

Noctua: A Publish/Subscribe Framework For In-Network Processing

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Motivation

Efficient networked applications for the Internet of Things



- Developing high-performance applications for low-power wireless networks requires domain expertise
 - *Challenges:* Energy consumption, link quality, memory capacity, processing speed, and device mobility
- **Goal:** A macroprogramming framework that dynamically optimizes an application by leveraging the shared resources of devices on its network

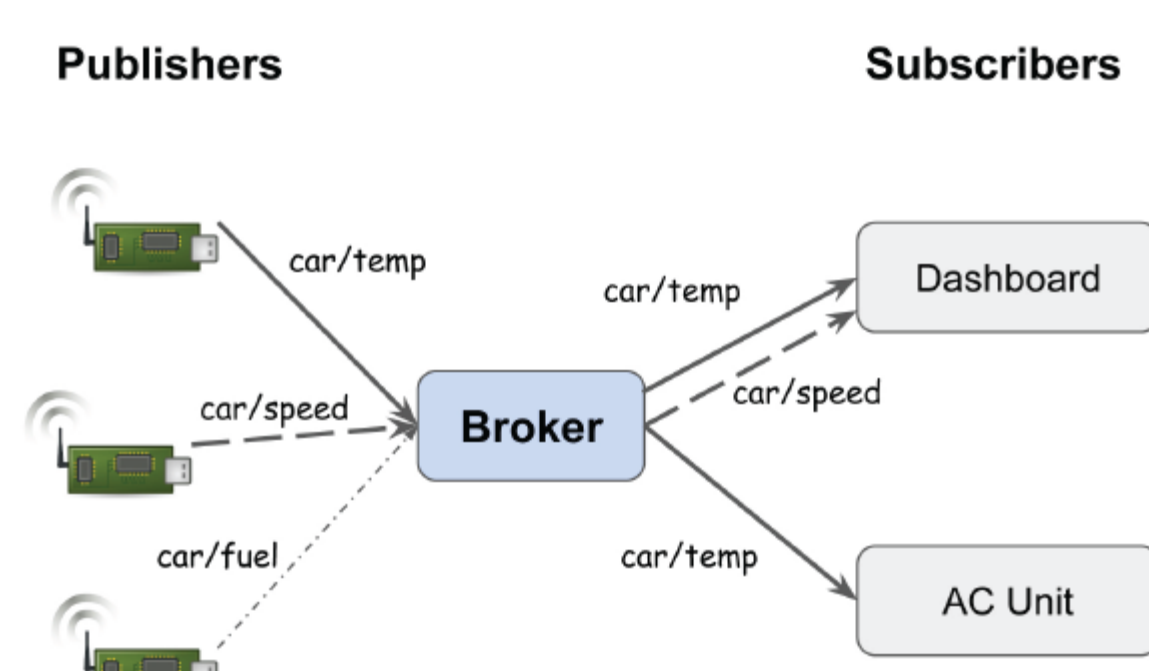
Computation

- Data-centric networking allows data to be identified by names or topics, and for computations to be requested on-the-fly.
- For example, a subscription to `avg(temp1, temp2)+2` automatically generates subscriptions to `temp1` and `temp2`, and allocates a resource to compute the result

Type	Examples
Literals: ints, floats	5, 8, 2.7
Operators: $-$ $*$ \wedge	$10 - 3$, $2 * 6$, $12 \setminus 4$, 2^5
Parentheses: $()$	$(47 - 5) * 8$
Identifiers	temp, speed, x1, y1
Static Routines	avg(), min(), max()

Expression Grammar for Subscription Topics

Communication

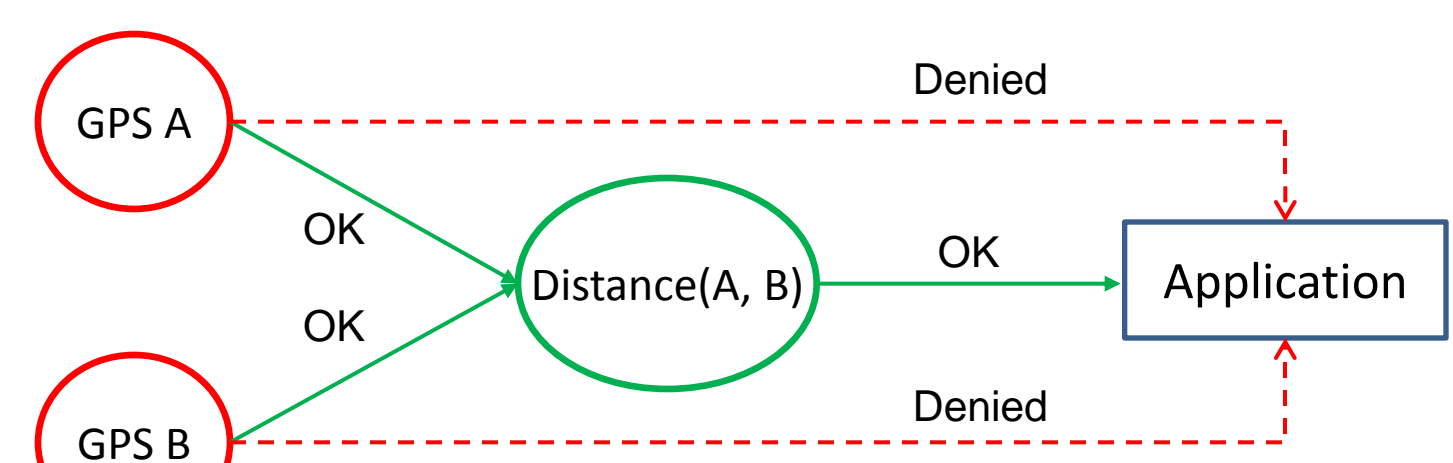


MQTT Protocol Example

- Publish/subscribe messaging paradigm
 - Data sources (publishers) and sinks (subscribers) are decoupled in both time and space

Privacy

- Through access controls, subscriptions can be limited to aggregated forms of data
- This protects sensitive information without severely limiting flexibility in application development



Privacy Protection

System Architecture

- Noctua is built on **Mosquitto**, an open-source MQTT broker
- The **Dispatcher** dynamically schedules requests for computation based on available network resources
- **Compute Engine** runs on all devices with shared resources; performs computations when resources are available and a task has been allocated by the Dispatcher

