consumption of Raspberry Pi Zero is higher than energy consumption of Onion Omega 2+ in most of the cases when running the LOCUS benchmark's applications although Raspberry Pi Zero and Onion Omega 2+ are equipped with 1 GHz and 580 MHz, respectively. One of the reasons causing the low energy consumption of the Onion Omega 2+ is that the board is supplied with 3 V whilst other boards (i.e., Raspberry Pi Zero) require 5 V power supply. In cases of Histogram and 2DConv applications, energy consumption of Onion Omega 2+ is larger than Raspberry Pi Zero because of many "read-from-files" and "write-tofiles" instructions in these applications, that cause the overhead of the Onion Omega 2+ operating system performance. Therefore, it Can be concluded that depending on the applications (e.g., complexity, computation requirements, and Input/Output access frequency), different microprocessor's frequencies should be applied. As mentioned above, all applications of the LOCUS benchmark are run in the serial and multi-threading manners on the Odroid Xu4

IV. DISCUSSION

The energy consumption and execution time results show that board components like input/output (I/O) ports can increase the energy consumption of wearable devices despite the performance they have. The energy consumption of a board is affected by an operating system and the software running on the board. When an applications uses system calls too much, the operating system becomes a major overhead. Therefore, it is essential to suppose that the relation of energy consumption and execution time may not be consistent when applying offloading techniques. The execution time results of the Pthread and serial version of the benchmark indicate that for applications like ECG that have multiple stages for processing and have complex computation, it is better to use an offloading scheme which offloads some of the stages onto the wearable device and leave the higher complex computation for the mobile device. Applications that process images like Histogram, 2DConv which perform the same operation on multiple data, is better to use an offloading scheme that partitions the data to process some of the data on the wearable device and the rest of the data on the mobile gateway. Since there is a huge performance gap (compared to the performance gap of other kernels) between the Odroid Xu4 and wearable boards for the SVM which is a classification kernel, the offloading technique as presented in previous works [23], should significantly be conducted towards decreasing the connection delay so that the overall response time is reduced. Although the Pthread version of the benchmark had performance speedup for most applications, in real-world scenarios, the mobile device has multiple applications to compute which as a result it cannot use all of its resources for one process which is an important factor to be considered in choosing an offloading technique and conducting it. According to the execution time results of the serial version of the LOCUS benchmark, there is a considerable gap in terms of performance between the CPU core of a mobile gateway and wearable devices. Due to the limited scope of the paper, the paper does not consider other aspects which also affects the energy consumption of wearable devices such as wireless connection protocol, data rate, and connection delay. It is recommended that a system administrator needs to consider these aspects together with other aspects such as microprocessor's frequency, multi-threading in order to achieve a high level of energy efficiency. Depending on the application and wearable sensor devices, one of the methods such as offloading all computation on wearable devices, a combination of partly offloading on wearable devices and partly processing on mobile gateways, or running completely algorithms on mobile gateways.

V. CONCLUSION

The paper has compared the energy and execution time of various platform boards considered as wearable device and mobile device via the LOCUS benchmark to provide a guide for how and what offloading techniques to use for increasing QoS in IoT applications. The results show that the chosen mobile gateway device has higher performance and is more energy efficient compared to the chosen wearable devices but according to the type of the application, the performance and energy consumption gap differ. The results also indicate that the wearable processors are weaker in executing applications that contain complex computations, offloading techniques should consider offloading simple operations onto wearable devices. The wearable energy consumption results indicate that not always better performance brings better energy efficiency, and factors such as board components that consume power or processor frequency play a critical role in determining wearable energy consumption. We encourage the readers to see the results as a guide to consider the execution time and energy consumption of each application compared to each other to conduct a suitable offloading technique which will increase the QoS in IoT applications such as response time and/or battery lifetime.

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