

# PERVASIVE DATA MANAGEMENT

## DATA MANAGEMENT IN MOBILE SYSTEMS

Prof. Fabio A. Schreiber

Dipartimento di Elettronica, Informazione e Bioingegneria

Politecnico di Milano



# MOBILE, CONTEXT-AWARE COMPUTING

mobile 1



# NETWORKS FOR MOBILITY

mobile 2

- DIRECT RADIO LINKS
- CELLULAR NETWORKS
- INFRARED LINKS
- BLUETOOTH

DATA ACCESS **ANYWHERE** AND **ANYTIME** FOR **2.3 BILLION PEOPLE** (2011 estimate)

# MOBILE COMPUTING

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## □ **NOMADIC** COMPUTING

FIXED NETWORK INFRASTRUCTURE

## □ **AD-HOC** COMPUTING

THE NETWORK IS TEMPORARILY ESTABLISHED  
ON DEMAND AMONG THE INVOLVED DEVICES

# MOBILE APPLICATIONS

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- **TRADITIONAL** APPLICATIONS ON MOBILE DEVICES
  
- **NEW** APPLICATIONS **EXPLOITING THE DYNAMIC FEATURES** OF THE MOBILE ENVIRONMENT TO PROVIDE CONTEXT-AWARE FEATURES
  - ▣ LOCATION-BASED SERVICES AND LOCATION-DEPENDENT QUERIES
    - EMERGENCY SERVICES
    - NAVIGATION AND INFORMATION SERVICES
    - LOCATION-DEPENDENT ADVERTISING
    - TRACKING SERVICES

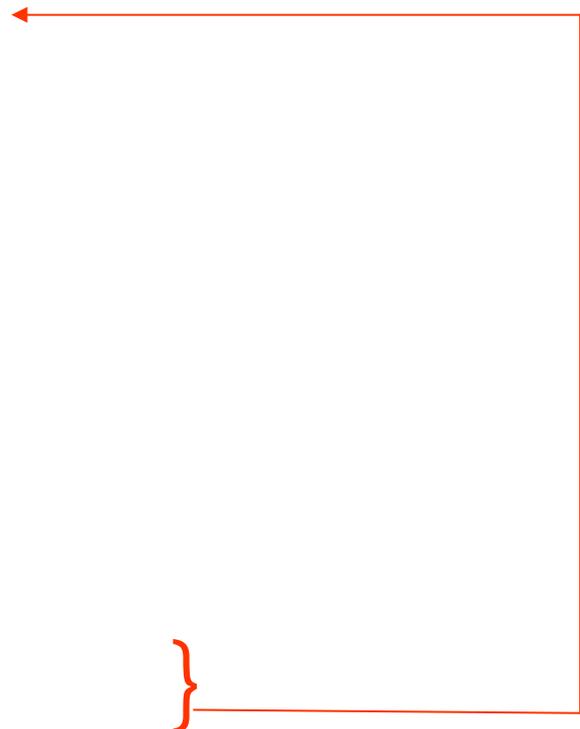
# RELATED TECHNIQUES

mobile 5

- CONTEXT AND ARCHITECTURE
  - ▣ MODEL AND MANAGE THE MOVING OBJECTS
    - **MOVING OBJECTS DATABASES** EXTEND THE TRADITIONAL DBMS WITH MODELS AND INDEX STRUCTURES TO EFFICIENTLY TRACK THE MOVING OBJECTS
    - **DATA STREAMS** PROCESS CONTINUOUS UPDATES OF OBJECTS POSITION
  
- QUERY PROCESSING TECHNIQUES
  - ▣ MOVING / STATIC RANGE QUERIES
  - ▣ NEAREST NEIGHBOUR QUERIES
  - ▣ QUERIES ON LOCATION-DEPENDENT DATA

