

ENABLING MULTI CHOICE BASED ALGORITHM USING FOG COMPUTING FOR SECURE DATA STORAGE

VOLLA ANIL KUMAR ^{#1}, D.KANAKA DURGA^{#2}, A.DURGA DEVI^{#3}

^{#1} MCA Student, Master of Computer Applications,
D.N.R. College, P.G.Courses & Research Center, Bhimavaram, AP, India.

^{#2} Assistant Professor, Master of Computer Applications,
D.N.R. College, P.G.Courses & Research Center, Bhimavaram, AP, India.

^{#3} Assistant Professor, Master of Computer Applications,
D.N.R. College, P.G.Courses & Research Center, Bhimavaram, AP, India

ABSTRACT

In current days cloud has gotten one of the intriguing area so as to store and recover all the information from the far off machines rather from the nearby machines. The haze figuring worldview unites capacity, correspondence, and calculation assets closer to clients' end-gadgets. In this way, mist workers are conveyed at the edge of the system, offering low inertness access to clients. With the extension of such haze registering administrations, various suppliers will have the option to convey numerous assets inside a limited topographical closeness. In this paper, we research a plan by taking three haze hubs alongside information proprietor and open cloud services(PCS) for putting away and getting to the document in a protected manner. The proposed application give a best component to store and access the information from the cloud in a safe way by using the extra room and without squandering the extra storage area.

Key Words:

Local Machines, End Devices, Pcs. Storage, Capacity, Fog Computing.

I. INTRODUCTION

The fast ascent of the Internet of Things (IoT) as the primary network vehicle for billions of modern sensors, brilliant home apparatuses, and purchaser wearable gadgets, is making ready for novel correspondence and calculation ideal models that can help scale such sudden new interchanges [1], [2]. The subsequent IoT information volume is required to overpower the system data transmission, the capacity frameworks, the register assets, and the investigation

administrations. Current Cloud registering administrations have demonstrated restrictions in managing such size of information and process assets.

Edge Computing were proposed to deliver the requirements to carry the calculation closer to the edge of the system exploiting the shorter full circle time (RTT) postponements to diminish operational. Mist registering worldview targets diminishing system clog while expanding the Quality of Experience (QoE)– quicker investigation and shorter calculation delays. Mist registering takes points of interest of the shorter full circle time deferrals to limit the operational expense [5], [6], limit the mind-boggling of the center system [7], and decrease calculation delays [8]. With the ever-expanding remote and figure abilities, offloading calculation to edge hubs, called cloudlets [9], become an appealing and modest arrangement than arriving at an inaccessible and frequently exorbitant cloud.

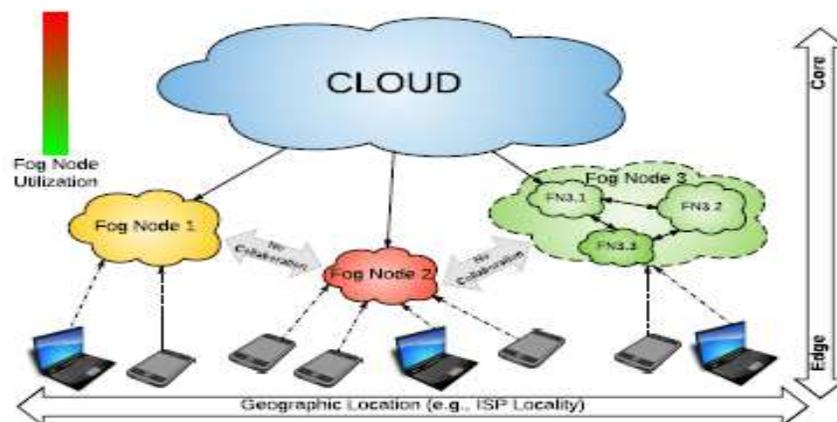


Fig. 1: A Fog computing scenario: fog nodes may have different utilization levels resulting on varying performances (green indicates low and red indicates high utilization levels).

Fig. 1: A Fog processing situation: haze hubs may have distinctive usage levels coming about on shifting exhibitions (green shows low and red demonstrates high use levels). While conventional awkward figure assets have been conveyed as operational plans for such mist processing stage, we think about a situation of facilitated plot, where such register assets, called haze hubs, can team up by devoting some portion of their assets to improve the general framework execution as for fulfilling every computational solicitation as appeared in Fig. 1. Coordinated effort between serious substances is regularly confined except if a credit based motivator is guaranteed and applied in return for committing assets for unfamiliar mist hubs.

They rearrange the coordination and the bookkeeping, anyway with regards to mist registering, guaranteeing that all suppliers will take an interest so as to help every others is testing and may not ensure the framework security.

