ARIZONA STATE UNIVERSITY

UNDERGRADUATE THESIS

Building a Mobile Device that Uses the Power of a Desktop Computer

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A thesis submitted in fulfillment of the requirements for the degree of Software Engineering

for

Barrett, The Honors College

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Declaration of Authorship

I, Dylan LATHRUM, declare that this thesis titled, "Building a Mobile Device that Uses the Power of a Desktop Computer" and the work presented in it are my own. I confirm that:

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- I have acknowledged all main sources of help.
- Where the thesis is based on work done by myself jointly with others, I have made clear exactly what was done by others and what I have contributed myself.

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"Premature optimization is the root of all evil."

Sir Tony Hoare

ARIZONA STATE UNIVERSITY

Abstract

Barrett, The Honors College

Software Engineering

Building a Mobile Device that Uses the Power of a Desktop Computer

by Dylan LATHRUM

The Thesis Abstract is written here (and usually kept to just this page). The page is kept centered vertically so can expand into the blank space above the title too...

Acknowledgements

The acknowledgments and the people to thank go here, don't forget to include your project advisor. . .

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List of Abbreviations

CRD Chrome Remote Desktop
 PCB Printed Circuit Board
 RDP Remote Desktop Protocol
 SSH Secure Shell (Protocol)
 VNC Virtual Network Computing

For/Dedicated to/To my...

Introduction

1.1 Power and Portability

TODO

1.2 Purpose of this Thesis

TODO

1.3 Thesis Overview

Background

2.1	Specialization of Computers
TODO	
2.1.1	Power of the Desktop
TODO	
2.1.2	Convenience of the Laptop
TODO	
2.1.3	Rise of the Gaming Laptop
TODO	
2.2	Thin Clients
TODO	
2.3	Application to Modern Day
TODO	

State of the Art

3.1	Introduction
TODO	
3.2	Hardware Solutions
TODO	
3.2.1	Thin Clients
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3.3.1	Remote Desktop Protocol
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3.3.4	Secure Shell Protocol
TODO	

Developing the Hardware

4.1	Requirements
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	Performance
TODO	
4.1.2	Cost
TODO	
4.2	Choosing Parts
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4.3	Prototyping
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4.4	Designing the Printed Circuit Board
TODO	
4.5	Manufacturing the Circuit Board
TODO	

Developing the Software

5.1	Requirements
TODO	
5.2	Potential Avenues
TODO	
5.2.1	NVIDIA GameStream
TODO	
5.2.2	Moonlight
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5.3	Developing for ARM
TODO	

Evaluation

6.1	Testing Methodology
TODO	
	Responsivity and Latency
TODO	
6.3	Performance
TODO	
6.4	Quality
TODO	
6.5	Summary
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Conclusion

7.1 Summary TODO 7.2 Limitations TODO 7.3 Future Research

Appendix A

Frequently Asked Questions

A.1 How do I change the colors of links?

The color of links can be changed to your liking using:

\hypersetup{urlcolor=red}, or

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\hypersetup{allcolor=blue}.

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\hypersetup{hidelinks}.

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