# Reducing the Mission Time of Drone Applications through Location-Aware Edge Computing

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## Drones as key system components





#### System model

- Drone scans an area by going through a list of waypoints
- In each waypoint: takes sensor measurements & processes this data
  - to notify the user or perform some actuation
- Drone has its own onboard computer
  - used to run the application software/logic
  - used to perform the data processing / computations
- Servers near the mission area
  - location of servers is known
  - each server is accessed through a separate WLAN
  - server availability is not guaranteed
- Drone can offload its computation on such servers
  - in an opportunistic, ad-hoc way











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#### State management









Symbol	Description	
Call	Local end-to-end service call delay.	
Data	Size of service request and reply data	
	that need to be sent over the wireless networks.	
$Proc_s$	Remote service processing time on server s.	
$Call_s$	Remote end-to-end service call delay on server s,	
	including data transfer over the wireless network.	
$Check_s$	Connection & availability confirmation delay	
	when the service needs to be started on $s$ .	
$CheckR_s$	Connection & availability confirmation delay	
	when the service is already running on s.	



#### **Server selection**

- $candidate(s) = inrange(s) \land Call_s < Call \land s.state \neq BLACKLISTED$
- $best(s) = candidate(s) \land \nexists s': candidate(s') \land Call_{s'} < Call_s$

• 
$$select(s) = best(s) \wedge \frac{Call_{cur} - Call_s}{Call} > Gain_{switch}$$

#### **Service invocation**

•  $\frac{Call - (Call_{cur} + waitT(Check_{cur}))}{Call} > Gain_{wait}$ 

- $waitT(X) = X (getTime() t_{check})$ 
  - X value can be  $Check_{cur}$  or  $Check_{cur}$
  - $t_{check}$  : time of server selection

### **Experimental setup**







	Input: WPList	▷ waypoints to visit	
	autopilot.arm()		
	autopilot.takeOff()		
	while $WPList \neq \emptyset$ do	,	
	$wp \leftarrow getNxtWaypoint(WPList)$		
	autopilot.goto(wp)		
	autopilot.waitToArrive(wp)		
	$pic \leftarrow camera.takePhoto()$		
<b></b>	$objs \leftarrow detector.processPhoto(pic)$	) ⊳ may be offloaded	
if unexpected(objs) then			
	user.notify(objs)		
end if			
	end while		
	autopilot.returnToHomeAndLand()		
$\longrightarrow$	autopilot.disarm()		

### Service characteristics



- Photos are processed by an object detection service
  - light or heavy mode





- Startup time on the server (load and service start ) is about 8 seconds
- Gain thresholds are set both to 25%





### Experiments



- Area of 200×200 square meters
- 121 waypoints set every 20 meters
- s1 and s2 with a communication range of about 100 meters
- Drone moves row-wise from the top to the bottom of the area
- Flying speed 4 m/s





# Both servers full capacity – light mode



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- Service invocation delay reduced by 73%
- Mission time reduced by 16%
  - 22.2 vs. 26.5 minutes







# Both servers full capacity – heavy mode



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- Service invocation delay reduced by 86%
- Mission time reduced by 48%
  - 24.4 vs. 47.5 minutes

# One server loaded – heavy mode





- s2 processes incoming requests with an additional delay of 7 seconds
- Service invocation delay reduced by 72%
- Mission time reduced by 42%
  - 28 vs. 48.5 minutes
- Naïve (equal) server selection would have increased the mission time by +2.5 minutes



- Service-oriented approach for task offloading
- Part of a full software stack for autonomous drones
- Fully transparent for the application program
- Evaluation shows potential for very significant reduction of the mission time
  - increased operational autonomy/range
- Future work
  - more advanced offloading policies, taking into account the service call rate
  - combination with higher-level server allocation and path-planning algorithms





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