

SLAM



DS



**Physical
Machine**



Client



AC/AS

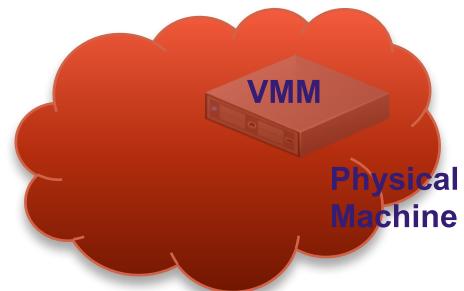
SLAM



1. DS is up



DS



Client



AC/AS

1. DS is up



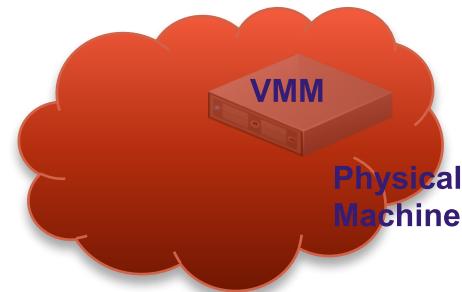
SLAM

2. SLAM is up



VMM

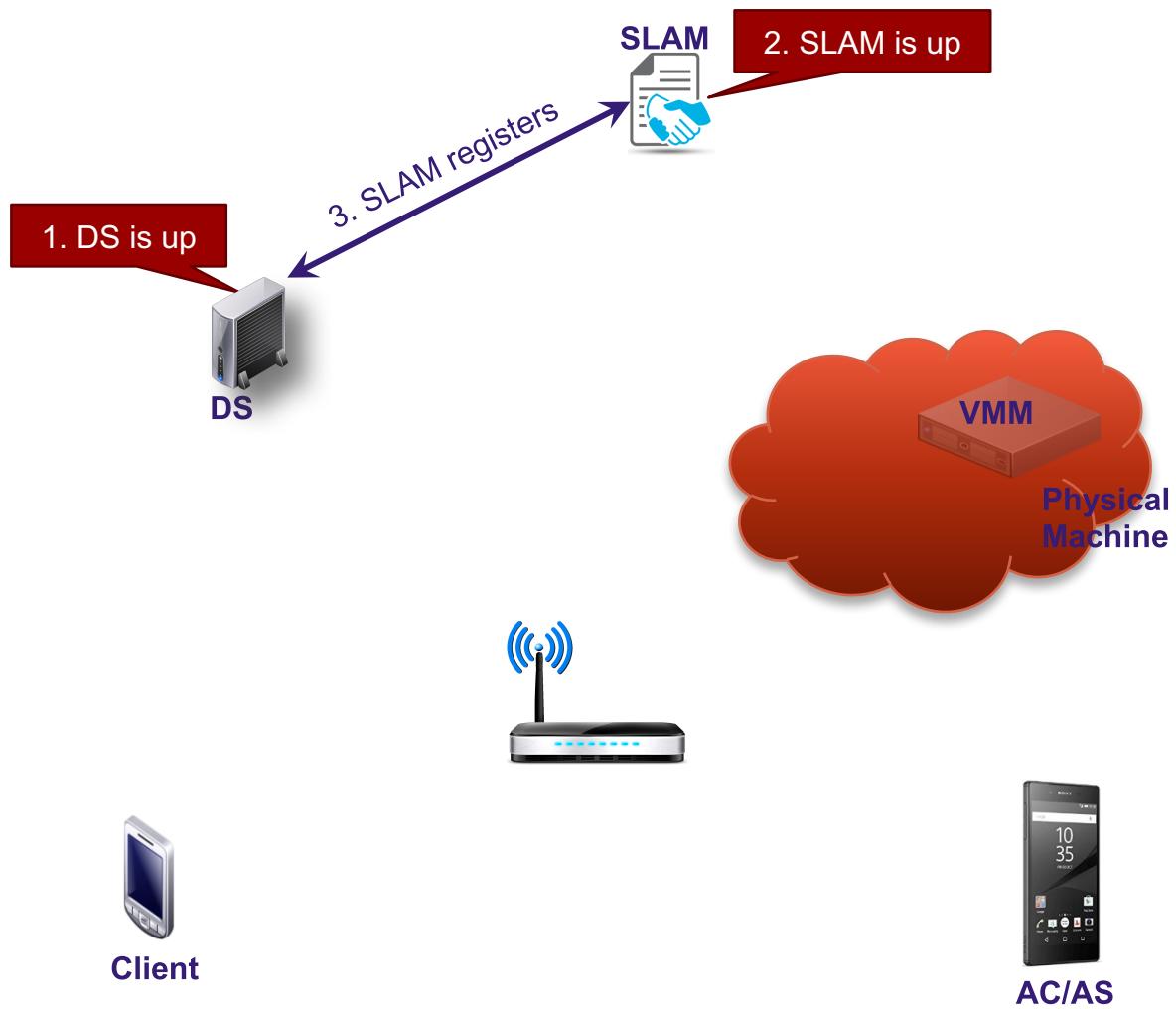
Physical
Machine

