

VIEWING AND SHARING REAL-TIME TRAFFIC INFORMATION VIA VEHICULAR CLOUDS

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Abstract- Advance of wireless communications and the ubiquity of GPS-equipped smartphones, social network application have become more prevalent and location-aware, as widely known as location-based social networks (LBSNs). A news feed is a common functionality of existing LBSNs. It enables mobile users to post geo-tagged messages and receive nearby user-generated messages as news feeds at anytime, anywhere. MobiFeed is motivated by the fact that, if the news feeds are only computed based on a user's location at the query time. A location-aware news feed (LANF) system generates news feeds for a mobile user based on her spatial preference (i.e., her current location and future locations). In LANF systems simply send the most relevant geo-tagged messages to their users In D-MobiFeed, our objective is to efficiently schedule news feeds for a mobile user current and predicted locations, such that each news feed contains messages along with location image ,user name and user id.. To achieve this objective, we formulate the problem into two parts, namely, a decision problem and an optimization problem. For the problems, we provide an exact solution by guiding correct path and proving its correctness.

Keywords: LANF, D-Mobi feed, location-based social networks, social network, GPS-equipped smartphones.

I. INTRODUCTION**1.1 GENERAL**

Advance of wireless communications and the ubiquity of GPS-equipped smartphones, social network application have become more prevalent and location-aware, as widely known as location-based social networks (LBSNs). A news feed is a common functionality of existing LBSNs. It enables mobile users to post geo-tagged messages and receives nearby user-generated messages as news feeds at anytime, anywhere. MobiFeed is motivated by the fact that, if the news feeds are only computed based on a user's location at the query time. A location-aware news feed (LANF) system generates news feeds for a mobile user based on her spatial preference (i.e. her current location and future locations). In LANF systems simply send the most relevant geo-tagged messages to their users In D-MobiFeed, our objective is to efficiently schedule news feeds for a mobile user current and predicted locations, such that each news feed contains messages along with location image ,user name and user id.. To achieve this objective, we formulate the problem into two parts, namely, a decision problem and an optimization problem. For the problems, we provide an exact solution by guiding correct path and proving its correctness.

1.2 OBJECTIVE

To efficiently schedule news feeds for a mobile user current and predicted locations, such that each news feed contains messages along with location image, user name and user authentication.

1.3 EXISTING SYSTEM

User can view the traffic or event details only they should be physically at that location. E.g. Traffic, Shopping, Mall, etc.

1.3.1 DRAWBACKS IN EXISTING SYSTEM

- ❖ User cannot take alternative path of her journey due to Traffic
- ❖ User doesn't know the detail about nearest mall, hospital, police station..etc.

2.1 LITERATURE SURVEY**2.2 ENERGY CONSUMPTION IN MOBILE PHONES: A MEASUREMENT STUDY AND IMPLICATIONS FOR NETWORK APPLICATIONS****AUTHOR: Niranjan Balasubramanian, Aruna Balasubramanian YEAR: 2009****ABSTRACT**

In this survey, we present a measurement study of the energy consumption characteristics of three widespread mobile networking technologies: 3G, GSM, and Wi-Fi. We find that 3G and GSM incur a high tail energy overhead because of lingering in high power states after completing a transfer. Based on these measurements, we develop a model for the energy consumed by network activity for each technology. Using this model, we develop Tail Ender, a protocol that reduces energy consumption of common mobile applications. For applications that can tolerate a small delay such as e-mail, Tail Ender schedules transfers so as to minimize the cumulative energy consumed while meeting user-specified deadlines. We show that the Tail Ender scheduling algorithm is within a factor 2 of the optimal and show that any online algorithm can at best be within a factor 1.62 of the optimal. For applications like web search that can benefit from prefetching, Tail Ender aggressively prefetches several times more data and improves user-specified response times while consuming less energy. We evaluate the benefits of Tail Ender for three different case study applications email, news feeds, and web search based on real user logs and show significant reduction in energy consumption in each case.

