





Fakultät Informatik Institut für Software- und Multimediatechnik - Lehrstuhl für Softwaretechnologie

Energy Labels for Mobile Applications

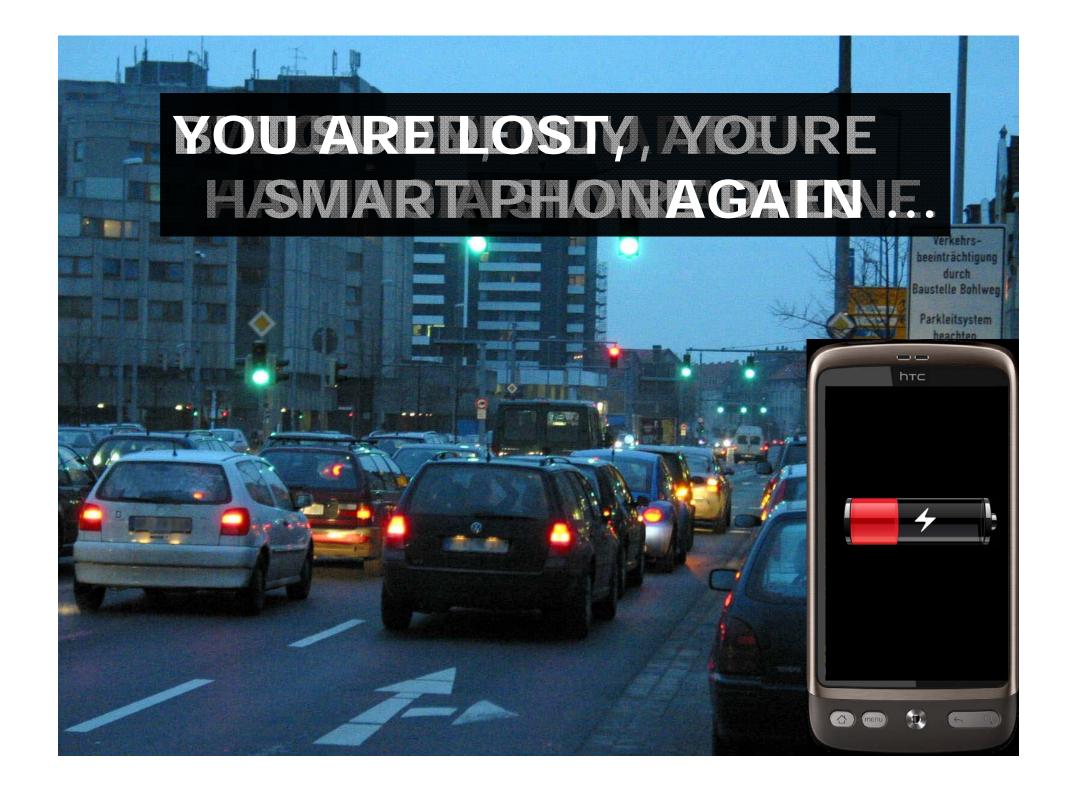
EEbS 2012

Claas Wilke



DRESDEN concept Exzellenz aus Wissenschaft und Kultur

19.09.2012







http://graphjam.files.wordpress.com/2012/03/funny-graphs-gadgets-vs-gadgets.jpg http://www.techwench.com/wp-content/uploads/2011/03/Six-Upcoming-High-End-Android-SmartPhone-on-Spring-2011-6-600x543.jpg http://www.guide2wdw.com/images/2012%20News/iPhone-Low-Battery.jpg Folie 3