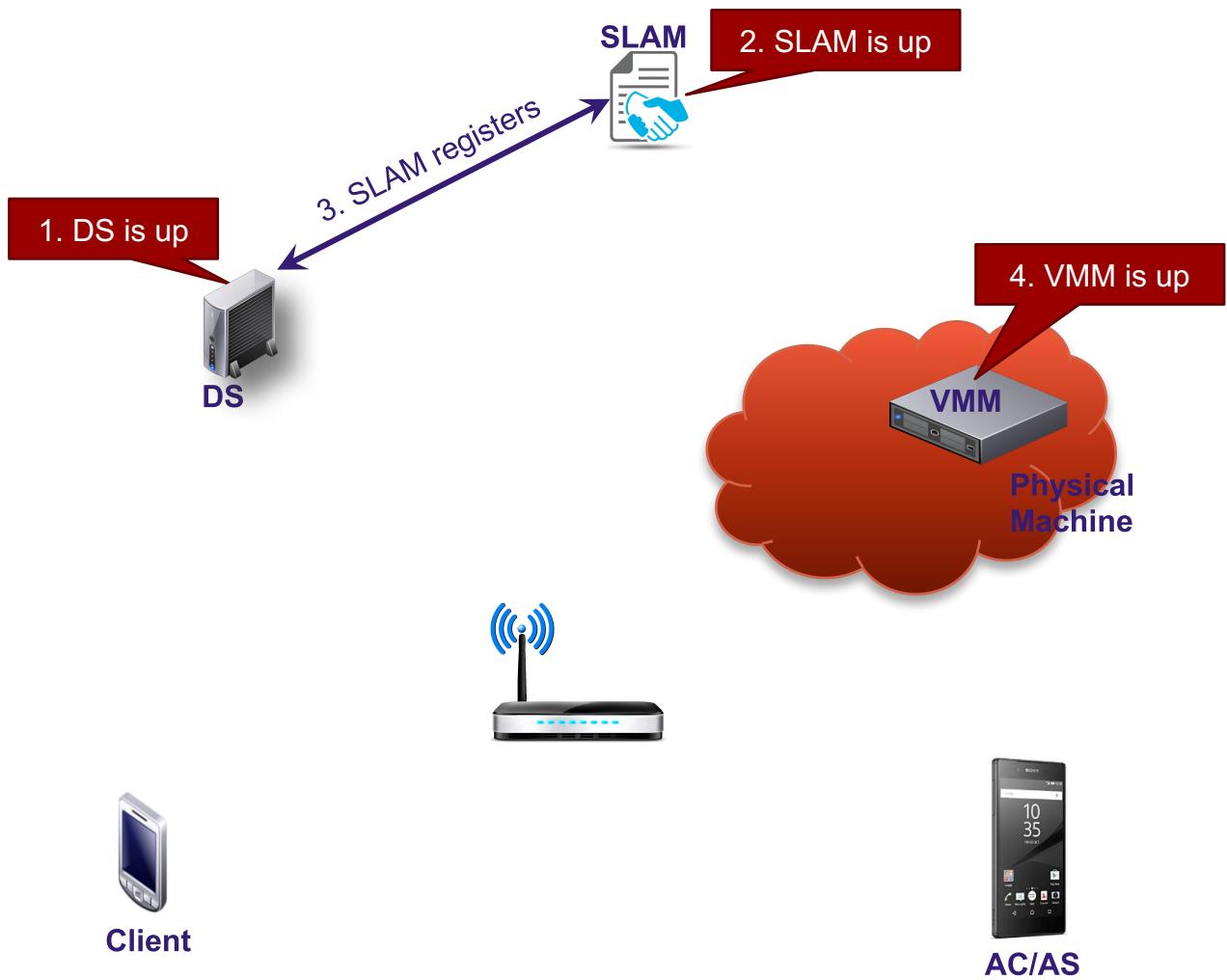


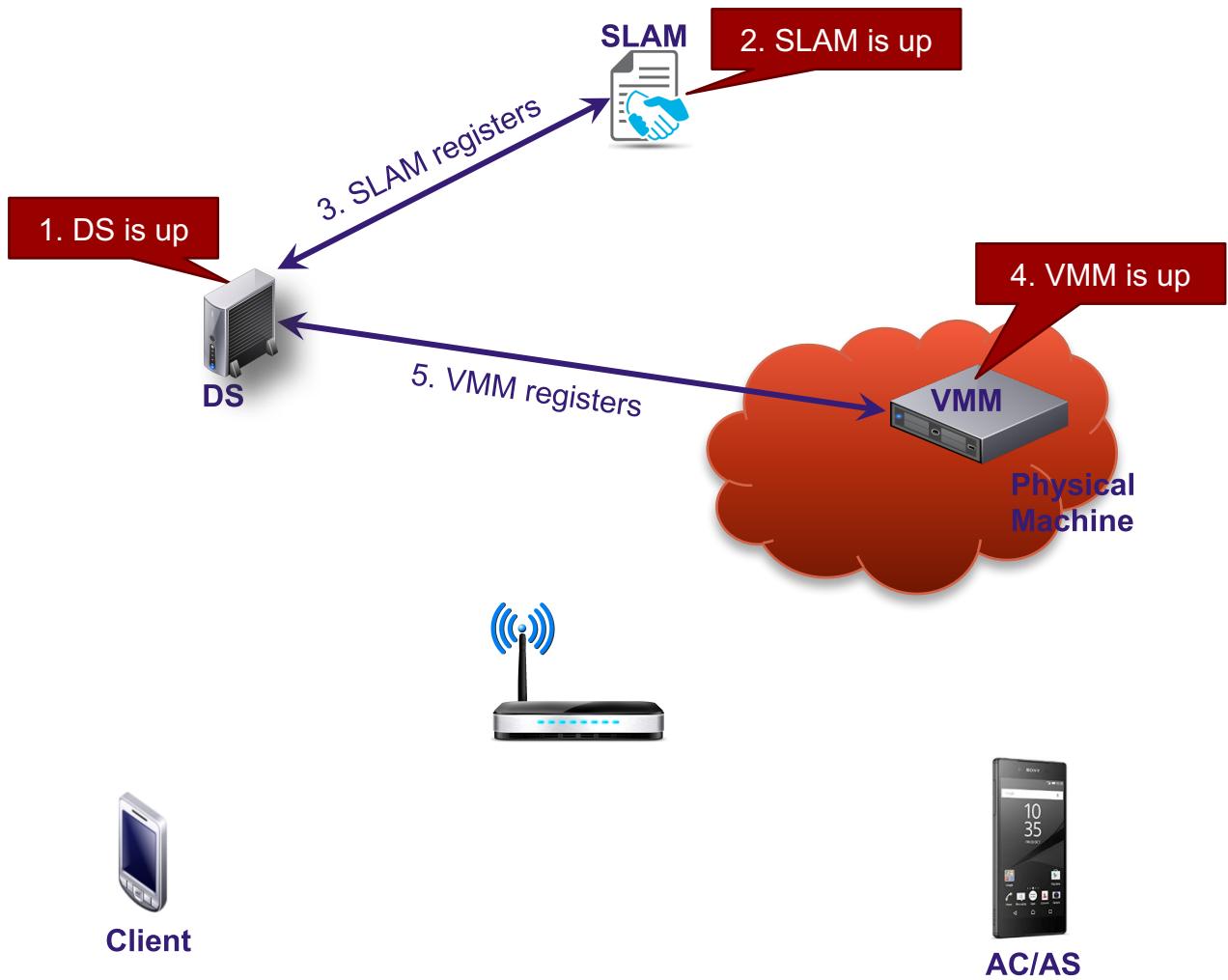
Client

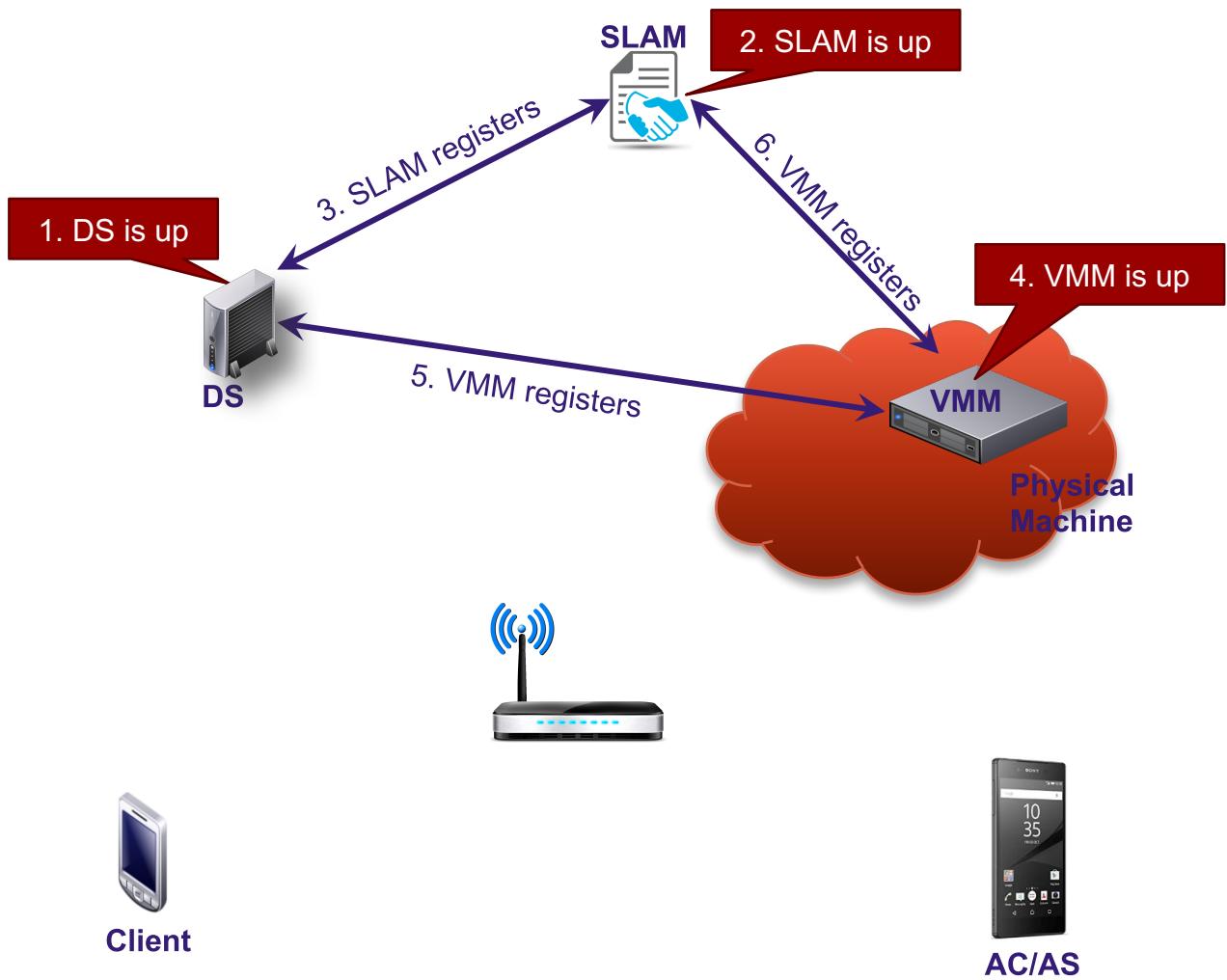


AC/AS