2.3 ENERGY EFFICIENT MAPPING AND SCHEDULING OF TASK INTERACTION GRAPHS FOR CODE OFFLOADING IN MOBILE CLOUD COMPUTING**AUTHOR: Balakrishnan P, Chen-Khong Tham YEAR: 2013****ABSTRACT**

To reduce the energy consumption in mobile devices, intricate applications are divided into several interconnected partitions like Task Graph (TIG) and are offloaded to cloud resources or nearby surrogates. Dynamic Voltage and Frequency Scaling (DVFS) is an effective technique to reduce the power consumption during mapping and scheduling stages. Most of the existing research works proposed several task scheduling solutions by considering the voltage/frequency scaling at the scheduling stage alone. But, the efficacy of these solutions can be improved by applying the DVFS in both mapping as well as scheduling stages. This research work attempts to apply DVFS in mapping as well as scheduling stages by combining both the task-resource and resource-frequency assignments in a single problem. The idea is to estimate the worst-case global slack time for each task-resource assignment, distributes it over the TIG and slowing down the execution of tasks using dynamic voltage and frequency scaling. This optimal slowdown increases the computation time of TIG without exceeding its worst-case completion time.

2.4 ENERGY SAVING SELF CONFIGURING NETWORKED DATA CENTERS**AUTHOR: Mohammad Shojafar, Ezno Baccarelli****YEAR: 2013****ABSTRACT**

In this survey, we develop the optimal minimum-energy scheduler for the dynamic online joint allocation of the task sizes, computing rates, communication rates and communication

powers in virtualized Networked Data Centers (NetDCs) that operates under hard per-job delay-constraints. The referred NetDC's infrastructure is composed by multiple frequency-scalable Virtual Machines (VMs), that are interconnected by a bandwidth and power-limited switched Local Area Network (LAN). Due to the nonlinear power-vs.-communication rate relationship, the resulting Computing-Communication Optimization Problem (CCOP) is inherently nonconvex. In order to analytically compute the exact solution of the CCOP, we develop a solving approach that relies on the following two main steps: (i) we prove that the CCOP retains a loosely coupled structure, that allows us to perform the lossless decomposition of the CCOP into the cascade of two simpler sub-problems; and, (ii) we prove that the coupling between the aforementioned sub-problems is provided by a (scalar) constraint, that is linear in the offered workload. The resulting optimal scheduler is amenable of scalable and distributed online implementation and its analytical characterization is in closed-form.

2.4.1 PROPOSED SYSTEM

User can view status about traffic, Shopping mall, police station, etc. depending upon the user location or user can view the status depending upon of places selected by user.

2.4.2 ADVANTAGE IN PROPOSED SYSTEM

- ❖ User can take alternative path of her journey depend upon her traffic status.
- ❖ User can't know the detail about mall,hospital,police station,etc
- ❖ Location Independent.

Advance of wireless communications and the ubiquity of GPS-equipped smartphones, social network application shave become more prevalent and location-aware, as widely known as location-based social networks (LBSNs). A news feed is a common functionality of existing LBSNs. It enables mobile users to postgeo-tagged messages and receive nearby user-generated messages as news feeds at anytime, anywhere. MobiFeed is motivated by the fact that, if the news feeds are only computed based on a user's location at the query time. A location-aware news feed (LANF) system generates news feeds for a mobile user based on her spatial preference (i.e., her current location and future locations). In LANS systems simply send the most relevant geo-tagged messages to their users In D-MobiFeed, our objective is to efficiently schedule news feeds for a mobile user current and predicted locations, such that each news feed contains messages along with location image ,user name and user id.. To achieve this objective, we formulate the problem into two parts, namely, a decision problem and an optimization problem. For the problems, we provide an exact solution by guiding correct path and proving its correctness.

3.0 SYSTEM ARCHITECTURE

JSON

JSON or JavaScript Object Notation is a lightweight text-based open standard designed for human-readable data interchange. The JSON format was originally specified by Douglas Crock ford, and is described in RFC 4627. The official Internet media type for JSON is application/json. The JSON filename extension is .json. This tutorial will help you understand JSON and its use within various programming languages such as PHP, PERL, Python, Ruby, Java, etc.

