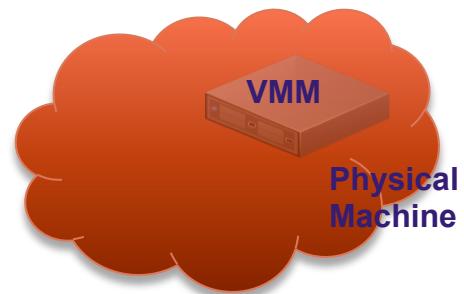


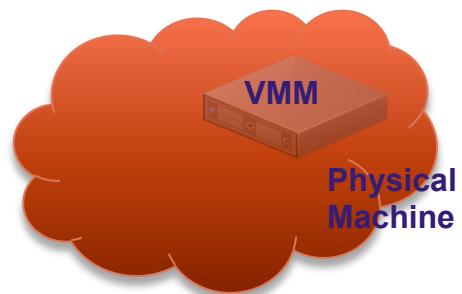
**SLAM**



## SLAM



1. DS is up



1. DS is up



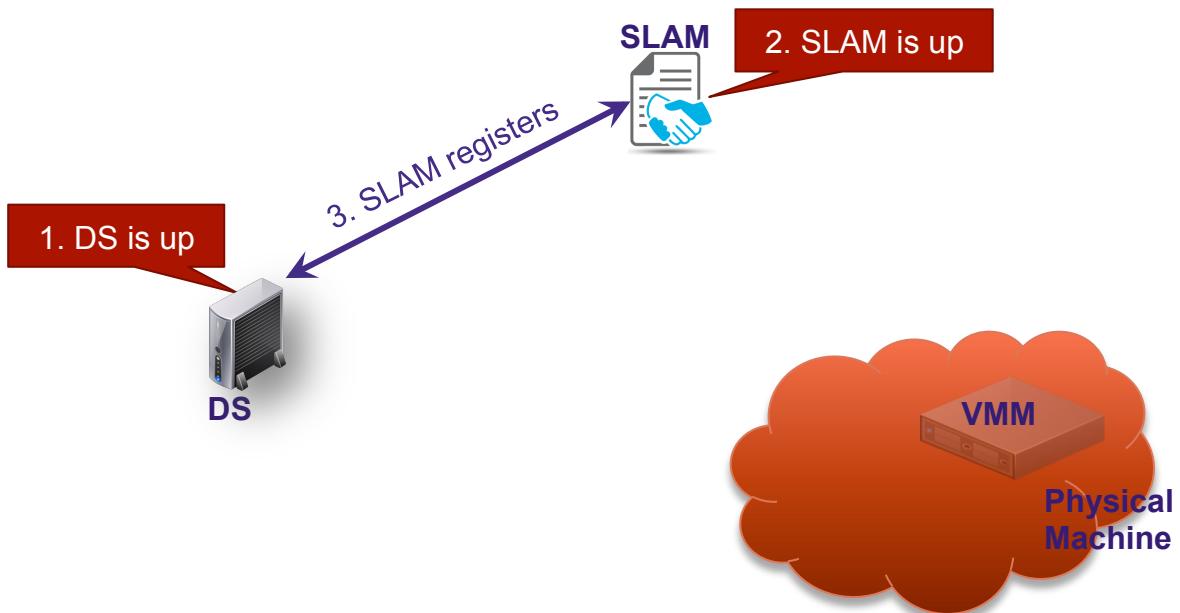
SLAM

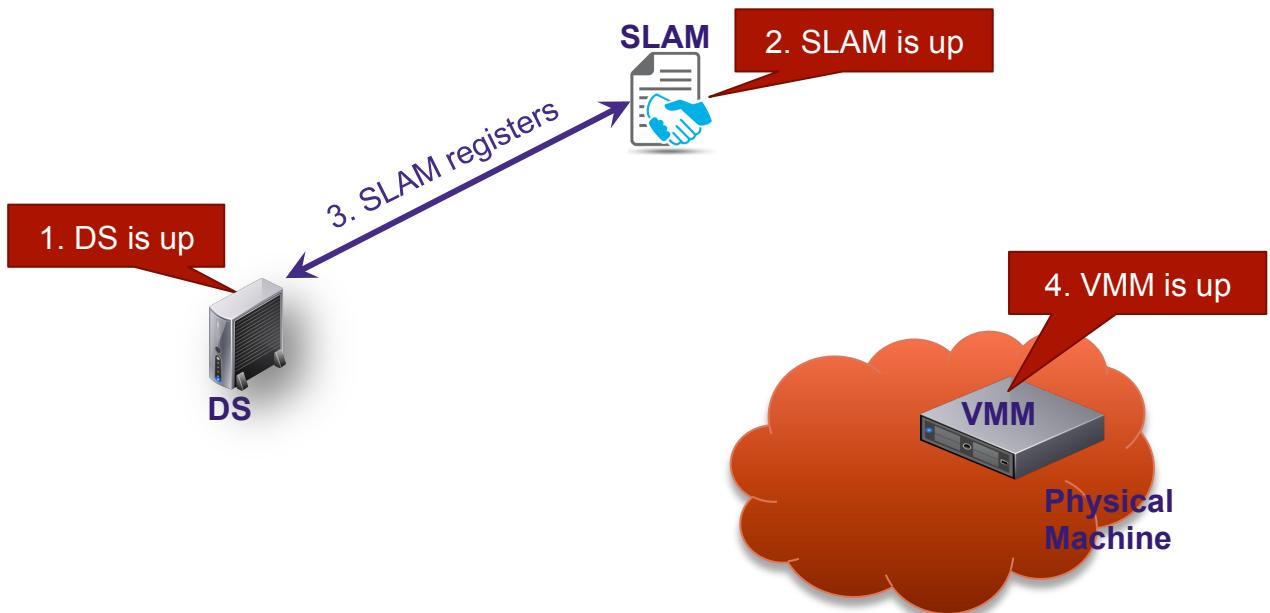


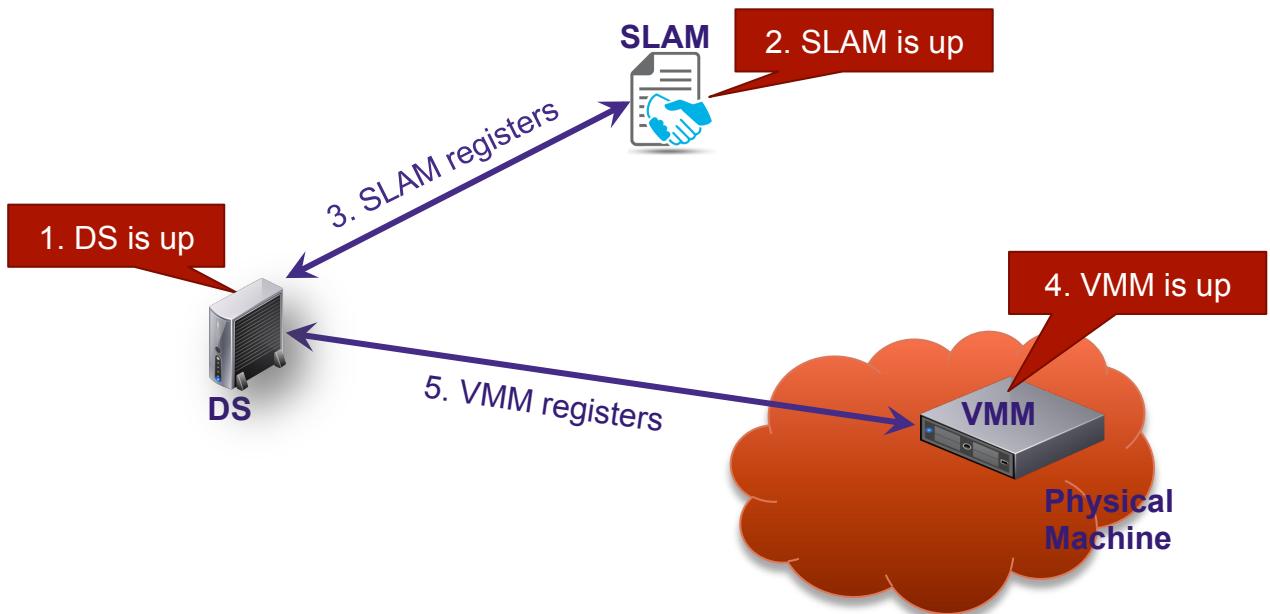
2. SLAM is up

