

Resource Provisioning for IoT application services in Smart Cities

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Abstract— In the last years, traffic over wireless networks has been increasing exponentially, due to the impact of Internet of Things (IoT) and Smart Cities. Current networks must adapt to and cope with the specific requirements of IoT applications since resources can be requested on-demand simultaneously by multiple devices on different locations. One of these requirements is low latency, since even a small delay for an IoT application such as health monitoring or emergency service can drastically impact their performance. To deal with this limitation, the Fog computing paradigm has been introduced, placing cloud resources on the edges of the network to decrease the latency. However, deciding which edge cloud location and which physical hardware will be used to allocate a specific resource related to an IoT application is not an easy task. Therefore, in this paper, an Integer Linear Programming (ILP) formulation for the IoT application service placement problem is proposed, which considers multiple optimization objectives such as low latency and energy efficiency. Solutions for the resource provisioning of IoT applications within the scope of Antwerp’s City of Things testbed have been obtained. The result of this work can serve as a benchmark in future research related to placement issues of IoT application services in Fog Computing environments since the model approach is generic and applies to a wide range of IoT use cases.

Index Terms—IoT, Centralized management, Orchestration, ILP, Fog Computing

I. INTRODUCTION

In recent years, the Internet of Things (IoT) has introduced a whole new set of challenges and opportunities by transforming objects of everyday life in communicating devices [1]. Moreover, with the advent of the IoT, the concept of Smart City has become even more popular in the last few years [2]. Smart City applications will transform a wide range of services in different domains of urban life, for instance, by creating intelligent smart grid networks, improving public transportation, developing smart car parking and real-time industrial automation applications and reducing traffic congestion. Essentially, millions of devices will be connected to the network, sending and receiving data to the cloud, which current networks will not be able to support [3]. Therefore, it is necessary to adapt existing cloud and network architectures to future needs and design and develop new management functionalities to help meet the strict requirements of future Smart City IoT applications. Fog Computing extends the Cloud Computing paradigm by bringing cloud services closer to the end devices, thus reducing the communication latency [4], [5]. However, there is still a large number of research

challenges associated with this approach since Fog Computing is in its early stages and needs more time to evolve. One of the main challenges is the proper resource allocation, since services can be placed in a highly congested location, or even further from the end devices, which would result in a higher communication latency because current end devices and gateways are lacking in terms of processing power, storage capacity and memory [6]. Moreover, few resource management strategies are currently addressing the real-time constraints of Smart City IoT applications while minimizing resource costs and maximizing quality of service (QoS). Therefore, efficient resource allocation strategies are needed in order to address all these issues.

This paper presents an Integer Linear Programming (ILP) formulation for the IoT application service placement problem in order to evaluate resource provisioning in Smart City scenarios. IoT applications have been considered as a set of multiple communicating services, like applications designed in Service-Oriented Architectures (SOA). SOA-based architectures have been used in the last years for IoT [7], [8]. This way, an IoT application can be designed as a coordinated workflow of multiple services which are associated with actions performed by end devices. Research have been carried out to solve the issues of abstracting end device functionalities, trying to provide a suitable architecture with service management and composition capabilities able to link a set of common services in a set of IoT applications. This proposed architecture is presented in Fig. 1. Each communicating service can be provided by a Virtual Machine (VM) which may be used by multiple tenants. In a Smart City scenario, when there is a request for an IoT application, resources should be distributed within the network ensuring that the services composing the IoT application are allocated and instantiated close to the end device that made the request. Multiple factors should be taken into account to ensure proper resource allocation such as latency, energy efficiency, bandwidth and cost.

The remainder of the paper is organized as follows. In the next Section, related work is discussed. Section III introduces the proposed ILP model for the resource provisioning of IoT application services. In Section IV, evaluation scenario is described which is followed by the evaluation results in Section V. Finally, conclusions are presented in Section VI.

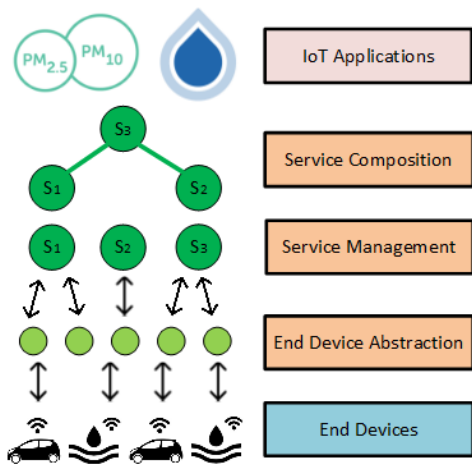


Fig. 1: SOA-based architecture for IoT applications.

II. RELATED WORK

In recent years, studies have been carried out in order to deal with application placement issues in IoT. In [9], a model and an architecture have been introduced to deal with resource provisioning in fog computing environments focusing on the reduction of service latency for IoT applications. In [10], a energy management strategy for a Fog Computing platform is presented. Moreover, SmartSantander [11] worked on a suitable architectural model for the IoT and the inherent challenges of service provisioning in Smart Cities was in their scope [12]. In [13], a resilient IoT architecture for Smart Cities has been presented and in [14] the remaining issues of integrating Cloud Computing and IoT are discussed, where the integration was referred to as Cloud of Things. In [15], a novel scheme for an energy efficient IoT based on Wireless Sensor Networks (WSN) has been introduced focusing on WSN characteristics. Cloud requirements have not been included on the model.