Php

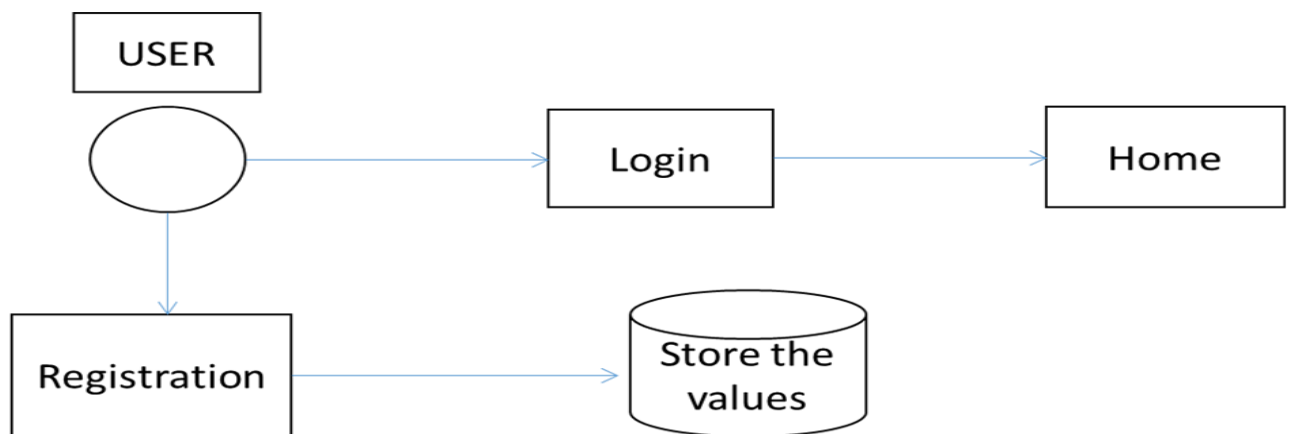
The PHP Hypertext Preprocessor (PHP) is a programming language that allows web developers to create dynamic content that interacts with databases. PHP is basically used for developing web based software applications. Basically it is used for server side language. We use Json (Java script object notation) to connect the android and php.



3.1 METHODOLOGIES

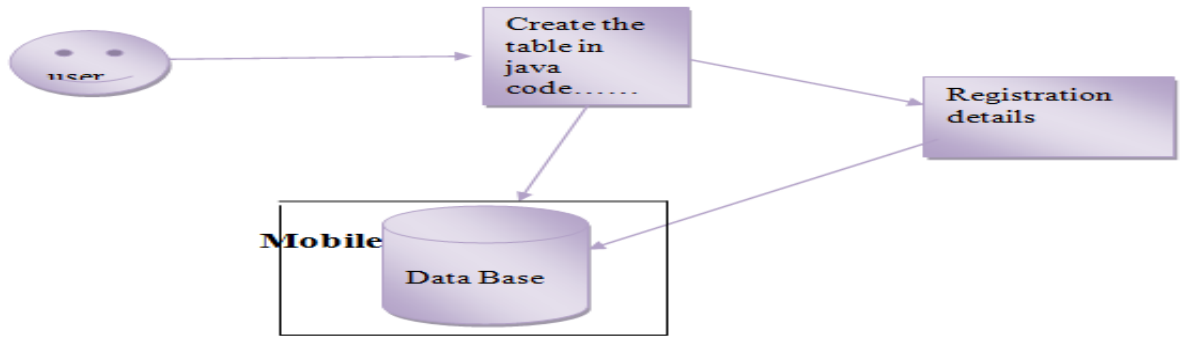
3.1.1 User authentication

In this module, we have design for login and signup screen. Android used xml to develop classical screens in our application and java for coding. The signup page contains email id or user name, mobile number, password and confirm password those kind of details should be stored in database. Login screen contains userid id or username and password .when the user, login the app it should retrieve the data to the database and combine based on user input if its match user name, password to allow in the app otherwise it gave an alert and show a message to the user.



