

Reproducible Load Tests for Android Systems with Trace-based Benchmarks

The Sixth International Workshop on Load Testing and Benchmarking of Software Systems

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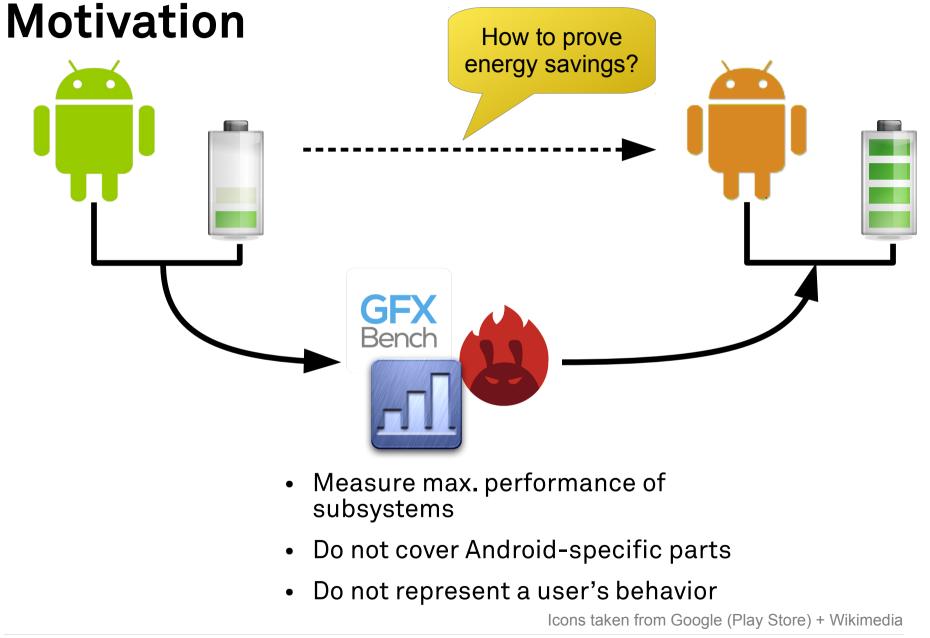
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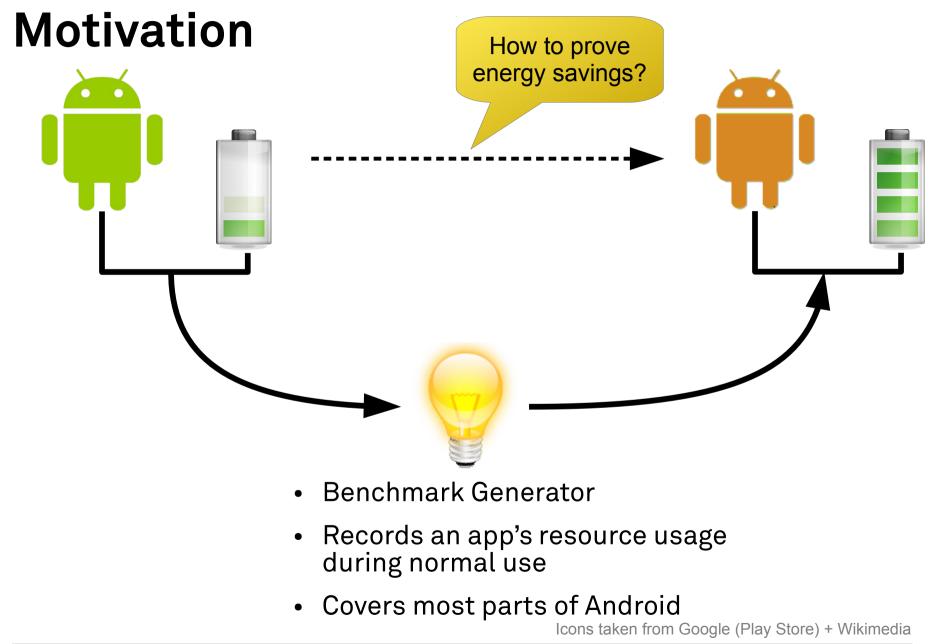