# PORTABLE VSDBMS TECHNOLOGICAL CONSTRAINTS

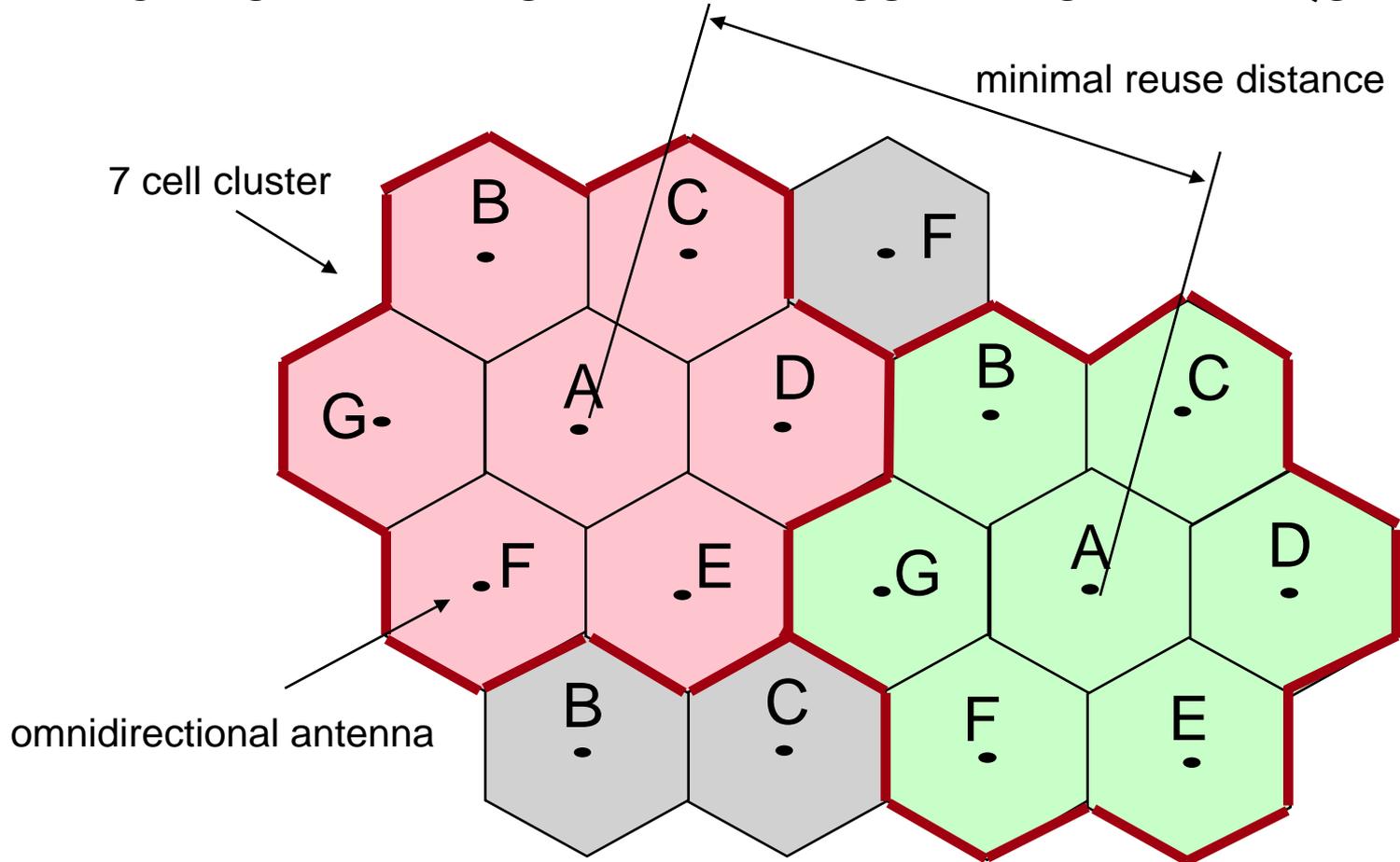
- **COMPUTATIONAL POWER**
  - ⚡ SMALL FOOTPRINT DBMS
  
- **ENERGY CONSUMPTION**
  - ⚡ LOW POWER BATTERIES
  
- **FREQUENT DISCONNECTIONS**
  - ⚡ AREA COVERAGE
  - ⚡ DEVICE SWITCH-OFF
  - ⚡ .....
  
- **PERSISTENT DATA STORAGE**
  - ⚡ FLASH MEMORY TECHNOLOGIES
    - BIT/BYTE ACCESS GRANULARITY
    - BLOCK ERASE/UPDATE GRANULARITY
    - UPPER LIMIT TO ERASURE NUMBER



# CELLULAR NETWORKS

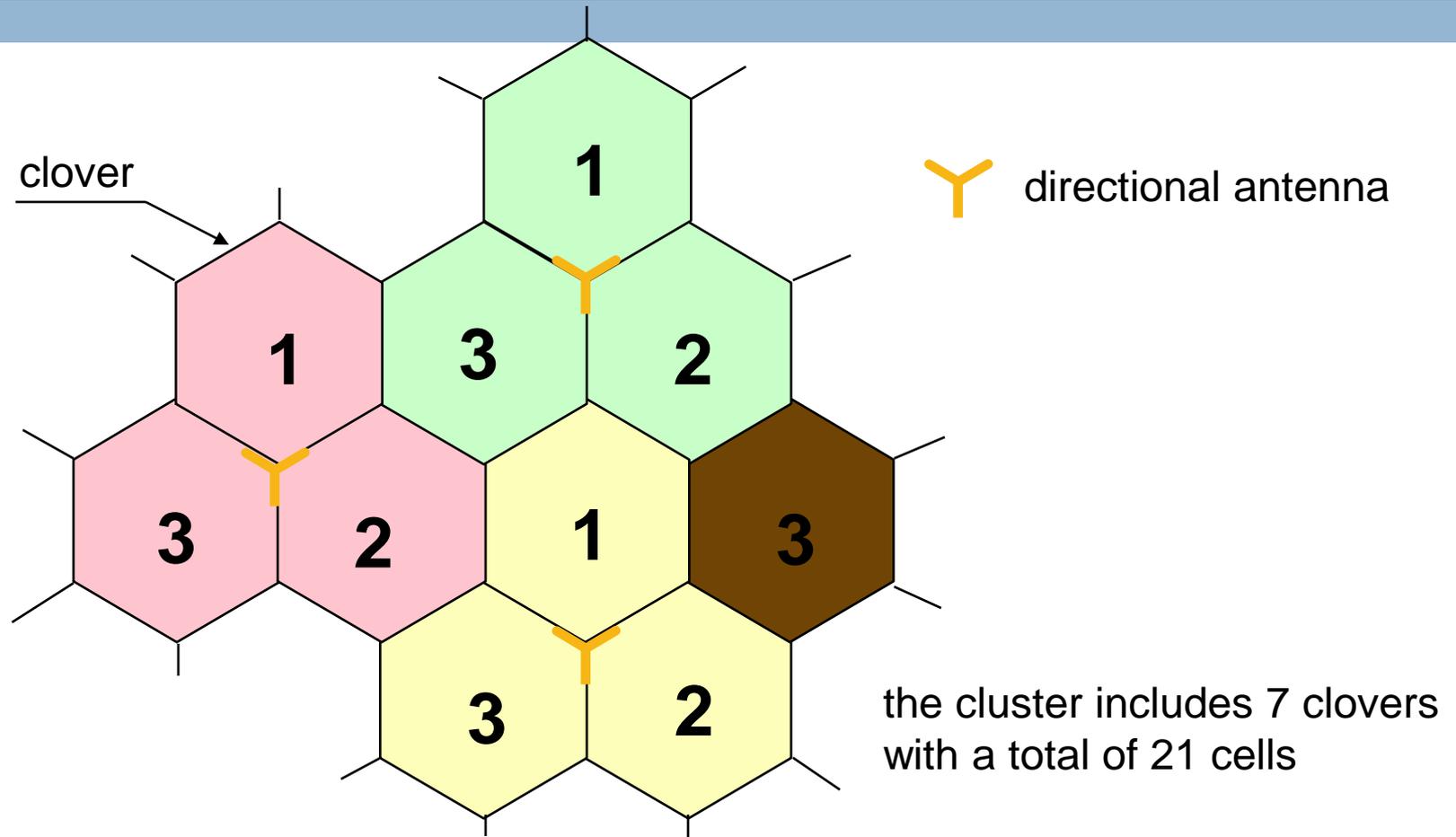
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**CELLS WITH THE SAME LETTER USE THE SAME FREQUENCY SET**



