

A Generic Power Management Framework for Location Aware Mobile Computing

施皓榮、江憲坤

E-mail: 9222465@mail.dyu.edu.tw

ABSTRACT

In the past serval years, mobile devices with wireless communication and location awareness capabilities have become increasingly popular. These advanced mobile devices together with their offering services create a new paradigm for mobile computing. People are able to access information on the Internet or get the location based services anytime and anywhere easily. However, the limited battery lifetime is one of the major issues limiting the usefulness of mobile devices. The more services mobile devices offer, the more power they need. Therefore, it is essential to have a power management software which can extend the battery lifetime effectively and efficeiently on mobile devices. This research integrates location information and power information to build a generic power management framework for location aware mobile computing. The proposed framework is modular, reusable and extensible. Thus, it enables application developers to develop location aware application with power conservative for different mobile operating system rapidly and effectively. A simple location aware application based on the proposed framework is designed and implemented as a proof-of-concept example of this research.

Keywords : mobile computing, power management, location aware, UML

Table of Contents

第一章 緒論	1	1.1 研究背景	1	1.2 研究動機	4	1.3 研究目的	4
.....5 1.4 研究範圍與限制	56 1.5 研究方法與步驟	66 1.6 論文架構	6		
.....8 第二章 文獻探討	89 2.1 行動裝置的特性與限制	99 2.2 電源管理相關文獻	9		
.....10 2.2.1 電源管理的業界標準	1010 2.2.2 嵌入式作業系統的電源管理	1015 2.3 現有之定位技術	15		
.....18 2.3.1 GPS定位技術	1819 2.3.2 GPS的訊息格式	1920 2.4 物件導向系統分析設計與UML (Unified Modeling Language)	20		
.....21 2.4.1 使用案例圖	2123 2.4.2 類別圖	2324 2.4.3 循序圖	24		
.....25 2.4.4 元件圖	2526 2.5 元件、樣版與框架開發	2627 2.5.1 元件、樣板與框架的關係	27		
.....27 2.5.2 樣板 (Pattern)	2729 2.5.3 框架 (Framework)	2932 2.6 總結	32		
.....33 第三章 系統分析與設計	3334 3.1 需求分析	3435 3.2 使用案例說明	35		
.....40 3.3 框架設計與架構	4047 3.4 行動電源管理框架之類別設計	4751 3.5 總結	51		
.....57 第四章 行動電源管理框架實作	5759 4.1 UCE Power Event 實作	5961 4.2 Power Monitor 實作	61		
.....63 4.3 Power Manager 實作	6367 4.4 Location Information Receiver 實作	6771 4.5 UCE Power State 實作	71		
.....73 4.6 Power State Mapping 實作	7374 4.7 Native Interface 實作	7476 4.8 使用本框架開發應用程式之步驟	76		
.....79 4.9 總結	7983 第五章 以行動電源管理框架開發之應用程式	8384 5.1 模擬情境之建立	84		
.....84 5.2 系統需求分析	8490 5.3 系統功能	9093 5.4 系統架構	93		
.....95 5.5 使用行動電源管理框架開發UCEPM	9596 5.6 總結	96102 6.1 研究結論	102		
.....102 6.2 具體貢獻	102103 6.3 後續研究建議	103104 參考文獻	104		
							106

REFERENCES

- [1]周斯畏，物件導向系統分析與設計使用UML與C++，全華科 技圖書公司，民國91年。
- [2]資策會資訊市場情報中心，IA產品發展趨勢，<http://163.23.5.1/mic2000/eBookShow.asp?sno=628>，民國89年。
- [3]資策會資訊市場情報中心，可攜式產品發展狀況，<http://163.23.5.1/mic2000/ebookshow.asp?sno=627>，民國89年。
- [4]資策會資訊市場情報中心，全球3C產品發展趨勢，<http://163.23.5.1/mic2000/eBookShow.asp?sno=552>，民國90年。
- [5]資策會資訊市場情報中心，智慧型行動電話發展趨勢，<http://163.23.5.1/mic2000/eBookShow.asp?sno=5561>，民國90年。
- [6]資策會資訊市場情報中心，智慧型行動電話發展趨勢(下)，<http://163.23.5.1/mic2000/eBookShow.asp?sno=5564>，民國90年。
- [7]資策會資訊市場情報中心，資訊家電相關產品作業系統平台之 最新發展，<http://163.23.5.1/mic2000/eBookShow.asp?sno=2024>，民國89年。
- [8]資策會資訊市場情報中心，資訊家電時代(下)-行動通訊，<http://163.23.5.1/mic2000/eBookShow.asp?sno=2481>，民國89年。

