

# Implementing an HTML5 mobile simulation utilizing web workers

Submitted on 24/11/2020

authored by

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*Index Terms*—HTML5, web, workers

*Abstract*—Abstract of the paper here

## I. INTRODUCTION

In this section we present an introduction to the topic.

## II. RELATED WORK

Related research here.

## III. IMPLEMENTATION

Here we present our implementation.

### A. Context

Maybe a subsection if needed.

## IV. EVALUATION

Here we present our evaluation of the implementation.

Example results in Figure 1.

```
JSON stringify
- median FPS: Chrome 23.1
- average FPS: Chrome 35.61
- average transfer time: Chrome 0.11729457372323025
- median transfer time: Chrome 0.10999999358318746

Structured cloning
- median FPS: Chrome 23.2
- Average FPS: Chrome 34.85
- average transfer time: Chrome 1.5752639752824975
- median transfer time: Chrome 1.4099999971222132
```

Fig. 1. This is a figure

## V. CONCLUSIONS

We conclude our research paper here.