In recent years, research efforts have been carried out to overcome application placement issues mainly focused on cloud environments where IoT or Smart Cities contexts have not been considered. Many works focused only on the allocation of virtual network functions (VNFs) or VMs on clouds [16], [17]. However, recently in [18], a resource aware placement algorithm of IoT applications in Fog Computing environments has been presented focusing on latency, network usage and energy consumption. Only static network topologies have been evaluated and no wireless constraint has been introduced. Nevertheless, a lot of challenges still remain to fully address resource provisioning of Smart City IoT applications, since previous research does not take into account requirements stemming from the characteristics of wireless networks. This way, in this paper, a resource provisioning ILP model is presented that goes beyond the current state-of-the-art by taking into account not only cloud requirements but also wireless constraints which were, to the best of our knowledge, not yet explored in-depth in literature. The main advantage of

ILP is the flexibility to analyze complex problems as the IoT application service issue presented in this paper. However, ILP models can only be solved if there are clear linear relationships between all the different variables.

III. THE ILP MODEL

A. Model Description

The resource provisioning model considers cloud and wireless characteristics. The cloud model is based on the previous work done by Moens et al. [16] on network-aware placement of service oriented applications in clouds. Regarding wireless characteristics, an IEEE 802.11ah [19] Low-Power Wide-Area Network (LPWAN) has been modeled as an ILP formulation. An IoT application is composed of multiple communicating services. End devices send requests for these IoT applications through wireless gateways. These gateways communicate with the fog-cloud infrastructure, managing a set of computational resources. Each service must be allocated and instantiated on a given set of computational resources, subject to multiple constraints [16]:

- Computational resources have limited CPU and memory.
- Communication links between computational resources have limited bandwidth.
- Gateways have limited association identifiers (AIDs) so end devices can associate and send requests for IoT applications.
- IoT application services cannot be instantiated on every computational resource, due to specific hardware or software requirements.

The work in [16] incorporates multiple optimization objectives which have been extended to address the IoT application placement problem identified in this paper. This way, the model is executed iteratively so that in each iteration a different optimization objective is considered. To retain the objective values obtained in the previous iterations, additional constraints are added to the model. Thus, the solution space continuously decreases since iterations must satisfy the previous optimal solutions. Every iteration refines the previous obtained solution by improving the model with an additional optimization objective. The optimization objectives considered in the model are the following:

- 1) Maximization of accepted IoT application requests.
- 2) Maximization of service bandwidth.
- 3) Minimization of service migrations between iterations.
- 4) Minimization of number of active comp. nodes.
- 5) Minimization of the number of active gateways.
- 6) Minimization of hop count between comp. nodes and end devices.
- 7) Minimization of path loss.

Optimization objectives from 1) to 4) have been already considered in [16]. The work has been extended with three additional optimization objectives, from 5) to 7), which are related with wireless formulations.

TABLE I: Input variables related to the cloud infrastructure

Symbol	Description
N_c	The set of comp. nodes on which services are executed.
N_f	The set of fog clouds on the network which manage the comp. nodes.
A	The set of all IoT applications. Each IoT application is composed of a set of communicating services.
S	The set of all communicating services.
R_a	The set containing all requests for an application $a \in A$.
D_a	The total number of requests for an application $a \in A$.
Ω_n	The total CPU capacity (in GHz) of the comp. node $n \in N_c$.
Γ_n	The total memory capacity (in GB) of the comp. node $n \in N_c$.
ω_s	The CPU requirement (in GHz) of the service $s \in S$.
γ_s	The memory requirement (in GB) of the service $s \in S$.
$R_{s,n}$	The Relation matrix. If $R_{s,n} = 1$, the communicating service s can be allocated on node n . If $R_{s,n} = 0$, the communicating service s cannot be instantiated on node n .
$I_{a,s}$	The Instance matrix. If $I_{a,s} = 1$, the communicating service s is part of application a . If $I_{a,s} = 0$, the communicating service s is not part of application a .
B_{n_1,n_2}	The Bandwidth matrix between comp. nodes indicates the bandwidth (Mbit/s) available between the comp. node n_1 and the comp. node n_2 .
C_{n_1,n_2}	The Communication matrix between comp. nodes indicates the bandwidth (Mbit/s) required between services of an IoT application.
$E_{f,l}$	$E_{f,l} = 1$ indicates that fog cloud f is at location l .
$E_{n,f}$	$E_{n,f} = 1$ indicates that comp. node n is managed by fog cloud f .
$E_{n,l}$	$E_{n,l} = 1$ indicates that comp. node n is at location l .