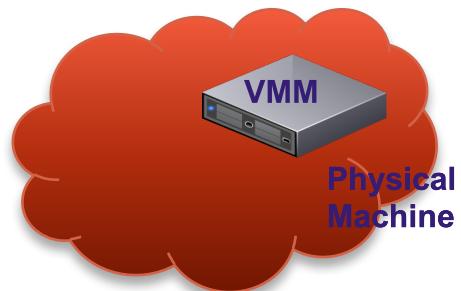
SLAM



DS



VMM



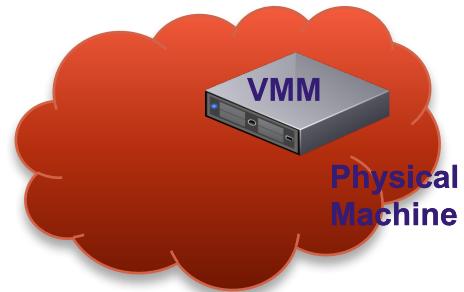
**Physical
Machine**



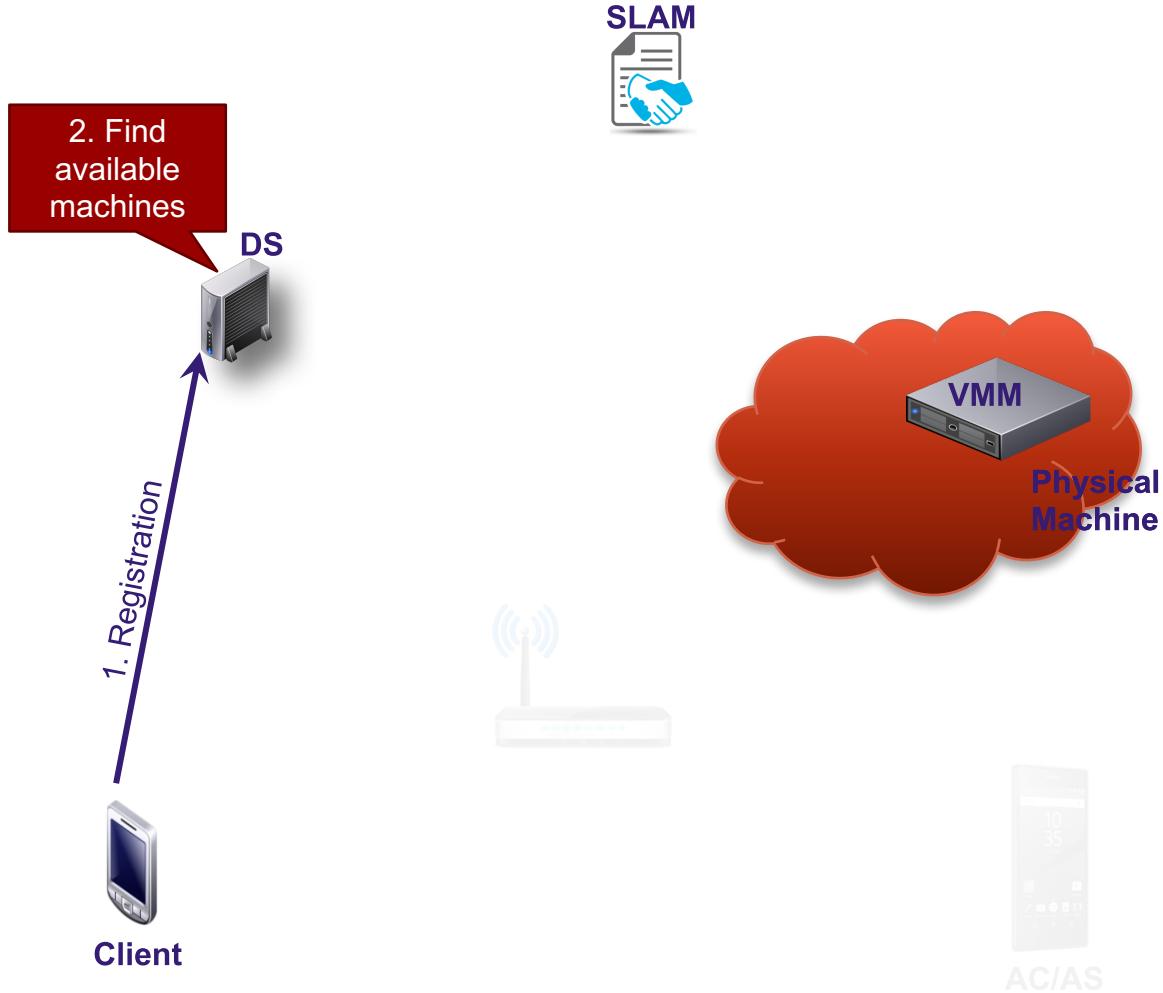
