

DATA DESSIMINATION TO READ ONLY MOBILE CLIENTS

Radhika Khedkar¹ and Pinki Vishwakarma²

¹M.E Pursuing, Computer Engineering, Shah & Anchor college, Chembur, Mumbai,

²Assistant Professor, Computer Engineering, Shah & Anchor college, Chembur, Mumbai,

Abstract- This paper proposes a new method to provide consistent read only data to mobile clients. The existing time stamp based method has more waiting time and response time, so new method divides the load of server and provide consistent read only real time data to mobile clients thus reducing waiting time, response time and bandwidth.

Keywords— Consistency, Load Sharing, Data Dissemination, Real time data, waiting time, response time, bandwidth.

I. INTRODUCTION

The mobile computing system consists of information server and larger set of mobile clients [2]. Data dissemination technique spreads the data periodically from a server to larger set mobile Clients. The system is designed such that when number of mobile clients are connected the load on server increases thus affecting waiting time, response time for processes. Solution for this problem is mobile clients are distributed in levels. Google finance is the server on local host from where real time stock values are obtained. First level of mobile clients will directly fetch the data from server and then the next level mobile clients will be connected to first level mobile clients by sharing Ip address. So that, the load is distributed and results obtained are efficient.

II. EXISTING SYSTEM

The TSCD (Time Stamping Method for consistent data dissemination to mobile clients) algorithm emphasis on time stamping method for consistent data delivery. The server executes the algorithm for each broadcast cycle [1]. This algorithm detects the data conflicts between update and broadcast transactions by comparing the timestamp of UT with the timestamp of BT. Then it resolves the data conflicts by rebroadcasting all the updated data items of an update transaction on current cycle. Information server periodically disseminates the list of data items to the mobile clients. Each period of broadcasting the data items is called as broadcast cycle. The number of data items on broadcast cycle can be fixed or variable [5]. The process of broadcasting data items from the information server to mobile clients is modeled as broadcast transaction (BT).The broadcasted data items will be accessed by the mobile clients one by one. This process is modeled as mobile transaction (MT) [3]. In order to provide consistent data to mobile clients waiting time increases thus increasing response time.

III. PROPOSED SYSTEM

The mobile computing system consists of database server and set of mobile clients that are connected via wireless network [2]. This database server maintains the highly sensitive data items. For example, recent traded price of stock, location of moving object, weather temperature, etc. In our system model, the database server periodically broadcasts the data items. Mobile clients could be able to read recent updated data. Server is our laptop machine from where all mobile users will get data. Mobile clients can only read data and will broadcast to other level of mobile clients in order to reduce server load and waiting time and response time.

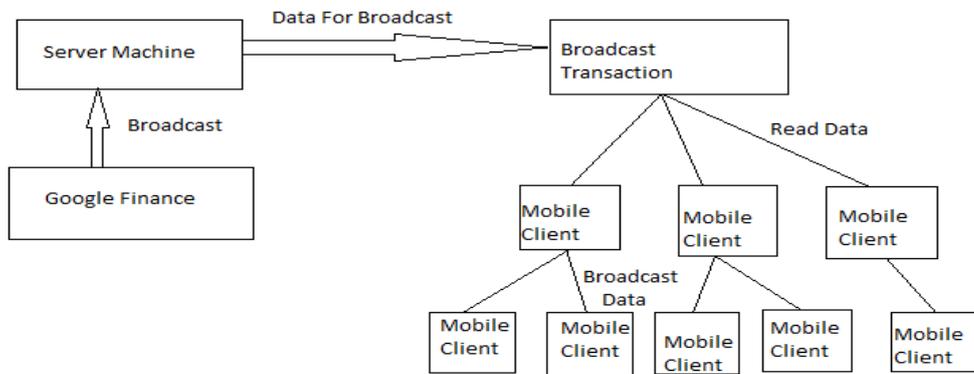


Fig 5.1: Architecture of read-only mobile clients

IV. RESULTS

The enhanced algorithm is developed to get real time stock data to the mobile clients [4]. While fetching stock details, multiple mobile clients access same information at real time facing response time and waiting time issues. The developed algorithm will minimize response time and waiting time of mobile clients. By dividing mobile clients into tree like hierarchy structure will balance load on the server with reduced waiting time and reduced response time.

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