TABLE II: Input variables related to the wireless dimensioning

Symbol	Description
N_{gw}	The set of wireless gateways on the network.
N_{ed}	The set of end devices on the network.
R_{ed}	A binary value that indicates if the end device ed sent a request for an IoT application $a \in A$.
Θ_{gw}	The total association identifiers available on a gateway $gw \in N_{gw}$.
θ_{ed}	Each end device $ed \in N_{ed}$ needs an association identifier to associate with a gateway.
L	Set of locations where IoT application requests are generated by end devices.
$\Phi_{a,r,ed}$	The Request matrix. If $\Phi_{a,r,ed} = 1$, the end device ed made the r th request of application a .
$H_{n,ed}$	The Hop Count matrix indicates the number of devices between the comp. node n and the end device ed .
$D_{gw,ed}$	The Distance matrix indicates the distance (in meters) between a gateway and an end device.
$PL_{gw,ed}$	The Path Loss matrix indicates the path loss (in dB) between a gateway and an end device.
$A_{ed,gw}$	The Association matrix. If $A_{ed,gw} = 1$, the end device ed can associate with the gateway gw . If $A_{ed,gw} = 0$, the end device ed cannot associate with the gateway gw .
$E_{gw,l}$	$E_{gw,l} = 1$ indicates that gateway gw is at location l .
$E_{ed,l}$	$E_{ed,l} = 1$ indicates that end device ed is at location l .

B. Variables

Input variables used in the model are shown in Table I and in Table II while decision variables are shown in Table III. All input variables related to the wireless dimensioning have been added to previous work as well as four new variables addressing cloud requirements (17 new variables, representing 57% of the total input variables alongside two new decision variables for the wireless dimensioning). A set of applications A composed of communicating services S are given. The number of requests and the total number of requests for an

TABLE III: Decision variables of the ILP model

Symbol	Description
$G_{a,r}$	The acceptance matrix. If $G_{a,r} = 1$, the r th request of IoT application a can be accepted. If $G_{a,r} = 0$, the r th request of IoT application a cannot be accepted.
$P_{s,n}^{a,r}$	The placement matrix. If $P_{s,n}^{a,r} = 1$, an instance of service s is executed on comp. node n for the r th request of IoT application a .
$U_{s,n}$	The service execution matrix. If $U_{s,n} = 1$, an instance of service s is allocated on comp. node n . If $U_{s,n} = 0$, there is not an instance of service s allocated on comp. node n .
$U_{ed,gw}$	The end device execution matrix. If $U_{ed,gw} = 1$, the end device ed is associated with gateway gw .
U_{gw}	The gateway utilization matrix. $U_{gw} = 1$ indicates that there is at least one end device associated with gateway gw .
U_n	The comp. node utilization matrix. $U_n = 1$ indicates that there is at least one service allocated on comp. node n .
$F_{s_1,s_2}^{a,r}(n_1,n_2)$	The flow matrix contains the bandwidth (in Mbit/s) belonging to the r th request of IoT application a that is used in the communication between services s_1 and s_2 which are allocated on node n_1 and n_2 , respectively.
$z_{s_1,s_2}^{a,r}$	The service bandwidth matrix contains the amount of bandwidth for every flow in the communication between services s_1 and s_2 for the r th request of IoT application a .

application $a \in A$ are given by R_a and D_a respectively. A binary request matrix $\Phi_{a,r,ed}$ indicates if an end device $ed \in N_{ed}$ made the r th request of application a . Also, a binary instance matrix I indicates if a service $s \in S$ is part of an application $a \in A$. Each service s has a CPU and a memory requirement represented by ω_s (in GHz) and γ_s (in GB) respectively. The communicating services must be allocated on computational nodes (comp. nodes) $n \in N_c$. Each comp. node n has a CPU and a memory capacity represented by Ω_n (in GHz) and Γ_n (in GB), respectively. A binary relation matrix R is used to indicate if an instance of service s could be allocated on a given comp. node $n \in N_c$. If $R_{s,n} = 1$, the communicating service s can be allocated on node n . Otherwise, due to software or hardware limitations, the service s cannot be instantiated on node n . Moreover, a binary acceptance matrix G is used to indicate if the r th request of application a can be accepted. If $G_{a,r} = 1$, all the services that compose application a are allocated on comp. nodes $n \in N_c$ and therefore the r th request of application a is accepted. A binary placement matrix P is used to represent in which comp. node n an instance of a service s is allocated. If $P_{s,n}^{a,r} = 1$, an instance of service s is executed on the comp. node n for the r th request of the IoT application a . A set of locations L is used to define where IoT applications requests are generated. Multiple binary matrices E are considered to define in which location fog clouds $f \in N_f$, end devices $ed \in N_{ed}$, gateways $gw \in N_{gw}$ and comp. nodes $n \in N_c$ are on the network. One additional binary matrix E is considered to indicate if a comp. node n is managed by a fog cloud f .