- [9]Advanced Configuration and Power Interface Specification Revision 2.0, <http://www.acpi.info/spec.htm>, 2000.
- [10]Ahson, S.A. and Mahgoub, I., "Research issues in mobile computing," in IEEE International Conference on Performance, Computing and Communications, pp. 209-215, 1998.
- [11]Albir, S.S., UML In a Nutshell, CA: O'Reilly, 1998.
- [12]Chan, M., Giordano, A., and Habal, H., "A novel location-based service and architecture," in Sixth IEEE International Symposium on Personal, Indoor and Mobile Radio Communications, vol. 2, pp. 853-857, 1995.
- [13]Christoffer, A., GPRS and 3G Wireless Application, New York: John Wiley & Sons, Inc., pp. 255-266, 2001.
- [14]Coad, P., "Object-oriented patterns," Communications of the ACM, vol. 35, no. 9, pp. 152-159, 1992.
- [15]Fayad, M. E. and Schmidt, D. C., "Object-Oriented Application Frameworks," Communications of the ACM - Special Issue on Object-Oriented Application Frameworks, vol. 40, no. 10, 1997.
- [16]Forman, G. and Zahorjan, J., "The Challenges of Mobile Computing," IEEE Computer, vol. 27, no. 4, pp. 38-47, 1994.
- [17]Fowler, M. and Scott, K., UML Distilled Second Edition, NJ: Addison-Wesley, 1999.
- [18]Gamma, E., et al., Design Patterns-Elements of Reusable Object- Oriented Software, Addison-Wesley, 1995.
- [19]Grattan, N. and Brain, M., Windows CE 3.0 Application Programming, Prentice Hall PTR, 2001.
- [20]Hjelm, J., Creating Location Services for the Wireless Web, New York: John Wiley & Sons, Inc., 2002.
- [21]Hopkins, J., "Component primer," Communications of the ACM, vol. 43, no. 10, pp. 27-30, 2000.
- [22]JavaPhone API Specification Version 1.0, <http://java.sun.com/products/javaphone/>, 2000.
- [23]Knoernschild, K., Java Design:Objects, UML, and Process, Addison-Wesley, 2002.
- [24]Kobryn, C., "Modeling components and frameworks with UML," Communications of the ACM, vol. 43, no. 10, pp. 31-38, 2000.
- [25]Larman, C., Applying UML and Patterns, NJ: Prentice Hall PTR, 2002.
- [26]Larsen, G., "Designing Component-Based Frameworks Using Patterns in the UML," Communications of the ACM, vol. 42, no. 10, pp. 38-45, 1999.
- [27]Liang, S., The Java Native Interface Programmer's Guide and Specification, Addison-Wesley, 1999.
- [28]Microsoft Platform SDK Document, <http://www.microsoft.com/msdownload/platformsdk/sdkupdate/>, 2003.
- [29]MNCRS Power Management Specification, http://www.oadg.or.jp/activity/mncrs/pwrmgmt/spec/mncrs_pm_spec_07.html, 1999.
- [30]Palm OS Programmer's Companion volume I, <http://www.palmos.com/dev/support/docs/palmos/CompanionTOC.html>, 2002.
- [31]Palm OS Programmer's Companion volume II: Communications, <http://www.palmos.com/dev/support/docs/palmos/Companion2TOC.html>, 2002.
- [32]Palm OS Programmer's API Reference, <http://www.palmos.com/dev/support/docs/palmos/ReferenceTOC.html>, 2002.
- [33]Ralph E. Johnson., "Frameworks = (components + patterns)," Communications of the ACM, vol. 40, no. 10, pp. 39-42, 1997.
- [34]Satyanarayanan, M., "Fundamental Challenges in Mobile Computing," in Proceedings of the ACM Symposium on Principles of Distributed Computing, Philadelphia, PA, 1996.
- [35]Satyanarayanan, M., "Pervasive Computing: Vision and Challenges," IEEE Personal Communications, vol. 8, no. 4, pp. 10- 17, 2001.
- [36]Schmid, H.A., "Systematic Framework Design by Generalization," Communications of the ACM, vol. 40, no. 10, pp. 48-51, 1997.
- [37]Schmidt, D. C., Fayad, M., and Johnson R. E., "Software patterns," Communications of the ACM, vol. 39, no. 10, pp. 37-39, 1996.
- [38]Shalloway, A. and Trott, J.R., Design Patterns Explained:A New Perspective on Object-Oriented Design, IN: Addison-Wesley, 2002.
- [39]Stelting, S.A. and Maassen, O., Applied Java Patterns, Sun Microsystems Press, 2002.
- [40]The NMEA FAQ Version 6.4, <http://vancouver-webpages.com/peter/nmeafaq.txt>, 2003.