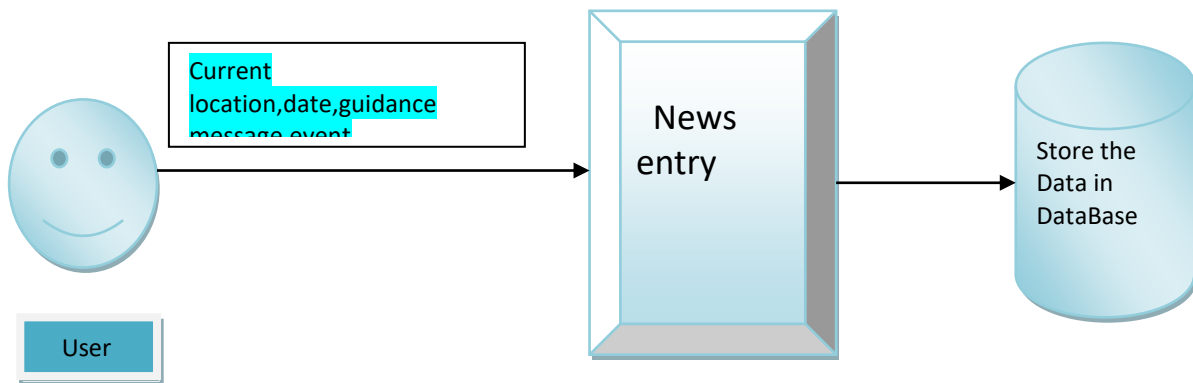
3.1.2 Database Creation

User-id (Registered Number), user name, password, mobile number, address and confirm password have been stored in MySQL database using php function and JSON (Java Script Object Notation) .Generally android should has its own inbuilt database named as SQLITE. But it cannot store the value in cloud.so only we use php and json for storing and retrieving the data in cloud using our Android application.