Regarding wireless formulation, the total AIDs available on a given gateway $gw \in N_{gw}$ is given by Θ_{gw} . Each end

device $ed \in N_{ed}$ needs an AID to associate with a gateway which is represented by θ_{ed} . Moreover, a distance matrix D indicates the distance (in meters) between a gateway $gw \in N_{gw}$ and an end device $ed \in N_{ed}$ while a path loss matrix PL indicates the path loss (in dB) between a gateway $gw \in N_{gw}$ and an end device $ed \in N_{ed}$. A R_{ed} binary variable indicates if an end device ed sent requests for an IoT application. If $R_{ed} = 1$, the end device ed sent a request for an IoT application $a \in A$. Otherwise, $R_{ed} = 0$. An additional binary association matrix A is used to indicate if an end device ed can associate with a gateway gw . This association is based on the distance matrix D . If $D_{gw,ed}$ is less than one thousand meters, the end device ed can associate with gateway gw and then $A_{ed,gw} = 1$. Otherwise, $A_{ed,gw} = 0$. The limit is set to one thousand meters because this is the maximum coverage range in IEEE 802.11ah networks [20]. A hop count matrix H indicates the number of devices between the comp. node n and the end device ed . Moreover, additional decision execution and utilization matrices U are considered. First, service execution matrix $U_{s,n}$ and end device execution matrix $U_{ed,gw}$ indicate if a service instance s is allocated on comp. node n and if an end device ed is associated with the gateway gw , respectively. Secondly, comp. node utilization matrix U_n and gateway utilization matrix U_{gw} indicate if there is at least a service running on comp. node n and if there is at least an end device associated with gateway gw , respectively.

Then, as mentioned by Moens et al. [16], a two-stage approach has been considered to allocate the bandwidth between communication services s_1 and s_2 that are part of the same IoT application request r . A bandwidth matrix B which indicates the available bandwidth (in Mbit/s) between two comp. nodes is considered. Moreover, a communication matrix C is defined, where C_{s_1,s_2} indicates the needed bandwidth (in Mbit/s) between two communication services. The flow bandwidth between two comp. nodes is defined by the flow matrix F . $F_{s_1,s_2}^{a,r}(n_1, n_2)$ contains the bandwidth (in Mbit/s) belonging to the r th request of IoT application a that is used in the communication between services s_1 and s_2 which are allocated on node n_1 and n_2 , respectively. Finally, $z_{s_1,s_2}^{a,r}$ is a decision variable that indicates the percentage of the requested bandwidth between services s_1 and s_2 that is guaranteed for the r th request of the IoT application a .

Each optimization objective is detailed bellow. The input and decision variables included in the descriptions are all related with novel variables.

C. Maximizing the Number of Accepted Requests - MAX R

The goal of this optimization is to maximize the number of accepted requests on the network. This objective can be represented as shown in (1). This optimization objective is subjected to multiple constraints. Constraints presented in [16] have been considered in the model, which has been extended with additional ones related to the wireless formulation.

$$\max \sum_{a \in A} \sum_{r \in R_a} G_{a,r} \times \left(\sum_{s \in S} I_{a,s} \times \omega_s \right) \quad (1)$$

In IEEE 802.11ah networks, end devices associate with gateways through an AID, a unique value assigned to an end device by the gateway during association handshake [21]. A gateway cannot have more than 8191 associated stations according to the latest standard. However, the association limitation has been set to 50 since an urban macro deployment with extended range has been considered [21]. This way, with this lower limitation, it has been assumed that good channel conditions are always achieved and that all requests sent for IoT applications can be accepted. Therefore, a constraint must be added to the model ensuring that the AIDs limit in each gateway is respected. This way, by using the end device execution matrix U , the AIDs limitation can be expressed as shown in (2). The total amount of AIDs attributed in a gateway must be less than the total amount of AIDs available.

$$\forall gw \in N_{gw} : \sum_{ed \in N_{ed}} \theta_{ed} \times U_{ed,gw} \leq \Theta_{gw} \quad (2)$$

Secondly, a constraint is added to ensure that end devices are associated with one gateway to be able to send requests for IoT applications. This constraint is represented by (3).

$$\forall ed \in N_{ed} : \sum_{gw \in N_{gw}} U_{ed,gw} \times A_{ed,gw} = 1 \quad (3)$$

D. Maximizing the Satisfied Service Bandwidth Demand - MAX SB

On the previous objective, an IoT application is allocated on the network if at least 80% of the required bandwidth is guaranteed. The goal of this optimization is to further increase the allocated bandwidth, ensuring that the maximum capacity available is allocated to the communicating services that compose the IoT applications requested on the network. This maximization is expressed in (4).

$$\max \sum_{a \in A} \sum_{r \in R_a} \sum_{s_1, s_2 \in S} z_{s_1, s_2}^{a, r} \quad (4)$$

E. Minimizing Service Migrations On Subsequent Iterations - MIN M

The goal of this optimization is to minimize service migrations between subsequent iterations of the model. Since the model is executed iteratively, the execution matrix from the previous iteration U^{i-1} is added to the model, which is used to compare with the current execution matrix U in order to reduce the service migrations needed to achieve the next optimization objective. Therefore, the minimization of service migrations can be expressed as shown in (5). Services may have to be migrated from one comp. node to another in order to find the optimal solution. However, it might be preferable to find a solution where service reallocations are minimized so delay caused by reallocations is kept at a minimum.