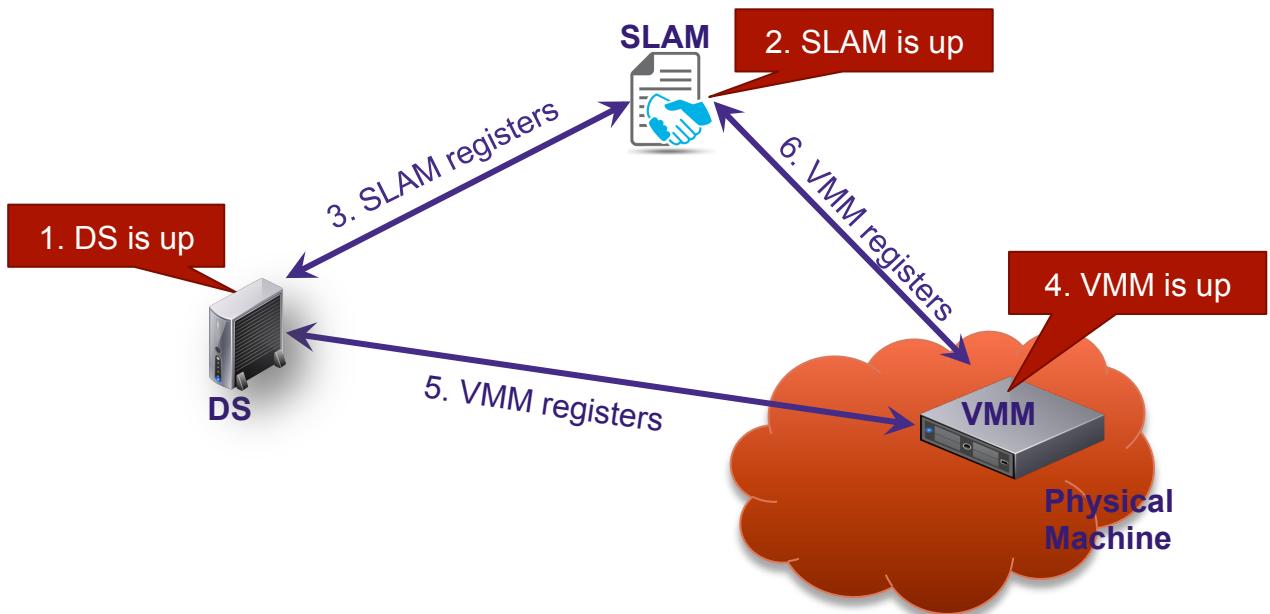
VMM

Physical  
Machine









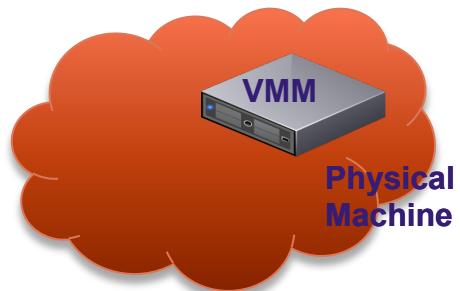
**SLAM**



**DS**



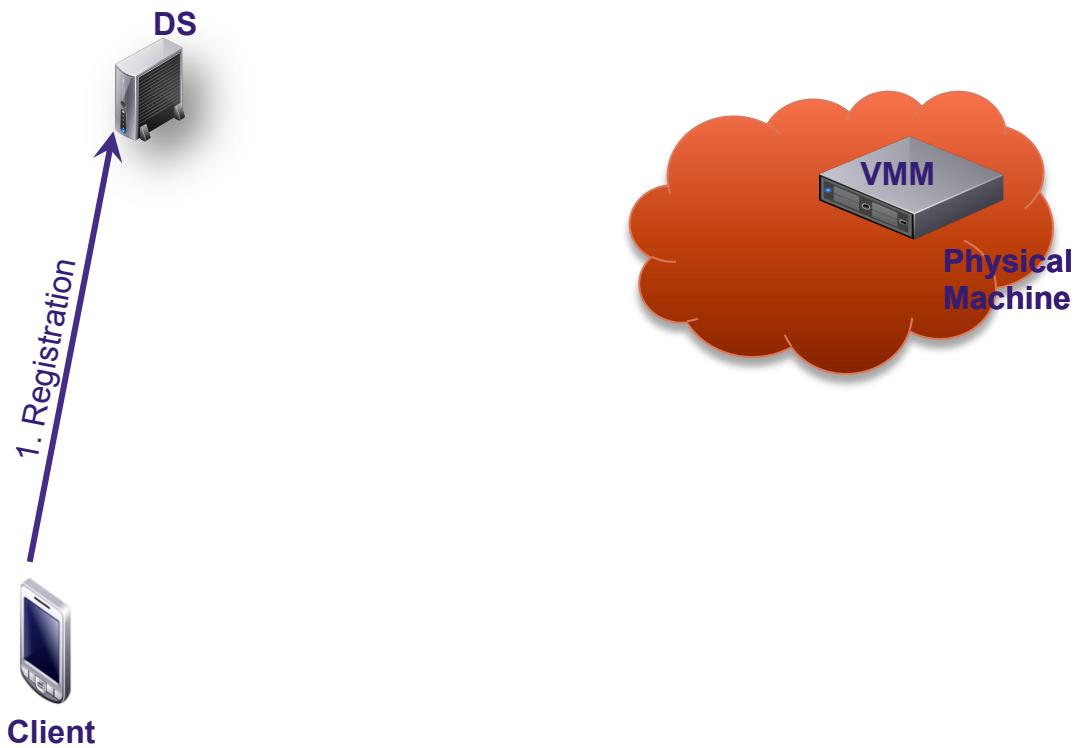
**VMM**

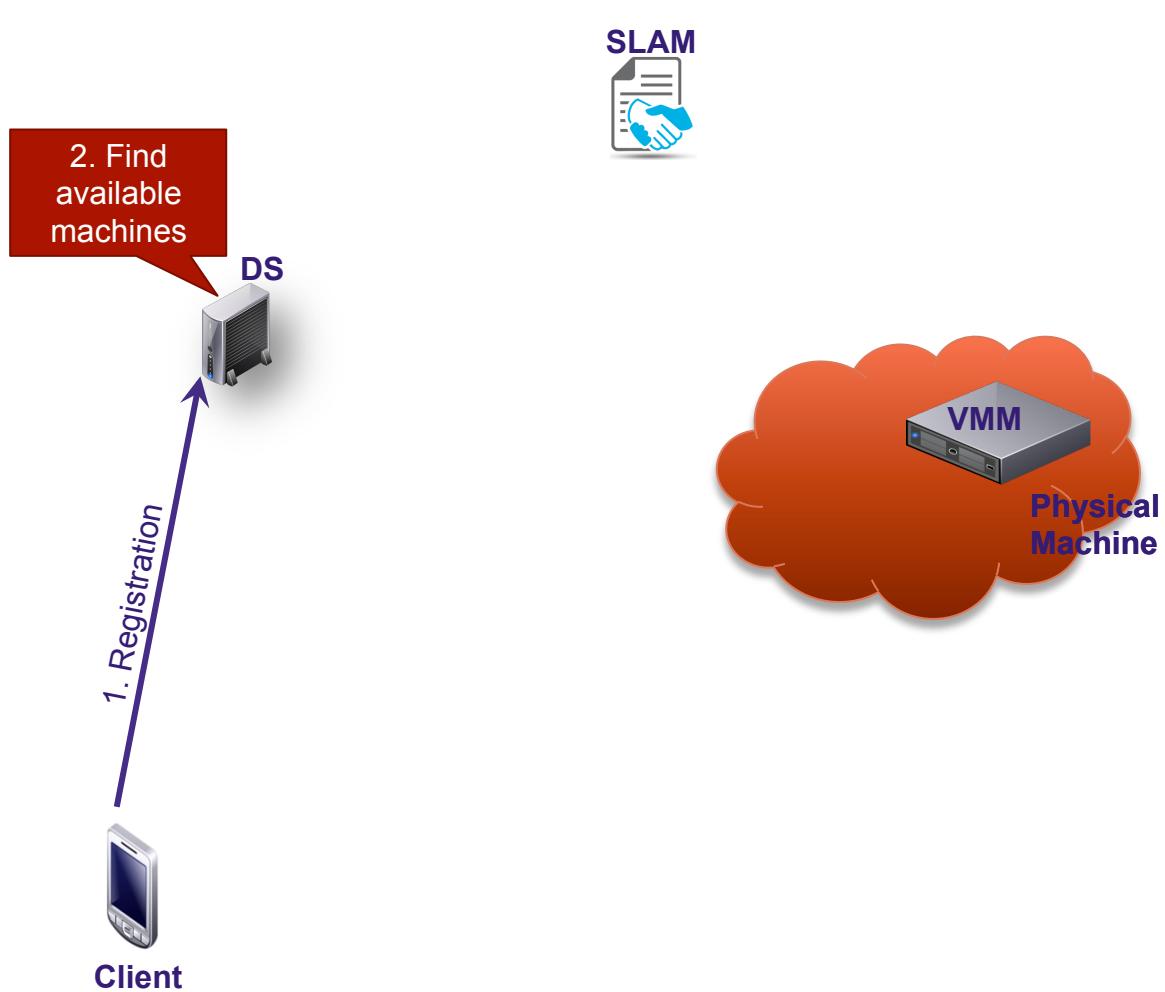


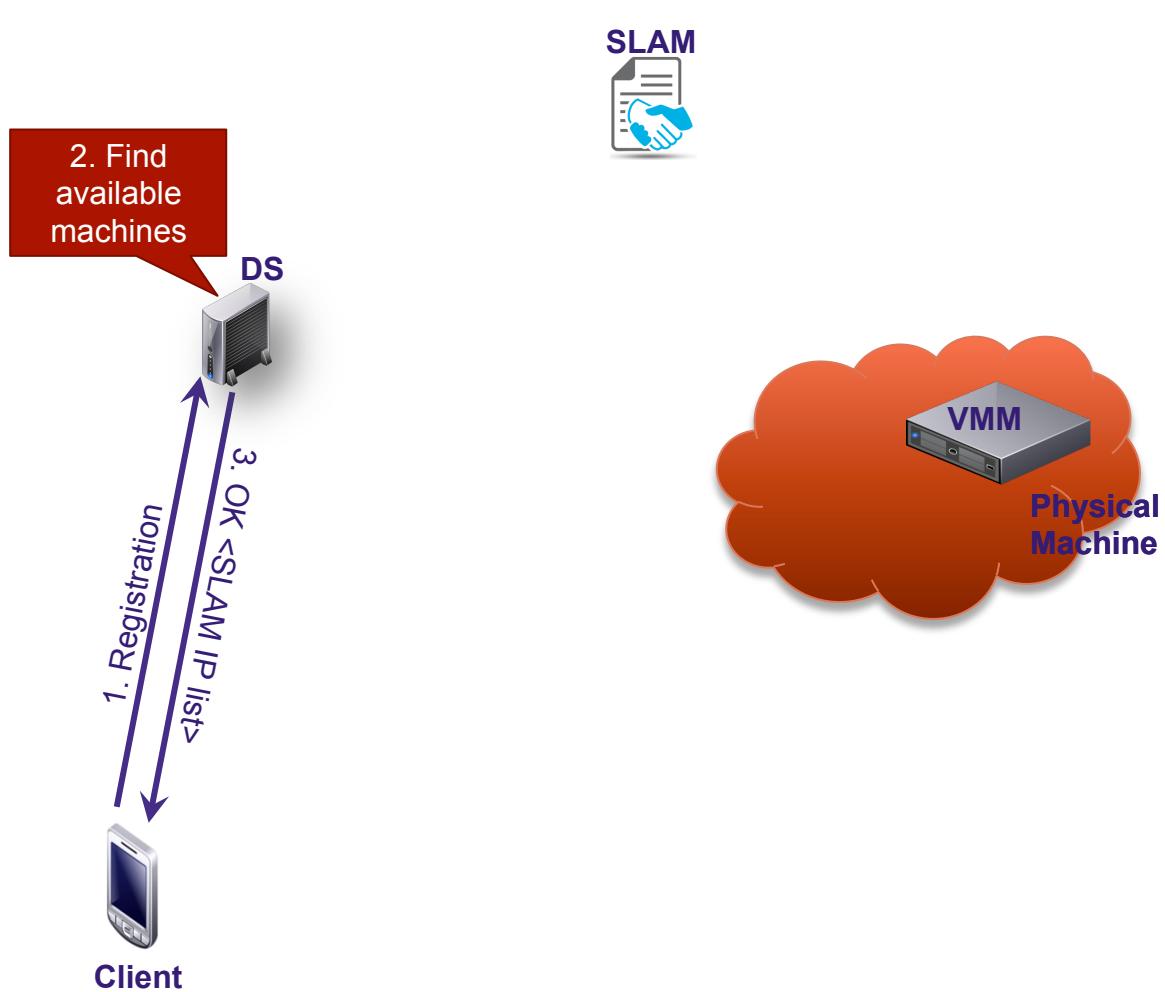
**Physical  
Machine**