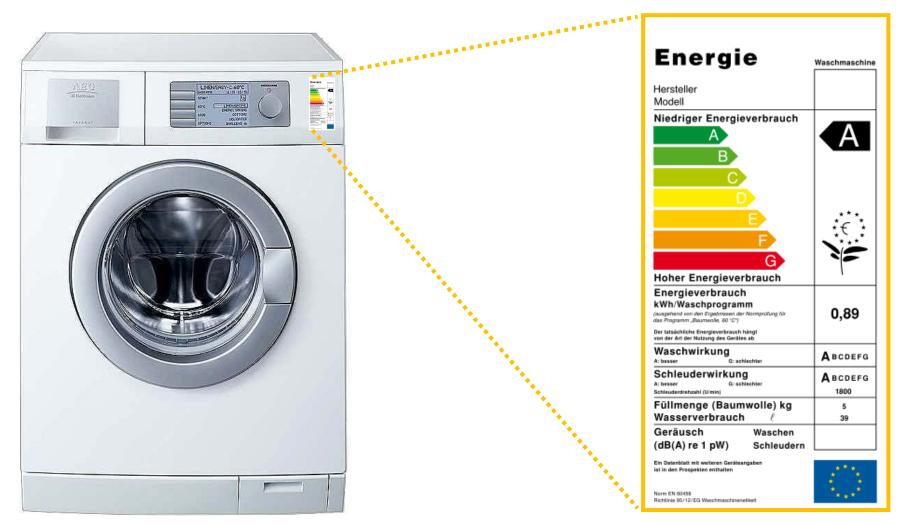


PROBLEM

- Mobile devices have **limited battery** uptime
- Depending on usage, **uptime can vary** heavily
- Although providing similar services, **different applications** consume different amounts of energy
- Users **select** their applications **based on community rankings** but not on power consumption

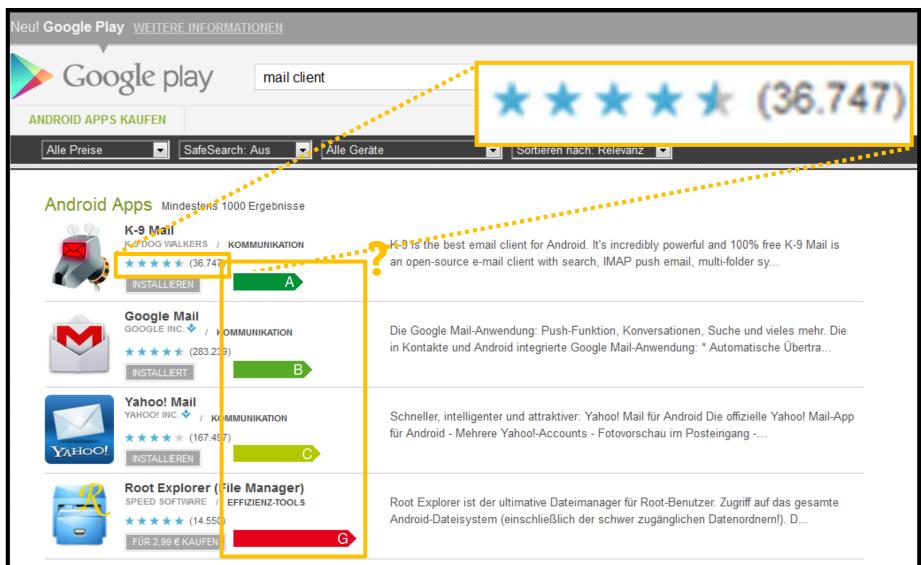


If you buy a washing machine ...





If you buy/install an app ...





MailDroid

FLIPDOG SOLUTIONS, LLC / KOMMUNIKATION

MailDroid is your IMAP Idle and POP3 email replacement for the default client! MailDroid is



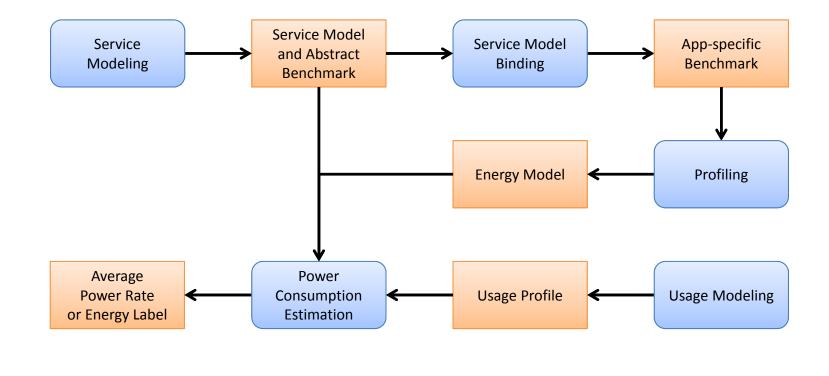
TARGET

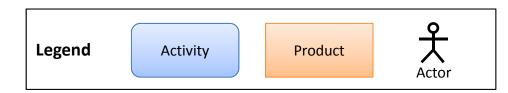
- A process to predict power consumption of applications based on
 - A consumption model and
 - A usage profile
- Provide **energy labels** for apps comparing their consumption w.r.t. similar functionality
 - \rightarrow App store with energy labels