$$\min \sum_{s \in S} \sum_{n \in N_c} |U_{s,n} - U_{s,n}^{i-1}| \quad (5)$$

F. Minimizing the Number of Active Comp. Nodes - MIN N_c

The goal of this optimization is to minimize the number of active comp. nodes in the cloud infrastructure, which results in cost and energy savings. By using the comp. node utilization decision variable U_n , the minimization can be expressed as shown in (6).

$$\min \sum_{n \in N_c} U_n \quad (6)$$

The binary decision variable U_n is subject to additional constraints, ensuring that it only takes on value 0 if there is no communicating service allocated on that comp. node [16]. This constraint is expressed in (7).

$$\forall n \in N_c : \sum_{s \in S} U_{s,n} \leq U_n \times |S| \quad (7)$$

G. Minimizing the Number of Active Gateways - MIN N_{gw}

The goal of this optimization is to minimize the number of active gateways in the network. This minimization results in an improved wireless resource efficiency as well as energy and cost savings. Moreover, since gateways could be placed in a sleep state it contributes to an interference reduction. By using the gateway utilization decision variable U_{gw} , the minimization can be expressed as shown in (8).

$$\min \sum_{gw \in N_{gw}} U_{gw} \quad (8)$$

The binary decision variable U_{gw} is subject to additional constraints, ensuring that it only takes on value 0 if there is no end device sending requests for an IoT application through that gateway. This constraint is expressed in (9).

$$\forall gw \in N_{gw} : \sum_{ed \in N_{ed}} U_{ed,gw} \times R_{ed} \leq \sum_{a \in A} D_a \times U_{gw} \quad (9)$$

H. Minimizing Hop Count Between Comp. Nodes and End Devices - MIN H

This optimization objective is related to low latency in the communication between comp. nodes where communicating services that compose an IoT application are running and the end device that requested the IoT application. This optimization can be achieved by minimizing the hop count between comp. nodes and end devices. This minimization can be expressed as shown in (10) by using the Hop Count matrix H and the placement matrix P .

$$\min \sum_{n,ed \in N_c, N_{ed}} H_{n,ed} \times \left(\sum_{a \in A} \sum_{r \in R_a} \sum_{s \in S} P_{s,n}^{a,r} \times \Phi_{a,r,ed} \right) \quad (10)$$

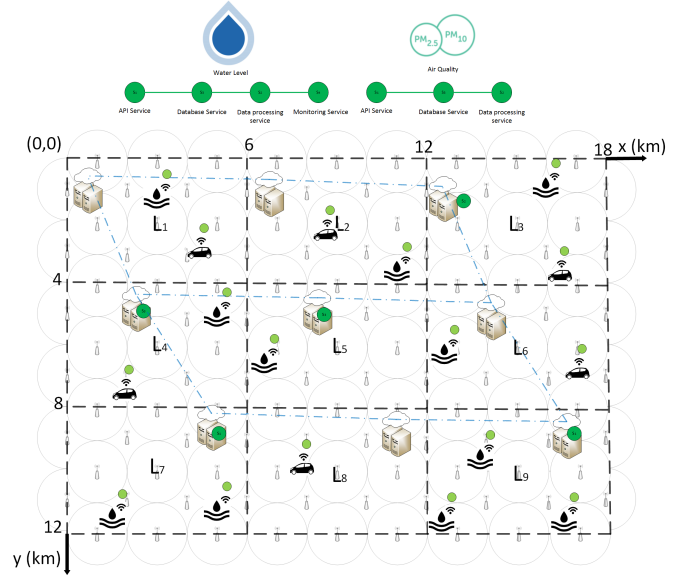


Fig. 2: Evaluation Scenarios.

I. Minimizing Path Loss - MIN PL

The objective of this optimization is to minimize the path loss of the wireless communication links. The path loss matrix PL is calculated based on the path loss formula for IEEE 802.11ah networks, when an urban macro deployment and a central frequency (f_c) of 900 MHz are considered. This formulation can be expressed as in (11). The distance (in meters) is given by the Distance matrix D , which indicates the distance between end devices and gateways. This way, by using the path loss matrix PL and the end device execution matrix $U_{ed,gw}$ the minimization objective is given by (12).

$$PL(dB) = 8 + 37.6 \log_{10}(d) \quad (11)$$

$$\min \sum_{gw,ed \in N_{gw}, N_{ed}} PL_{gw,ed} \times U_{ed,gw} \quad (12)$$

IV. EVALUATION SCENARIOS

The evaluation scenarios are based on use cases within the scope of Antwerp's City of Things testbed [22]. A rectangle area of 216 km² similar to the area of Antwerp has been considered. Gateways have been strategically placed covering the entire area while minimizing interference due to low coverage overlap between gateways. Two use cases have been evaluated, a static and a dynamic scenario as shown in Fig. 2, to demonstrate the wide applicability of the ILP model. It should be noted that nine areas of 24 km² are considered as possible locations for fog resources.

A. Static Scenario

As a future use case, water level sensors will be installed in sewers in the city of Antwerp. This use case is a static scenario related to a Water Level IoT application, which is decomposed in four communicating services:

TABLE IV: Input variables for each Scenario

Variables	Static	Dynamic
N_{ed}	1000	100
A	1	1
S	4	3
N_c	45	45
N_{gw}	123	123
N_f	9	9

- API service responsible for receiving sensor data.
- Database service for storing information.
- Data processing service for information analysis.
- Monitoring service that supervises all other services.