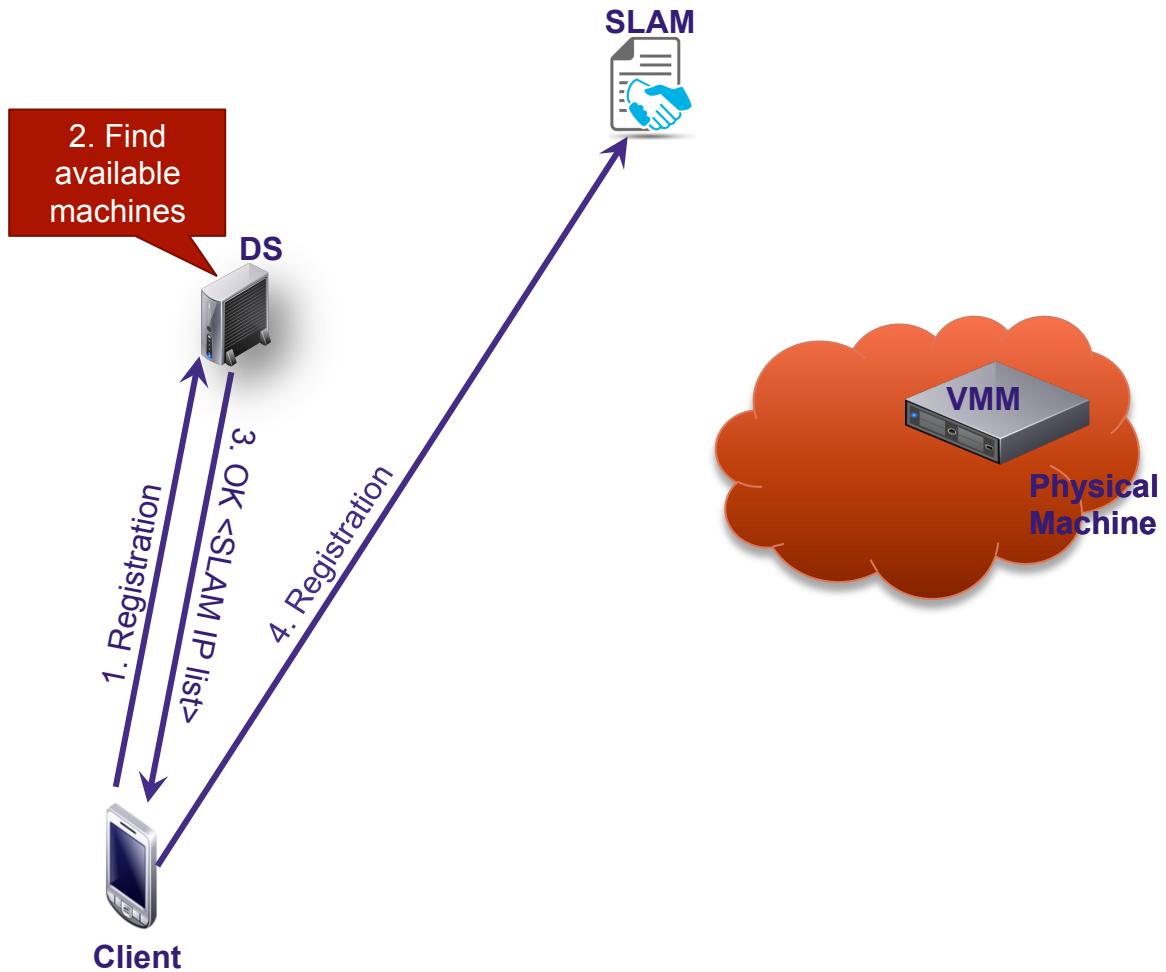


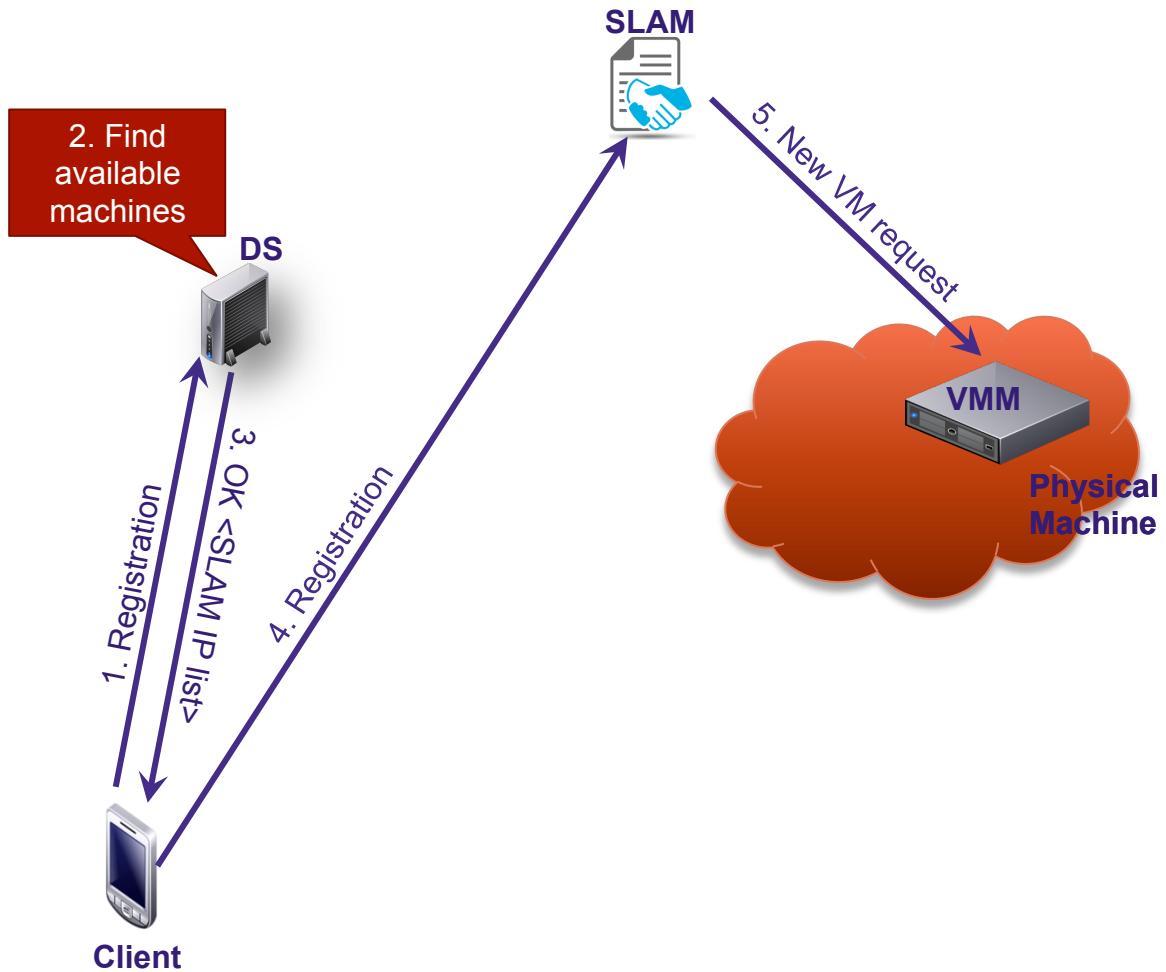
**Client**

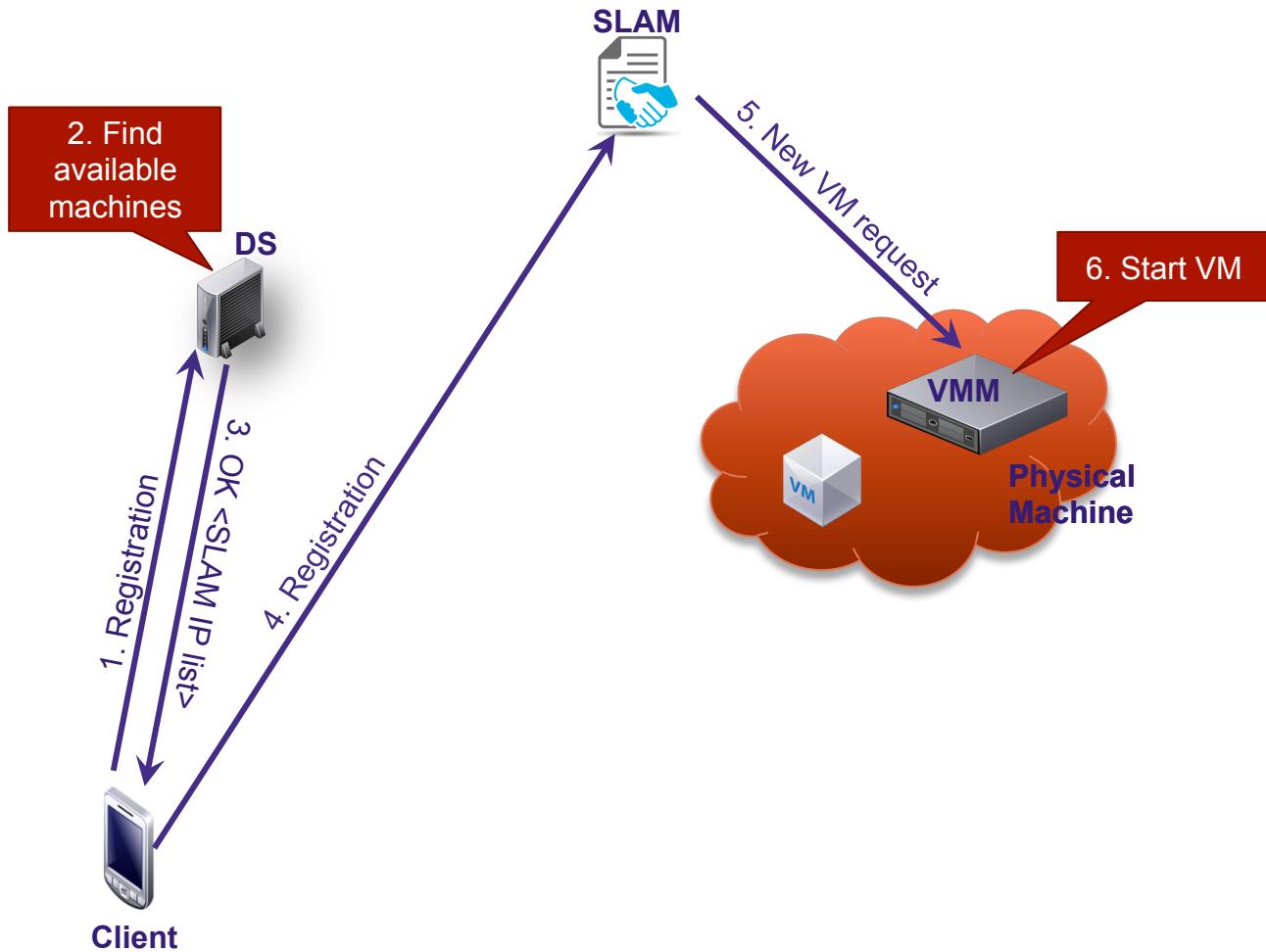


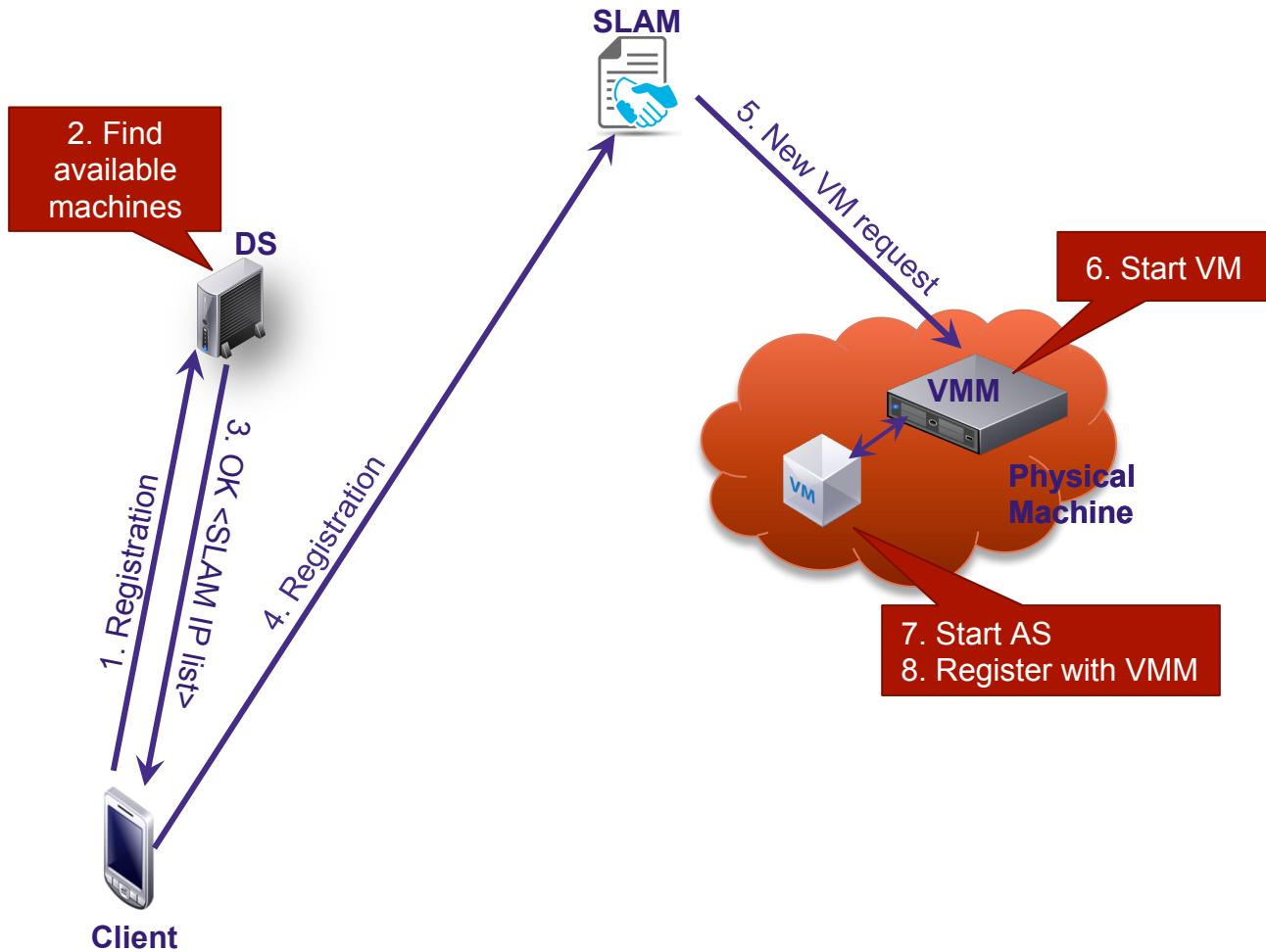


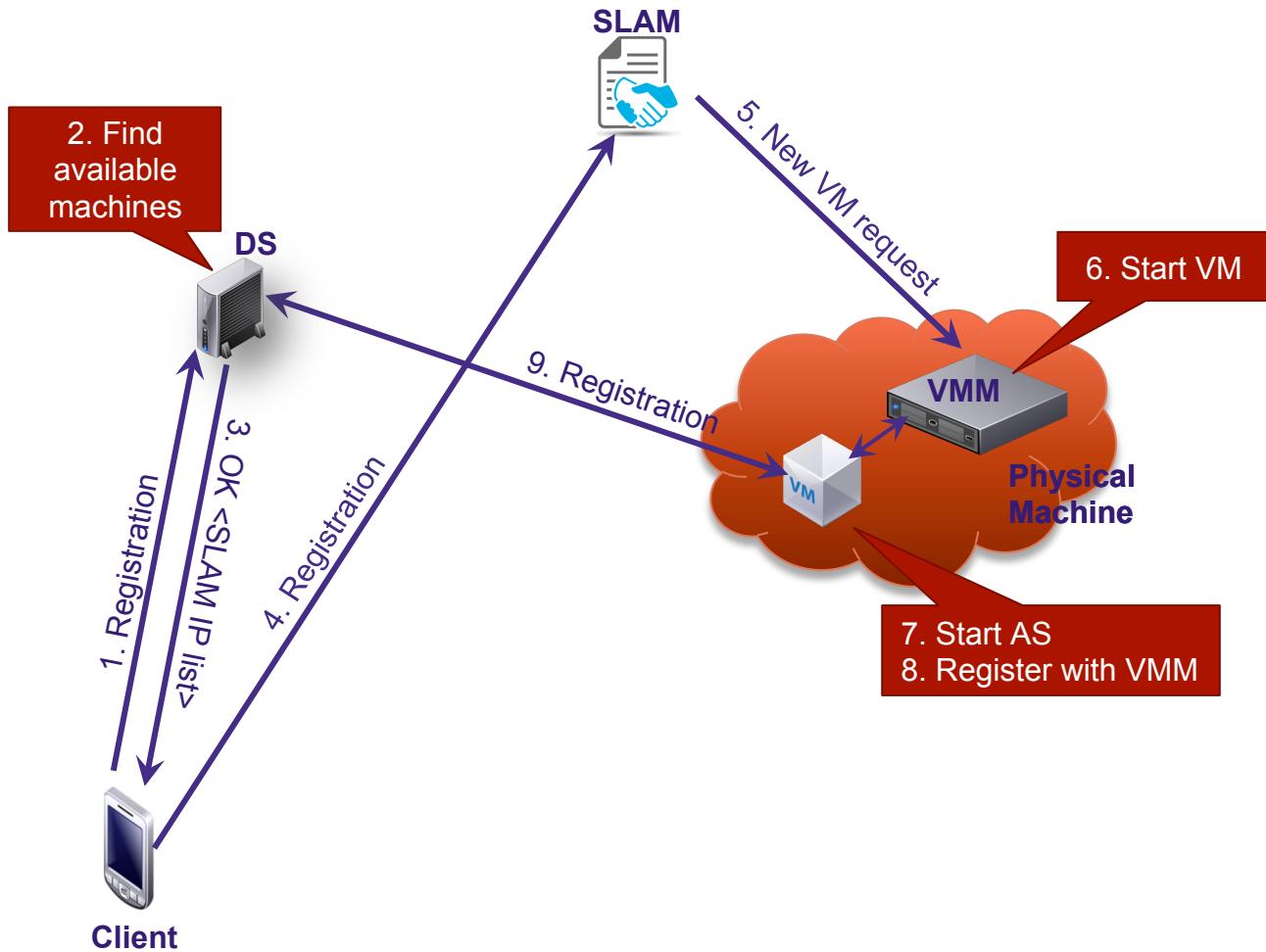


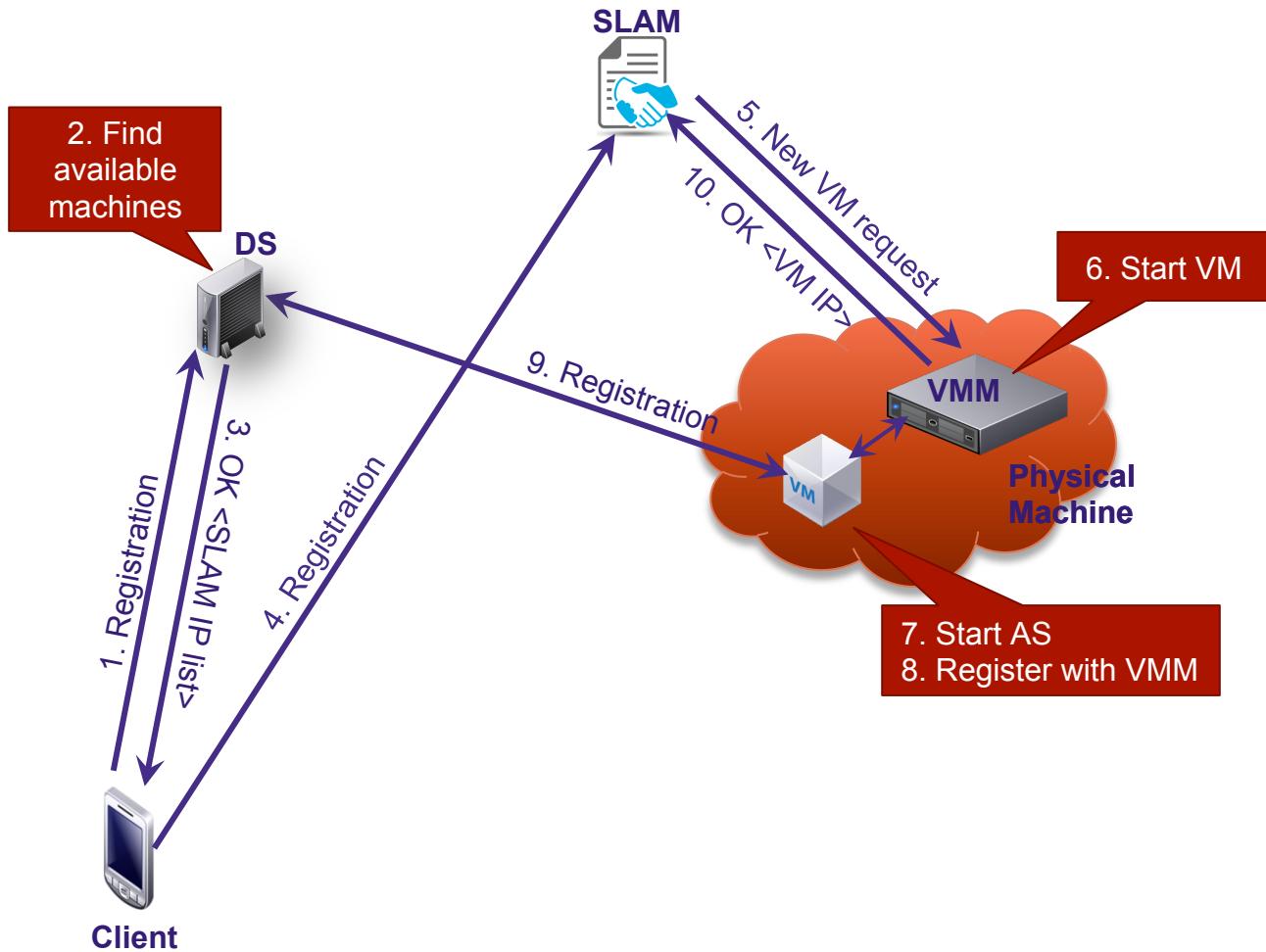


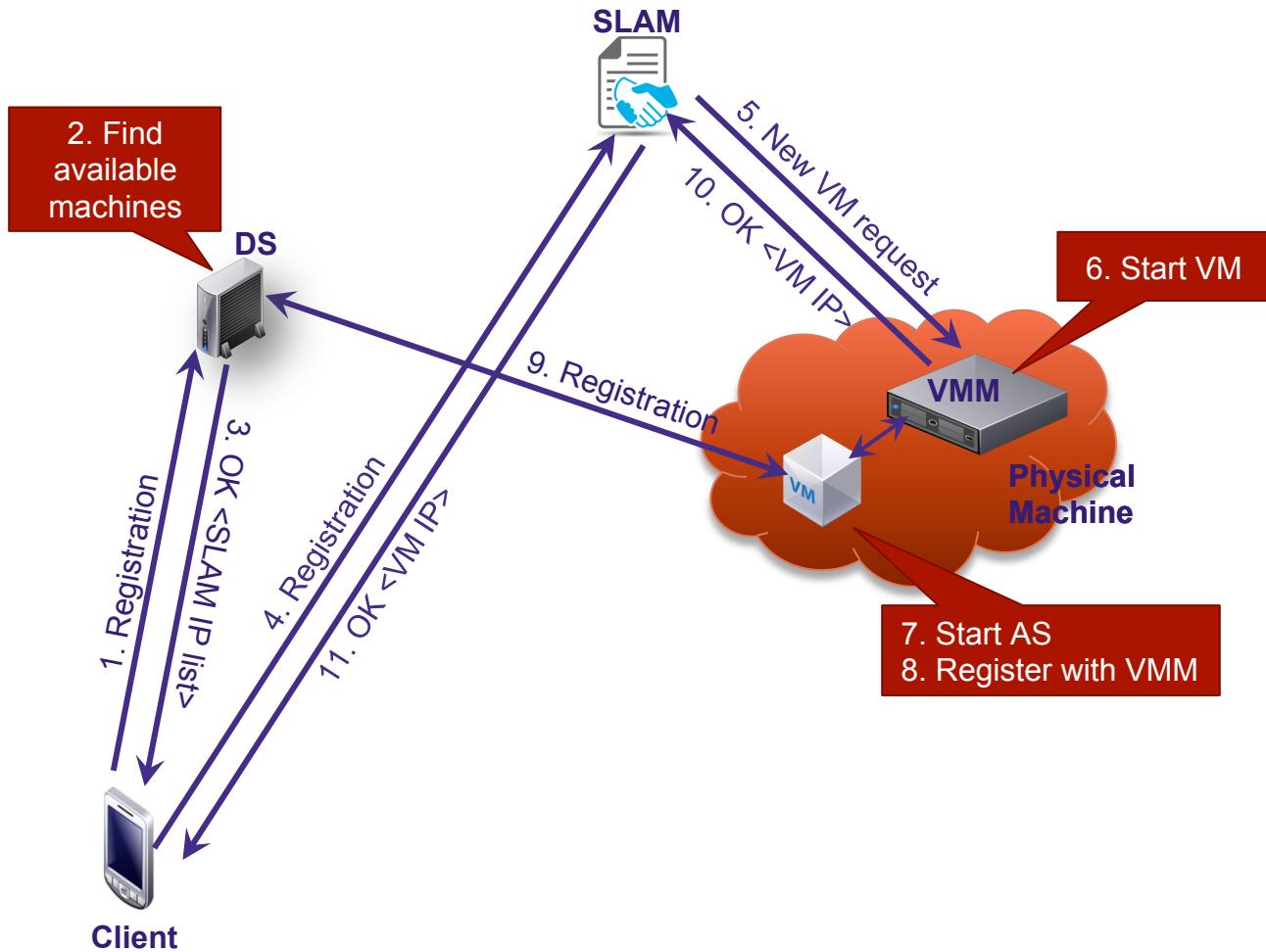


