



Interactive AOSP-based Cloud Streaming

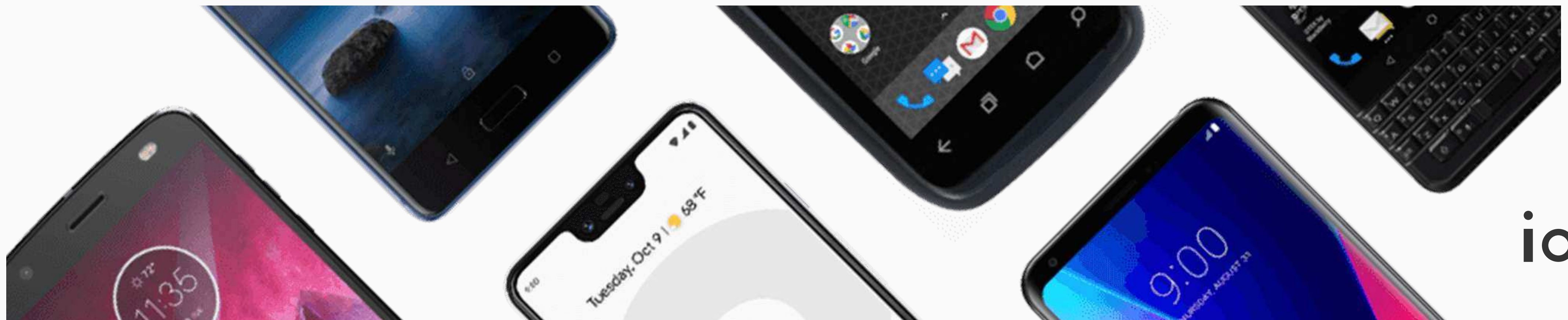
Run AOSP on a cloud server and
stream it to an actual phone

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2023-09-28

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Motivation

- Data security
 - Avoid storing sensitive information on a phone
- Different use cases
 - Work apps, personal use apps, hobby-related apps, ...
- Employee device costs
 - Workplace phones are expensive to buy and maintain