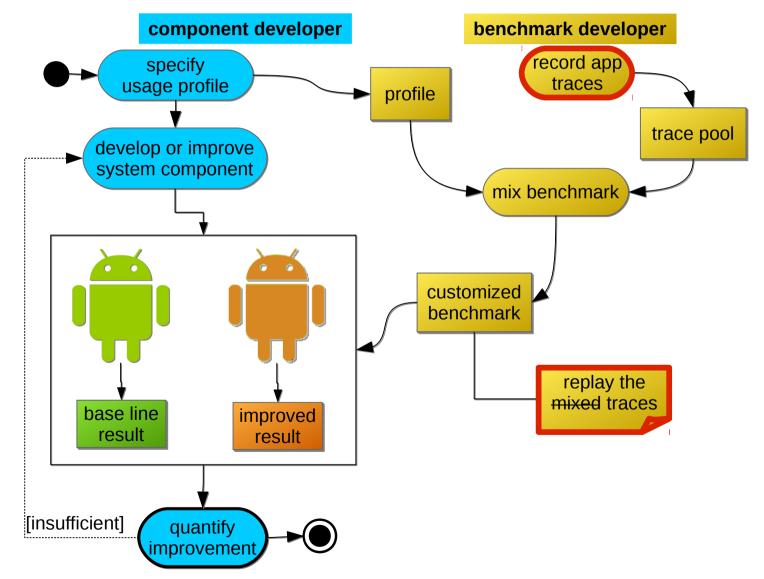




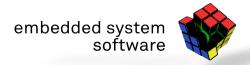




Scope of this Work



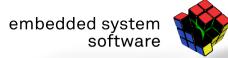




Outline

- Motivation
- Trace Recording
- Trace Replay
- Evaluation
- Summary



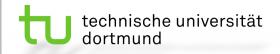


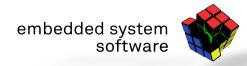
Trace Recording

- Usual resources
 - CPU 🛕
 - Network IO \rightarrow SystemTap \checkmark
 - File IO → SystemTap \checkmark
 - GPU 💢
 - Peripherals, e.g., NFC or BT 🔀
- Android-specific Resources
 - Application's lifecycle 💙
 - Location Manager 🔔
 - Wake Locks ✔
 - Android Services
 - Download Manager
 - Media Player



Icons taken from Google + SystemTap

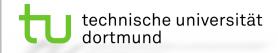




Trace Replay 1/2

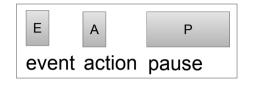
- Setup
 - Android application without any special permissions
 - Own remote host for network communication
- Preprocessing
 - Create dummy files on internal and external storage
 - Merge and sort events from different files into one file