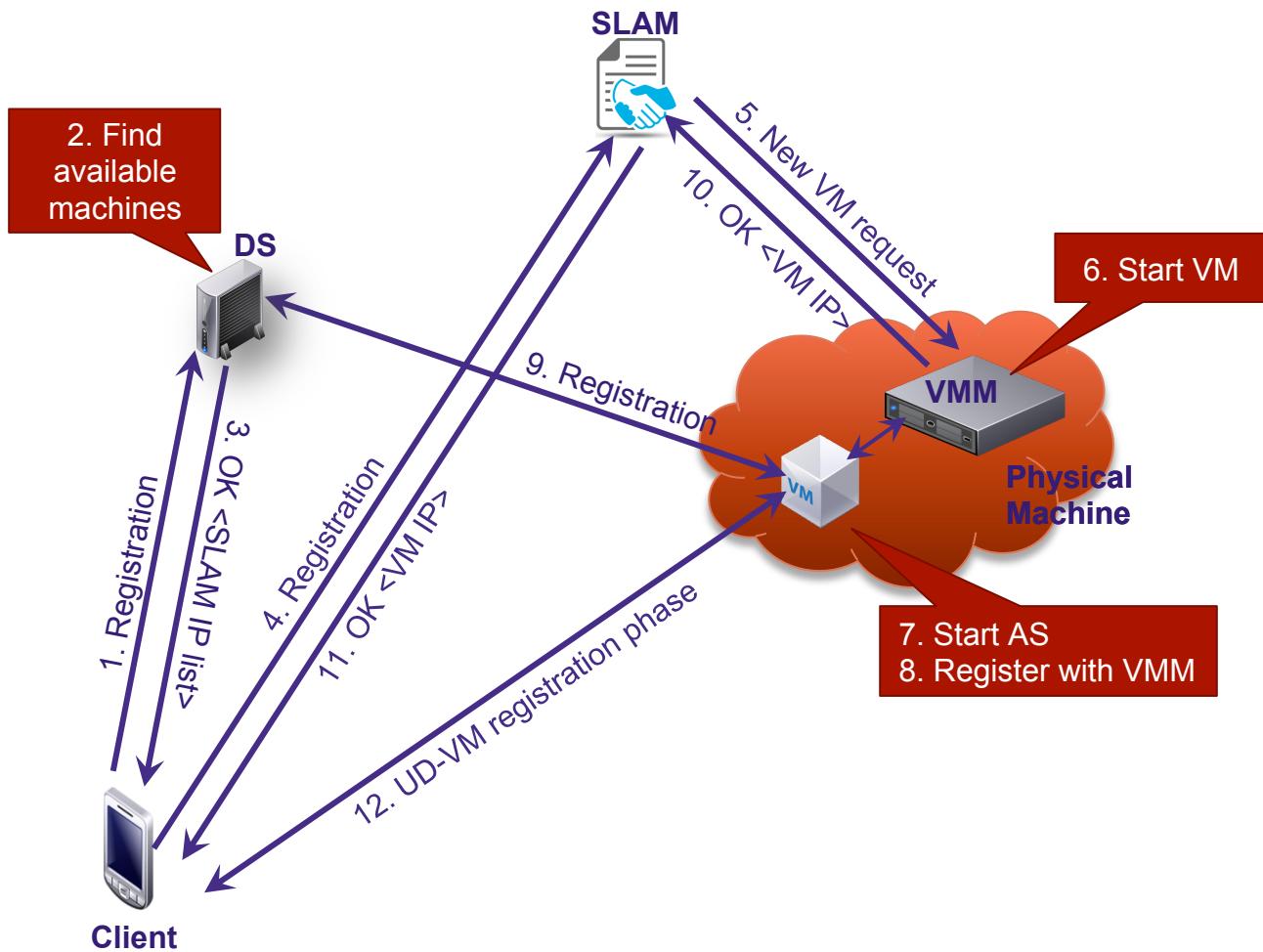


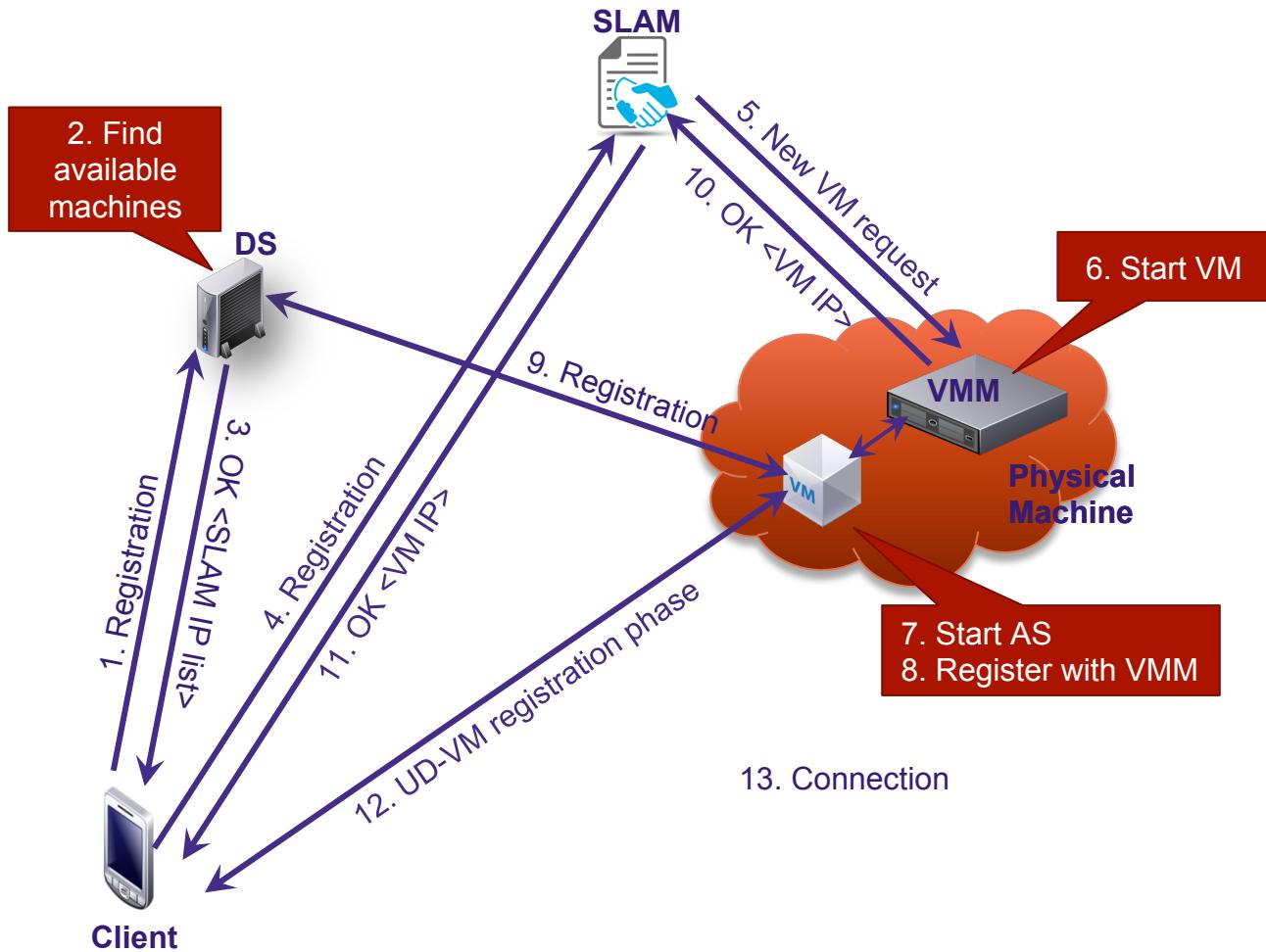


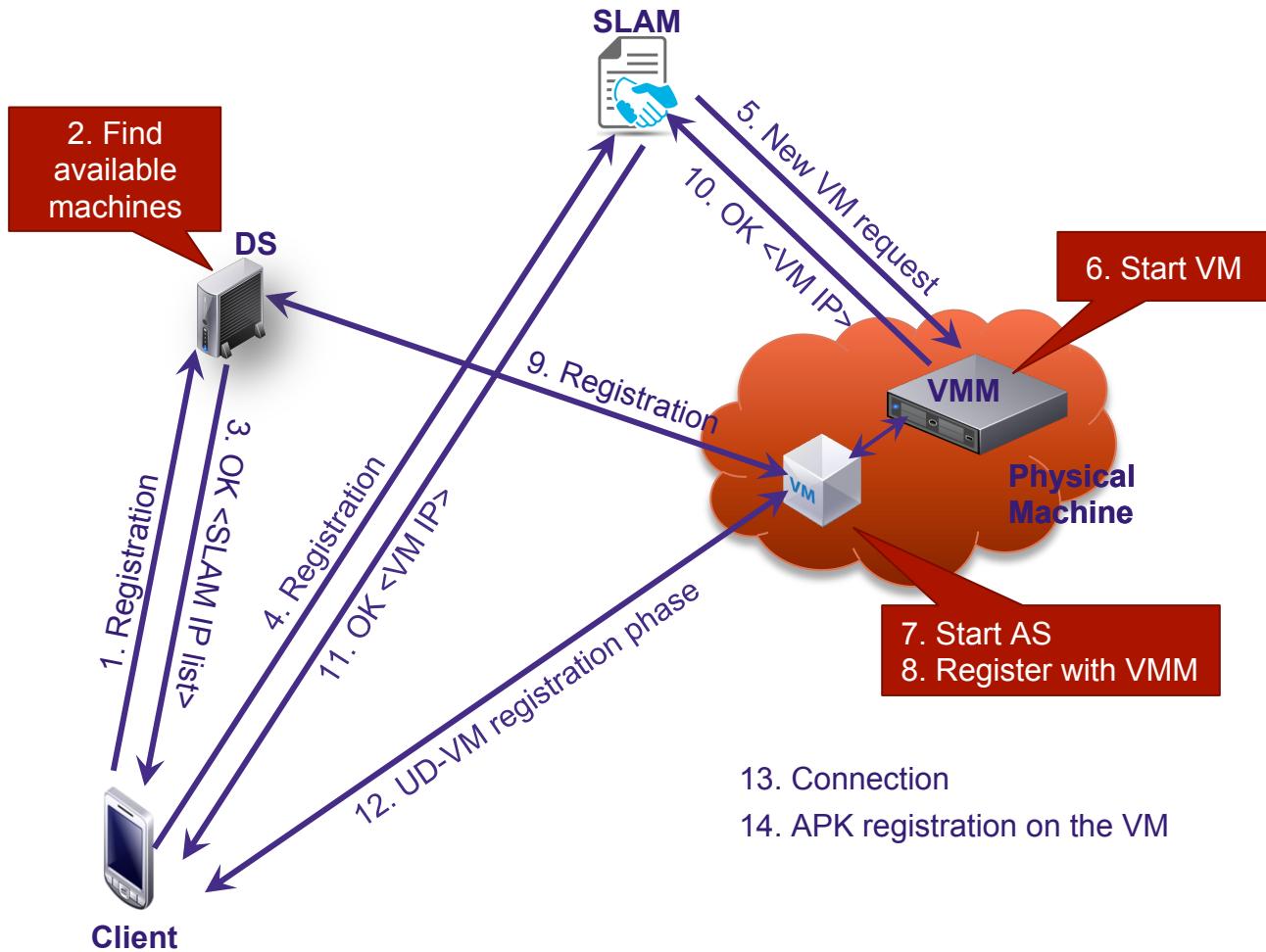


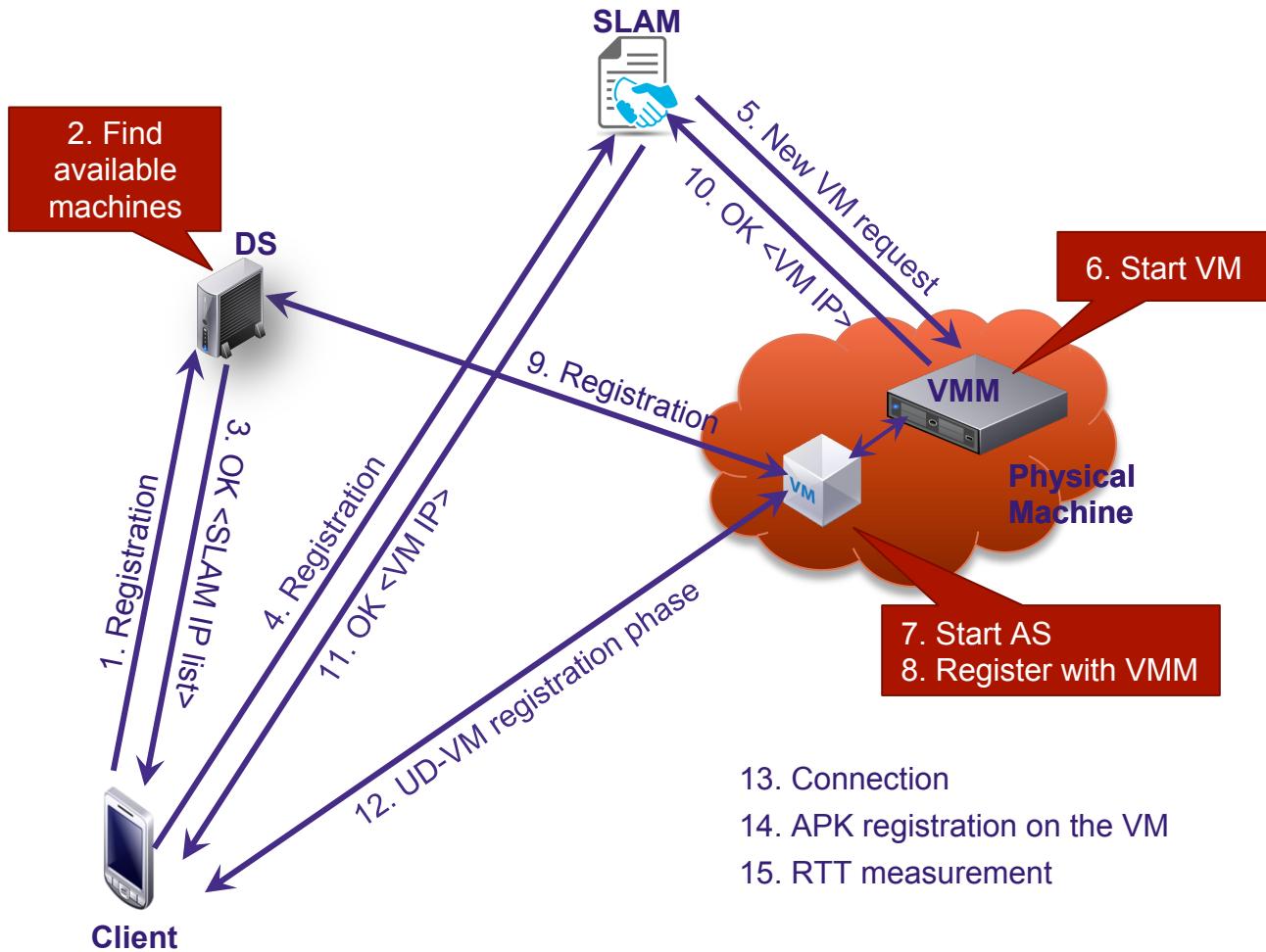


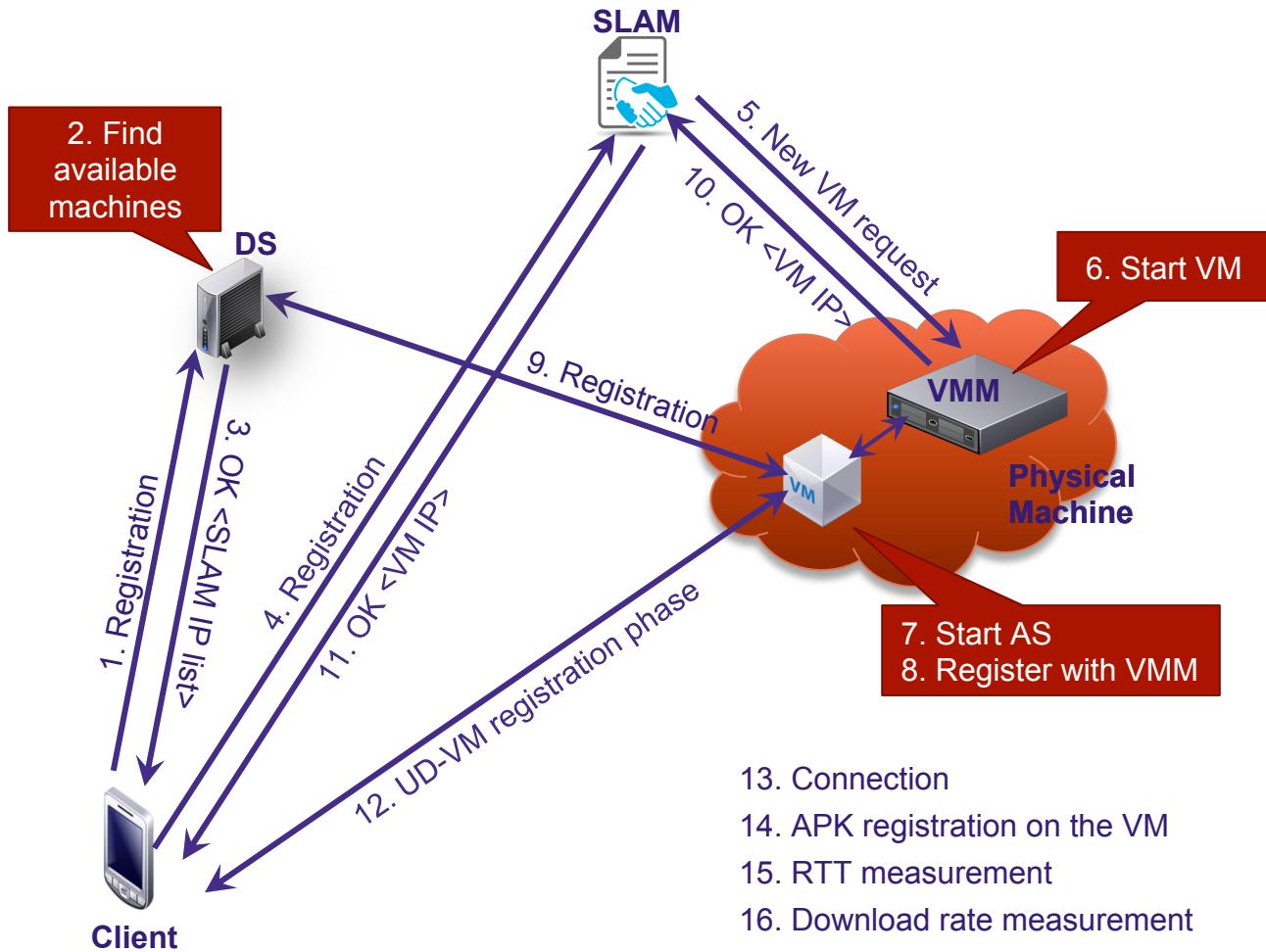


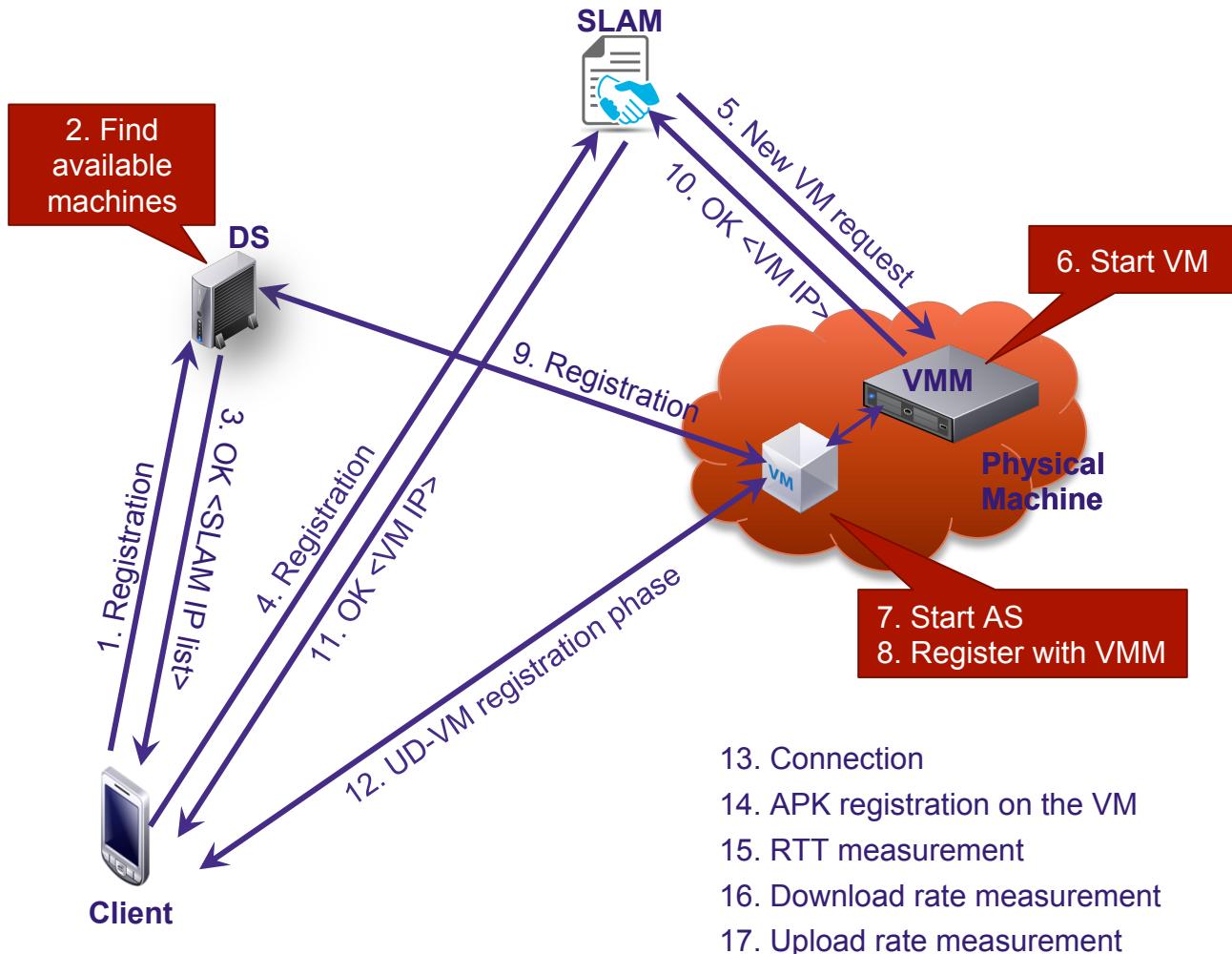


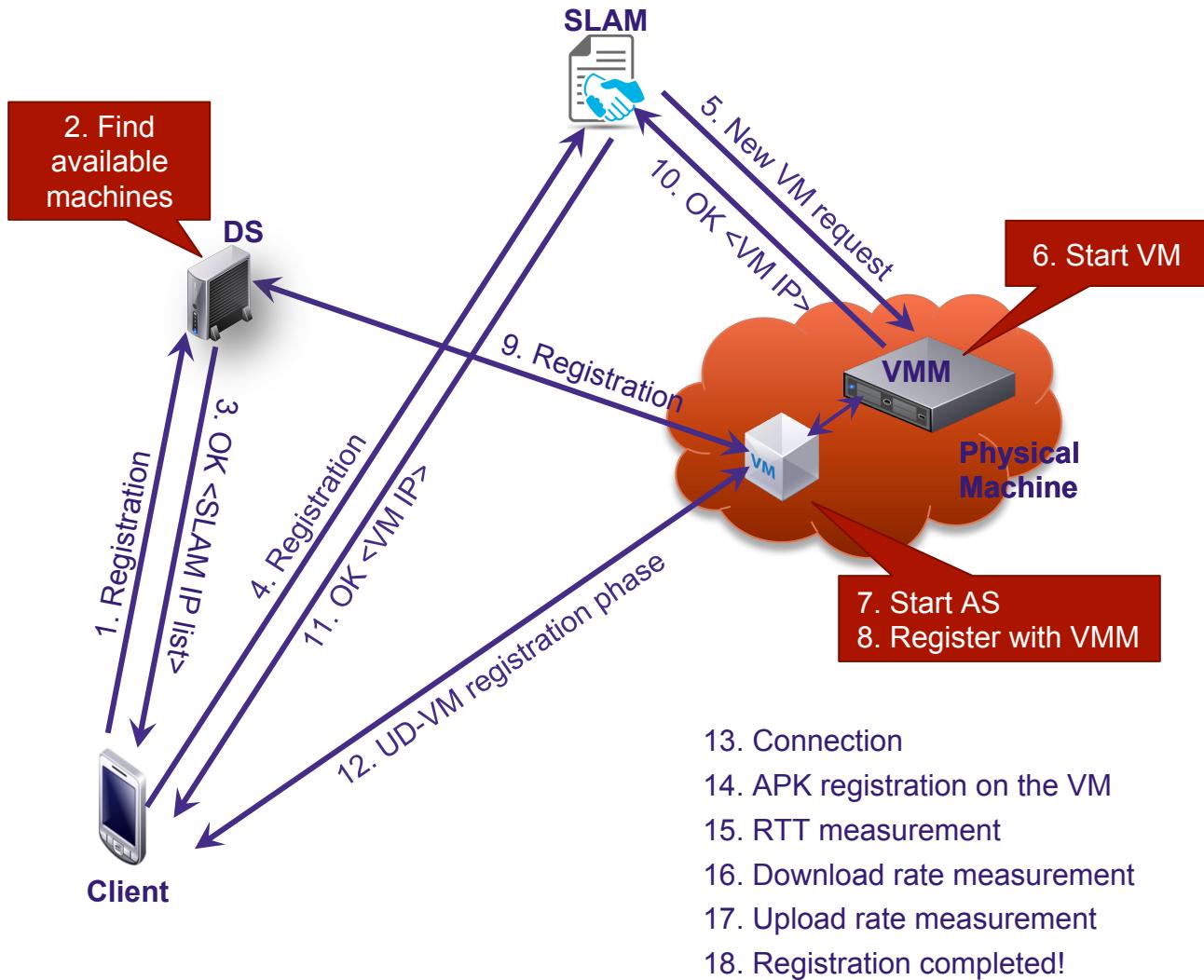