B. Dynamic Scenario

As an initial proof of concept of the Antwerp's City of Things architecture, air quality sensors have been installed on cars driving around the city of Antwerp [22]. These sensors send measures of typical gasses and climate data such as temperature and humidity, which are then annotated with GPS locations. This use case is a dynamic scenario related to an Air Quality IoT application, which is decomposed in three services: an API service, a database service and a data processing service.

C. Evaluation Setup

The ILP model presented has been implemented in Java using the IBM ILOG CPLEX ILP solver [23]. Input variable values for each scenario are presented in Table IV. Nine fog clouds $f \in N_f$ each one managing 5 comp. nodes $n \in N_c$ have been considered. Moreover, 1000 water level sensors randomly distributed in the City of Antwerp were included in the model for the static scenario while for the dynamic scenario, 100 cars driving around the city were considered. In the dynamic scenario, each car is driving at an average velocity of 30km/h and each simulation occurs separated by 5 minutes. Therefore, car positions have been changed 2.5 km between simulations. A new x coordinate is randomly selected and then by solving the quadratic equation two solutions for the new y coordinate are obtained. Constraints have been included in the model to make sure that the new calculated car positions are inside the evaluation area. For both scenarios, the end device ed which makes the r th request of an IoT application is randomly selected from the set N_{ed} . Every comp. node has a CPU and a Memory capacity. The CPU capacity of a comp. node $n \in N_c$ represents the processing power per core times the number of cores, which is randomly chosen from the set $\{9, 12, 15, 18, 21 \text{ GHz}\}$ while the memory capacity is chosen from the set $\{6, 8, 10, 12, 14 \text{ GB}\}$. In the same way, the communicating services have a CPU and a Memory requirement which are chosen from the sets $\{0.5, 0.7, 0.9, 1.1, 1.3 \text{ GHz}\}$ and $\{0.5, 0.7, 0.9, 1.1, 1.3, 1.5 \text{ GB}\}$, respectively. Each comp. node, gateway, end device and fog cloud has a given location $l \in L$ associated. A location is one of the nine areas of 24 km² previously explained in the Section IV. If the location l of a comp. node n and a fog cloud f is the same, it means that the comp. node n is managed by that fog cloud f since there

is only one fog cloud for each location $l \in L$. Moreover, (xy) coordinate positions are randomly attributed to each end device $ed \in N_{ed}$ while for each gateway $gw \in N_{gw}$, (xy) coordinate positions are strategically attributed in order to cover the entire evaluation area. Based on these (xy) coordinates, the distance matrix D is calculated by the euclidean distance formula as shown in (13).

$$D(gw, ed) = \sqrt{(x_{gw} - x_{ed})^2 + (y_{gw} - y_{ed})^2} \quad (13)$$

Then, the path loss matrix PL is calculated based on the path loss formula for the IEEE 802.11ah previously shown in (11) by using the calculated distance matrix values. The communication matrix C is a random number between $[0.02, 0.04]$ which represents the bandwidth requirement (in Mbit/s) between two communicating services, s_1 and s_2 , respectively. Moreover, the bandwidth matrix B is a random number between $[6, 14]$ which represents the available bandwidth (in Mbit/s) between two comp. nodes, n_1 and n_2 , respectively. The hop count matrix H between comp. nodes and end devices is a random number between $[2, 3]$ if the node n and the end device ed are on the same location l or between $[4, 8]$ if the node n and the end device ed are on different locations, l_1 and l_2 , respectively. Different sets of model configurations for each scenario have been evaluated. In each iteration of the model, a different optimization objective has been considered. In Table V and Table VI, the model configurations are shown. It should be highlighted that for all model configurations first, the number of accepted IoT application requests is maximized and then the satisfaction of the service bandwidth is maximized, ensuring that the communication requirements between application services are guaranteed as well as possible. In Table V, model configuration A corresponds to a wireless efficiency strategy, since the final objective is the minimization of the number of active gateways on the network. Secondly, model configuration B is related to energy efficiency in the cloud infrastructure, since the final goal of this configuration is the minimization of power consumption of the comp. nodes. Finally, model configuration C corresponds to a low latency strategy based on the minimization of the hop count value between comp. nodes and end devices. IoT application services are placed closer to the end device when this model configuration is executed.

On the other hand, in Table VI, four additional model configuration strategies are shown. Both D and E configurations are composed of six optimization objectives. D prioritizes low latency, while E prioritizes energy efficiency. Moreover, both DM and EM configurations are composed of seven optimization objectives since an additional optimization objective is introduced between the 3rd and the 4th iteration of the configurations D and E, related to the minimization of service migrations on subsequent model iterations in order to reduce delay from reallocating IoT services. All model configurations have been evaluated 50 times and confidence intervals of 95% have been considered in the evaluation.