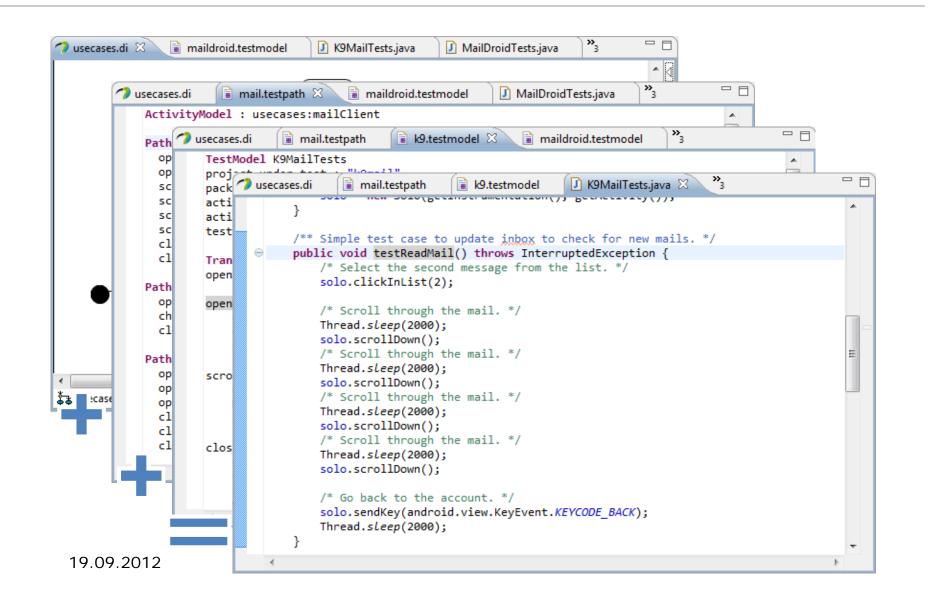


Energy Labeling Process



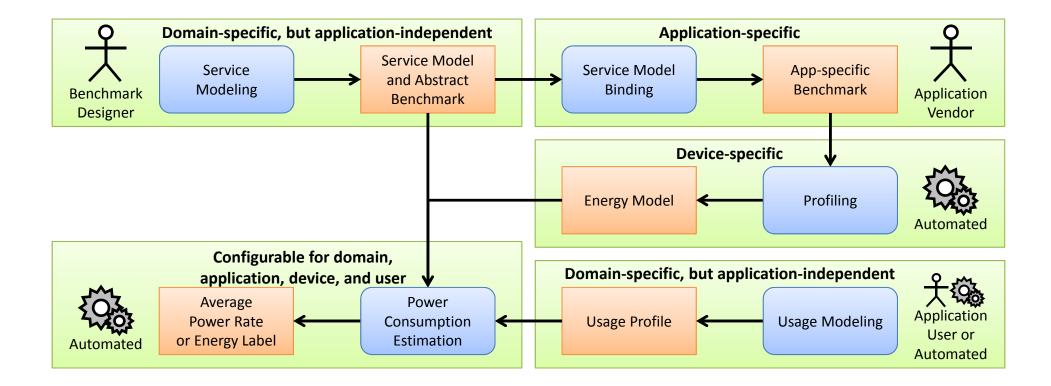


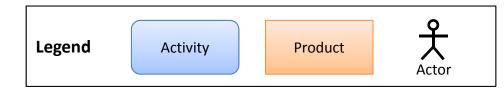






Energy Labeling Process







MAJOR CHALLENGES

1. Energy profiling method

• How to correlate power consumption and executed services?