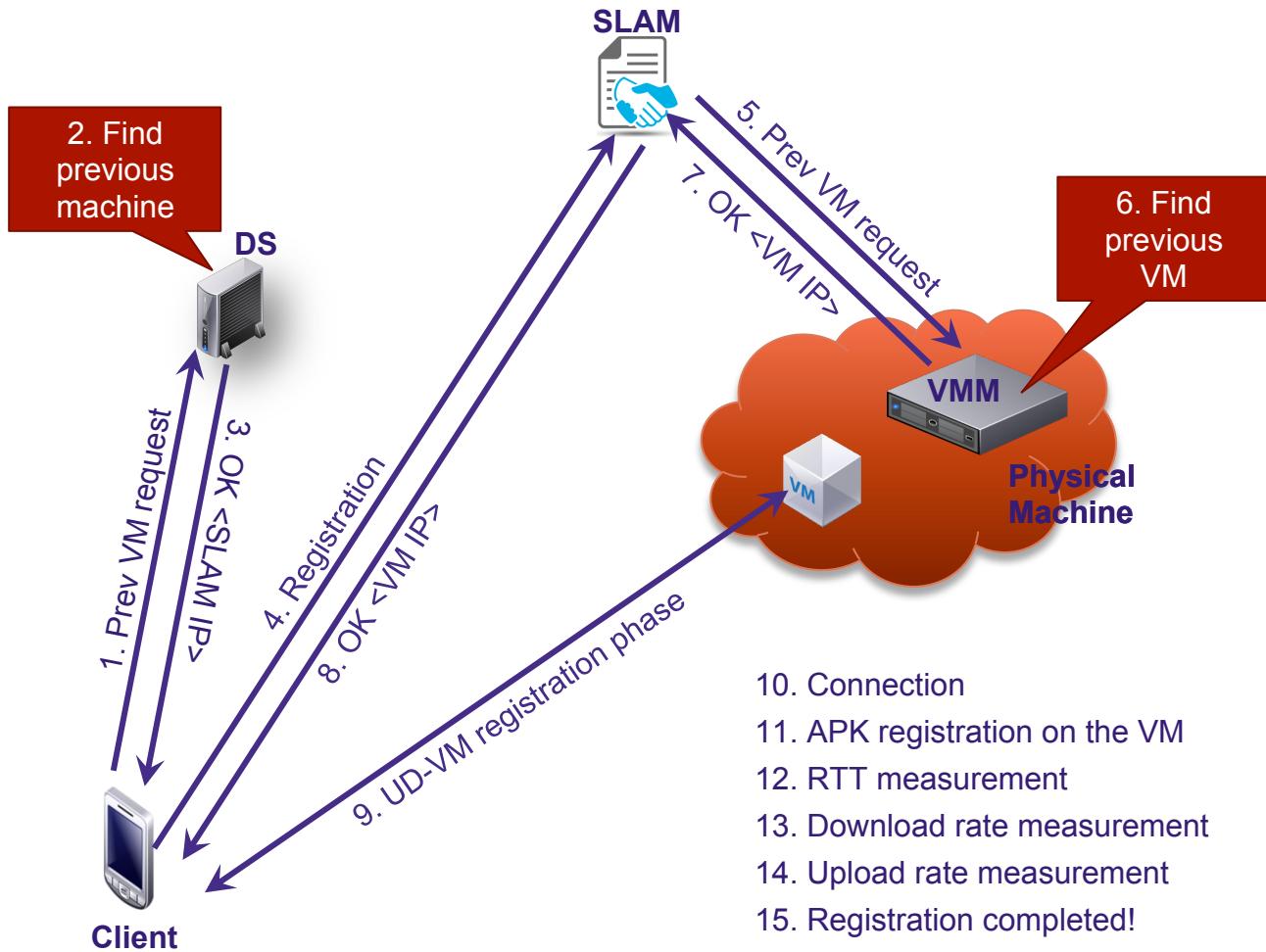


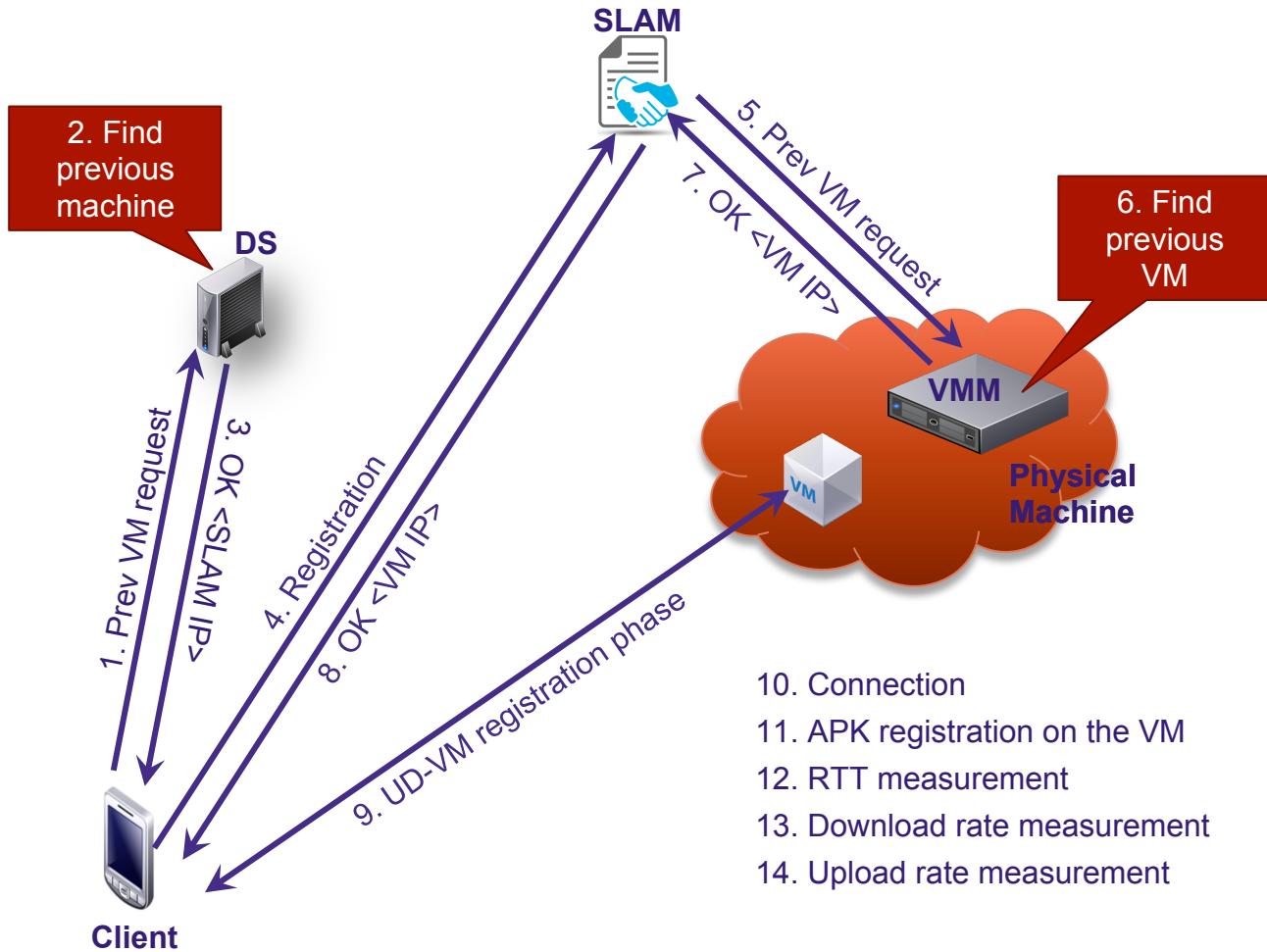


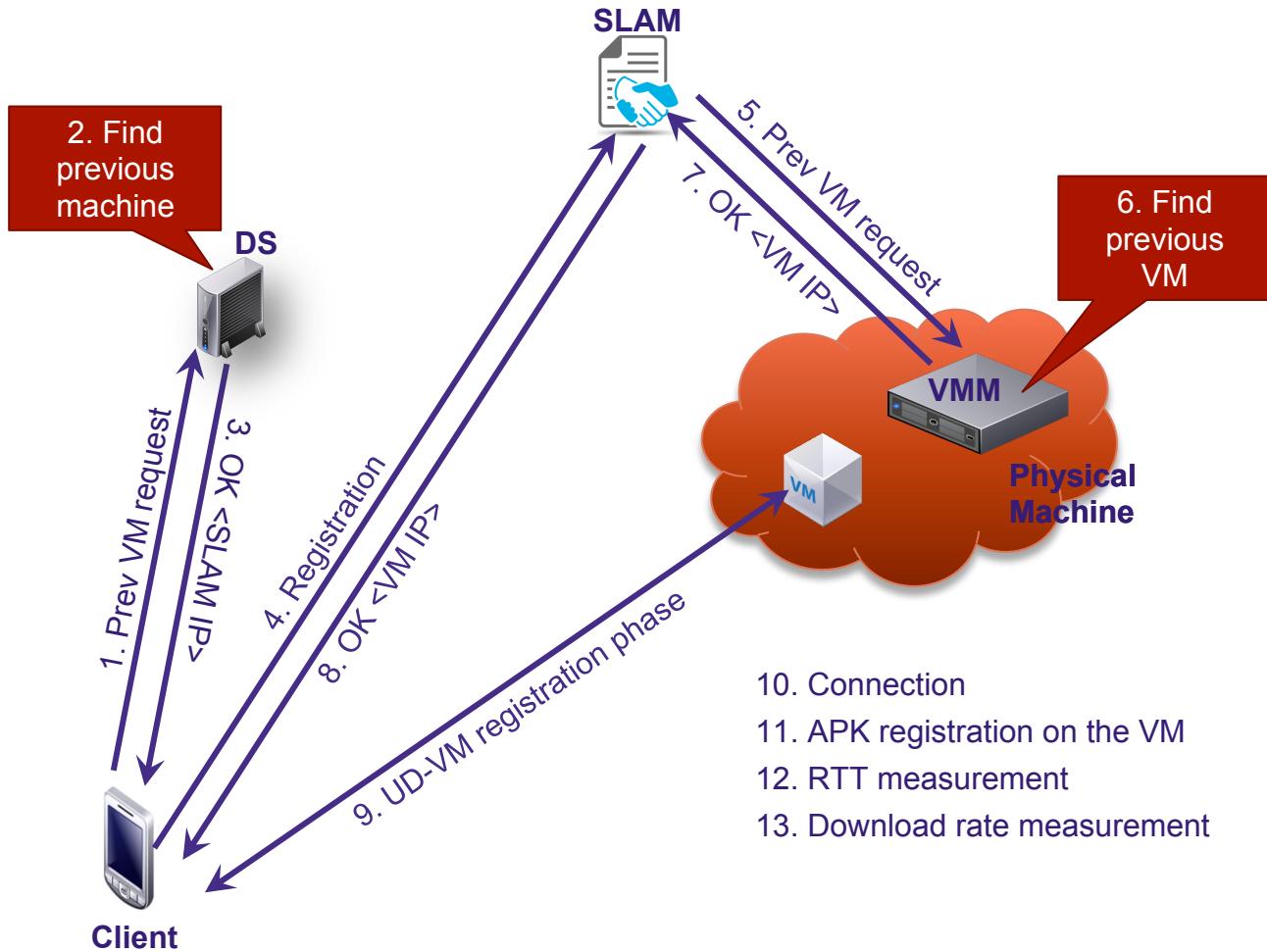


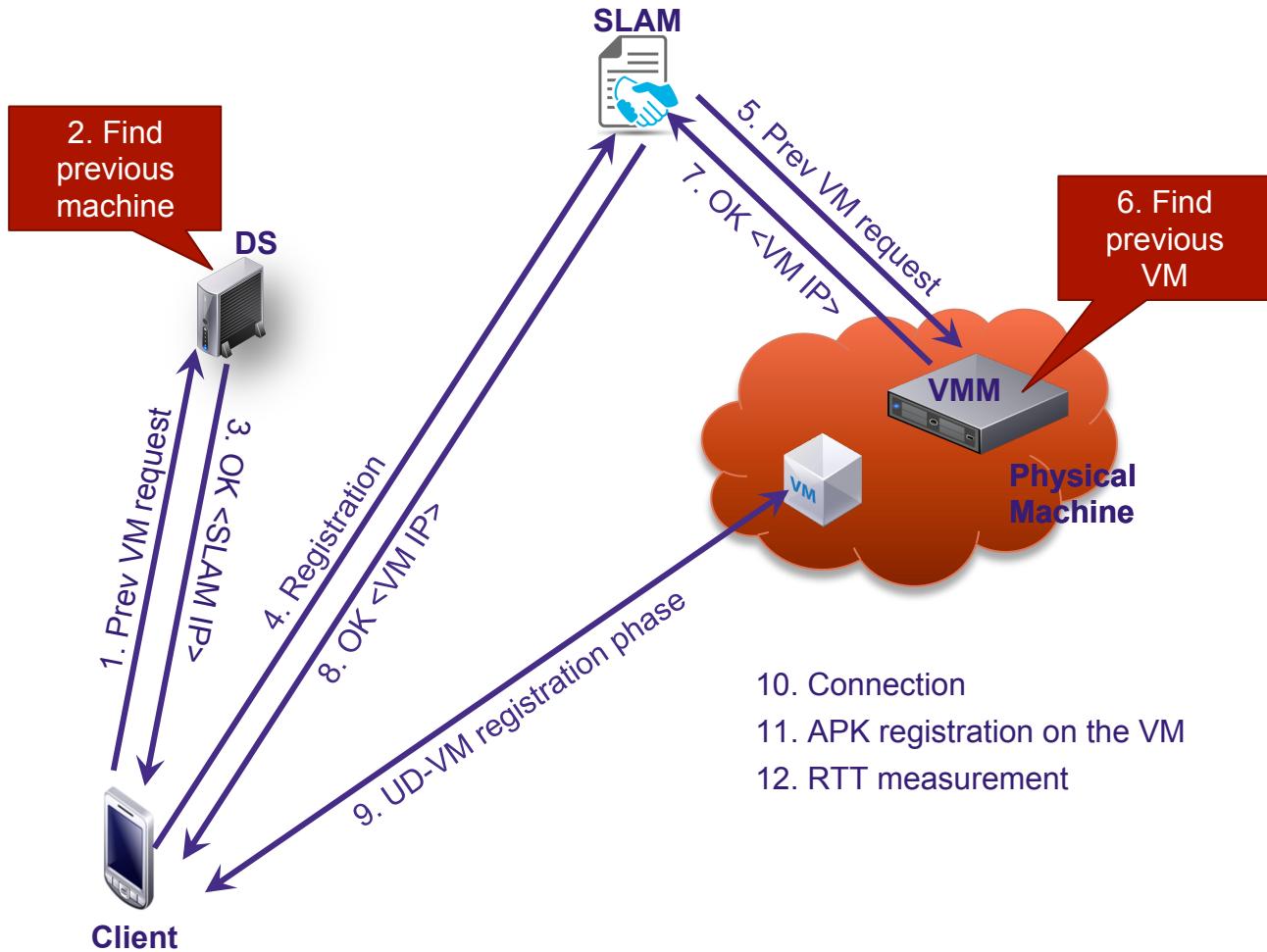


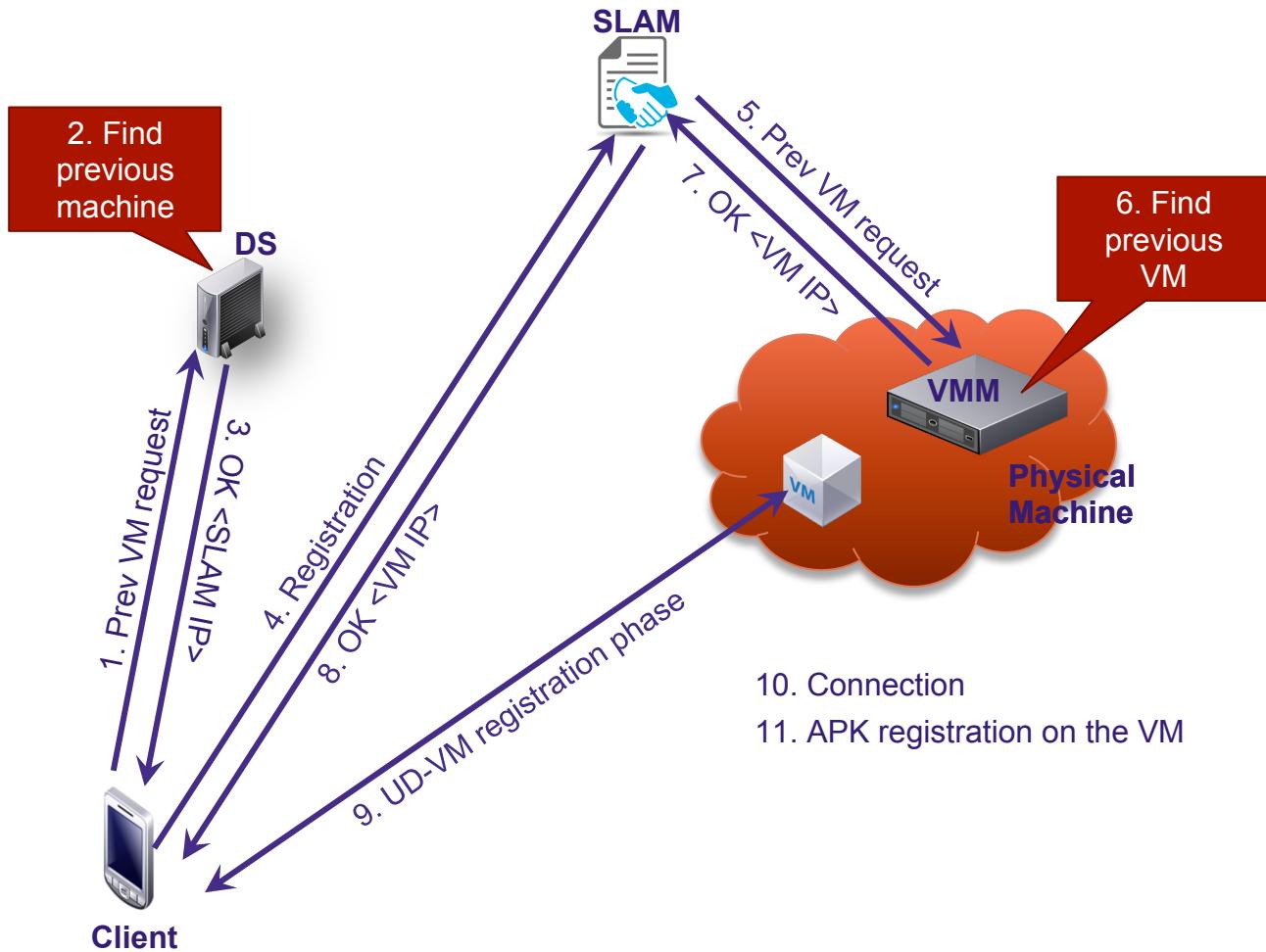


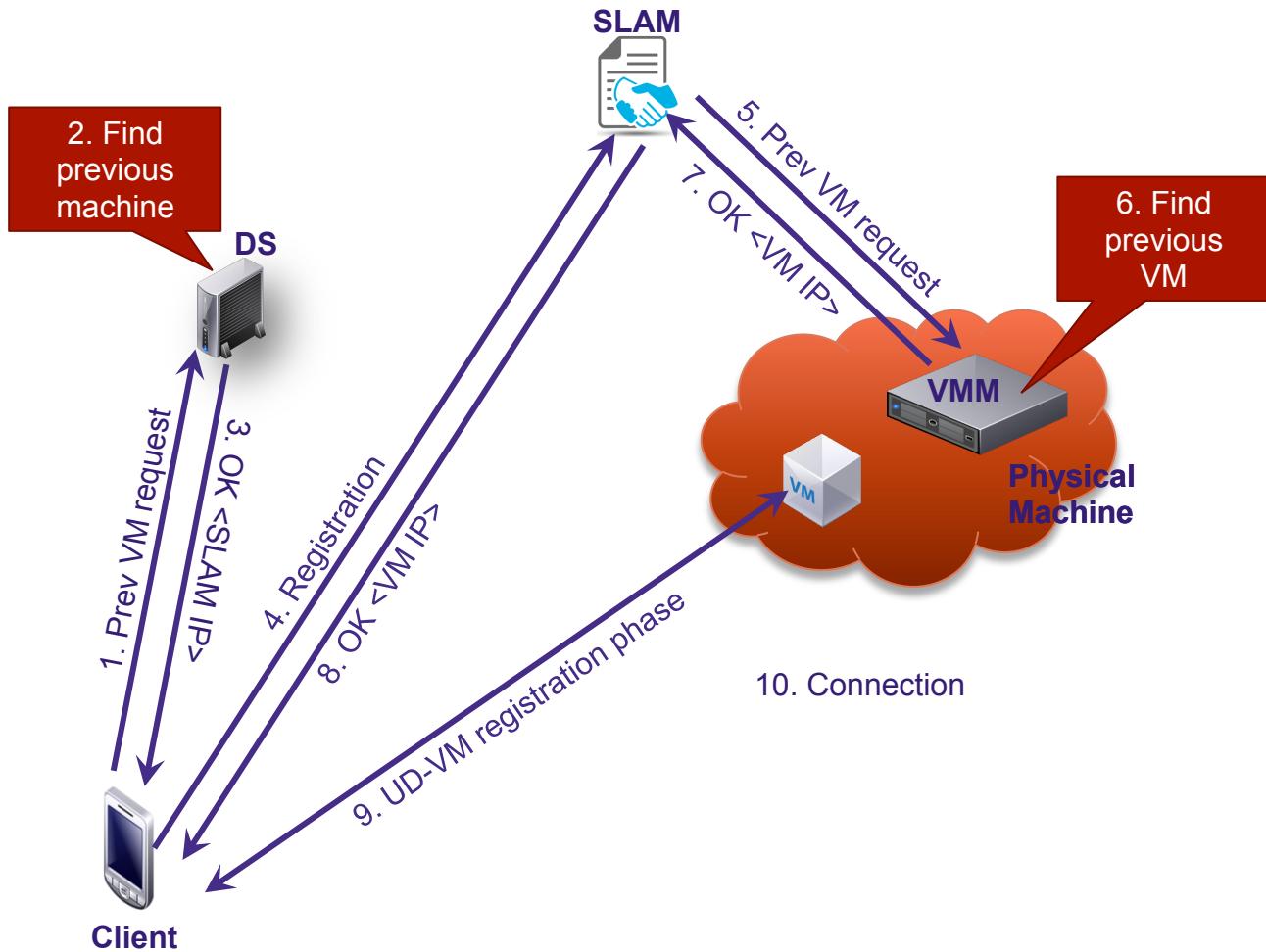


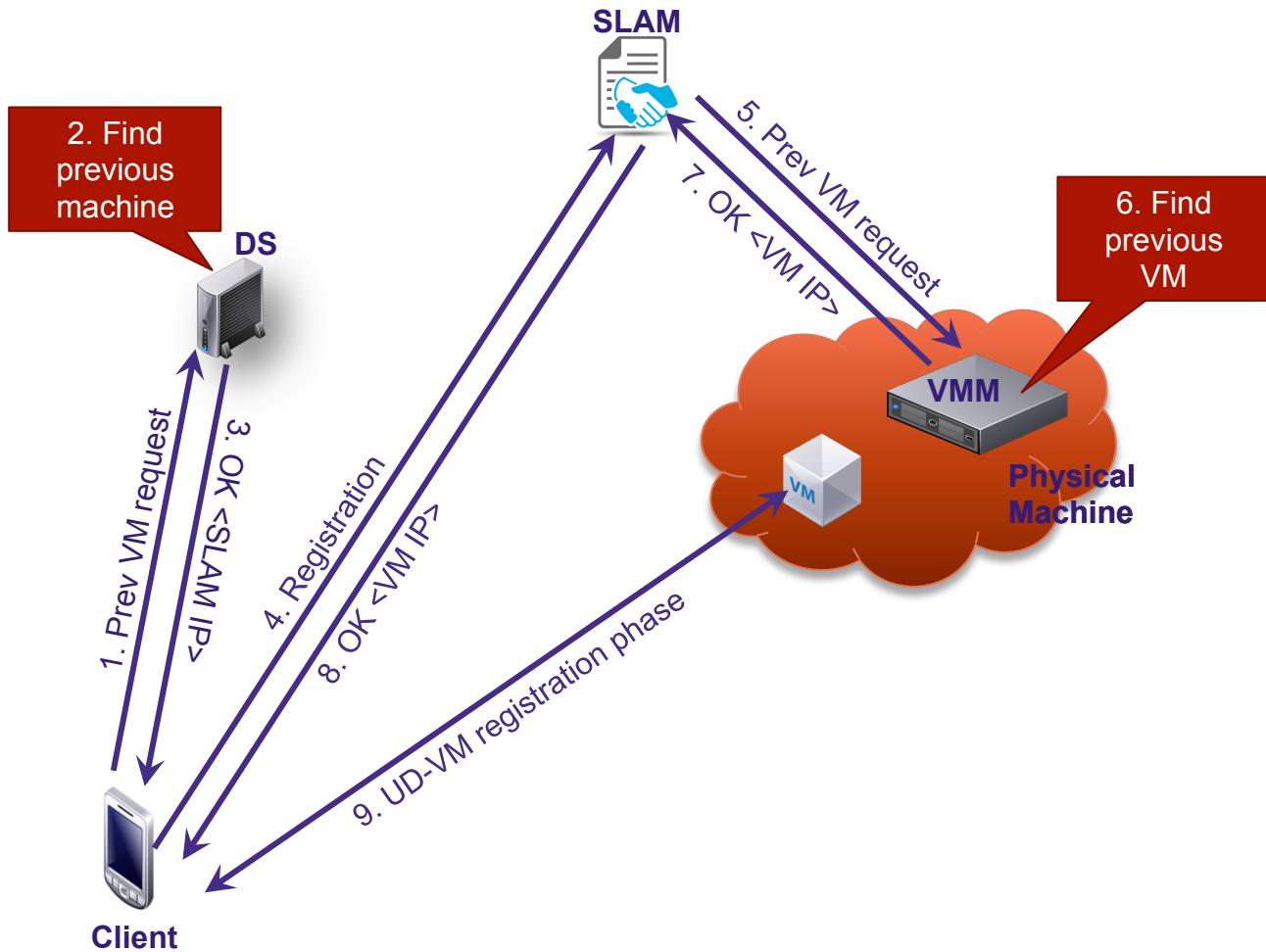