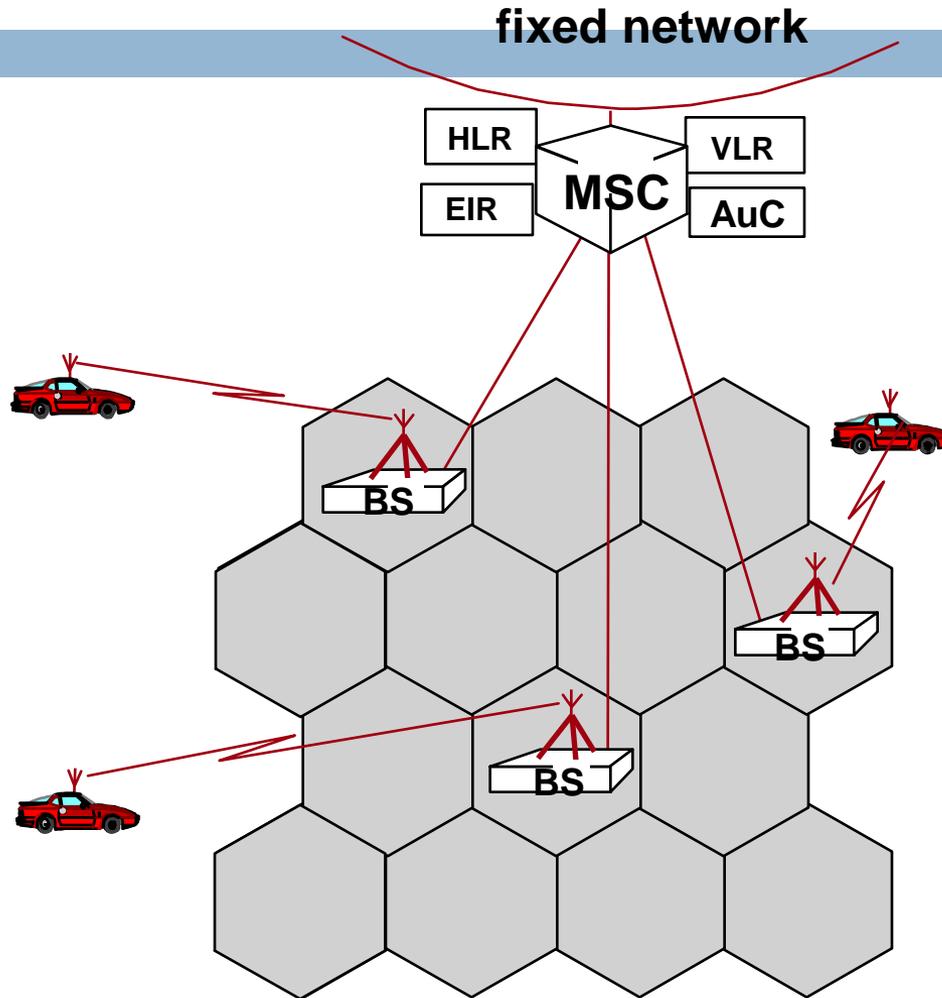
# CELLULAR NETWORKS

mobile 8

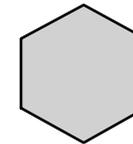


# GSM NETWORK ARCHITECTURE

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## LEGENDA



Cell



Mobile Station

**BS:** Base Station

**MSC:** Mobile Switching Center

**HLR:** Home Location Register.

**VLR:** Visitor Location Register

**AuC:** Authentication Center.

**EIR:** Equipment Identification Register.

# WHAT IS MOBILE

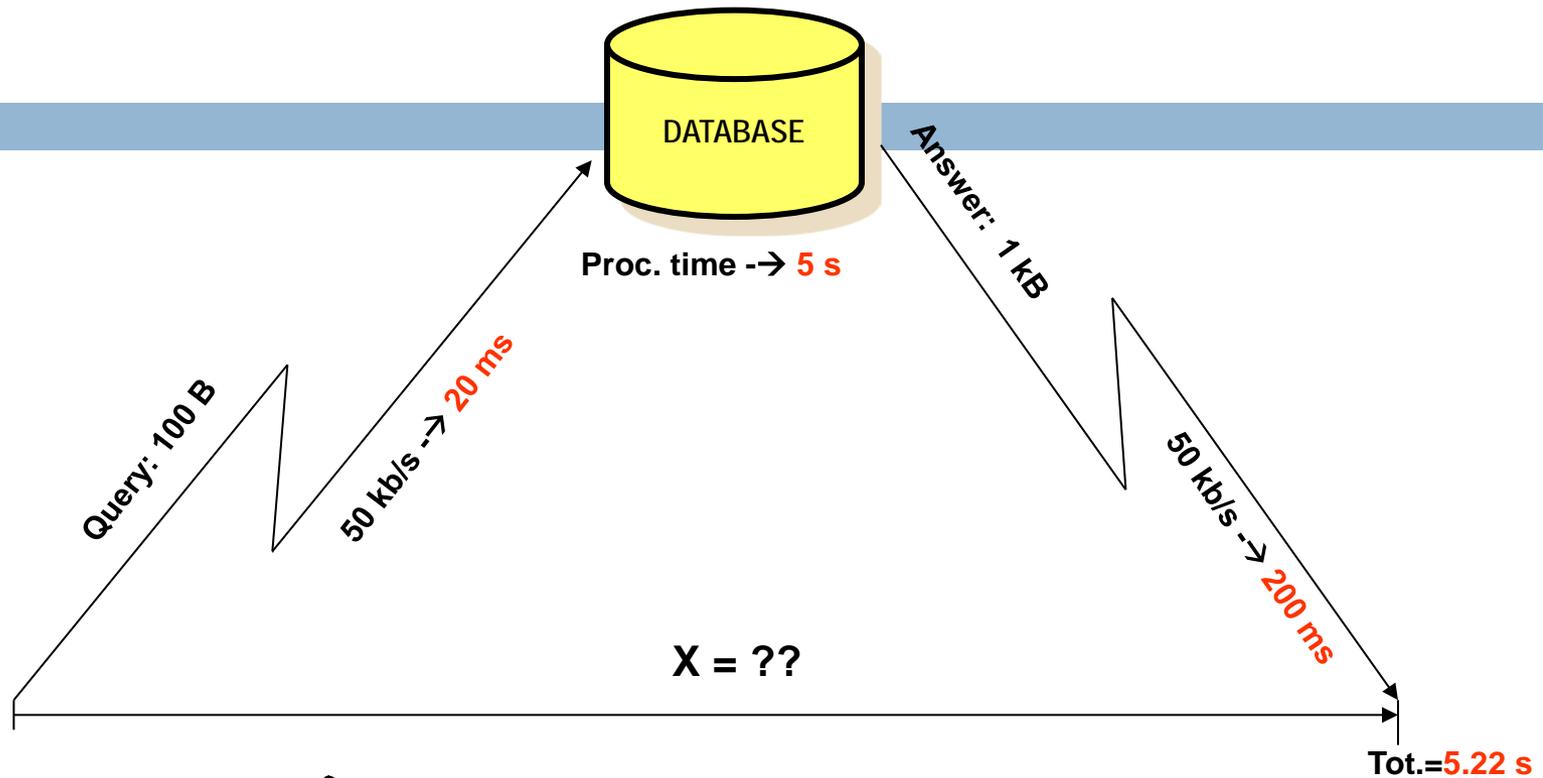
- SPATIO/TEMPORAL DATABASES FOR **MOBILE OBJECTS**
  
- TRADITIONAL DATABASES FOR **MOBILE DEVICES**
  - ON BOARD DBMS
  - LOCATION-DEPENDENT DATA
  
- BOTH

# MOBILITY ISSUES IN INFO SYSTEMS

- WHICH IS THE APPLICATION **WORKING MODE**
  - ▣ WITH RESPECT TO **SPACE**
    - **LOCATION DEPENDENT DATA**
    - **LOCATION AWARE TRANSACTIONS**
  
  - ▣ WITH RESPECT TO **SPACE-TIME**
    - **SENSIBLE OF EXTERNAL EVENTS (ACTIVE)**
    - **NOMADIC ROAMING (QUASI STATIC)**
    - **FULL-FEATURED MOBILE (REAL-TIME)**
      - **QUERY ANSWERING SEMANTICS (????)**
        - ^ **AS OF WHERE ISSUED**
        - ^ **AS OF WHERE PROCESSED**
        - ^ **AS OF WHERE RECEIVED**
  
- **ACCURATE AND COHERENT SPATIO-TEMPORAL VIEW OF THE DISTRIBUTED STATE AND OF THE QoS**

# AN EXERCISE

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1000 km/h → 280 m/s → 1500 m



