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DroidCluster: Towards Smartphone Cluster Computing

The Streets are Paved with Potential Computer Clusters

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Once upon a time...

In the beginning of 2011 we bought 6 medium class Android Smartphones for a programming lab.



LG P500, Android 2.2, 600 MHz Qualcomm MSM7227, 512 MiB RAM

The idea...

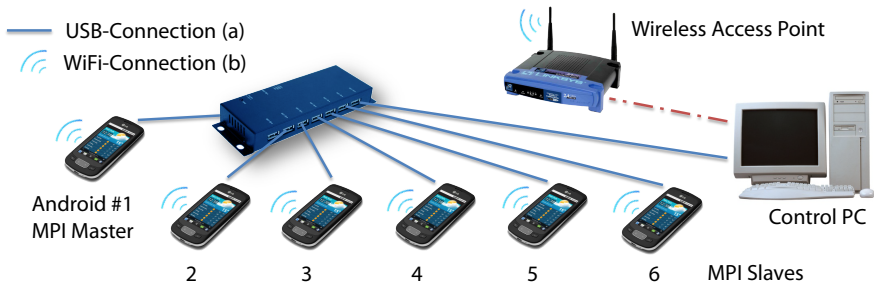


We should build a cluster out of it!



Sounds like a reasonable idea!

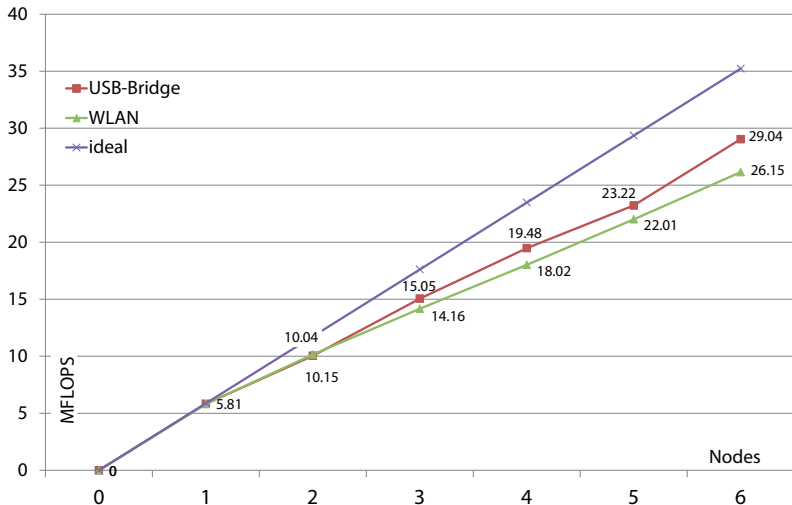
Architecture



Software

- Full ARM Debian installation alongside the Android OS (chroot)
- MPI-based Linpack benchmark
- Connectivity through WiFi or USB reverse-tethering
- Control PC only used for controlling and monitoring the phones, not involved in calculation

Results



Our Cluster

- No specialized *mobile* application, but standard Debian distribution and standard libraries and tools
→ would not have been possible on a phone a few years ago
- Running *alongside* the normal phone applications
- Closely-coupled: Standard MPI, but over slow communication links
→ still scales reasonably

Absolute performance not that impressive

SoC Evolution: Measured Performance under Android

<i>System</i>	<i>CPU</i>	<i>MHz</i>	<i>ARM Core</i>	<i>Android</i>	<i>MFLOPS</i>
Huawei U8120	Qualcomm MSM7225	528	ARM11	2.3.7	3.7
LG P500	Qualcomm MSM7227	600	ARM11	2.2	4.0
HTC Legend	Qualcomm MSM7227	600	ARM11	2.3.7	7.5
Samsung Galaxy S	Samsung Exynos 3110	1000	Cortex A8	2.3.7	17.7
HTC Nexus One	Qualcomm QSD 8250	1000	Scorpion	4.0.3	31.0
Medion Lifetab P9514	Nvidia Tegra 2	2x1000	Cortex A9	3.2	54.4
Samsung Galaxy Nexus	Texas Instruments OMAP 4460	2x1200	Cortex A9	4.0.2	75.0

Performance drivers: Transition to multicore, out-of-order architectures, (better) FPU+SIMD units

Next big thing: OpenCL capable mobile GPUs for GPGPU offloading

Opportunities

Chances for ubiquitous mobile applications, crowd sensing platforms, data distribution networks based on mobile phones.

You can

- put computation back from the backend into the users device
- form Ad-Hoc groups to cooperatively solve a problem
- consider the best tradeoff between closely-coupled cooperation (e.g. MPI) and loosely-coupled cooperation (BOINC, “seti@home”)

“If I am collecting temperature and pressure data, why shouldn’t I also calculate the weather report?”

An example...

Employee Charges Phone - Fired for Stealing Electricity!



Proposal: distcc for Android

Distribute compilation of larger projects over different nodes

1. During the day employees put their phone into a USB port of their computer for charging
2. Phone registers at the company Phone-Cloud control server
3. Phone will be automatically provisioned with the necessary compilation environment and registered to the distcc system

Benefits

- Users can charge phones without risking being fired
- Bring-Your-Own-Device: Companies can leverage hardware already paid for by their employees

Conclusions

- Many mobile phones today are faster than desktop computers from 10 years ago
- The architectural evolution of mobile SoCs follows those of traditional desktop and server CPUs
- But SoCs are catching up: Programmable GPUs, SIMD units, ...
- This gives some room for innovative research applications
- Levering existing smartphones' processing power is environmentally sustainable, as their SoCs are quite energy efficient
- It is necessary to find a trade-off between tapping the computing power and draining the battery

Thank you!