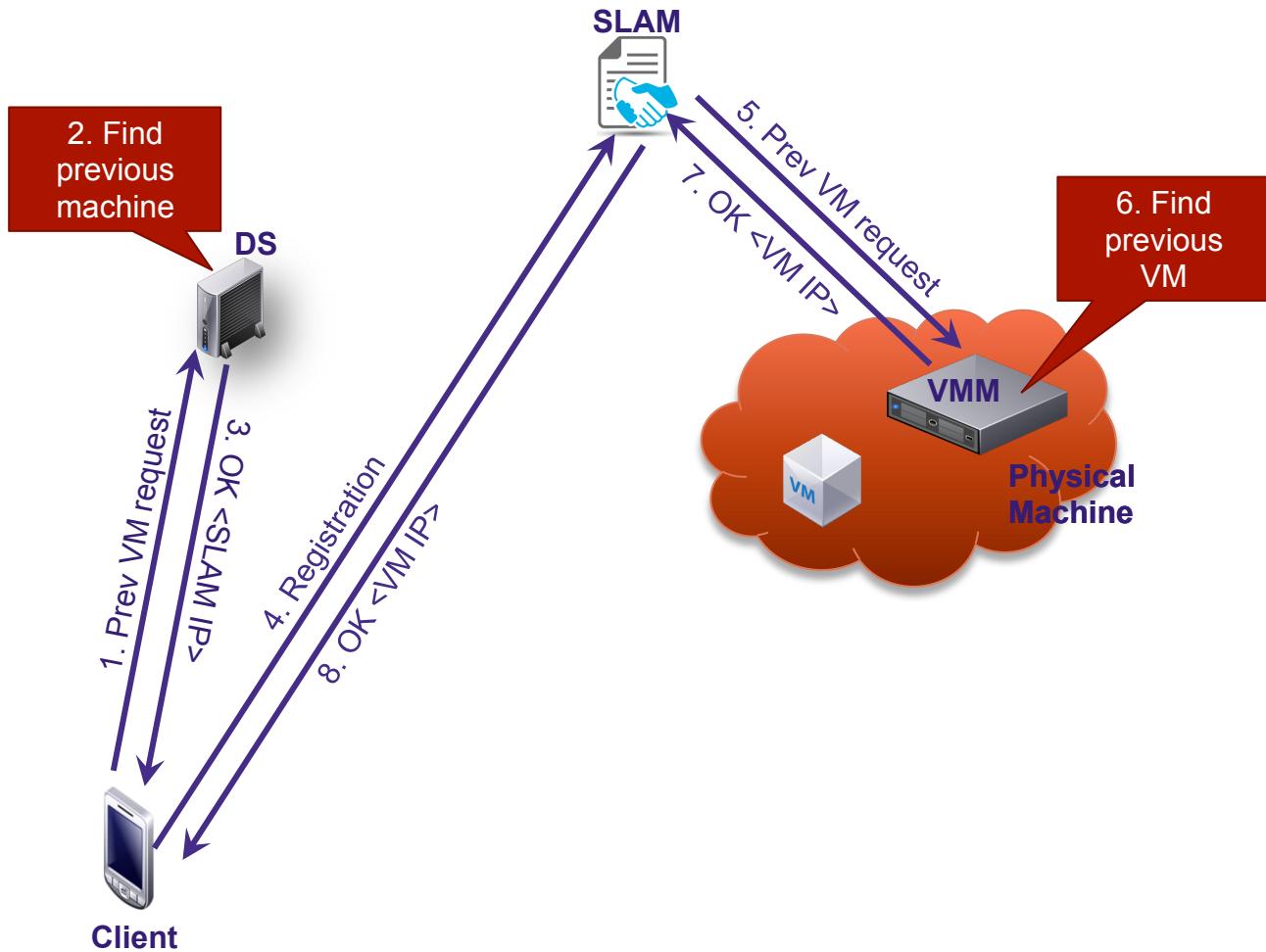


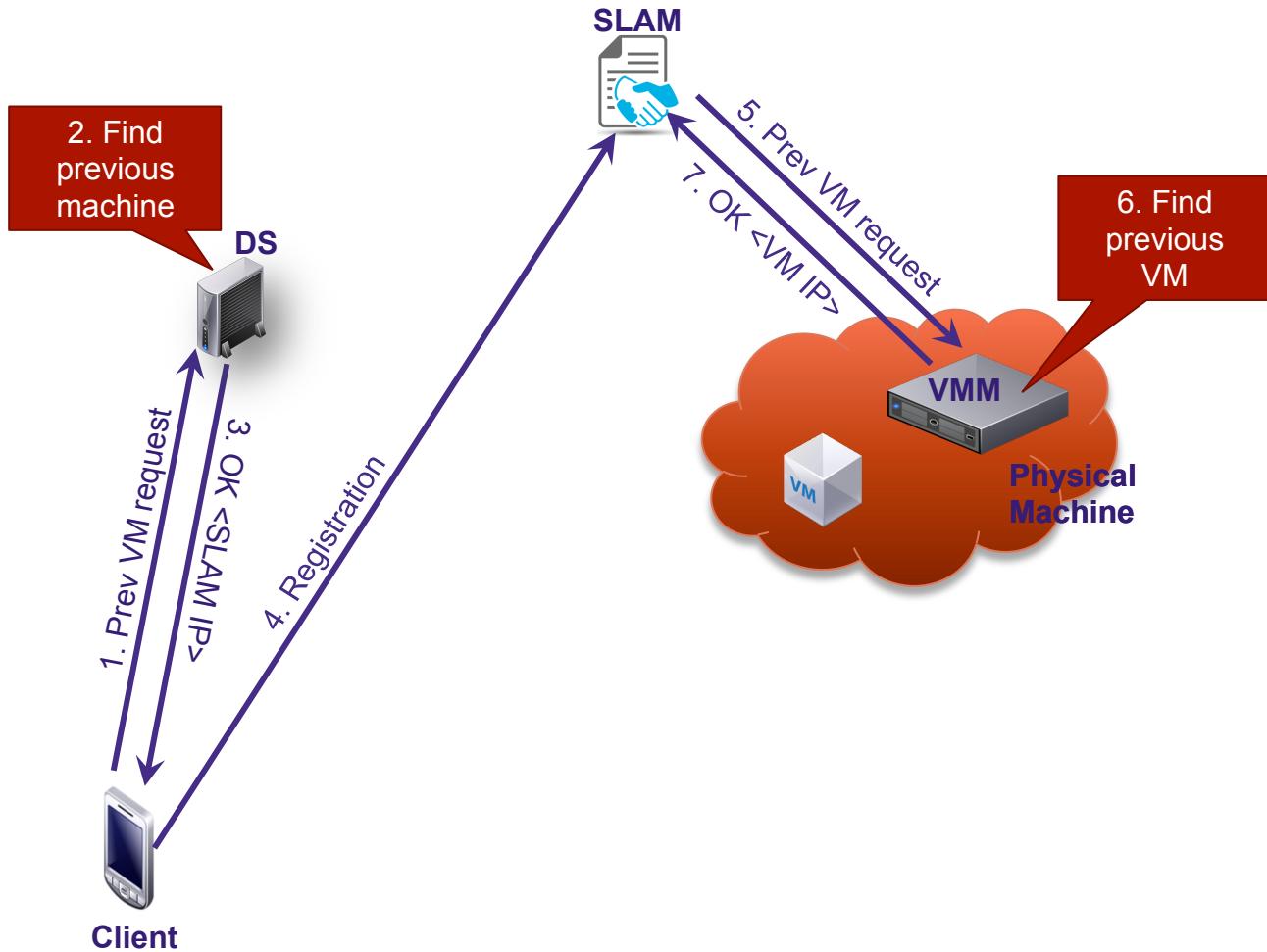


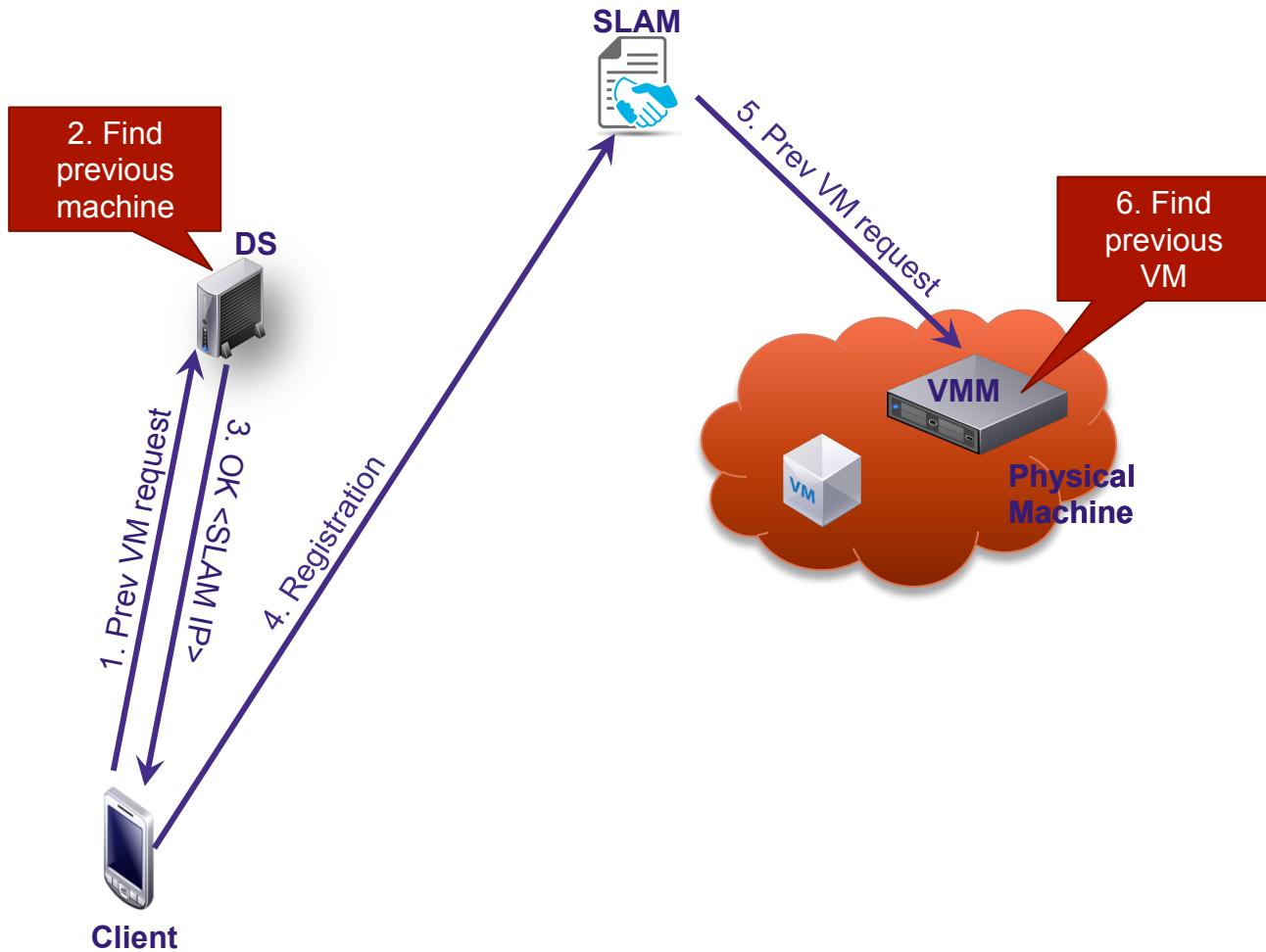


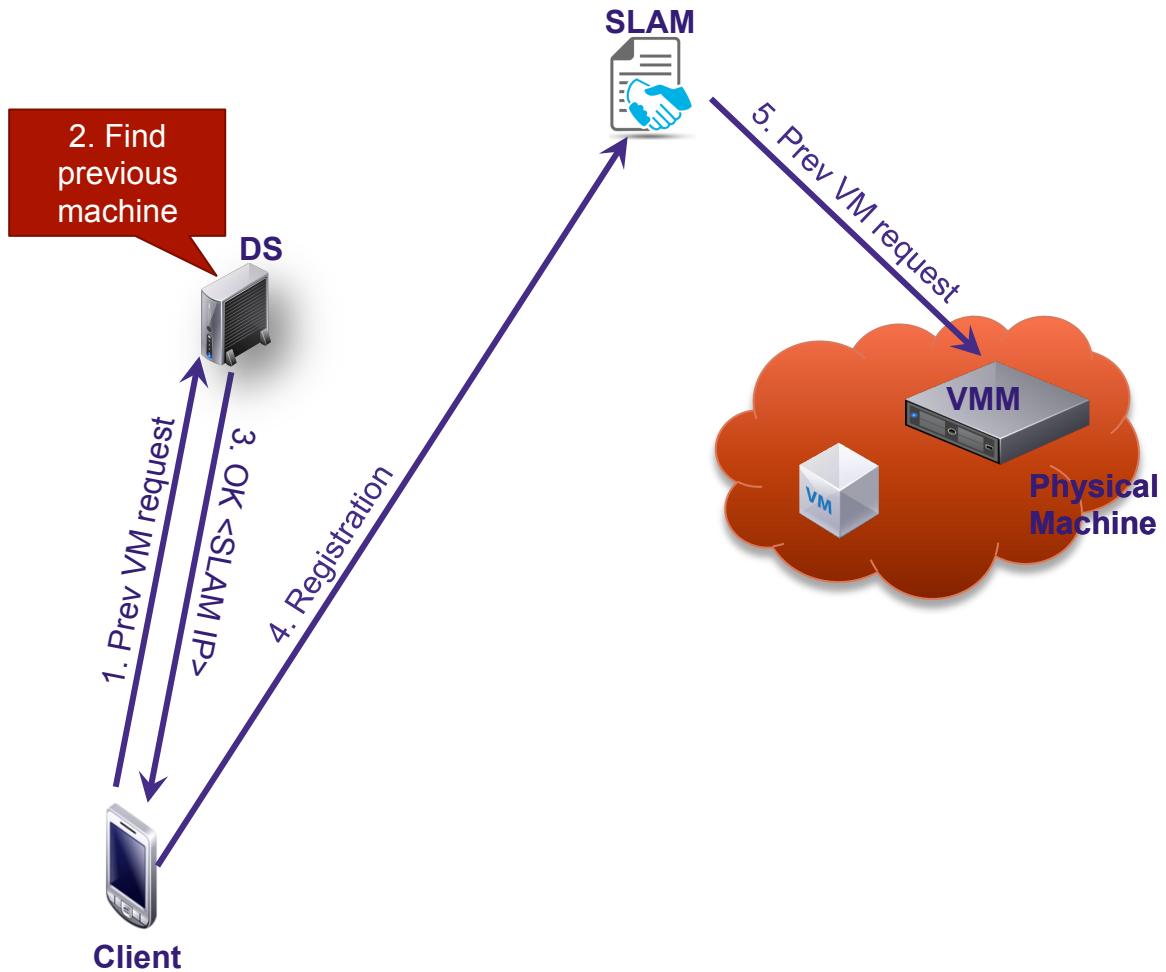


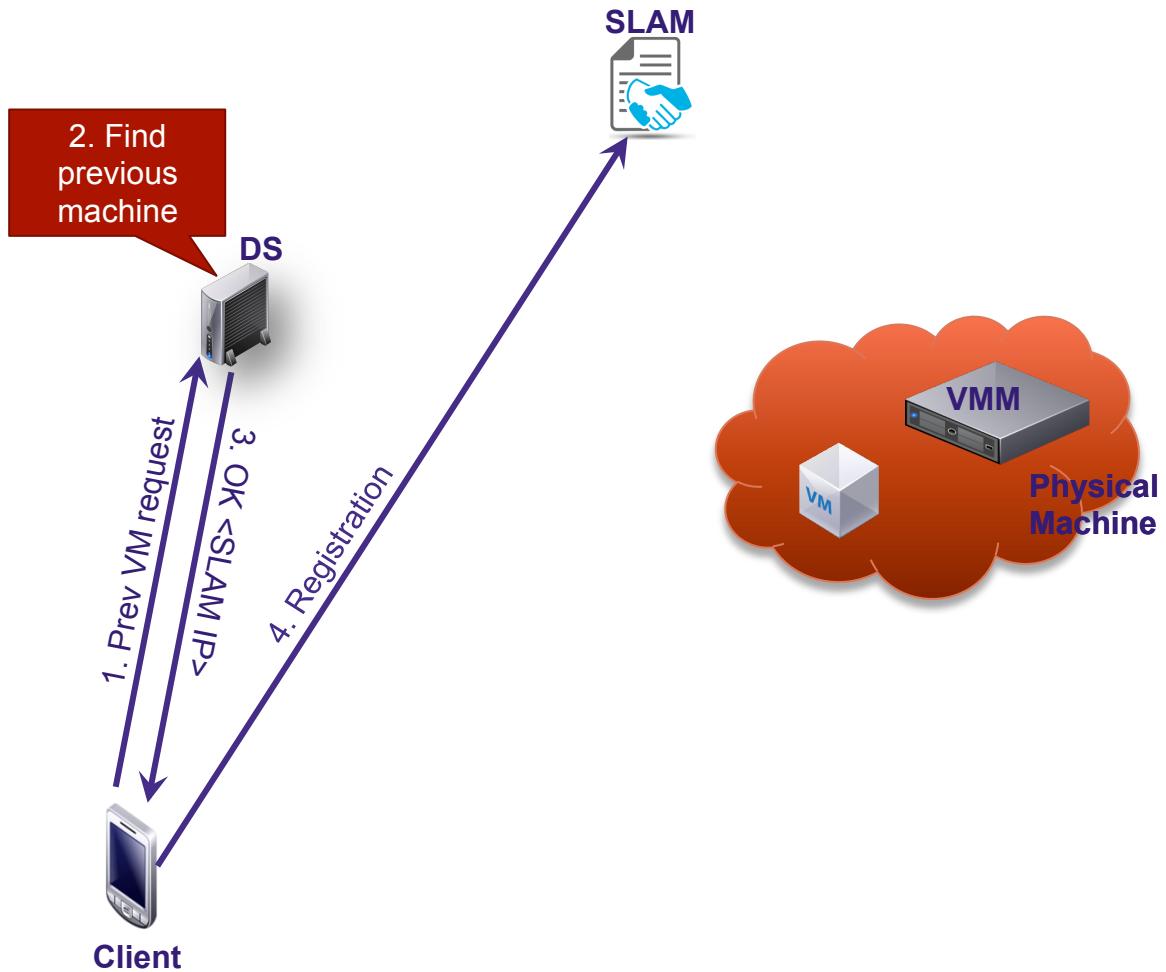


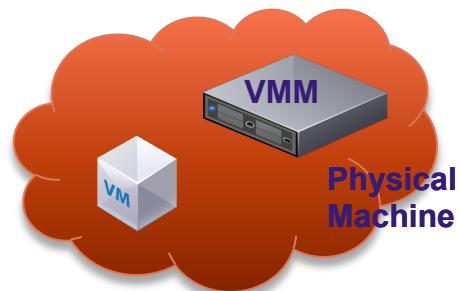
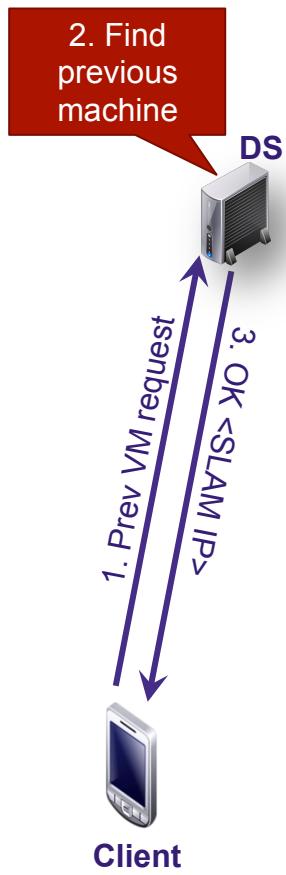