Client

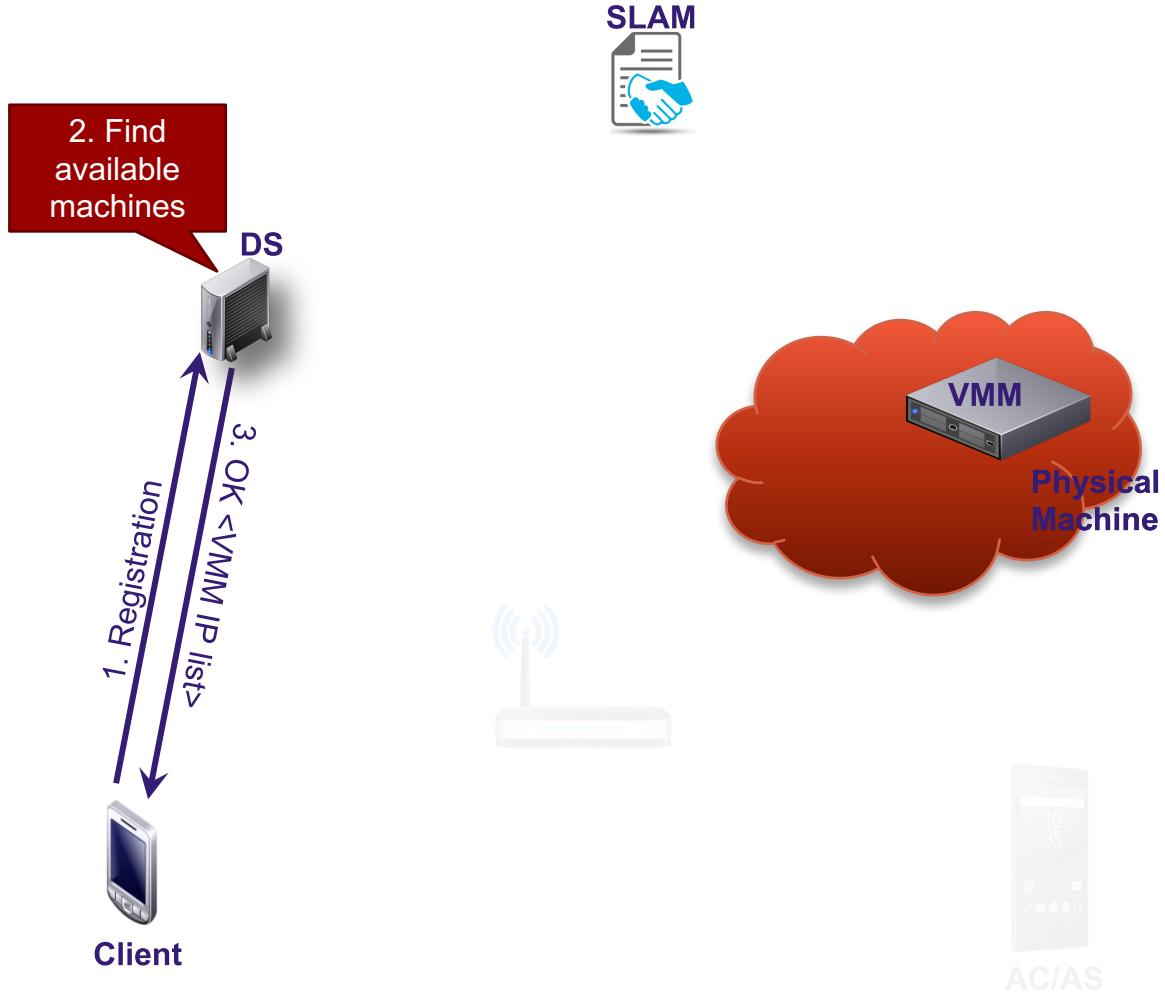


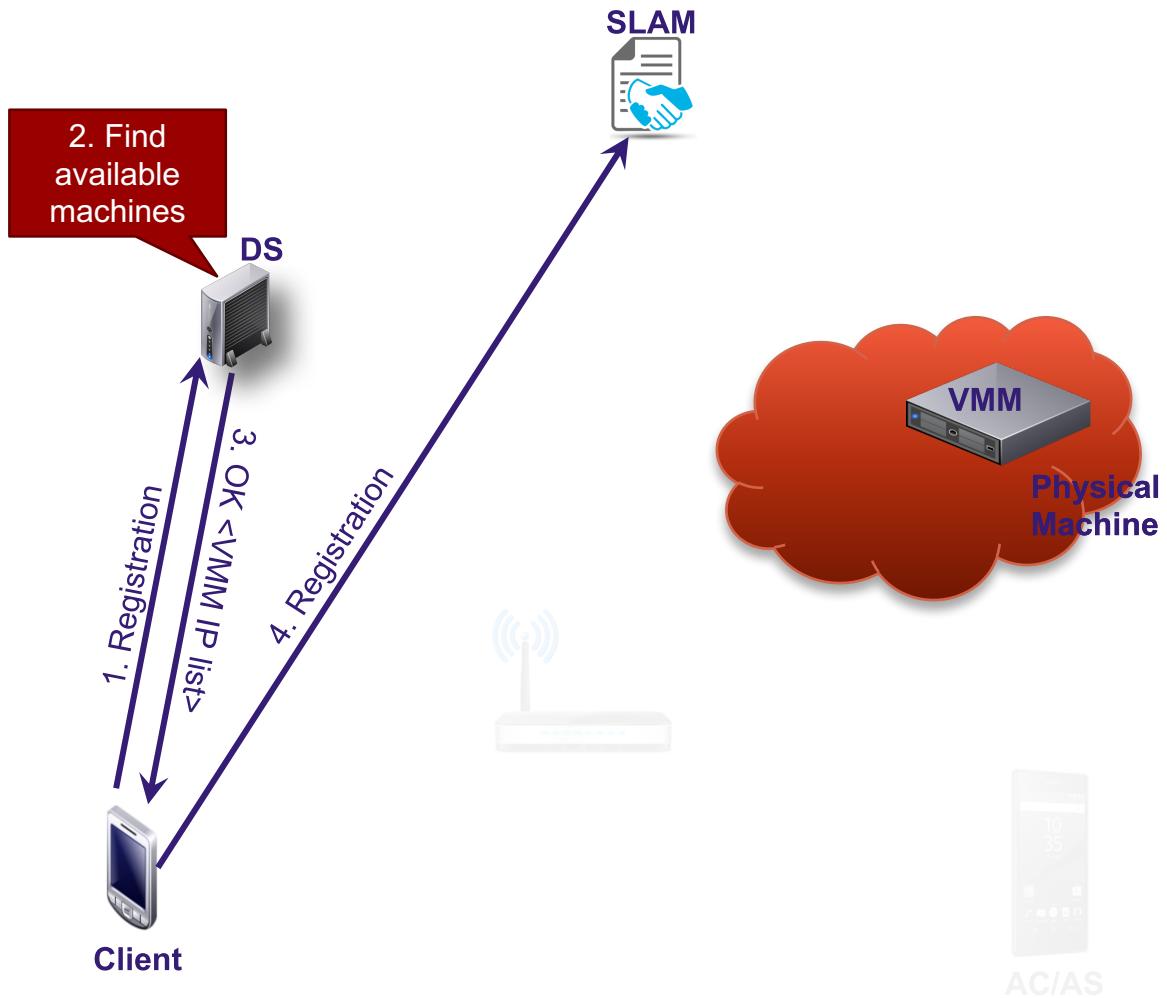
AC/AS

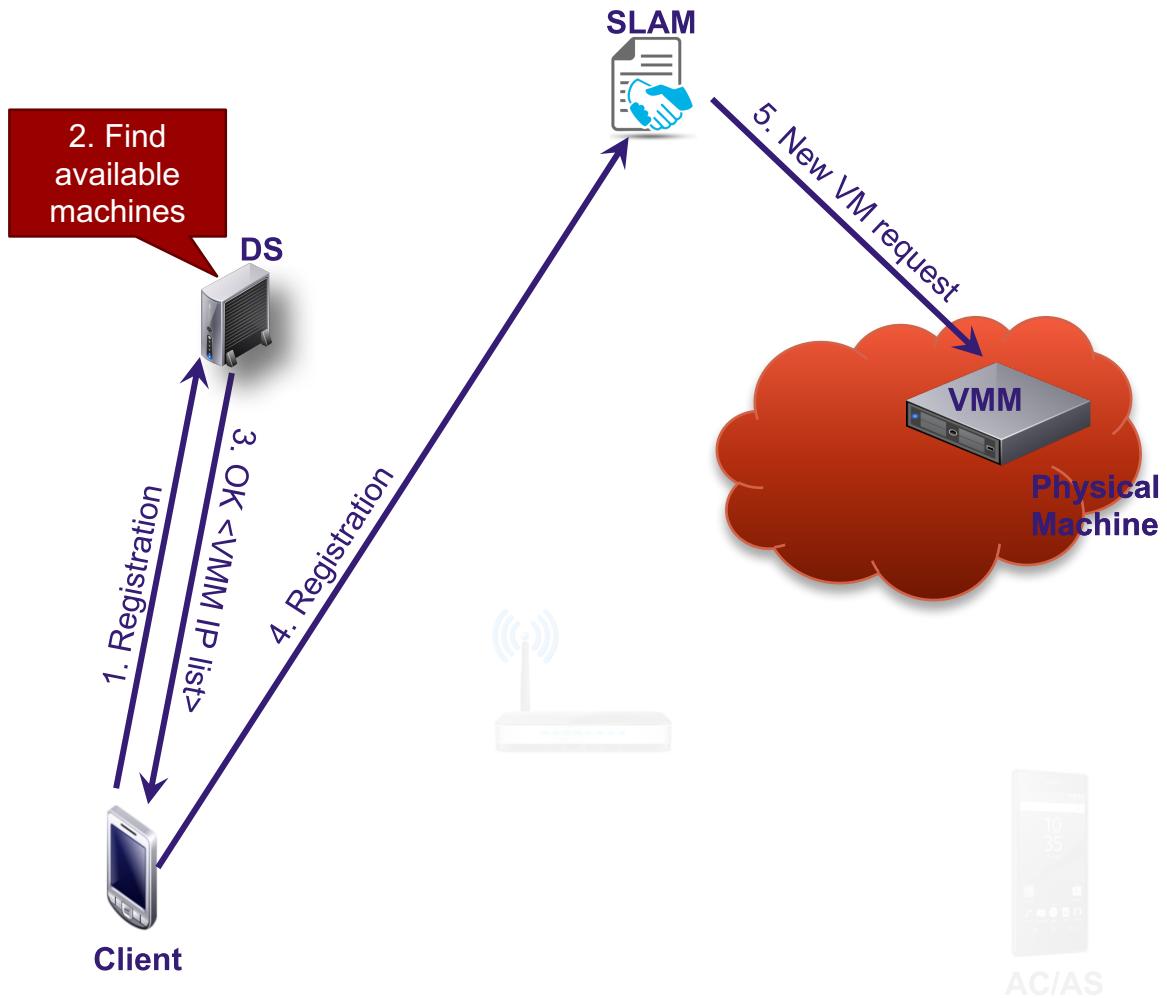