2. Energy benchmarking

- Do apps influence the energy consumption significantly?
- Can similar services consume different amounts of energy?
- 3. User behavior profiling and modeling
- 4. Energy label computation

19.09.2012

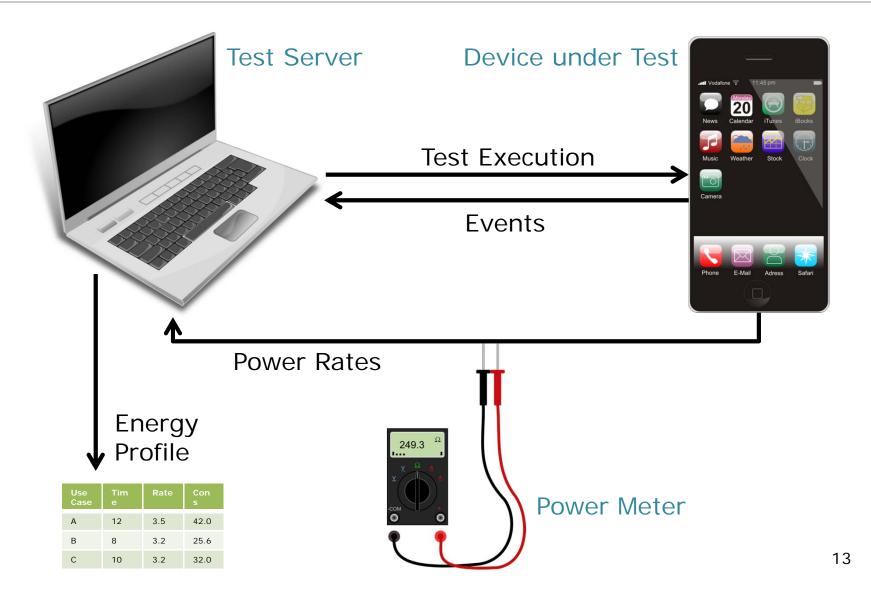


PROFILING

- Devices as black boxes
- **Execution** of **workloads** represented by **unit tests**
 - Represent user activities
 - Click button, enter text, ...
- **Power** rate **profiling** in parallel



Power Consumption Profiling





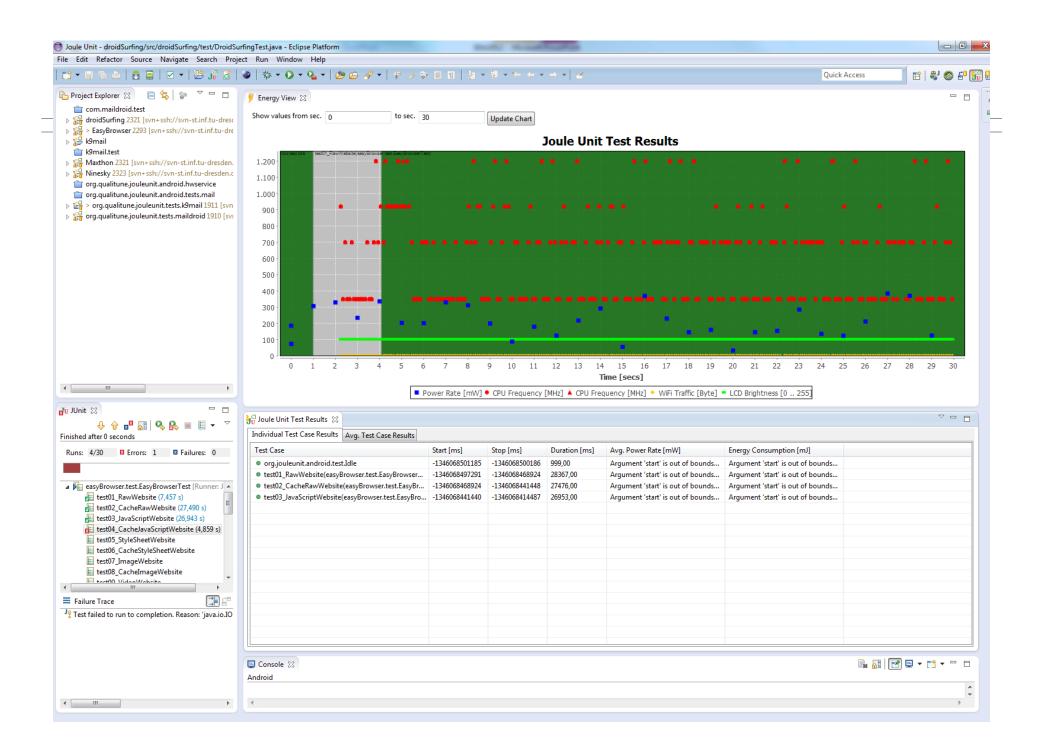
ANDROID PROFILING

- Extension of Android JUnit runner
 - **Tests** for **third party code** possible
- Test server
 - Integration of **external power meter** hardware
 - **Result computation** and presentation **in Eclipse**