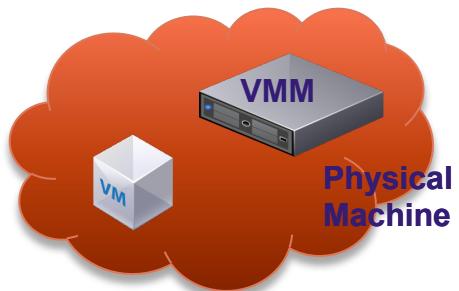


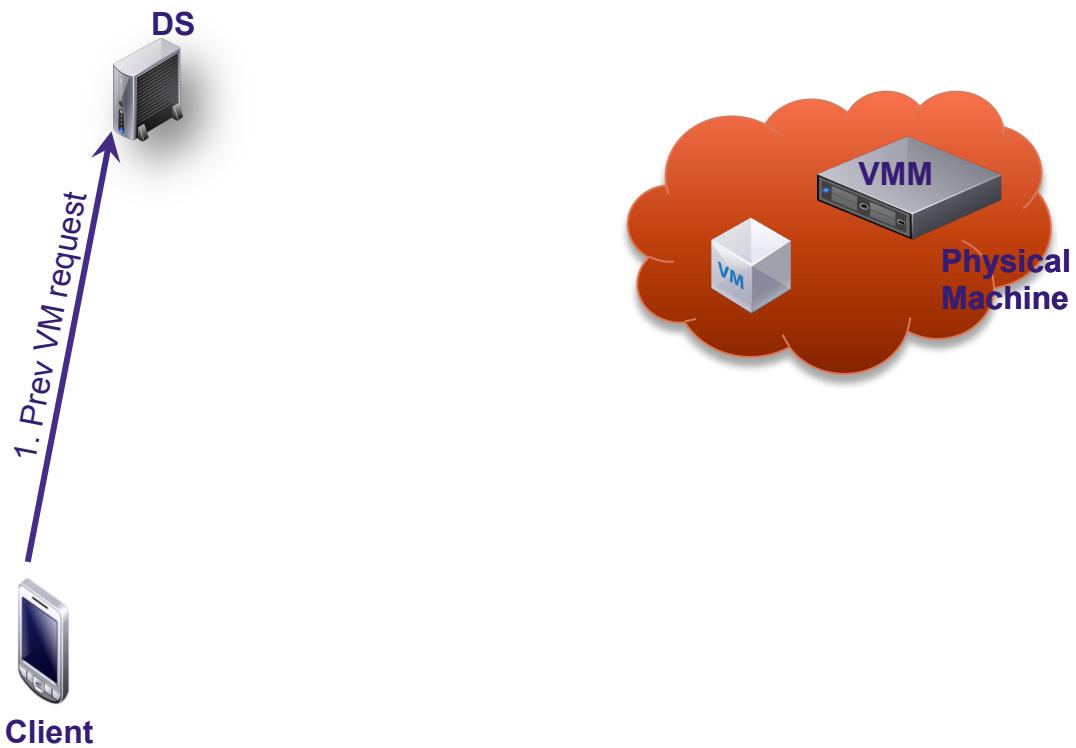












**SLAM**



**DS**

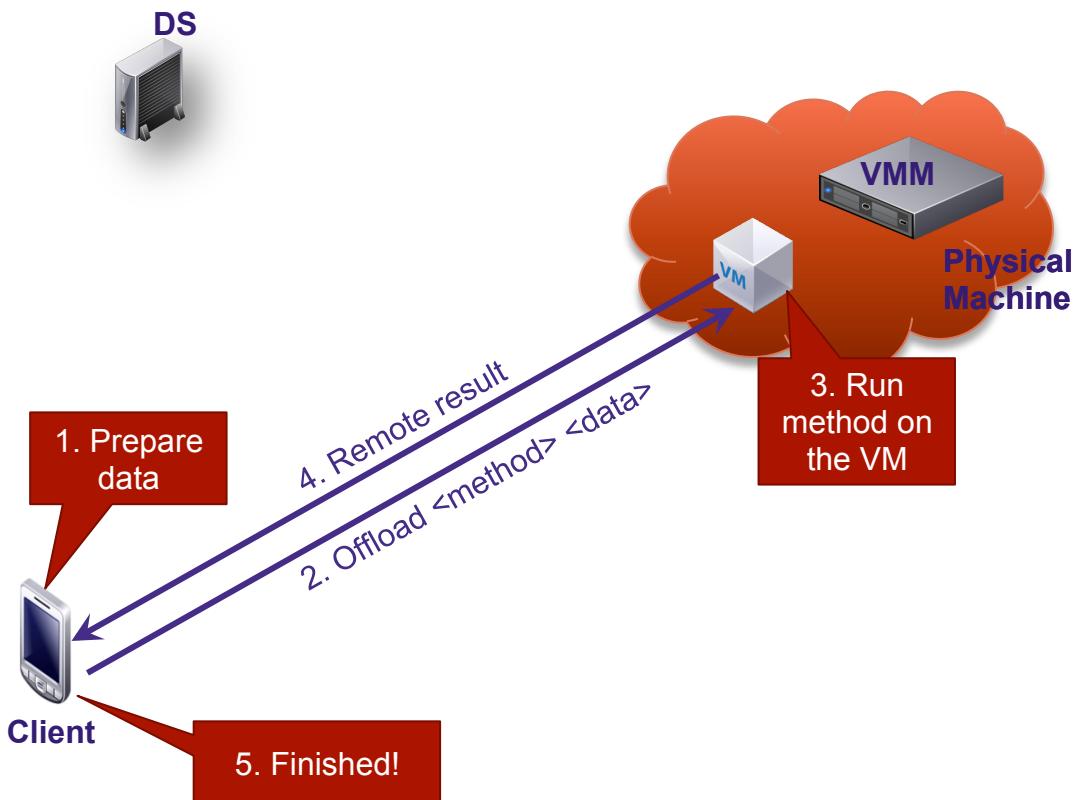


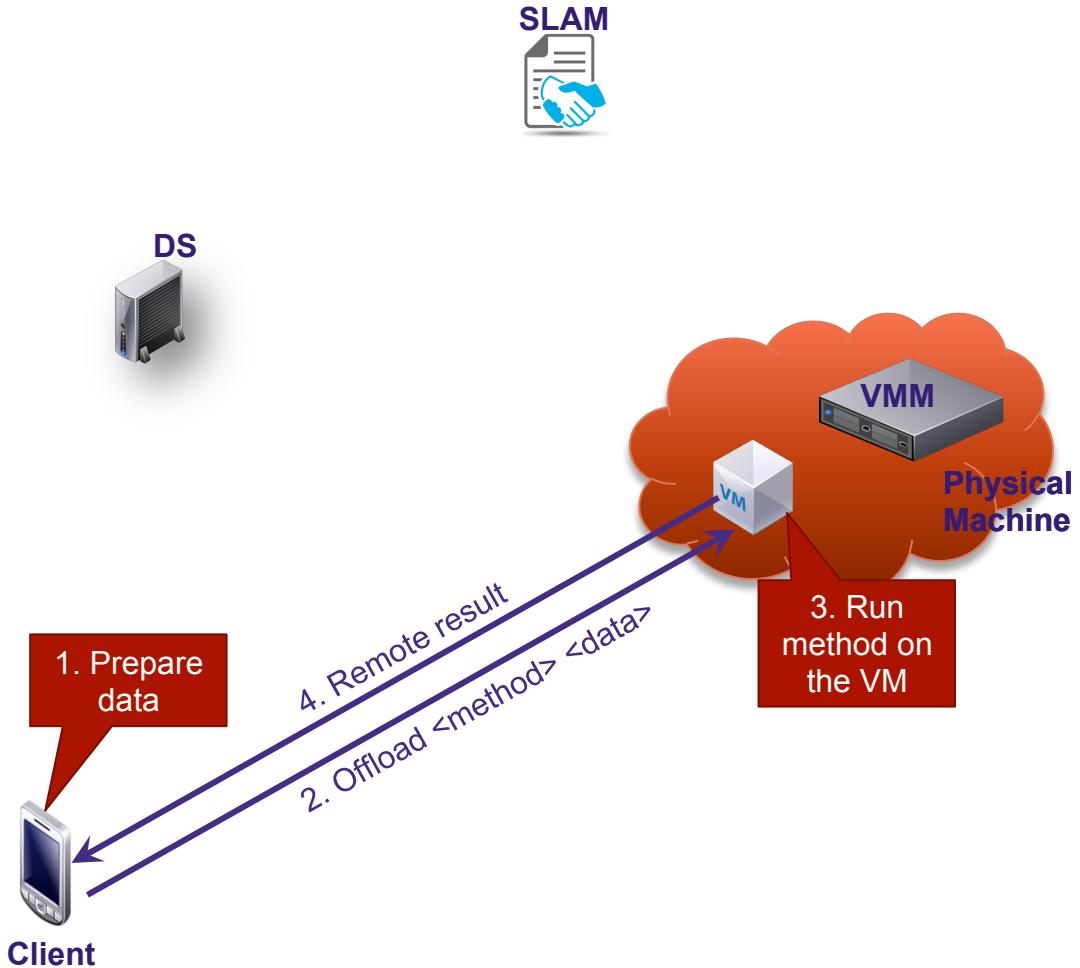
**Physical  
Machine**

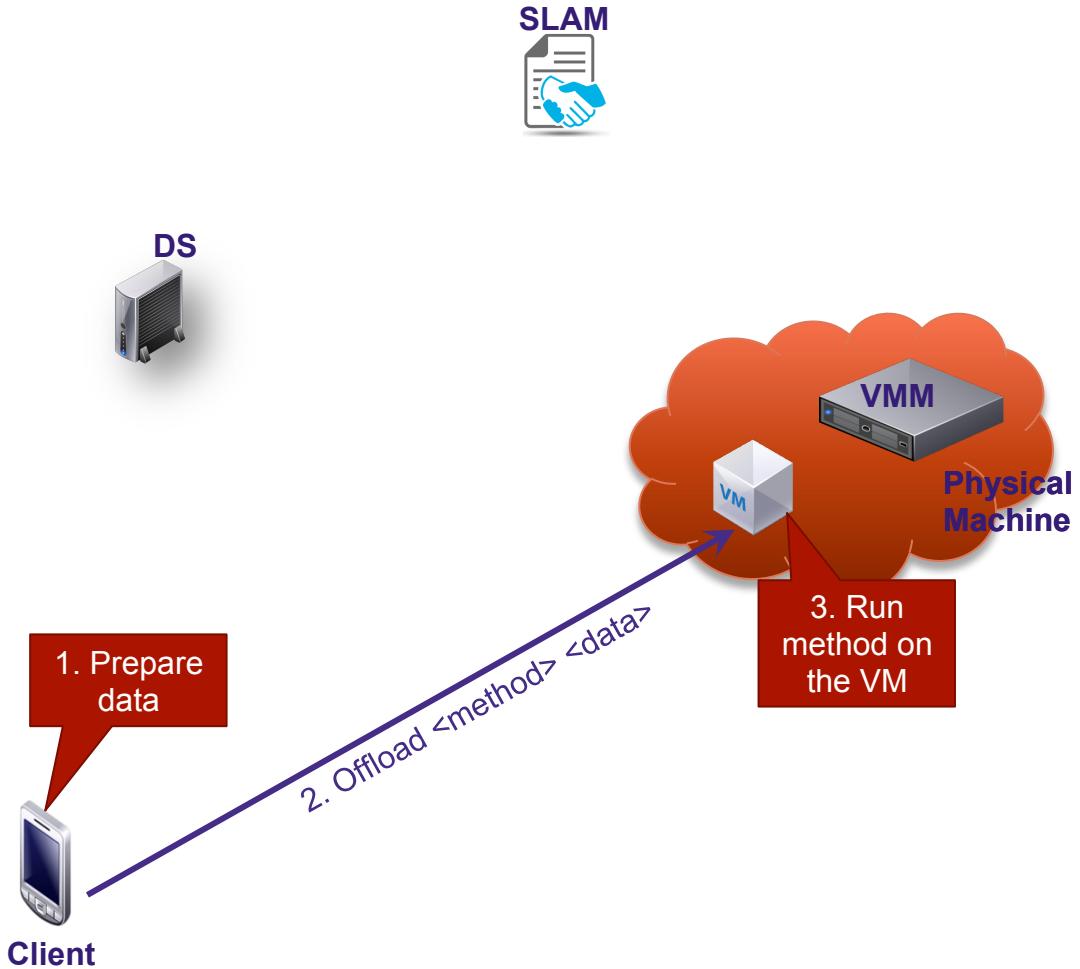


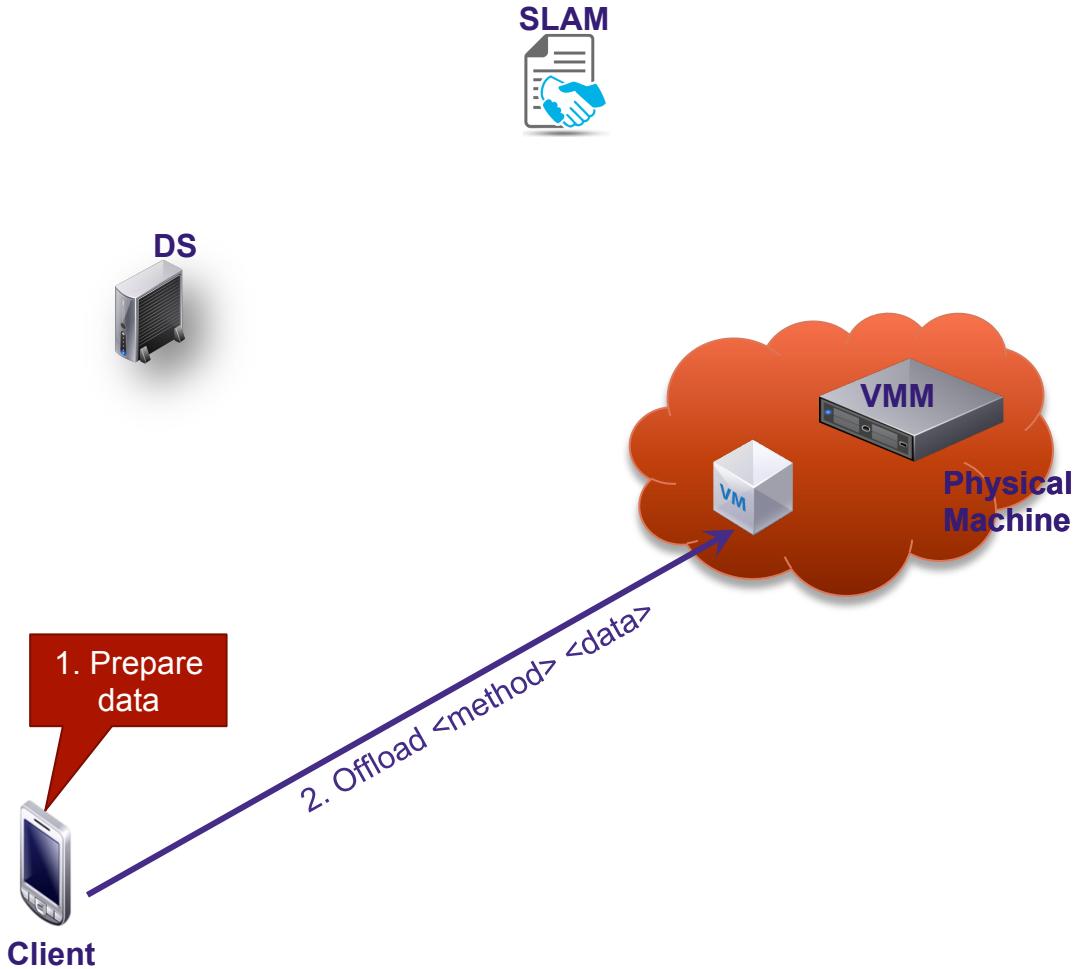
**Client**

## SLAM









**SLAM**



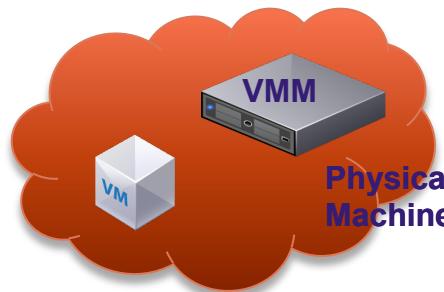
**DS**



**VMM**



**Physical Machine**



1. Prepare  
data



**Client**

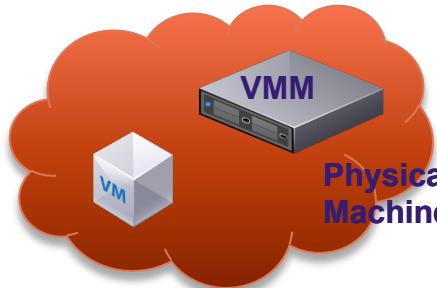
**SLAM**



**DS**



**Physical  
Machine**



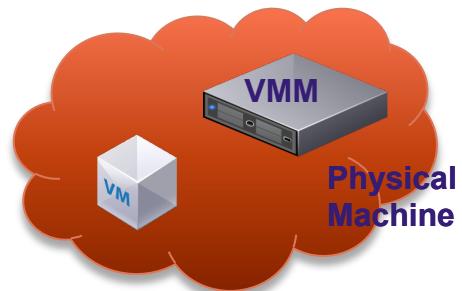
**Client**



DS



VMM



Physical  
Machine

1. Prepare  
data

2. Run  
method on  
the device



Client

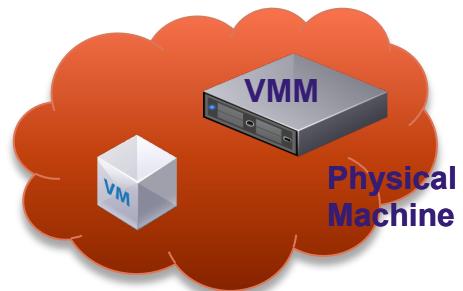
3. Finished!