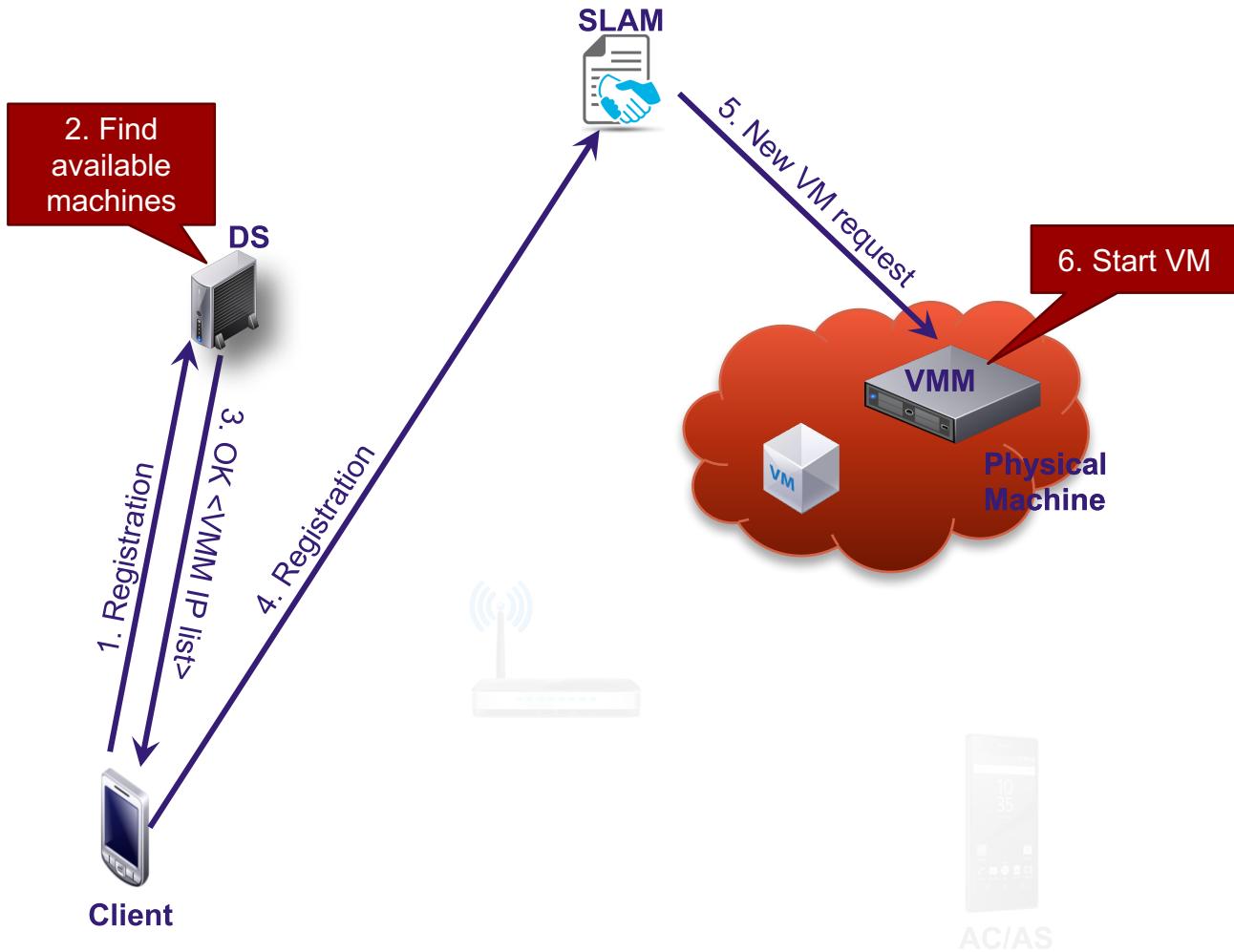
AC/AS

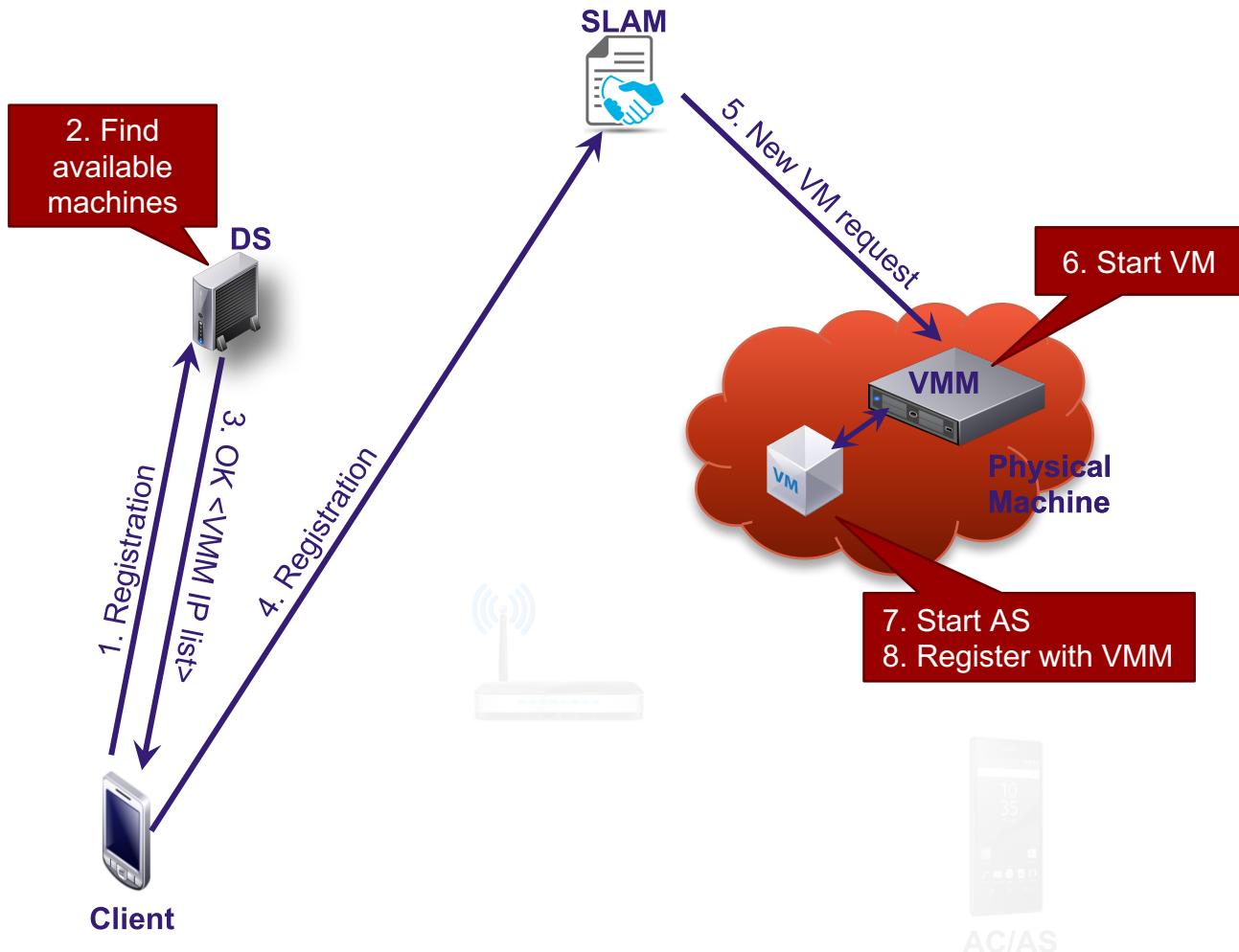


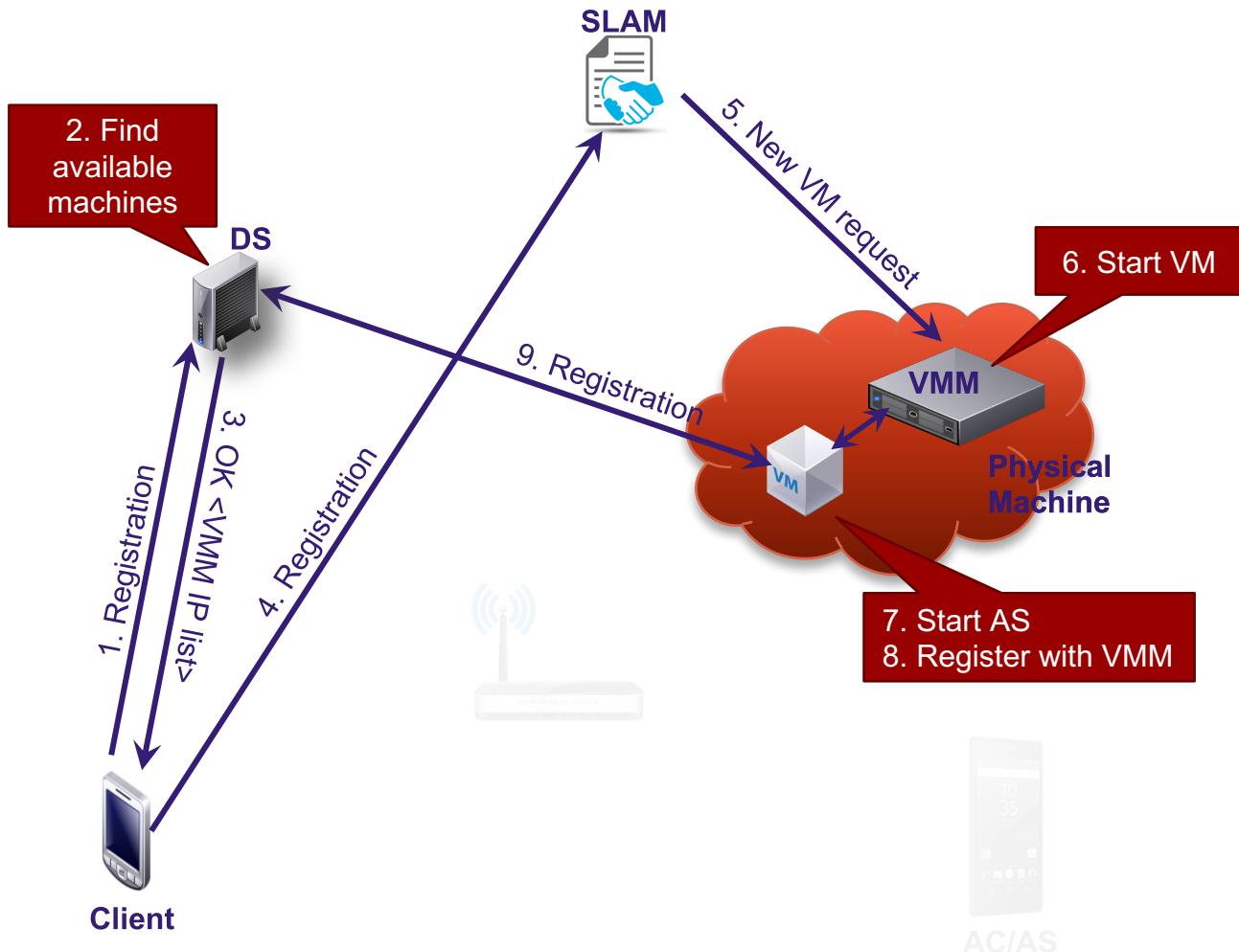