100 km/h → 28 m/s → 150 m



5 km/h → 1.4 m/s → 7.3 m

# MOBILE DEVICES

## FEATURES OF **MOBILE DEVICES**

- ❑ **TYPE AND POWER** OF THE DEVICE (smart cards, cell phones, PDAs, portable PC, ...)
- ❑ **OPERATING ENVIRONMENT** VARIABILITY (proprietary, intranet/internet, ...)
- ❑ **NETWORK CONNECTIVITY** (guided or occasional disconnections, asymmetrical link bandwidth)
- ❑ ACCURATE AND COHERENT **SPATIO/TEMPORAL** PERCEPTION OF SERVICE STATE AND QUALITY (QoS)
- ❑ **MULTICANALITY** (shape the information content for the device it is aimed at)

# MOBILE SYSTEMS CONSTRAINTS

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## **DEVICE**

**POWER NEEDS FOR TRANSMISSION >>  
POWER NEEDS FOR PROCESSING**

## **NETWORK**

**LOW BANDWIDTH AND  
UNRELIABLE LINKS**

**MATERIALIZE DATA ON THE MOBILE DEVICE**

The diagram consists of two arrows pointing downwards from the 'DEVICE' and 'NETWORK' sections towards the central text 'MATERIALIZE DATA ON THE MOBILE DEVICE'. The 'DEVICE' section is on the left and the 'NETWORK' section is on the right. The arrows converge towards the center of the bottom text.

# MOBILE OBJECTS DATABASES

## MOVING OBJECTS

### ▣ HIGH UPDATE RATE

#### ■ ACTIVE (FAST) OBJECTS

- STORED IN MAIN MEMORY (HARD RT)

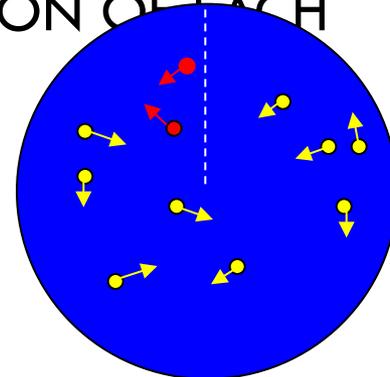
#### ■ INACTIVE (SLOW) OBJECTS

- STORED ON DISK (FIRM/SOFT RT)

