



RESEARCH ARTICLE

CONTRAIL – ARCHITECTURE FOR MOBILE DATA SHARING APPLICATIONS

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Abstract— Collaborative applications running on 3G devices often rely on cloud-based servers for computation and storage. A peer to-peer approach to building these applications can provide benefits such as enhanced privacy and bandwidth efficiency. We propose a system which is based on asynchronous network architecture that uses the cloud to relay messages between 3G devices. System employs selective receiver-specific filters at sending devices to ensure that only relevant data consumes precious bandwidth. Proposed framework offers pull-based communications primitives suitable for mobile devices that are often either inactive or subject to poor network connectivity. This system enables robust mobile applications without making assumptions about the security of individual cloud providers. We have implemented this system with Windows cloud environment and demonstrate sample applications executing across Android mobile phone. Sample application shares the multiple contents like text, video, images and emails. In this paper, we introduce Contrail, a new communication architecture for mobile data-sharing applications that eliminates the drawbacks of the client-server approach while retaining its positive attributes.

Keywords: - Client-Server; Virtual Environment; Contrail; Synchronization

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