In this paper, we target guaranteeing a reasonable utilization of assets over all suppliers as an intend to build the general help utility. We influence the intensity of-two irregular decisions result to plan a basic and powerful booking calculation for shared haze processing. We consider a system comprising of N community haze hubs having a place with various suppliers and each serving a Poisson stream of calculation demands, or errands. At the point when a given undertaking h arrives at a mist hub $u \in N$, u surveys another hub $v \in N, v \neq u$ at irregular. The surveyed hub chooses to help out a specific likelihood, which is tuned powerfully. If there should arise an occurrence of collaboration, if the surveyed hub's administration use U_v is lower than U_u , h is sent to hub v . The structure of the calculation is roused to the consequences of the investigation of a perfect framework with limitlessly numerous hubs stacked with Poisson traffic whose mean can just expect a limited arrangement of values. We first numerically show that in such a framework the hubs can collaborate in a reasonable and ideal manner, i.e., they can set their participation probabilities so that on the normal a hub gets a similar measure of CPU cycles that the hub gets to other providers. We then propose a calculation to tune the collaboration probabilities powerfully. Our reproduction results show that the tuning calculation combines and effectively responds to changes in the heaps. What's more, a supplier can get a similar presentation that it would acquire if the assets of the supplier were expanded of 30 %.

II. LITERATURE SURVEY

In this section we will mainly discuss about the background work that is carried out in order to prove the performance of our proposed Method. Now let us discuss about them in detail

MOTIVATION

1) Internet of things: Vision, applications and examination challenges.

Creator: D. Miorandi, S. Sicari, F. De Pellegrini, and I. Chlamtac.

Internet of Things (IoT) is the combination of the Internet with savvy articles or "things having a place with Internet" to trade this present reality data. Presently the Internet is moving out from Internet of individuals to the Internet of everything. Billions of gadgets expected to associate with the Internet in future that will require a well reasonable system where the items can detect and carry on as needs be without anyone else. This paper presents how the information/data from brilliant items offers ascend to the real revelations in IoT world. IoT vision is given a basic engineering of IoT. Diiferent IoT application areas with their utilization cases are talked about. At long last, a scientific classification of IoT research territories is given distinctive examination challenges.

2) A structural methodology towards the future web of things.

Creator: D. Uckelmann, M. Harrison, and F. Michahelles.

A large number of the underlying improvements towards the Internet of Things have concentrated on the blend of Auto-ID and arranged frameworks in businessto-business coordinations and item life cycle applications. In any case, a future Internet of Things can give a more extensive vision and furthermore empower everybody to get to and contribute rich data about things and areas. The achievement of informal organizations to share understanding and customized experiences shows additionally incredible potential for incorporation with business-driven applications. The coordination and interoperability with standard business programming stages can be improved and reached out by continuous examination, business knowledge and specialist based self-governing administrations. Data sharing might be compensated through motivating forces, in this manner changing the Internet of Things from a cost-centered examination to an income producing framework to empower exchanging of advanced data and quicken business development. Blend and end-client programming will empower individuals to add to the Internet of Things with information, introduction and usefulness.

3) Towards asset partaking in cell phone mists: Power adjusting across cell phones.

Creator: A. Mtibaa, A. Fahim, K. A. Harras, and M. H. Ammar.

Notwithstanding the expanded capacities of cell phones, portable application asset necessities can regularly rise above what can be practiced on a solitary gadget. This has been tended to through a few proposition for effective calculation offloading from cell phones to far off cloud assets or firmly found registering assets known as cloudlets. In this paper we consider a situation where computational offloading is performed among a lot of cell phones. We consider this condition a Mobile Device Cloud (MDC). We are keen on MDCs where hubs are exceptionally collaborative. We create computational offloading plans that amplify the lifetime of the troupe of cell phones where we believe the system to be alive as long as no gadget has exhausted its battery. As an auxiliary commitment in this work, we create and utilize an experimentation stage that permits us to assess a scope of computational models and profiles got from a reasonable testbed. We utilize this stage as an initial phase in an assessment practice that shows the adequacy of our calculation offloading calculations in expanding the lifetime of a MDC.

4) Towards versatile entrepreneurial registering.

Creator: A. Mtibaa, K. A. Harras, K. Habak, M. Ammar, and E. W. Zegura.