TABLE V: Model Configurations for the Static Scenario

A - Wi-Fi Eff.	B - Cloud Energy-Aware	C - Latency
1 - MAX R	1 - MAX R	1 - MAX R
2 - MAX SB	2 - MAX SB	2 - MAX SB
3 - MIN N_{gw}	3 - MIN N_c	3 - MIN H

TABLE VI: Model Configurations for the Dynamic Scenario

D - Latency	E - Energy Eff.	DM - Latency	EM - Energy Eff.
1 - MAX R	1 - MAX R	1 - MAX R	1 - MAX R
2 - MAX SB	2 - MAX SB	2 - MAX SB	2 - MAX SB
3 - MIN H	3 - MIN N_c	3 - MIN H	3 - MIN N_c
4 - MIN N_c	4 - MIN N_{gw}	4 - MIN M	4 - MIN M
5 - MIN N_{gw}	5 - MIN H	5 - MIN N_c	5 - MIN N_{gw}
6 - MIN PL	6 - MIN PL	6 - MIN N_{gw}	6 - MIN H
		7 - MIN PL	7 - MIN PL

V. EVALUATION RESULTS

A. Static Scenario

The model configurations shown in Table V have been evaluated for the static scenario presented in Section IV. In Fig. 3, the execution speed of the model configurations is shown. By increasing the number of requests, the execution time of the model configurations increases. For 200 requests, each model configuration requires on average at least 23 minutes to find the optimal solution. In Fig. 4, the ratio of active gateways and the ratio of active comp. nodes for each model configuration are illustrated. Regarding gateways, all are active for configurations B and C since no optimization objective is included regarding wireless efficiency. However, for configuration A whose final objective is related to wireless efficiency, the ratio of active gateways slightly increases with the increase of requests in the network. Results show that 50% of the gateways are active for 140 requests and that only for values above 220 requests, the ratio is higher than 60%. This configuration shows a higher wireless efficiency when compared to the other configurations. On the other hand, the ratio of active comp. nodes is 95% independent of the number of requests for configurations A and C due to the lack of an optimization objective regarding energy efficiency in the cloud environment in both configurations. However, for configuration B whose final objective is energy efficiency in the cloud domain, for 20 requests only 9% of the comp. nodes are active. Moreover, only for values above 180 requests, at least 80% of the comp. nodes are active. In Fig. 5, the average hop count between comp. nodes and end devices for each model configuration is shown. Configuration C obtained lower hop count values when compared to configurations A and B due to the fact that the final objective of C is low latency. C achieved slightly constant hop count values of 2.2 while A and B achieved hop count values between 4.0 and 5.5, which results in an increased latency since on average two more hops are required. Moreover, it should be noted that the average hop count decreases while requests increase due to the fact that more comp. nodes are needed in these conditions and therefore hop count decreases even if in the model configuration there is no optimization objective related to latency.

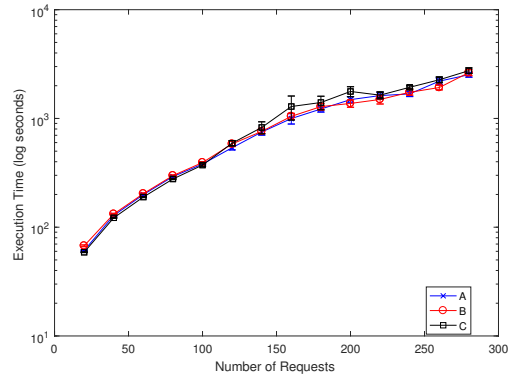


Fig. 3: Execution speed of the model configurations.

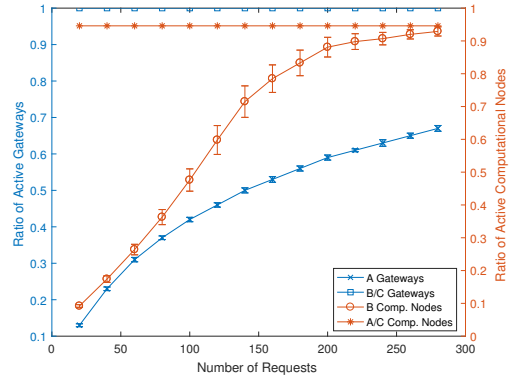


Fig. 4: Gateway & Comp. Node Activity for each model configuration.

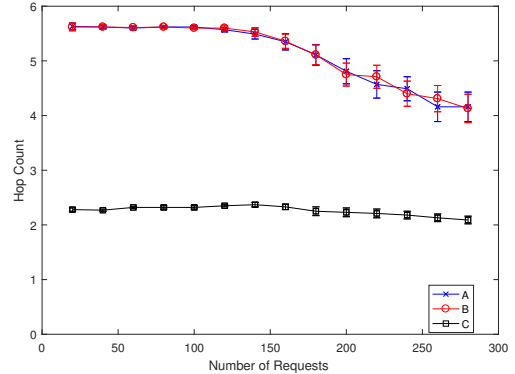


Fig. 5: Average Hop Count value for each model configuration.

