Bibliography

[1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [?] [13] [?] [14] [15] [16] [17] [18] [19] [20] [21] [?]

References

[1] J. Mogul R. Fielding and J. Gettys. Hypertext transfer protocol – http/1.1. *Request for Comments 2616*, 1.4 Overall operation, September 2004. URL http://www.w3.org/Protocols/rfc2616/rfc2616-sec1.html#sec1.

[2] Eliot Estep. Mobile html5: Efficiency and performance of websockets and server-sent events. *Master thesis*, 3.3 Web techniques, June 2013. URL http://nordsecmob.aalto.fi/en/publications/theses2013/thesis_estep/.

[3] Tomi Aarnio Janne Pietiinen Jari Nikara Eero Aho, Kimmo Kuusilinna. Towards real-time applications in mobile web browsers. *Embedded Systems for Real-time Multimedia*, pages 57–66, October 2012. URL http://ieeexplore.ieee.org/xpls/abs_all.jsp?arnumber=6507030.

[4] Mikal Bourges-Svenier. Graphics programming on the web, webcl course note. *Special Interest Group on GRAPHics and Interactive Technique conference*, October 2012. URL http://khronosgroup.github.io/siggraph2012course/WebCL/WebCL%20Course%20Notes.pdf.

[5] David Gohara John E. Stone and Guochun Shi. Opencl: A parallel programming standard for heterogeneous computing systems. *Computing in Science & Engineering*, 12:66–73, June 2010. URL http://ieeexplore.ieee.org/xpl/login.jsp?tp=&arnumber=5457293&url=http%3A%2F%2Fieeexplore.ieee.

[6] Tasneem Brutch Won Jeon and Simon Gibbs. Webcl for hardware-accelerated web applications. *Tizen developer conference*, May 2012. URL http://dev.bowdenweb.com/html/api/webcl/webcl-for-hardware-accelerated-web-applications-dev-tra

[7] A. Barak and A. Shiloh. The virtualcl (vcl) cluster platform. *Mosix white paper*, 2012. URL http://www.mosix.cs.huji.ac.il/vcl/VCL_wp.pdf.

[8] Nathan T Hayes. High performance parallel computing in the motion picture industry. *Sunfish white paper*, February 2012. URL http://sunfishstudio.com/downloads/MeridianWhitePaper.pdf.

[9] Yuan Shi. Reevaluating amdahl's law and gustafson's law. October 1996. URL http://spartan.cis.temple.edu/shi/public_html/docs/amdahl/amdahl.html.

[10] Gene M. Amdahl. Validity of the single processor approach to achieving large scale computing capabilities. *AFIPS Conference Proceedings*, pages 483–485, 1967. URL http://www.futurechips.org/wp-content/uploads/2011/06/5_amdahl.pdf.

[11] Nikolai Qveflander. Pushing real time data using html5 websockets. *Master thesis*, 2010. URL http://www.diva-portal.org/smash/get/diva2:354621/FULLTEXT01.pdf.

[12] I. Fette and A. Melkinov. The websocket protocol. *Request for Comments 6455*, December 2011 2011. URL http://tools.ietf.org/html/rfc6455.

[13] Tobias Oberstein. Dissecting websocket's overhead. *Tavendo*, January 2014. URL http://tavendo.com/blog/post/dissecting-websocket-overhead/.

[14] Peter Lubbers and Frank Greco. Html5 web sockets: A quantum leap in scalability for the web. March 2010. URL http://www.websocket.org/quantum.html.

[15] Peter Bright. Khronos publishes a range of specs to take gpu computing to the web. *ars technica*, March 2014. URL http://arstechnica.com/information-technology/2014/03/khronos-publishes-a-range-of-specs-t

[16] Aaeter Suleman. Parallel programming: When amdahl's law is inapplicable. *Future chips*, June 2011. URL http://www.futurechips.org/thoughts-for-researchers/parallel-programming-gene-amdahl-said.html.

[17] Tomislav Capan. Why the hell would i use node.js. *toptal*, February 2013. URL http://www.toptal.com/nodejs/why-the-hell-would-i-use-node-js.

[18] Deniz Ozger. Finding the right node.js websocket implementation. *medium*, January 2014. URL https://medium.com/@denizozger/finding-the-right-node-js-websocket-implementation-b63bfca0539.

[19] Mikito Takada. Understanding the node.js event loop. *Mixu's tech*, February 2011. URL http://blog.mixu.net/2011/02/01/understanding-the-node-js-event-loop/.

[20] Jonathan Gros-Dubois. Highly scalable realtime websocket engine based on engine.io. *Github*, September 2013. URL https://github.com/topcloud/socketcluster.

[21] The secret to 10 million concurrent connections. *highscalabilty.com*, May 2013. URL http://highscalability.com/blog/2013/5/13/the-secret-to-10-million-concurrent-connections-the-