Energy Profiling







A FIRST CASE STUDY

Comparing email clients



K9 Mail (> 1,000,000 downloads)



Mail Droid (> 500,000 downloads)

• **Power consumption** for **simple use cases** (check mails, open mail, open attachment, background service)



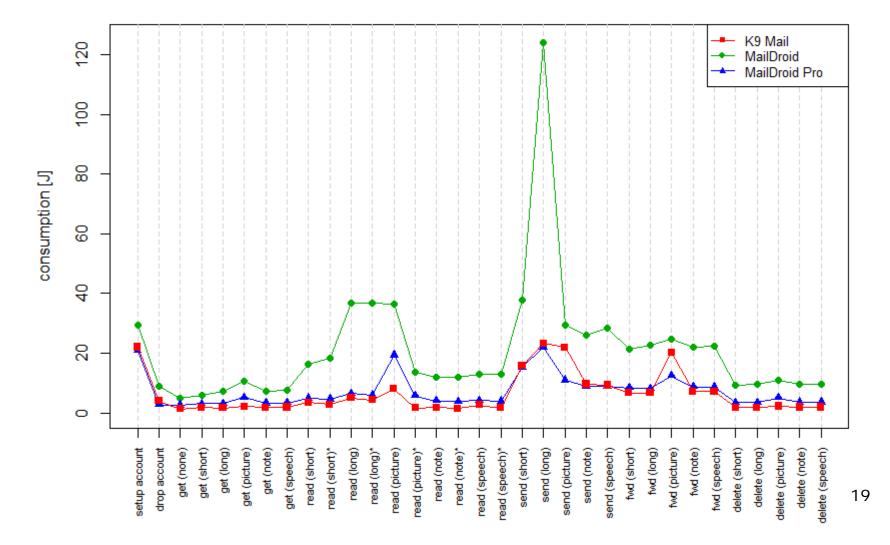
A FIRST CASE STUDY

Use Case	Арр	Ø power rate [W]	%
Check inbox	K-9 Mail MailDroid	0.356 ± 0.020 0.433 ± 0.020	-17.8
Read mail	K-9 Mail MailDroid	0.259 ± 0.017 0.338 ± 0.011	-23.4
Open attachment	K-9 Mail MailDroid	0.286 ± 0.016 0.420 ± 0.028	-31.9
Background service	K-9 Mail MailDroid	0.037 ± 0.010 0.152 ± 0.026	-75.7

(Each use case profiled five times per app)