B. Dynamic Scenario

The four model configurations shown in Table VI have been evaluated using the dynamic scenario presented in Section IV. In Fig. 6, the ratio of active comp. nodes for each model configuration is shown. Configurations E and EM achieved the same results. Therefore, minimizing migrations in subsequent iterations of the model, when energy efficiency is more important than low latency, does not alter the final solution. The ratio of active comp. nodes is independent of the cars repositioning and remains constant at 16%. However, configurations D and

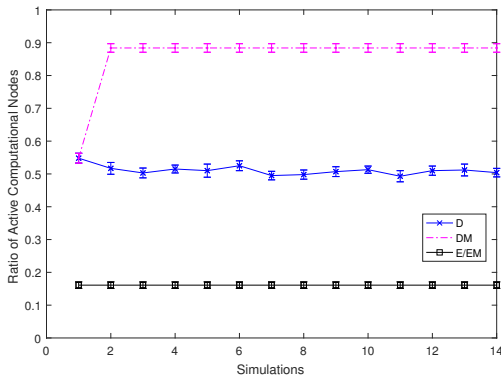


Fig. 6: Comp. Node Activity for each model configuration.

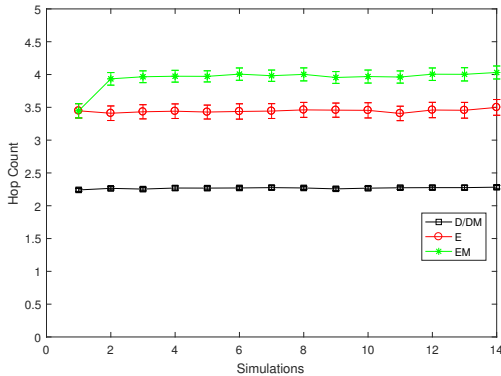


Fig. 7: Average Hop Count value for each model configuration.

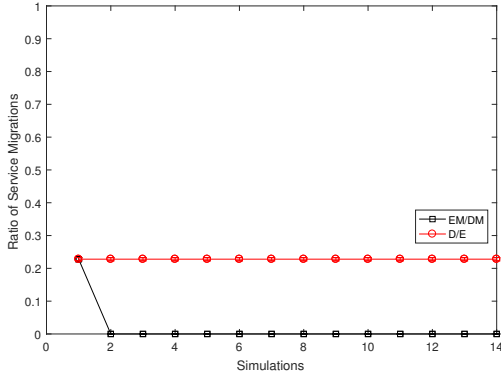


Fig. 8: Service migrations between 3rd and 4th objective.

DM obtained different results. For configuration *D*, where service migrations are not taken into account average values of 51% are obtained while for configuration *DM* where service migrations are taken into consideration average values of 88% are achieved. This way, energy consumption cannot be further minimized when reallocations are considered, which will contribute to a higher number of active comp. nodes as it was observed.

In Fig. 7, the average hop count between comp. nodes and end devices for each model configuration is shown. Configurations *D* and *DM* obtained the same results because the minimization of hop count occurs earlier than the minimization

of service migrations and therefore there is no difference in the achieved results for both configurations. Hop count values of 2.25 are then obtained. However, configurations *E* and *EM* achieved different results. Hop count values of 3.5 are obtained for model *E* while for model *EM* hop count values of 4.0 are achieved. This is due to the fact that when service reallocations are considered, latency cannot be further minimized, which will contribute to an even higher hop count as it was observed. In Fig. 8, the ratio of service migrations for each model configuration is illustrated. Values of 0% for configurations *DM* and *EM* are achieved while for *D* and *E*, average values of 22% are obtained meaning that in order to satisfy the optimal solution, 22% of the communicating services must be reallocated. This way, if both low latency and energy efficiency management strategies are considered, delay caused by service reallocation should be taken into account in the resource provisioning.

VI. CONCLUSION

In this paper, an ILP model for the resource provisioning of IoT application services in Smart Cities has been presented. In the last years, the need for resource management strategies for Smart Cities is increasing due to the deployment of IoT application use cases. Proper resource allocation is required in order to minimize costs and maximize QoS. Our model considers not only cloud infrastructure requirements but also characteristics coming from wireless aspects in order to deal with these challenges. The model is executed iteratively since it optimizes multiple objectives, such as latency, service migrations and energy efficiency. Obtained results show that there is a clear trade-off between low latency and low energy consumption. For an IoT application service with real-time constraints low latency may be crucial and therefore a low hop count value between the allocated service and the end device must be achieved. However, another IoT application service without real-time constraints could be allocated far from the end device with the goal of minimizing energy consumption since low latency is not important. The result of this work can serve as a benchmark in research related to placement issues of IoT application services in Fog environments since the model approach is generic and applies to a wide range of IoT use cases. As future work, the ILP model will be validated through realistic evaluations based on real service deployments.

ACKNOWLEDGMENT

This research was performed partially within the projects "Service-oriented management of a virtualised future internet" and "Intelligent DENSE And Long range IoT networks (IDEAL-IoT)" under Grant Agreement #S004017N, both from the fund for Scientific Research-Flanders (FWO-V). The computational resources (Stevin Supercomputer Infrastructure) and services used in this work were provided by the VSC (Flemish Supercomputer Center), funded by Ghent University, FWO and the Flemish Government – department EWI.

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