With the appearance of wearable registering and the subsequent development in portable application advertise, we explore versatile astute distributed computing where cell phones influence close by computational assets so as to spare execution time and devoured vitality. We will likely empower nonexclusive calculation offloading to heterogeneous gadgets that incorporate Cloud, cell phones, and cloudlets. We propose a conventional and adaptable engineering that expands the calculation gain concerning different target capacities, for example, limiting the reaction time, decreasing the general vitality utilization, and expanding the system lifetime. This epic engineering is intended to mechanize calculation offloading to various process assets over upset system associations

III. EXISTING METHODOLOGY

Till now there is no concept of fog nodes integration in the cloud server, so there are many limitations that occur in the existing networks. The following are the limitations which takes place in the existing cloud server.

LIMITATIONS OF THE EXISTING METHODOLOGY

The following are the limitation of existing system. They are as follows:

- 1) All the existing cloud servers try to store and access the data in a plain text manner .
- 2) There is no concept like integrating fog nodes into the cloud computing domain so there is a lot of storage problems occur for the data owners who try to add data inside the cloud server.
- 3) Also there is no concept of monitoring the space availability for the individual storage locations of cloud by the public cloud admin.
- 4) All the data stored is plain text manner and hence it is easy for the attacker to create any sort of attack on the sensitive data.

IV. PROPOSED METHODOLOGY

Due to the poor capability and maintenance of storage space by the cloud server, we came with a new concept like fog servers which are deployed at the edge of the network, offering low latency access to users. With the expansion of such fog computing services, different providers will be able to deploy multiple resources within a restricted geographical proximity. In this paper, we investigate an scheme by taking three fog nodes along with data owner and public cloud services(PCS) for storing and accessing the file in a secure manner. The proposed application provide a best feature to store and access the data from the cloud in a secure manner by utilizing the storage space and without wasting the storage space.

ADVANTAGES OF THE PROPOSED SYSTEM

The following are the advantages of the proposed system. They are as follows:

1. It is an efficient authenticated structure.
2. All the data is stored in a encrypted manner in various partitions of fog server and hence we can able to maintain the data in a proper manner.
3. This will greatly help to reduce the storage problem which is present inside the cloud server.
4. The storage complexity and management of space is properly utilized by the cloud server.
5. The fog nodes provide a great flexibility for data storage and data sharing for the end users.

IV. IMPLEMENTATION STAGE

Implementation Stage is where the hypothetical structure is changed over into automatically way. In this stage we will partition the application into various modules and afterward coded for arrangement. The application is separated essentially into following 4 modules. They are as follows:

- 1) System Construction Module
- 2) Data Owner Module
- 3) Fog Nodes Module
- 4) Public Cloud Server Module

Now let us discuss about each and every module in detail as follows:

1) System Construction Module

The system construction module mainly contains the roles like single Public cloud server and multiple data owners who can upload their files into the cloud server and multiple fog nodes for maintaining the files under different locations. Here these fog nodes will have individual storage capability and the system will update all the capabilities periodically.

2) Data Owner Module

Here the DO is one who got registered into the application and once they get authorization from PCS they can login into the system and perform some operations like Upload the file, the file can be uploaded in encrypted manner inside the fog nodes which are present in the cloud. The system will verify the size of the data and based on the size the available fog node which can accept the data will be selected and the data will be automatically assigned to that space.

3) PCS Module

Here the PCS is a person who initially login into the application and once they get login they can authorize the data owners who are present in the application and they will control the owners and the fog nodes. This can see the storage capability of all the fog nodes and it can see the difference in space periodically.

4) Fog Nodes Module

Here we try to add nearly three fog nodes which are used for storing the files which is uploaded by the uploader or owner. The fog nodes will have different storage spaces and the system will monitor the fog nodes for storing and retrieving the files in a secure manner.