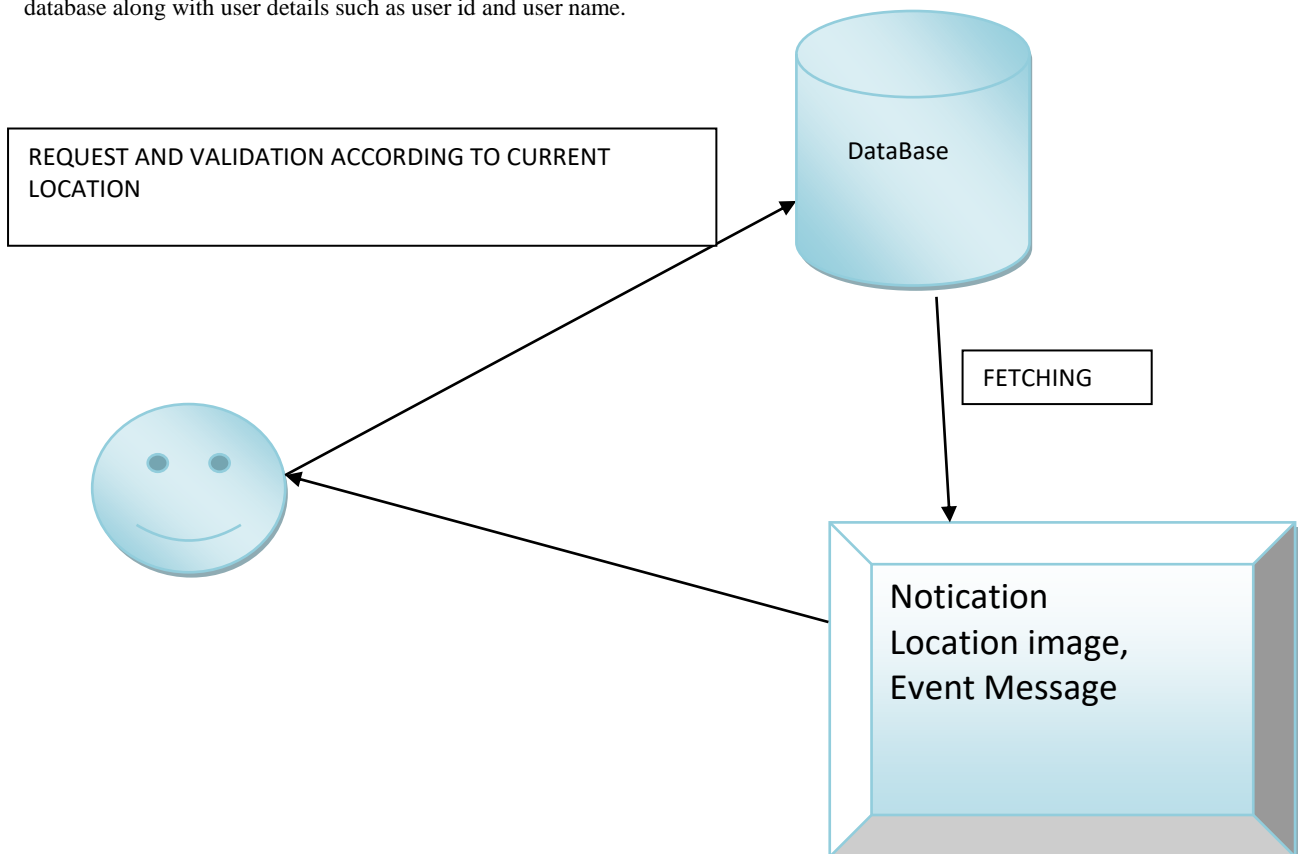
3.1.3 News Update

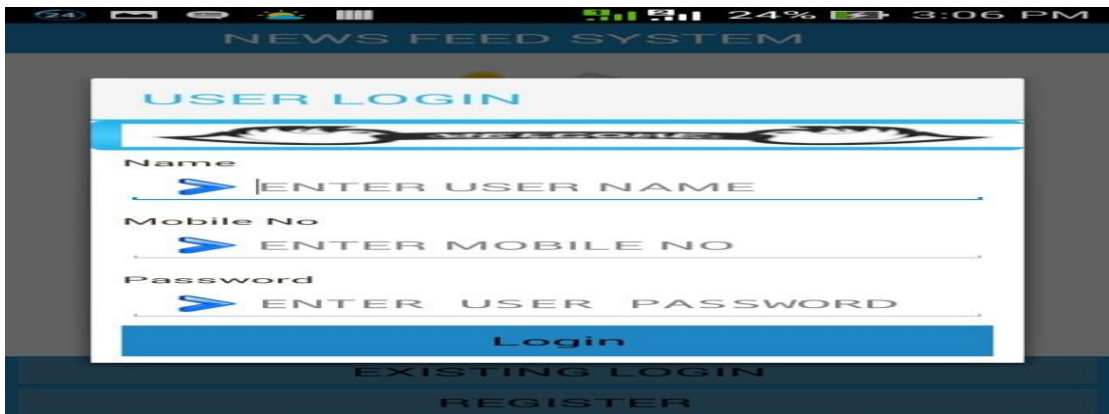
In this module, user has store the details of location image, message and event detail in MySQL database along with user details such as user id and user name.