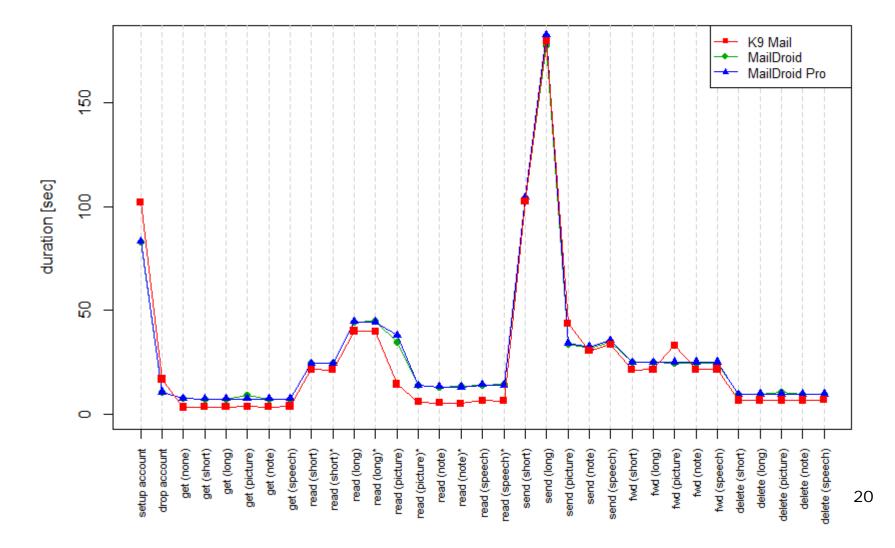


Mail Client Power Consumption





Mail Client Execution Time





INTERPRETATION

- → Execution time is no major concern
 → K9 Mail is a bit faster (easier navigation)
- → The major power consumer in MailDroid is advertisement
- → K9 Mail and MailDroid Pro behave rather similarly
 → However, MailDroid Pro costs 15 Euros ...



LABELS



K9 Mail (> 1,000,000 downloads)



Mail Droid (> 500,000 downloads)



Mail Droid Pro (> 10,000 downloads)



G

A



COMPARING APPLES AND ORANGES?

- Apps including both, similar and different functionality?
- Of course, **only similiar features** can be **compared**
- Different features are excluded by setting their usage rate to 0
 → Comparison of similar features only
- Only sensible, **if user is not interested** in these features



ONGOING RESEARCH

- Further case studies
 - Browsers
 - MP3 players
- Realization of energy labeling process



RELATED WORK



ZHANG et al.

- A model for smart phones power consumption based on their hardware utilization
 - Linear regression model
- Android app for applications' power consumption approximation
 - Live approximation based on regression model
- Identification of **major consumers**
- No systematic comparison of similar applications

[ZTQ+10] Zhang, L.; Tiwana, B.; Qian, Z.; Wang, Z.; Dick, R.; Mao, Z. & Yang, L.: Accurate online power estimation and automatic battery behavior based power model generation for smartphones. In: Proceedings of the eighth IEEE/ACM/IFIP international conference on Hardware/software codesign and system synthesis, 2010, 105-114.



PALIT et al.

- Similar profiling infrastructure
- Average power consumption for typical application use cases
- Different **devices vary in power consumption** for similar use cases
 - E.g., energy consumed by WiFi during Internet browsing
- Focus on platforms, not on applications
- [PANS11] Palit, R.; Arya, R.; Naik, K. & Singh, A.: *Selection and Execution of User Level Test Cases for Energy Cost Evaluation of Smartphones.* In: Proceeding of the 6th international workshop on Automation of software test, 2011, 84-90.
- [APNS12] Abogharaf, A.; Palit, R.; Naik, K. & Singh, A.: *A Methodology for Energy Performance Testing of Smartphone Applications.* Proceedings of the ICSE-AST 2012, Zurich, Switzerland, June 2-3, 2012., 2012.

19.09.2012



PATHAK et al.

- Profiling and identification of **energy bugs**
 - **Approximation method** based on FSMs expressing the phone's energy behavior and system call traces
- Investigation of **several popular Android apps**
 - **Up to 75%** of free app's energy is spent for **advertisement**
 - **I/O operations** consume the most energy
- Static analysis tool to find energy bugs
- [PHZ+11] Pathak, A.; Hu, Y.; Zhang, M.; Bahl, P. & Wang, Y.: *Fine-grained power modeling for smartphones using system call tracing.* In: Proceedings of the sixth conference on Computer systems, 2011, 153-168.
- [PHZ12] Pathak, A.; Hu, Y. & Zhang, M.: *Where is the energy spent inside my app?: fine grained energy accounting on smartphones with Eprof.* In: Proceedings of the 7th ACM European conference on Computer Systems, 2012, 29-42.



CONCLUSION

- Mobile applications consume too much energy
- **Apps influence power consumption** significantly
- Different apps for **similar services can** significantly **vary in** their **power consumption** (e.g., advertisement)
- **Energy labels** can help **to guide users** to the "green" apps
- **Comparison** can also **identify major drawbacks** in specific apps' implementation
- Summing up this talk in 4 minutes: http://is.gd/energyLabel



THANK YOU!

- Summing up this talk in 4 minutes: http://is.gd/energyLabel
- More information on our project: http://www.qualitune.org/
- Contacting me: claas.wilke@tu-dresden.de