Proposal

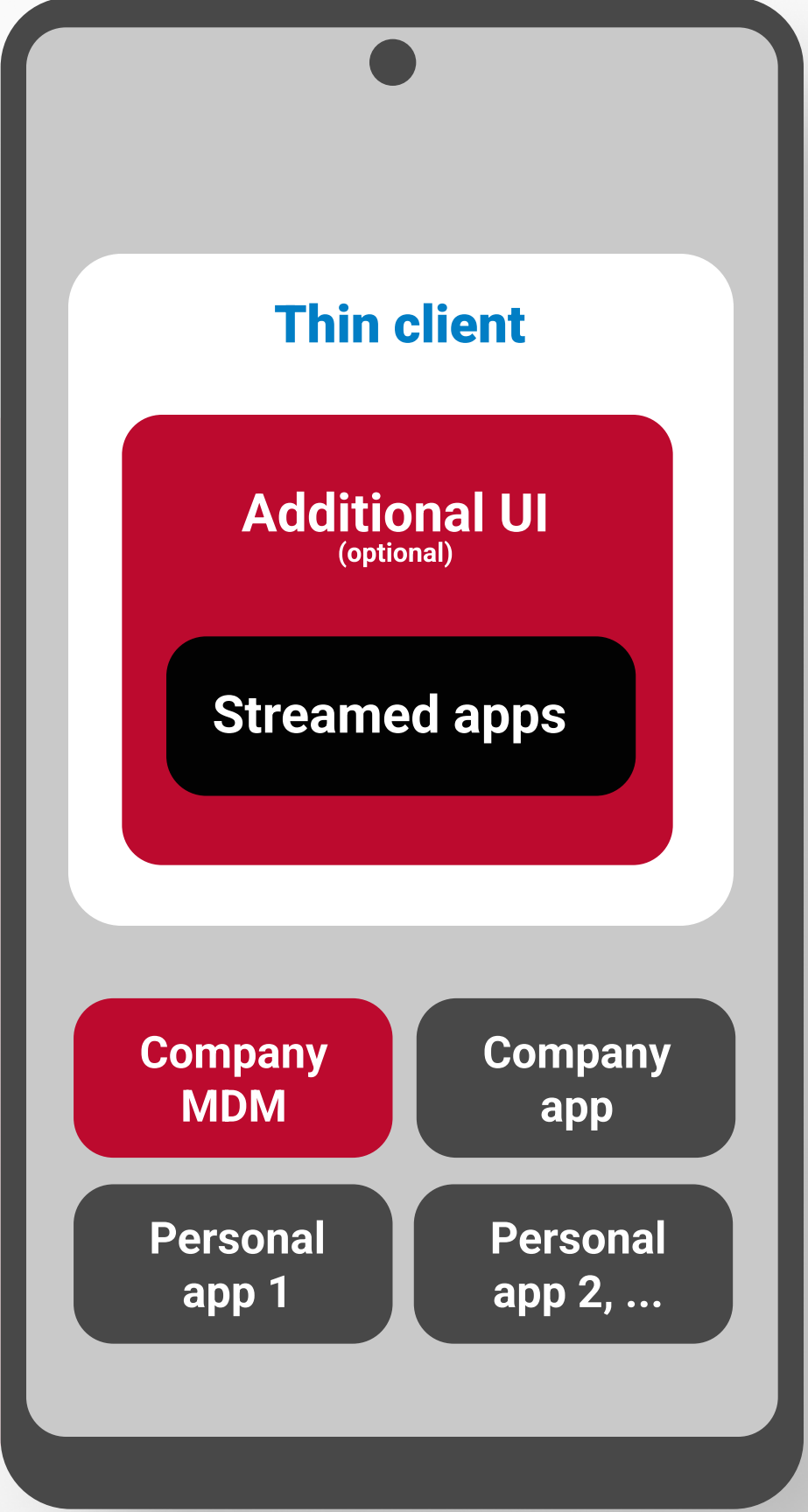
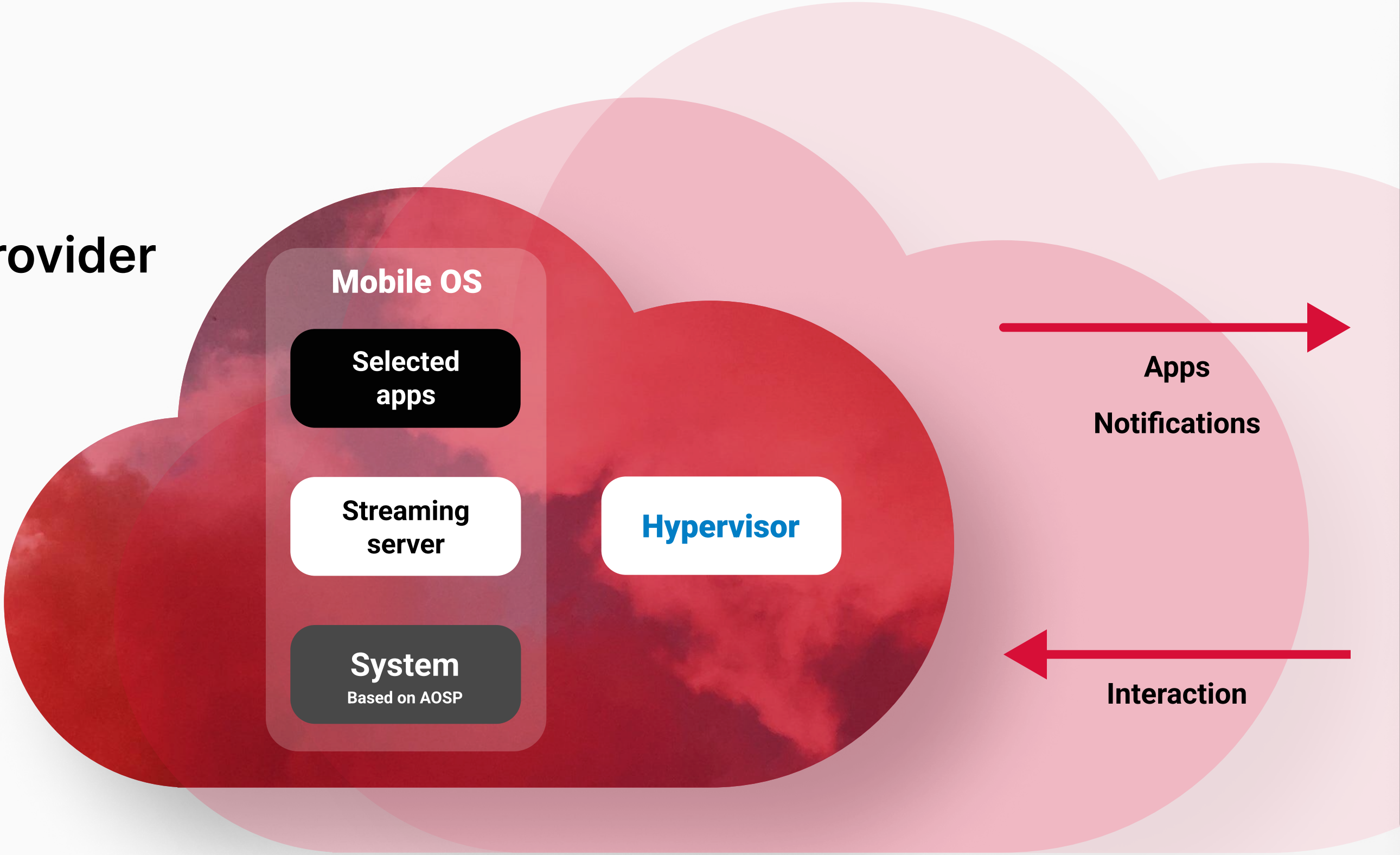
- Run the OS in the cloud
 - Optimise resource usage, performance, and latency
- Provide a thin-client on user's device
 - Lightweight app doesn't need high-end hardware
- Re-create instances easily
 - Clone as many and tailor them to suit your needs