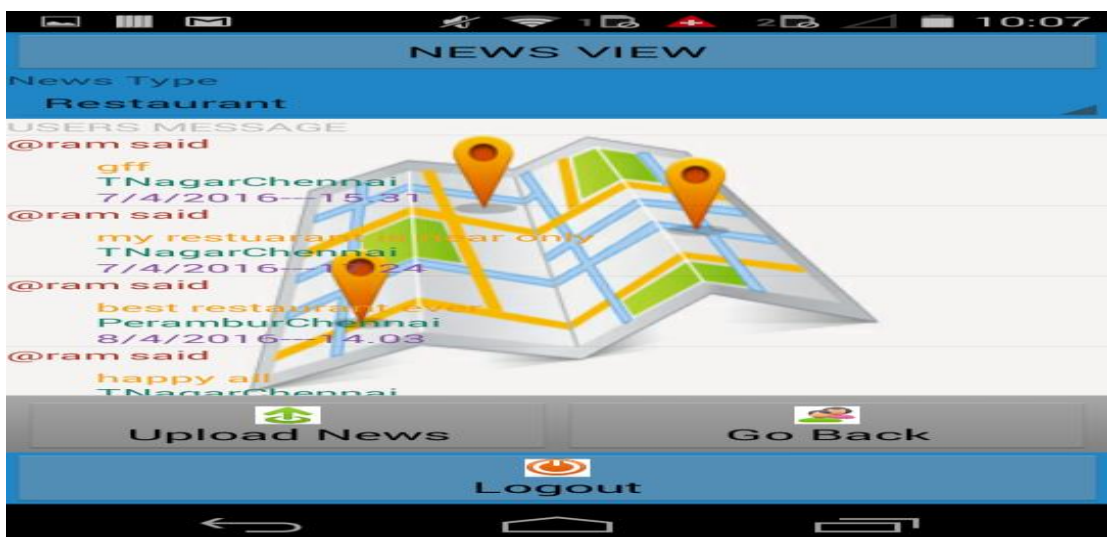
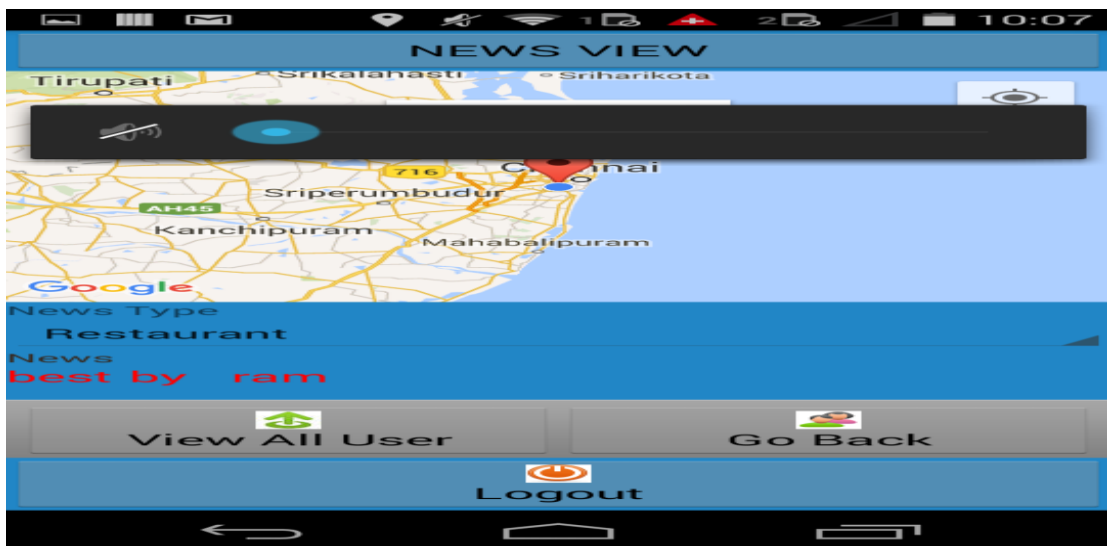


3.1.4 Notification

In this module,user has view the details of traffic status of her current location retrieved from detail in mysql database along with user details such as user id and user name.









Cloud computing is a model for enabling ubiquitous, convenient, on demand network access to a shared pool of configurable computing resources. Since an Inter Cloud is a large scale distributed and interconnected computer system, interactions among its sub components (i.e., Clouds) and among stakeholders (i.e., consumers and Cloud providers) can be complex. In an Inter Cloud, computing resources owned and administered by different Cloud providers are pooled to serve multiple consumers, and applications and data are available to and shared by abroad group of cross enterprise and cross platform users. Inter Cloud resource pooling and sharing involve:

- 1) Combining resources through cooperation among Clouds,
- 2) Mapping and scheduling shared resources through coordination, and
- 3) Establishing contracts between Clouds and consumers, and among Clouds through negotiation.

The test process is initiated by developing a comprehensive plan to test the general functionality and special features on a variety of platform combinations. Strict quality control procedures are used.

The process verifies that the application meets the requirements specified in the system requirements document and is bug free. The following are the considerations used to develop the framework from developing the testing methodologies.

5.0 FUTURE ENHANCEMENTS

Easley get information about malls inside stores details like a store owner phone number etc. we plan to allow to search malls around world cities and shop list Shop details within those malls. Calculates distance & give you direction guide to the mall to the mall from your current location and also include online buying.

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