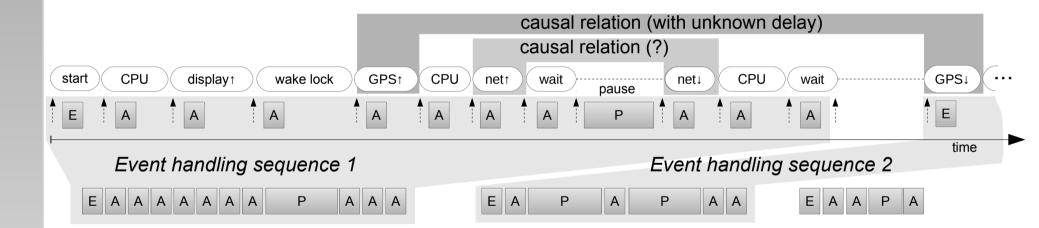




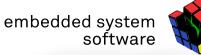


Trace Replay 2/2







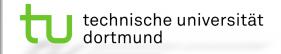


Evaluation - Setup

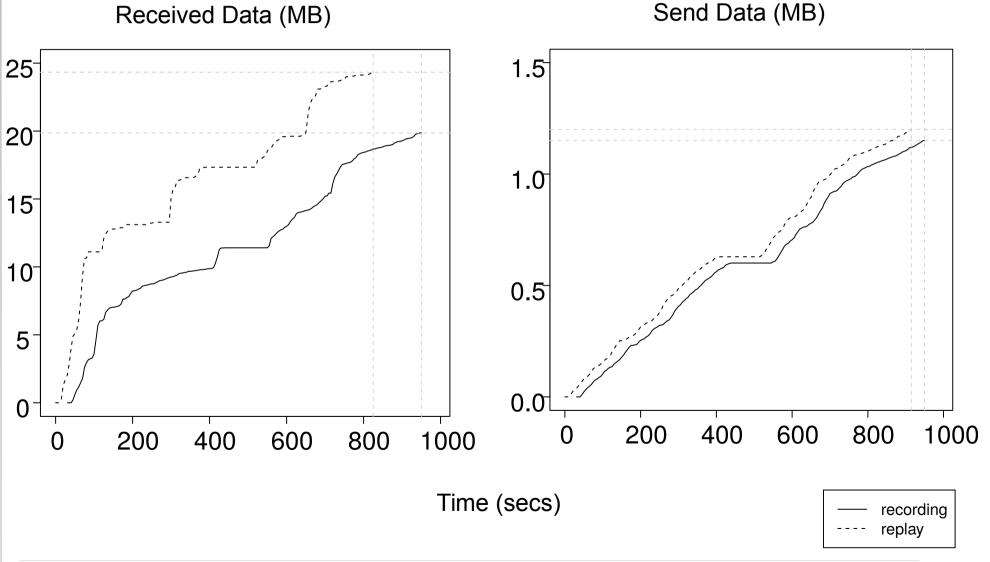
- Recorded Google Maps for 15 minutes
 - 6.5 min: View streets, and browser arbitrary streets
 - 2 min: Inactivity, closed app, and display turned off
 - 6.5 min: View streets, and browser arbitrary streets
- Replayed the trace, and recorded it again

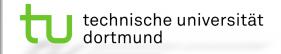


Icon taken from Google Playstore



Evaluation - Results 1

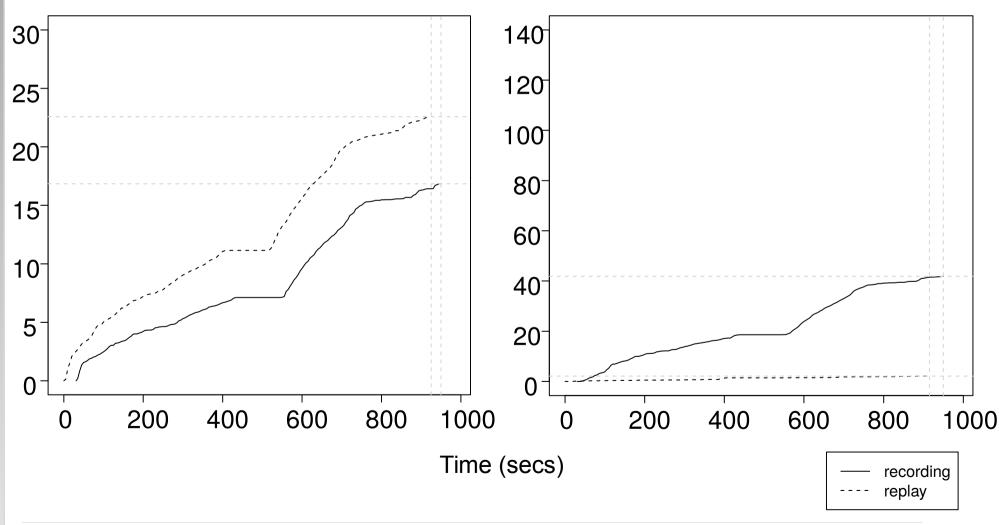


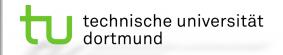


Evaluation - Results 2

Read Data (MB)

Written Data (MB)





Summary

- Benchmarks are needed ...
 - for improving the energy efficiency of Android for developers / researchers