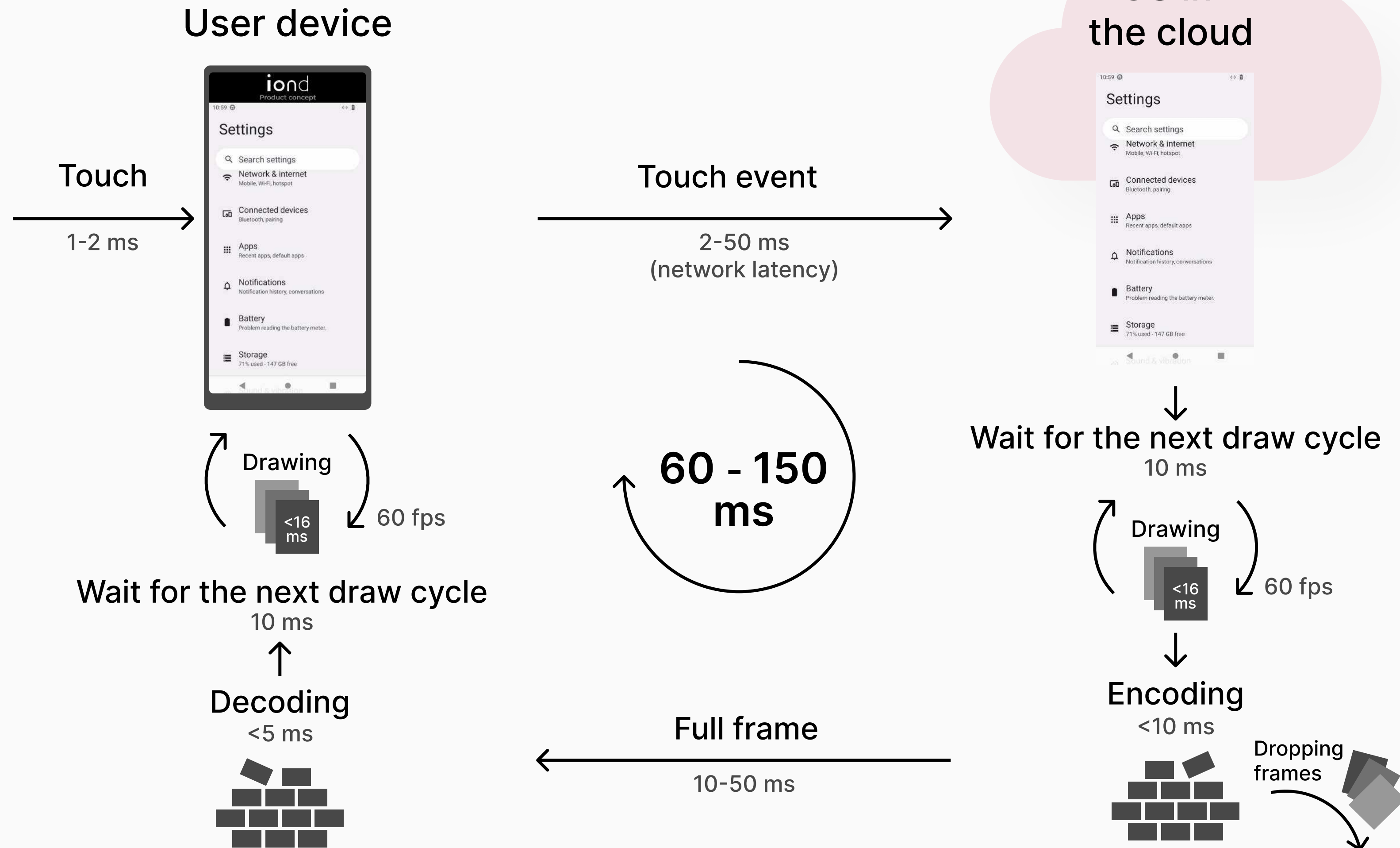
Architecture

User device
Android, iOS, (PC, Mac, Web), ..

Cloud provider



Latency Round-trip



Concept Demo



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OSS Technologies in Use

- redroid - <https://github.com/remote-android>
- Linux Containers - <https://github.com/lxc>
- Genymotion's Screen Copy - <https://github.com/Genymobile/scrcpy>
- scrcpy-android - <https://gitlab.com/las2mile/scrcpy-android>



Questions?

Now or later
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