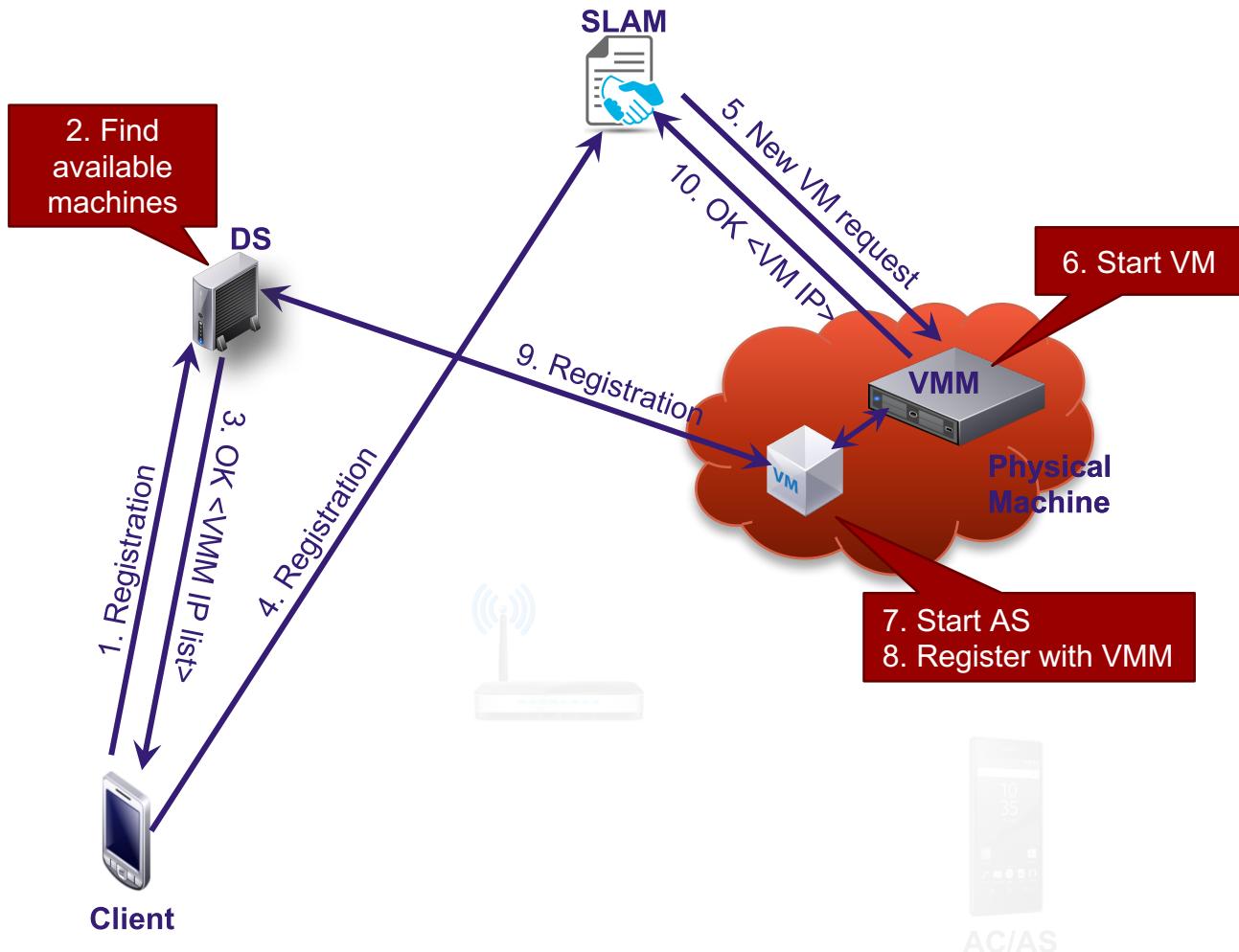


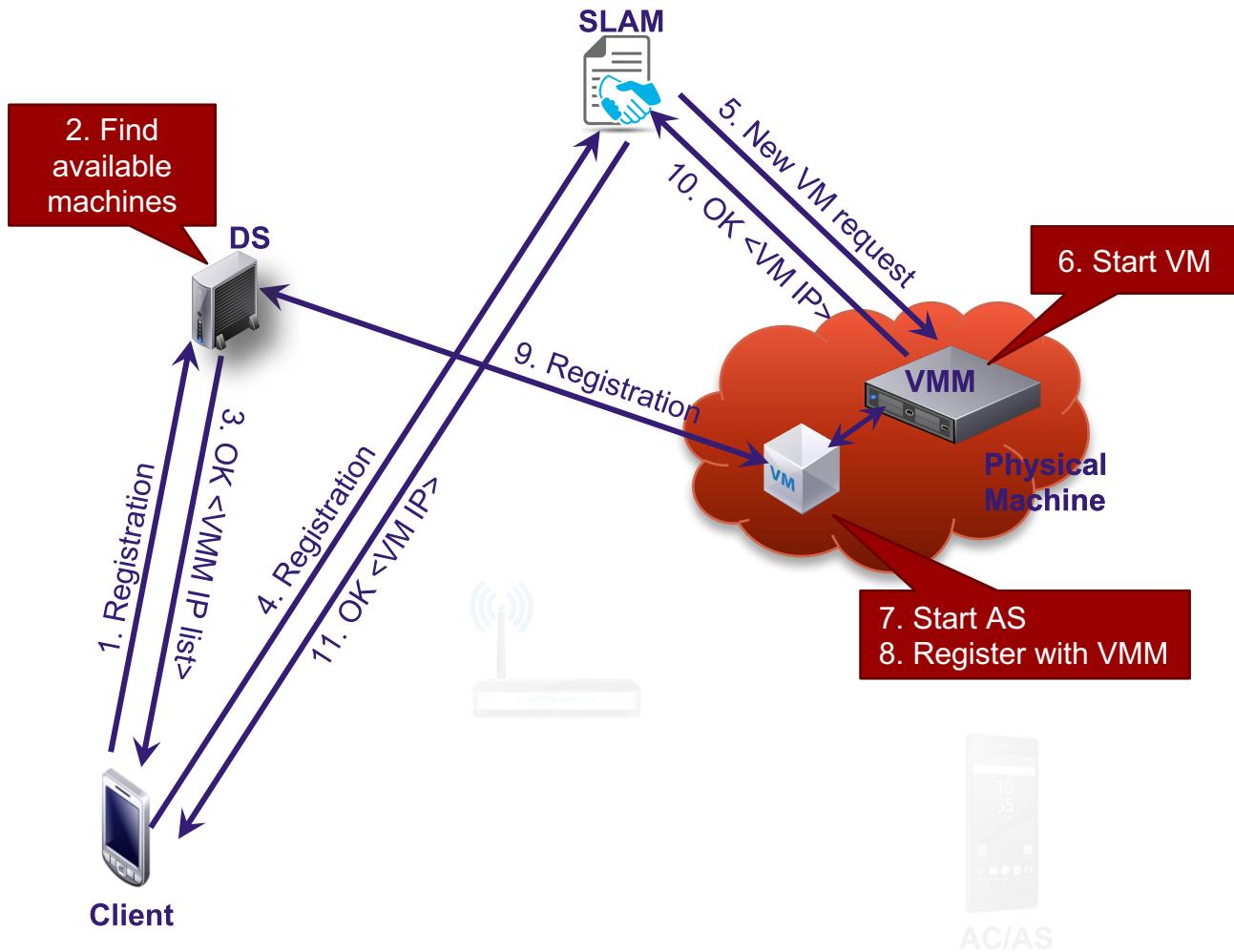


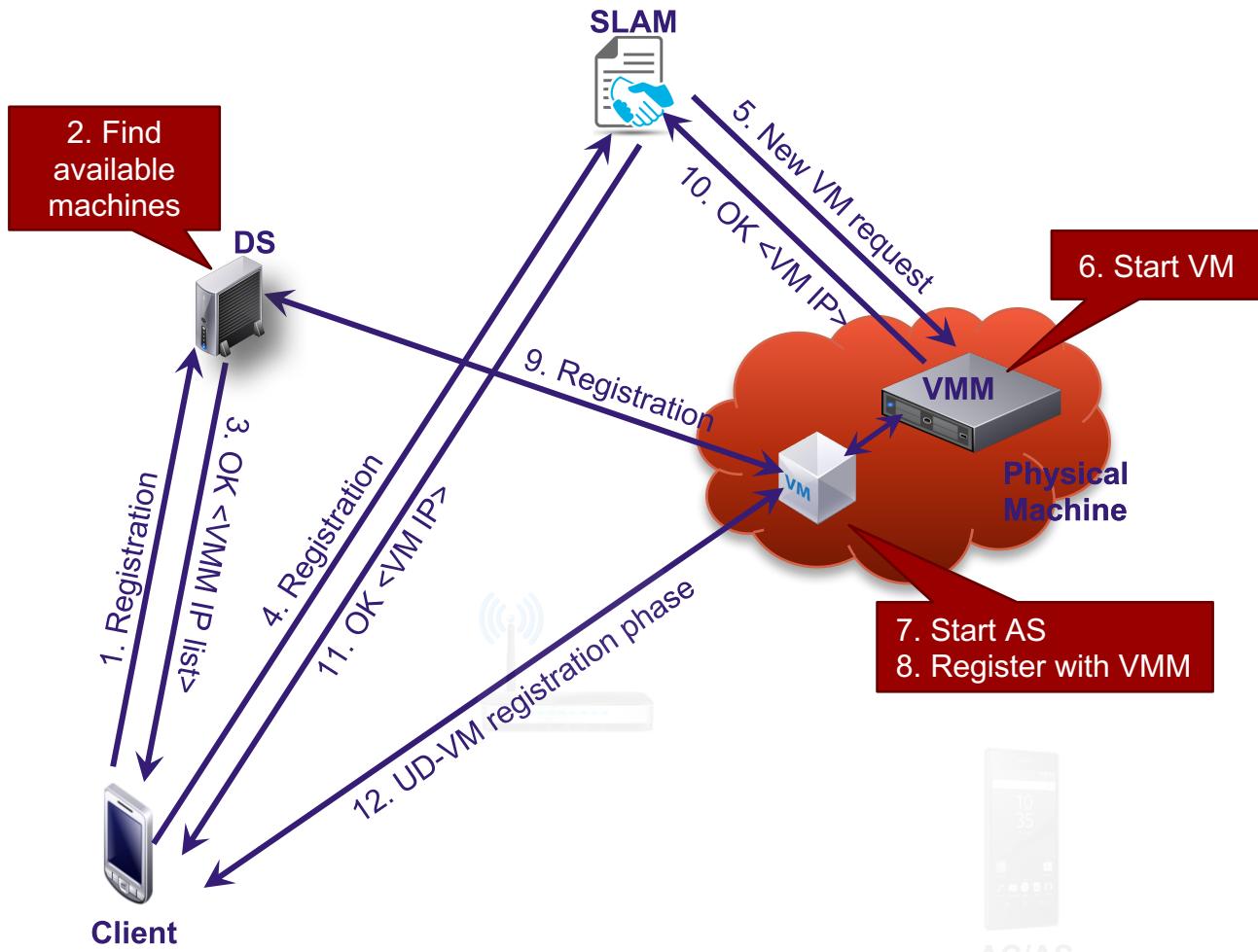




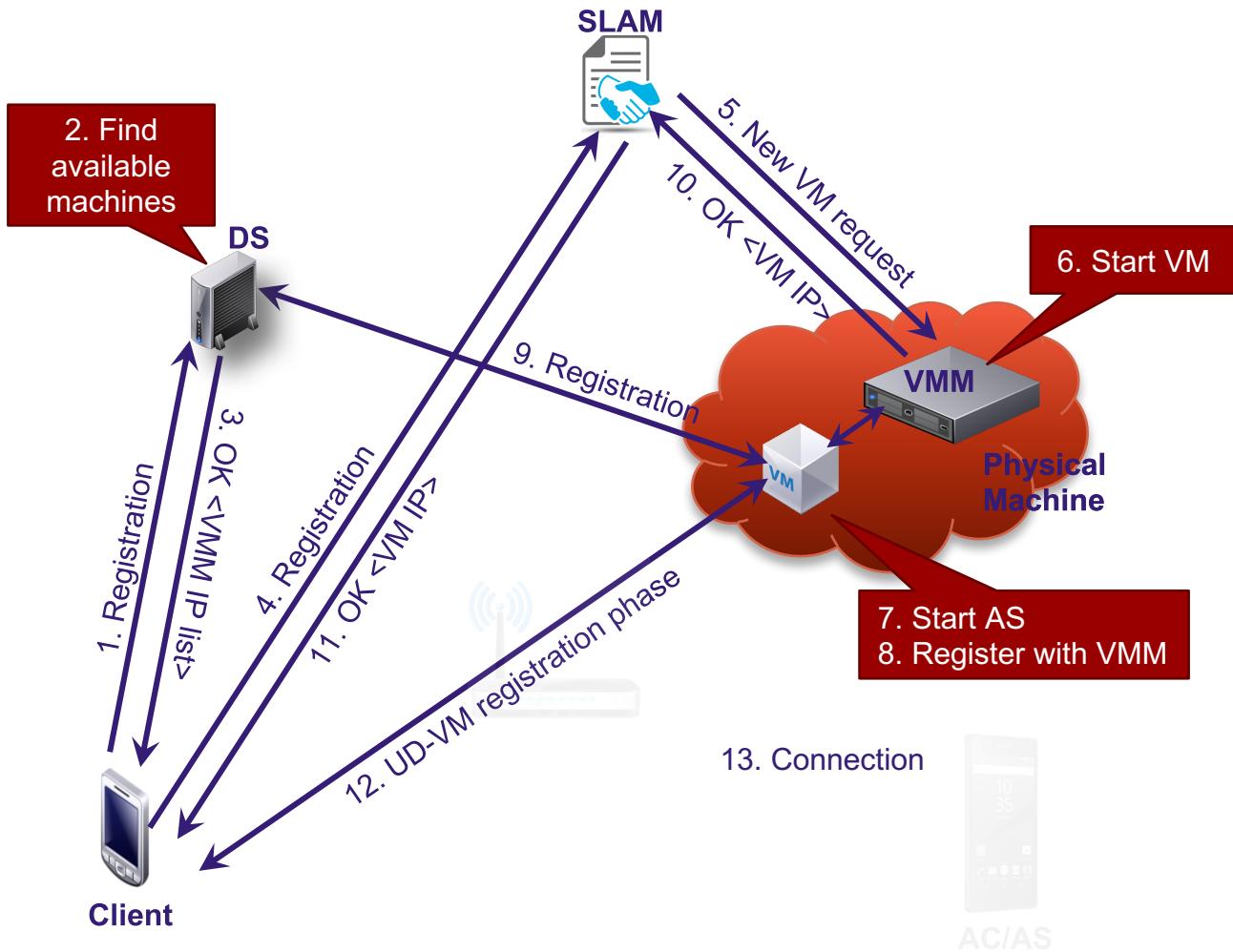