# MOBILE OBJECTS DATABASES

## EXAMPLE APPLICATIONS

- ▣ CELLULAR PHONE NETWORKS
  - UPDATE THE USER POSITION (CELL)
  - LOCATE A USER (CELL) TO FORWARD A CALL
  
- ▣ AIR TRAFFIC CONTROL DATA
  - CONTINUOUSLY TRACK THE POSITION OF EACH OBJECT IN A GIVEN AREA

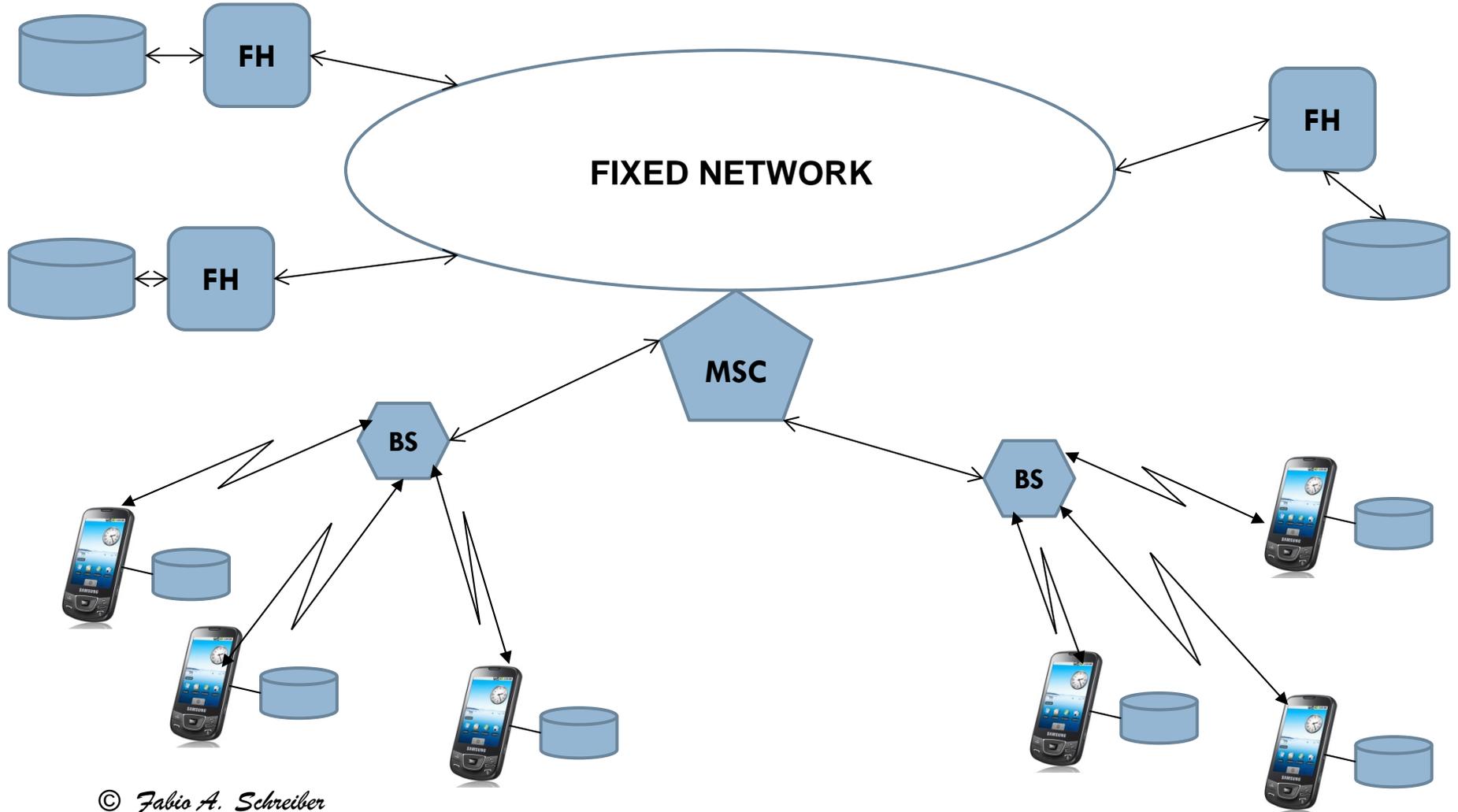


# DATABASES FOR MOBILE DEVICES

- **MOBILE USERS – FIXED HOST(S)**
  - TRAVELLING EMPLOYEES → CORPORATE DB
  - MOBILE USERS → DATA SERVICE PROVIDER
  - PUBLIC BROADCASTED INFORMATION
  
- **MOBILE HOST(S) – FIXED USERS**
  - WIRELESS SENSORS → BASE STATION
  
- **BOTH MOBILE**
  - PEER-TO- PEER NETWORKS
  - PORTABLE PERSONAL FOLDERS

# DATABASES FOR MOBILE DEVICES

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# DATABASES FOR MOBILE DEVICES

## WHAT IS **RESIDENT** ON THE MOBILE DEVICE

- LOCAL DATA ONLY
  - **smart cards personal data**
- SMALL LOCAL PERMANENT STORAGE
  - **old cellular phones directories**
- STORAGE AND TRANSACTION MANAGEMENT CAPABILITIES
  - **smart cellular phones**
  - **palm and portable PCs**

# MOBILE DB TECHNOLOGICAL ISSUES

## DISCONNECTED OPERATION

### □ DATA SYNCHRONIZATION

#### ▣ FILE SYNCHRONIZERS (**PRODUCTS**)

- MANUAL CONFLICT RESOLUTION (e.g., MS ActiveSync)

#### ▣ TRANSFORMATIONAL APPROACH (**RESEARCH**)

- OPERATIONS AT EACH SITE ARE BROADCASTED TO OTHER SITES WHERE THEY ARE INTEGRATED AND TRANSFORMED FOR THE LOCAL EXECUTION CONTEXT

# MOBILE DB TECHNOLOGICAL ISSUES

## LONG TRANSACTIONS

- ▣ PESSIMISTIC APPROACHES
  - TOO LONG DELAYS IN COMMITTING
- ▣ OPTIMISTIC APPROACHES
  - TOO LARGE DIVERGENCES AMONG LOCAL AND SERVER COPIES
  
- ▣ DOUBLE COMMIT (**RESEARCH**)
  - ▣ **LOCAL**, IN DISCONNECTED MODE
  - ▣ **GLOBAL**, AT RECONNECTION TIME
    - CONTRACT AND OPERATIONAL RULES FOR GOVERNING THE REINTEGRATION OF LOCALLY MODIFIED COPIES