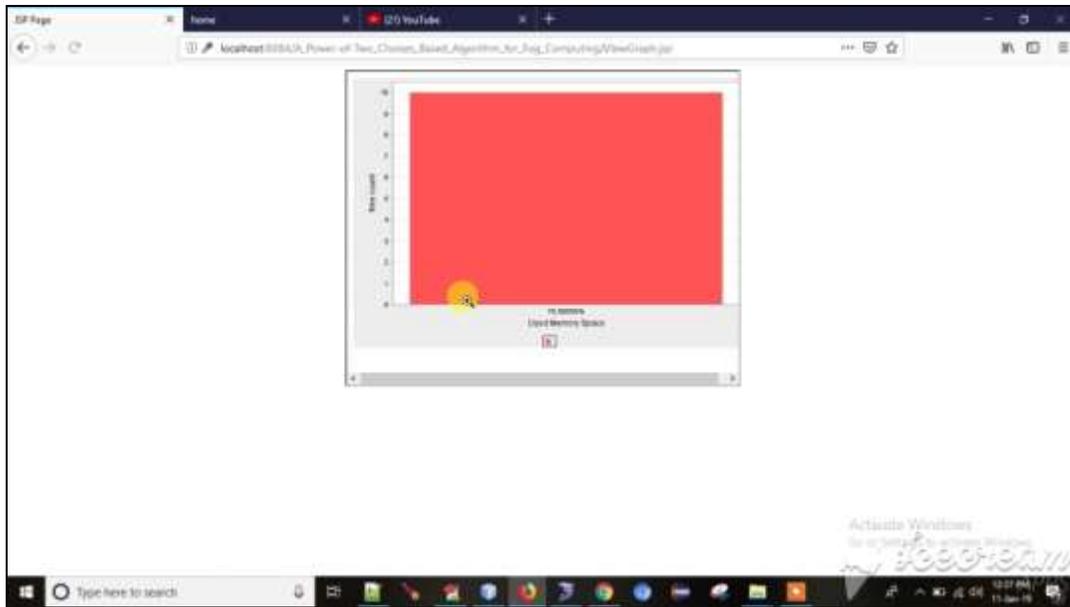
V. EXPERIMENTAL REPORTS

PCS SERVER TRY TO VIEW MEMORY STATUS

The screenshot displays a web application titled "Based Algorithm for Fog Computing". A login dialog box is open, asking for credentials for "node1". The main content area shows the "Memory Status" for a node. The data is as follows:

Node	No. of Files	Total Used Space	Memory Status	Maximum Space	View Graph
node1	10	70.58556 %		2MB	View Graph

The interface also includes a sidebar menu with options like DASHBOARD, HOME, FILE UPLOAD, FILE DOWNLOAD, and REMOVE. The browser address bar shows the URL: localhost:8084/A_Power-of-Two_Choices_Based_Algorithm_for_Fog_Computing/Node1.jsp?msg=success.



PCS CHECK AVAILABLE INDIVIDUAL SPACES OF OWNER



VI. CONCLUSION

In this paper, we have addressed the problem of cooperation among different providers in the context of fog computing. We have addressed cooperation fairness so that a win-win condition can be met. The proposed distributed protocol is based on the power of two model which sows efficient fair collaboration that improves the overall system utilization. This is a first step towards proposing a distributed platform for full cooperative fog computing.

VII. REFERENCES

- [1] D. Miorandi, S. Sicari, F. De Pellegrini, and I. Chlamtac, "Internet of things: Vision, applications and research challenges," *Ad Hoc Networks*, vol. 10, no. 7, pp. 1497–1516, 2012.
- [2] D. Uckelmann, M. Harrison, and F. Michahelles, "An architectural approach towards the future internet of things," in *Architecting the internet of things*. Springer, 2011, pp. 1–24.
- [3] A. Mtibaa, A. Fahim, K. A. Harras, and M. H. Ammar, "Towards resource sharing in mobile device clouds: Power balancing across mobile devices," in *Proceedings of the Second ACM SIGCOMM Workshop MCC '13*, ser. MCC '13, 2013, pp. 51–56.
- [4] A. Mtibaa, K. A. Harras, K. Habak, M. Ammar, and E. W. Zegura, "Towards mobile opportunistic computing," in *Cloud Computing (CLOUD), 2015 IEEE 8th International Conference on*. IEEE, 2015, pp. 1111–1114.
- [5] S. Sarkar, S. Chatterjee, and S. Misra, "Assessment of the suitability of fog computing in the context of internet of things," *IEEE Transactions on Cloud Computing*, 2015.
- [6] L. Xiao, Q. Li, and J. Liu, "Survey on secure cloud storage," *J. Data Acquis. Process.*, vol. 31, no. 3, pp. 464–472, 2016.
- [7] R. J. McEliece and D. V. Sarwate, "On sharing secrets and reed-solomon codes," *Commun. ACM*, vol. 24, no. 9, pp. 583–584, 1981.

[8] J. S. Plank, "T1: Erasure codes for storage applications," in Proc. 4th USENIX Conf. File Storage Technol., 2005, pp. 1–74.

[9] Kulkarni, A. Forster, and G. Venayagamoorthy, "Computational intelligence in wireless sensor networks: A survey," IEEE Commun. Surv. Tuts., vol. 13, no. 1, pp. 68–96, First Quarter 2011.

[10] Z. Xia, X. Wang, L. Zhang, Z. Qin, X. Sun, and K. Ren, "A privacy preserving and copy-deterrence content-based image retrieval scheme in cloud computing," IEEE Trans. Inf. Forensics Security, vol. 11, no. 11, pp. 2594–2608, Nov. 2016.

[11] J. Shen, D. Liu, J. Shen, Q. Liu, and X. Sun, "A secure cloud-assisted urban data sharing framework for ubiquitous-cities," Pervasive Mobile Comput., vol. 41, pp. 219–230, 2017.