## Enabling Location Specific Real-time Mobile Applications

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# **Trends in the Mobile Networking Domain**



Our objective: enable rapid deployment of mobile applications

## **Focus: Location Specific Real-time Applications**



Mobiles themselves can act as sensors to provide updates to applications in real-time.

## **Proposed Approach and Challenges**



- 1. Design and implement the framework
- 2. Build a few sample applications

## **Related Work**

#### Vs. P2P file sharing

- Amount of information a user has to upload is inversely proportional to the number of users present at the location
  → Incentive design more complex
- Vs. Pub-sub systems
  - − Subscribers are also participating in publishing
    → incentive design, privacy, trust very important
  - Publishers and subscribers per location change dynamically
    need highly adaptive info. gathering and delivery mechanisms
- Some other related work in the proposal...

#### **PARK-ASSIST: Application Case Study**

# Help each other find parking





# **Credit Management**

- Pricing function is the key
  - Relative value of an update p(t),
  - Relative charge per info. delivered q(t),
  - Max. absolute value of an update: V<sub>m</sub>
  - Max. absolute charge for info: C<sub>m</sub>
- Updates: Credit per update = V<sub>m</sub> \* p(t)
  t is time since last (set of) useful updates
- Information requests: charge = C<sub>m</sub> \* q(t)
  - t captures info. recentness/confidence
- Limitations (Work in Progress):
  - Update credit does not capture # of other users
  - Users oblivious to variable credit





## **Incentive compatible Information Delivery**



## **Summary**

- Enabling Location-Specific Real-time Mobile Applications
  - Ubiquity, resourcefulness, openness
- Several interesting challenges to be addressed
  - Incentives, trust, information delivery,...
- Approach: Develop core set of mechanisms
  - enable rapid deployment of such applications