# QUERIES IN MOBILE OBJECTS DATABASES

## COORDINATE-BASED QUERIES

### ▣ SPATIO/TEMPORAL

Find all objects within a **given area** during a **given time interval**

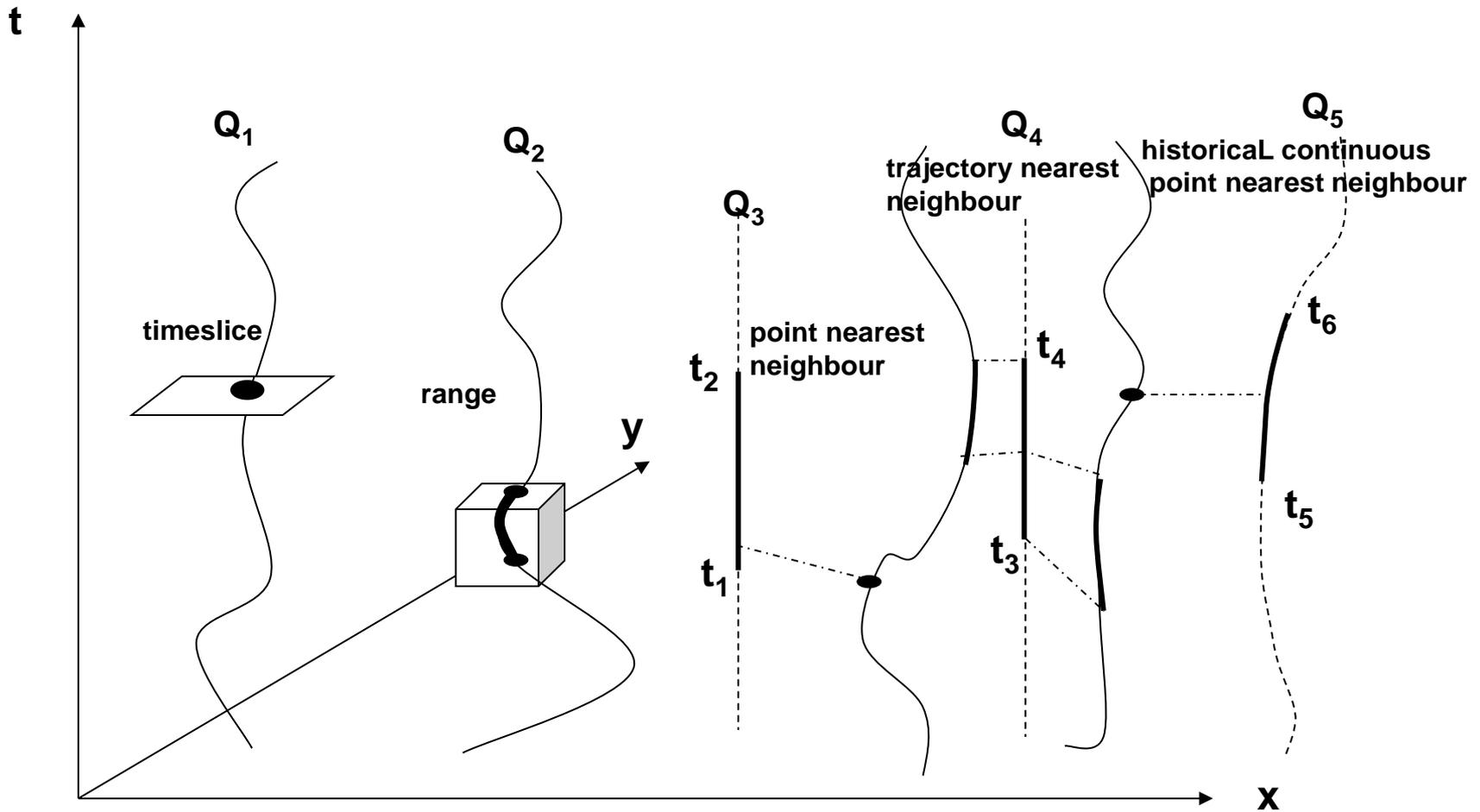
### ▣ TIMESLICE

Find all objects' locations within a given area at a **certain time instant**

### ▣ NEAREST NEIGHBOUR

Find the **nearest moving object** to a given object during a **given time interval**

# QUERIES IN MOBILE OBJECTS DATABASES



# QUERIES IN MOBILE OBJECTS DATABASES

## TRAJECTORY-BASED QUERIES

- ▣ TOPOLOGICAL QUERIES
  - ENTER, LEAVE ... A GIVEN AREA
- ▣ NAVIGATIONAL QUERIES
  - AVERAGE OBJECT SPEED, COVERED DISTANCE ...

## COMBINED QUERIES

- ▣ Which trajectories followed, **in the next hour**, the objects leaving **via Ponzio 34** **between 5 p.m. and 8 p.m. today**
- ▣ Which is the **nearest gas station** at each **instant during my whole trip**

# QUERIES IN MOBILE OBJECTS DATABASES

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## INDEXES

- ▣ COMPRESSION AND INDEXING TECHNIQUES FOR EFFICIENT TRACKABILITY
  - IN THE PAST (TRAJECTORIES HISTORY)
  - IN THE FUTURE (ACTUAL POSITION AND MOTION VECTOR)

A WHOLE AMAZONIA FOREST OF DIFFERENT TREE STRUCTURES HAS BEEN PROPOSED IN THE LITERATURE

# NEW APPLICATION ARCHITECTURES

## PEER-TO-PEER

- **INFORMATION SOURCES COINCIDE WITH USER DEVICES**
  - PURE P2P: FLAT ARCHITECTURE, NO DIFFERENCE AMONG THE NODES (Gnutella)
  - HYBRID AND MIXED P2P: FLAT ARCHITECTURE FOR DATA, CLIENT-SERVER ARCHITECTURE FOR META-DATA (Napster, eMule, BitTorrent)
  - USED FOR MULTIMEDIAL INFORMATION EXCHANGE
  
- **CONTEXT-AWARENESS:** ESSENTIAL IN SOLVING PARTNERS HETEROGENEITY
  
- **ONTOLOGY:** ESSENTIAL IN
  - INFORMATION SEARCHING
  - FORMULATING QUERIES AGAINST UNKNOWN PARTIES
  - RECONCILING ANSWERS FROM DIFFERENT SOURCES
  