DS



VMM



1. Prepare  
data



2. Run  
method on  
the device

Client

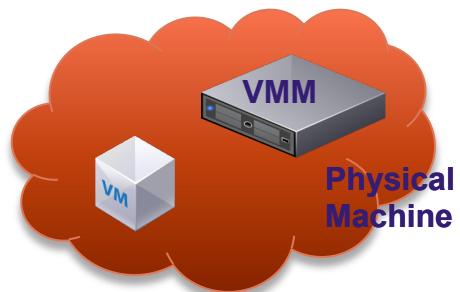
**SLAM**



**DS**



**VMM**



**Physical  
Machine**

1. Prepare  
data



**Client**

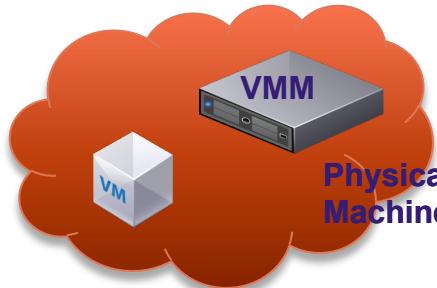
**SLAM**



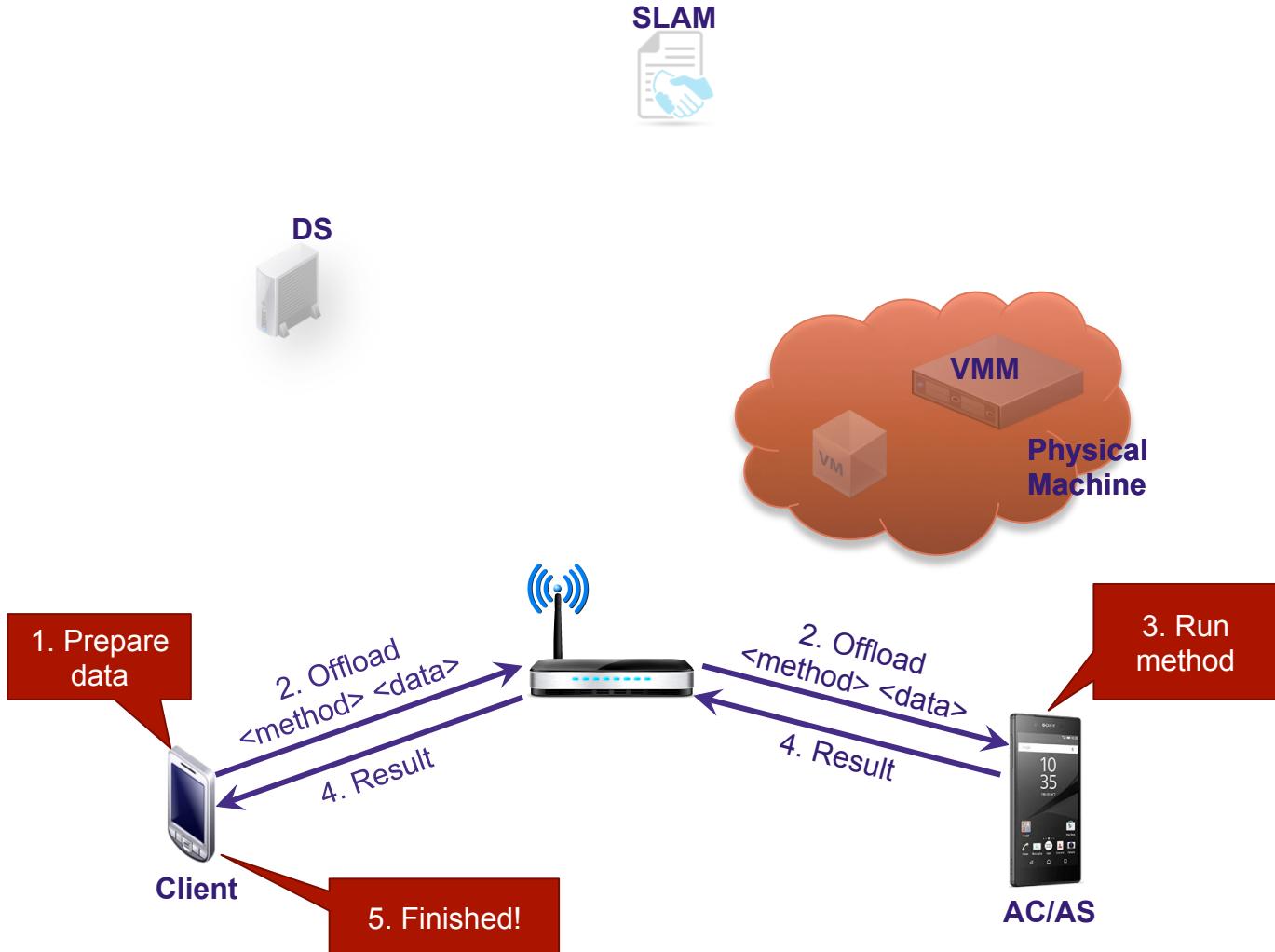
**DS**

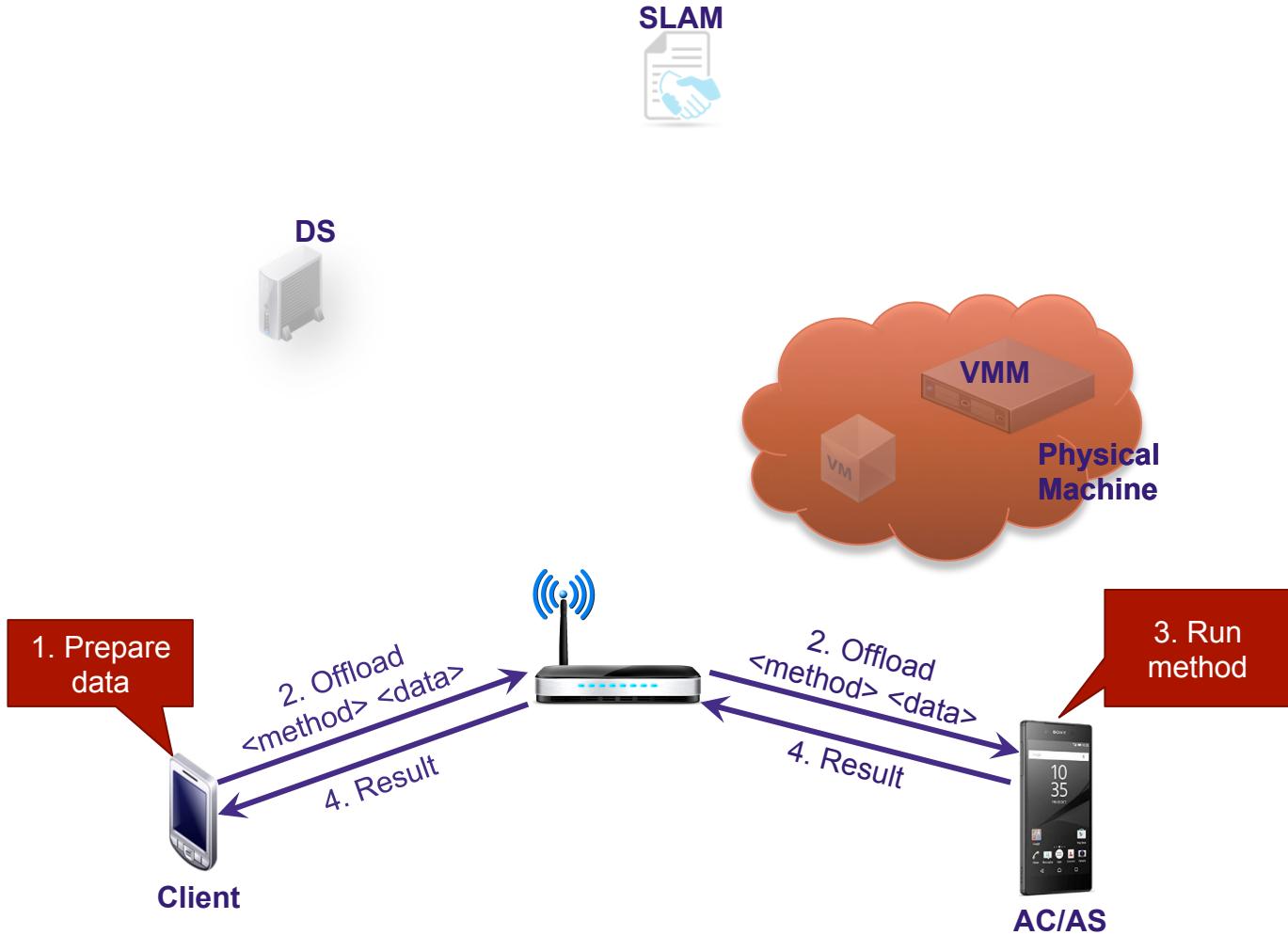


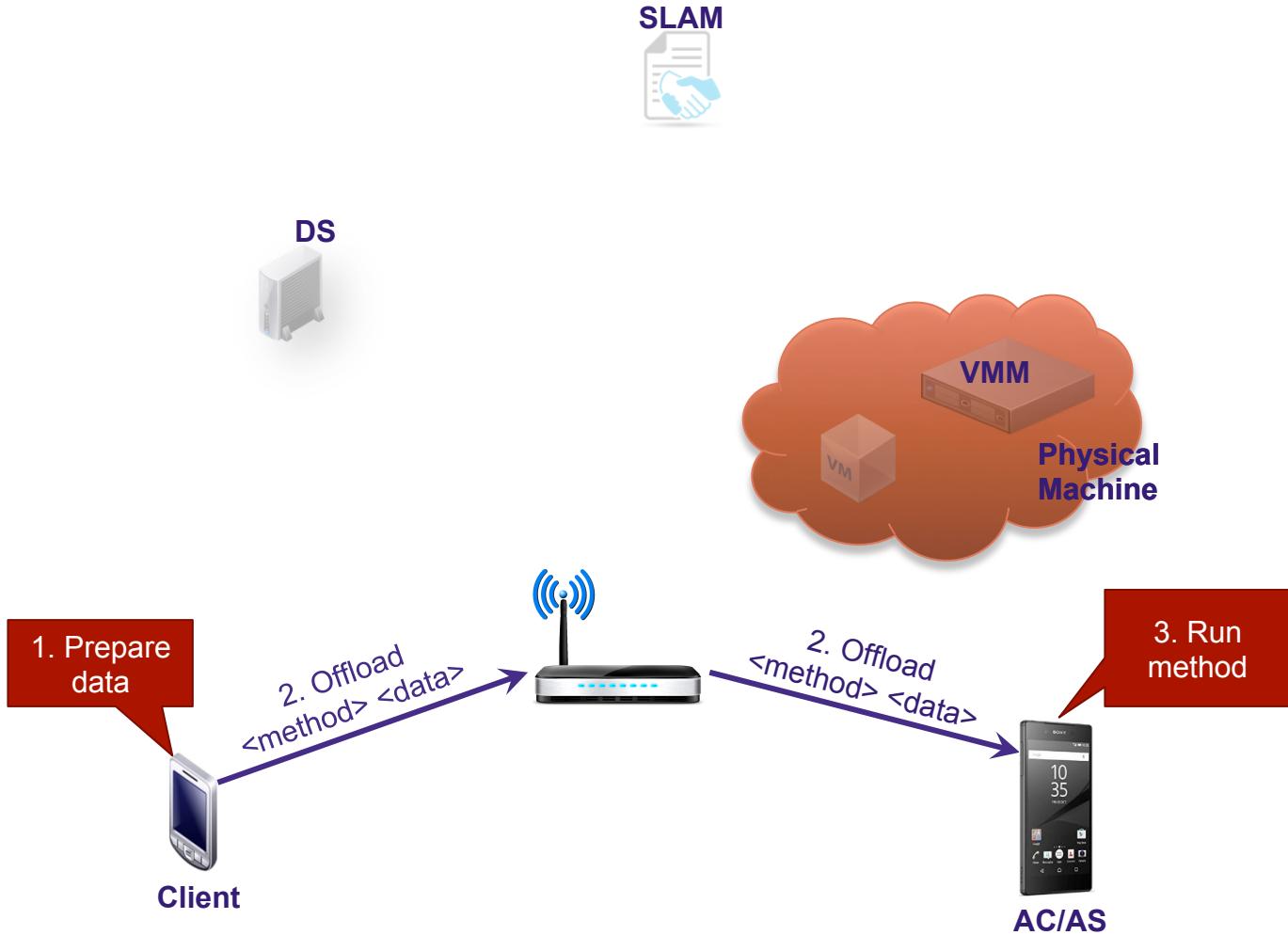
**Physical  
Machine**

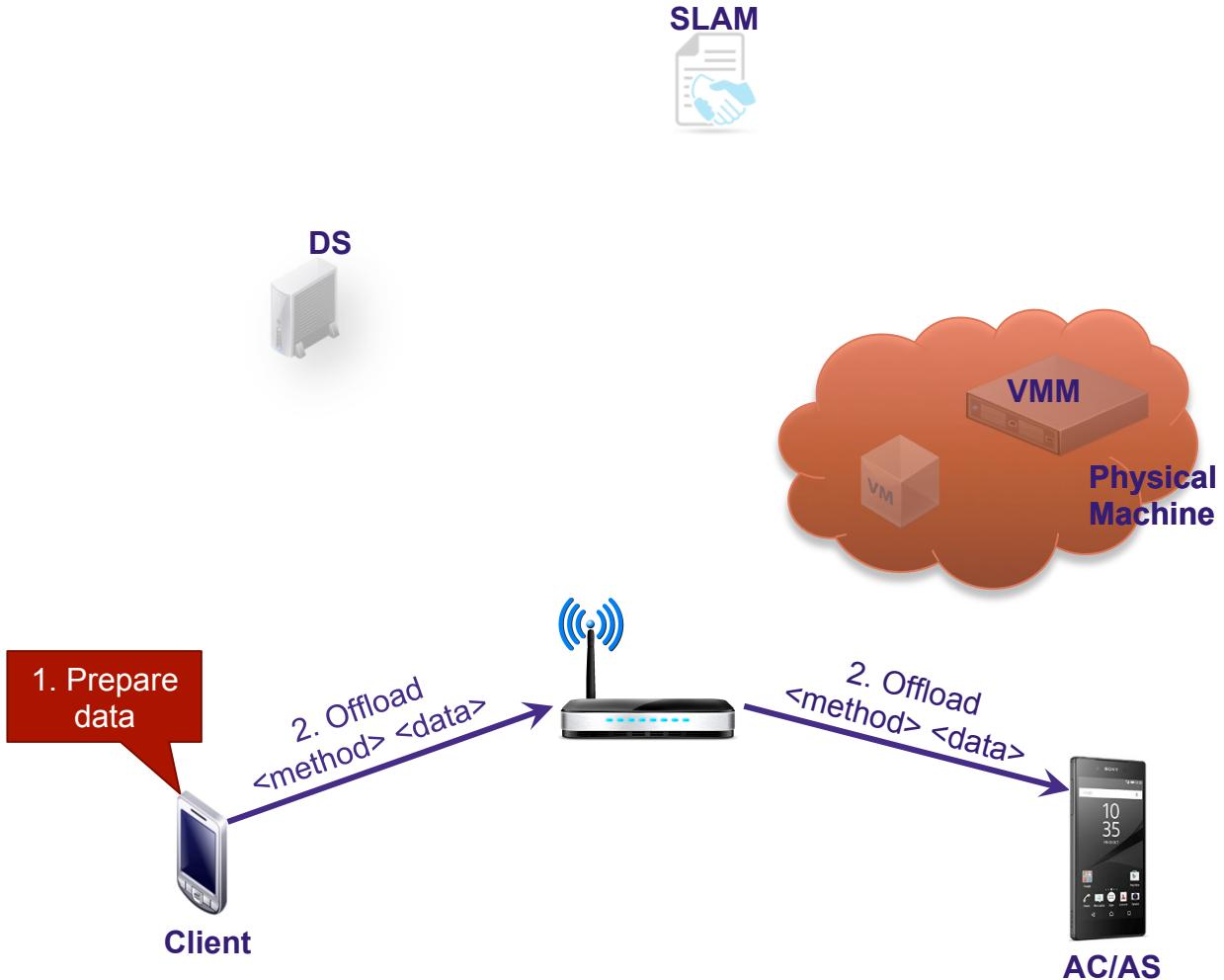


**Client**









**SLAM**



**DS**



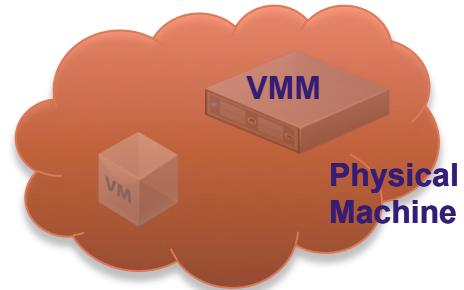
1. Prepare  
data



**Client**



**AC/AS**



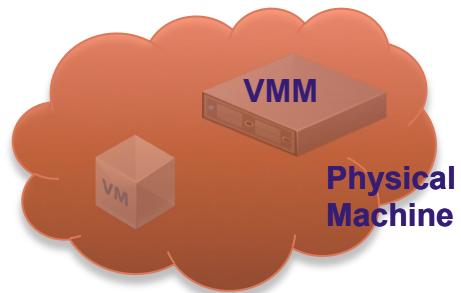
**SLAM**



**DS**



**VMM**



**Physical  
Machine**



**Client**



**AC/AS**

**SLAM**



**DS**



Listening for D2D devices...



**Client**

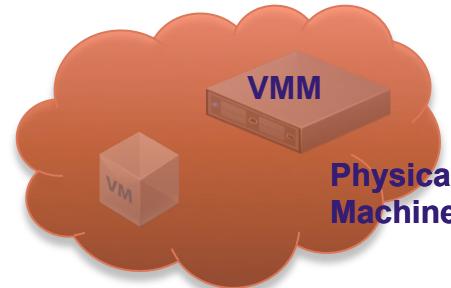
Received!



Broadcasting...



**AC/AS**



**VMM**

**Physical Machine**

**SLAM**



**DS**



Listening for D2D devices...



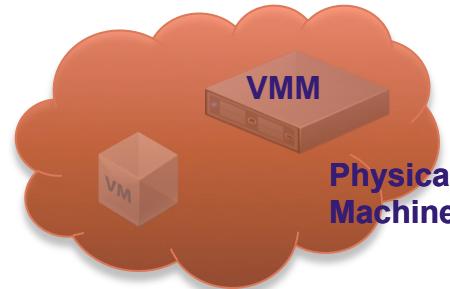
**Client**



Broadcasting...



**AC/AS**



**Physical Machine**

**VMM**

**SLAM**



**DS**



Listening for D2D devices...



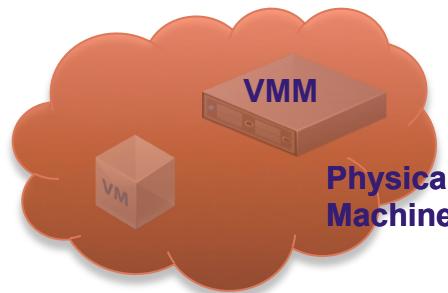
**Client**



**VMM**



**Physical Machine**



**AC/AS**

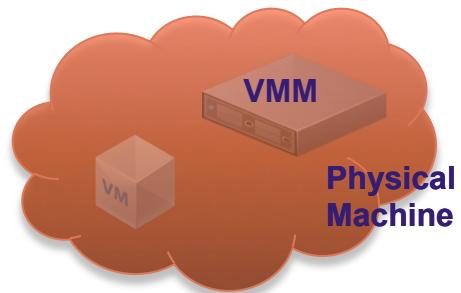
**SLAM**



**DS**



**VMM**



**Physical  
Machine**



**Client**



**AC/AS**