- **MOBILITY:** NOT A NECESSARY ISSUE

# EXAMPLES OF COMMERCIAL SYSTEMS (1)

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SYSTEM NAME	PLATFORM SUPPORT	APPLICATION AREA	ARCHITECTURE / DATA MODEL	CONCURRENCY CONTROL	RECOVERY MANAGEMENT	ACCESS PATH
AT&T Bell Labs Dali (DataBlitz) <a href="http://www.bell-labs.com/project/dali">www.bell-labs.com/project/dali</a>	Windows 9x/NT, UNIX, Solaris	telecommunications	MM storage mgr direct access to data via shared memory relational API	multi-granularity locking s, x,, i, mode locking	•multi-level recovery •fuzzy checkpoints of dirty pages	•T-trees indexing •extensible hash tables
Centura RDM (Mbrane Touchpoint EC) <a href="http://www.centurasoft.com">www.centurasoft.com</a>	a variety of RTOS	e-business, web+mobile solutions	RT DBMS library of C routines relational and network			Linked lists (one-to-many DBTG sets)
EMPRESS <a href="http://www.empress.com">www.empress.com</a>	Windows 9x/NT, UNIX, Solaris, Linux, Lynx, ...	RT process control network applications medical systems	distributed DBMS relational			
FastDB <a href="http://www.ispras.ru/~knizhnik/fastdb.html">www.ispras.ru/~knizhnik/fastdb.html</a>	Windows NT, UNIX, Linux, Solaris	general applications with dominated read access pattern	MM DBMS direct data access object oriented	shadow objects	•shadow indexes •linked lists	•T-trees indexing •extensible hash tables •inverse references
Informix Cloudscape <a href="http://www.cloudscape.com">www.cloudscape.com</a>	Windows 98/NT WinCE, Solaris, UNIX, Linux, EPOC, RTOS, ...	portable/palm mobile web solutions	distributed DBMS library of Java classes object-relational	row- or table-level locking		B-trees indexing
POET FastObjects Navajo <a href="http://www.poet.com/fastobjects">www.poet.com/fastobjects</a>	Windows 9x/NT, UNIX, Linux	general RT and telecom applications	RT DBMS dynamically loadable Java modules object oriented			
Polyhedra <a href="http://www.polyhedra.com">www.polyhedra.com</a>	Windows 9x/00/NT, UNIX, Linux, pSOS, VxWorks	complex RT applications	MM RT Active DBMS client/server object-relational		•snapshots to disk •write-behind logging •duplicated DB (opt)	•indexes •direct pointers (?)
Sleepycat Sw Berkeley DB <a href="http://www.sleepycat.com">www.sleepycat.com</a>	Windows 9x/00/NT, UNIX, Embedix, QNX, VxWorks		small footprint transactions library of modified UNIX modules	variable granule size locking	•write-ahead logging •checkpointing	platform's native file system

**SPECIALLY SUITED FOR MOBILE APPLICATIONS**

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# EXAMPLES OF COMMERCIAL SYSTEMS

## (2)

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SYSTEM NAME	PLATFORM SUPPORT	APPLICATION AREA	ARCHITECTURE / DATA MODEL	CONCURRENCY CONTROL	RECOVERY MANAGEMENT	ACCESS PATH
Solid Embedded engine <a href="http://www.solidtech.com">www.solidtech.com</a>	Windows 9x/00/NT, UNIX, Linux, Solaris, VxWorks, ...	smart telecom networks	distributed active DBMS relational	•multiversion optimistic •row-level locking	roll forward log	•modified B-trees •bonsai-trees
Sybase SQL Anywhere UltraLite (50 KB) <a href="http://www.sybase.com">www.sybase.com</a>	Windows NT/XP, WinCE, UNIX, Linux, EPOC, VxWorks, ...	mobile business applications	MM DBMS relational	centralized conflict resolution	checkpoints and logs	B <sup>+</sup> -trees
Times Ten <a href="http://www.timesten.com">www.timesten.com</a>	Windows 2000/NT, UNIX, Linux, Lynx	Internet application servers, mobile business applications	MM (RT) DBMS applications linkable libraries relational	row-, table-, db-level locking	•checkpoints and logs •data replication	•T-trees indexing •hash tables
VTT Inform. Technology RapidBase <a href="http://www.vtt.fi/tte/projects/rapid">www.vtt.fi/tte/projects/rapid</a>	Windows 95/98/NT, UNIX, Linux	Storage/retrieval of time series data for industrial process measurement	MM, active DBMS client/server C++, Java libraries relational		checkpoints and logs	
IBM DB2 Everyplace <a href="http://www-106.ibm.com/developerworks/library/wi-everyplace">www-106.ibm.com/developerworks/library/wi-everyplace</a>	Windows 32 /CE, Palm OS, EPOC 5, Linux, QNX Neutrino	Mobile and embedded devices, special purpose applications	Relational database (reduced functions, 137k footprint)	Synchronization server among different platforms		Advanced indexing
Oracle9i Lite <a href="http://www.oracle.com/tp/deploy/ias/mobile/">www.oracle.com/tp/deploy/ias/mobile/</a>	Windows 32, Windows CE, Palm OS, EPOC 5	General purpose mobile and location-aware applications	Lightweight relational database	Two-way synchronization between the server and the mobile devices		

 SPECIALLY SUITED FOR MOBILE APPLICATIONS

# MOST RECENT ISSUES: *BIG DATA*

## □ THE **CAP** THEOREM

ANY NETWORKED SHARED-DATA SYSTEM CAN HAVE AT MOST TWO OUT OF THREE DESIRABLE PROPERTIES

- CONSISTENCY (C)
- HIGH AVAILABILITY (A)
- TOLERANCE TO NETWORK PARTITIONS (P)
  - **PARTITION  $\equiv$  TIME BOUND ON COMMUNICATION LATENCY**

## □ **NoSQL** DATABASES

- SUPPORT FLEXIBLE SCHEMA (e.g.: Key – Value tables)
- SCALE HORIZONTALLY
- DO NOT SUPPORT ACID PROPERTIES
  - UPDATES PERFORMED ASYNCHRONOUSLY
  - POTENTIAL DATA INCONSISTENCY RESOLVED BY READERS

# HOMEWORK DEEPENING TOPICS 3

- INDEXING OBJECTS IN MOBILE DATABASES
- TRANSACTION MANAGEMENT IN MOBILE DATABASES (COMMIT, UPDATE, SYNCHRONIZE)
- QUERY PROCESSING IN MOBILE DATABASES
- P2P DATA MANAGEMENT IN MOBILE DATABASES