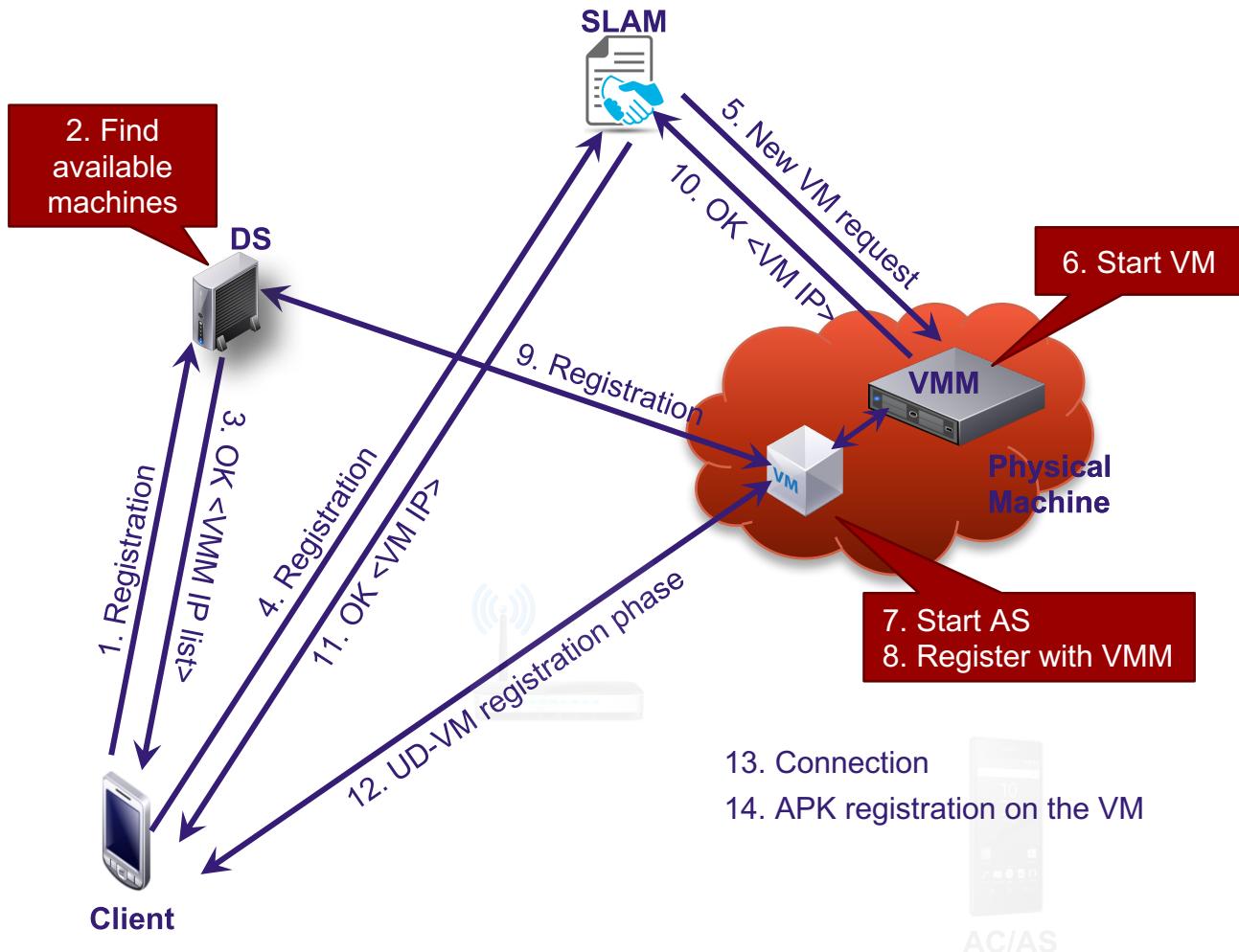


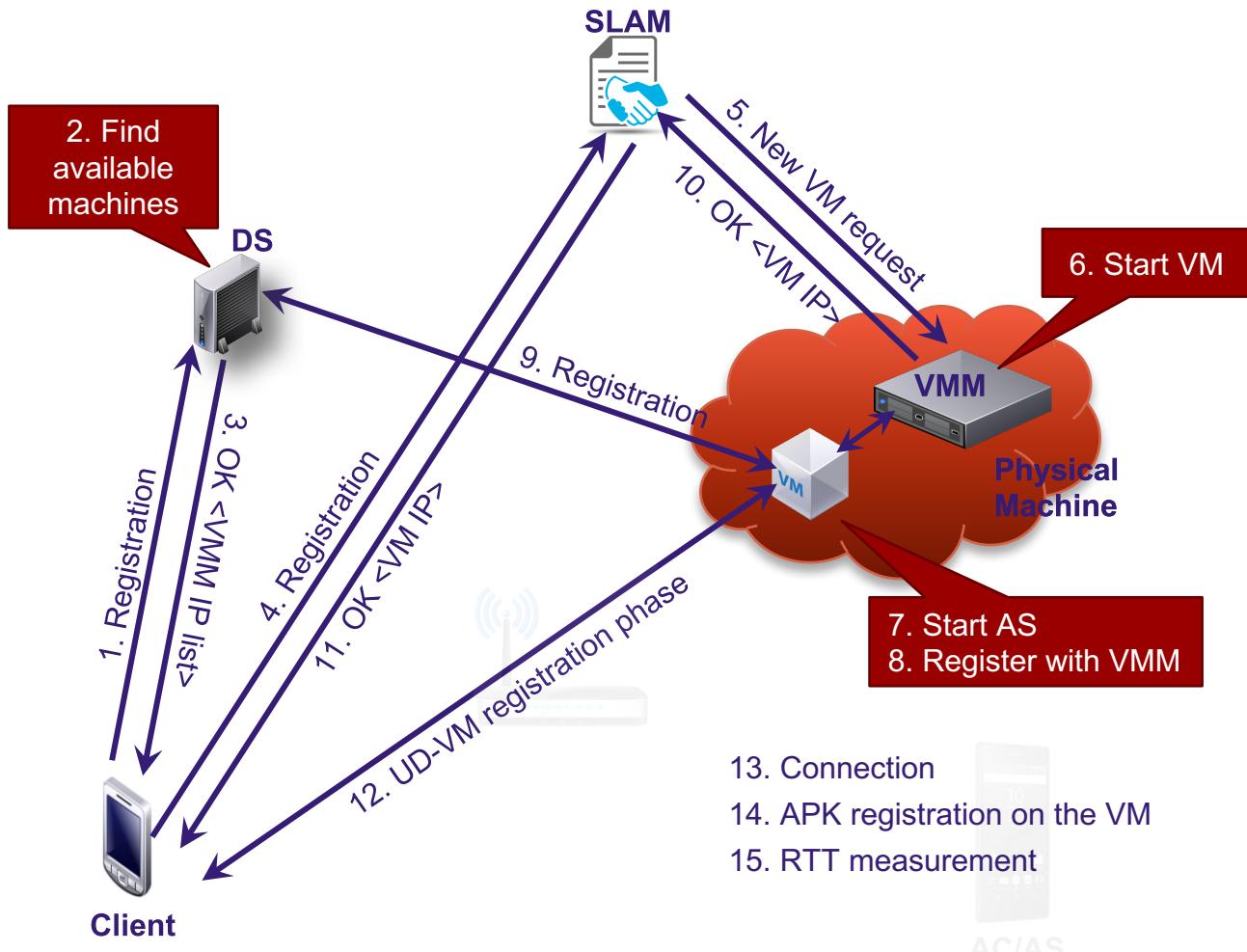


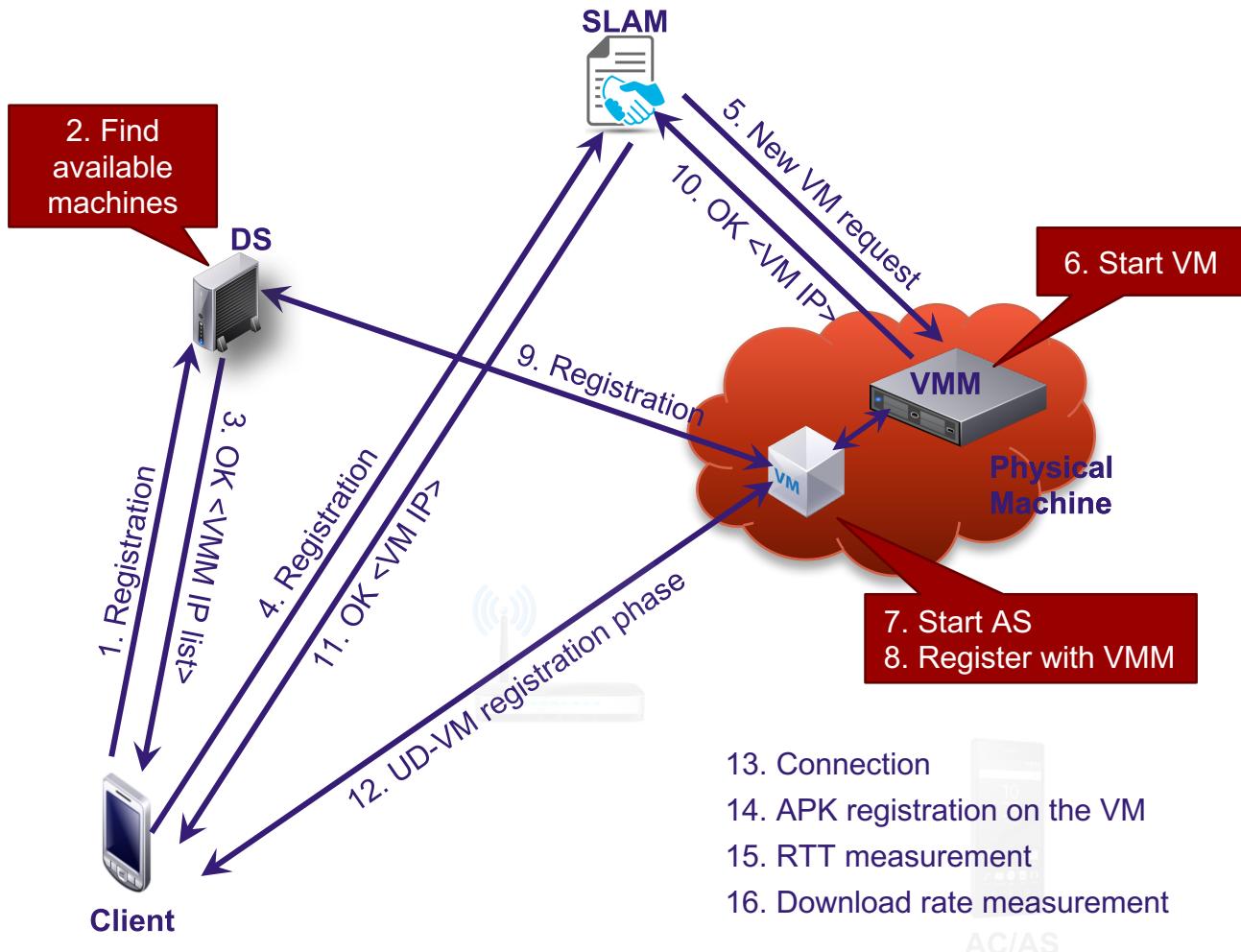


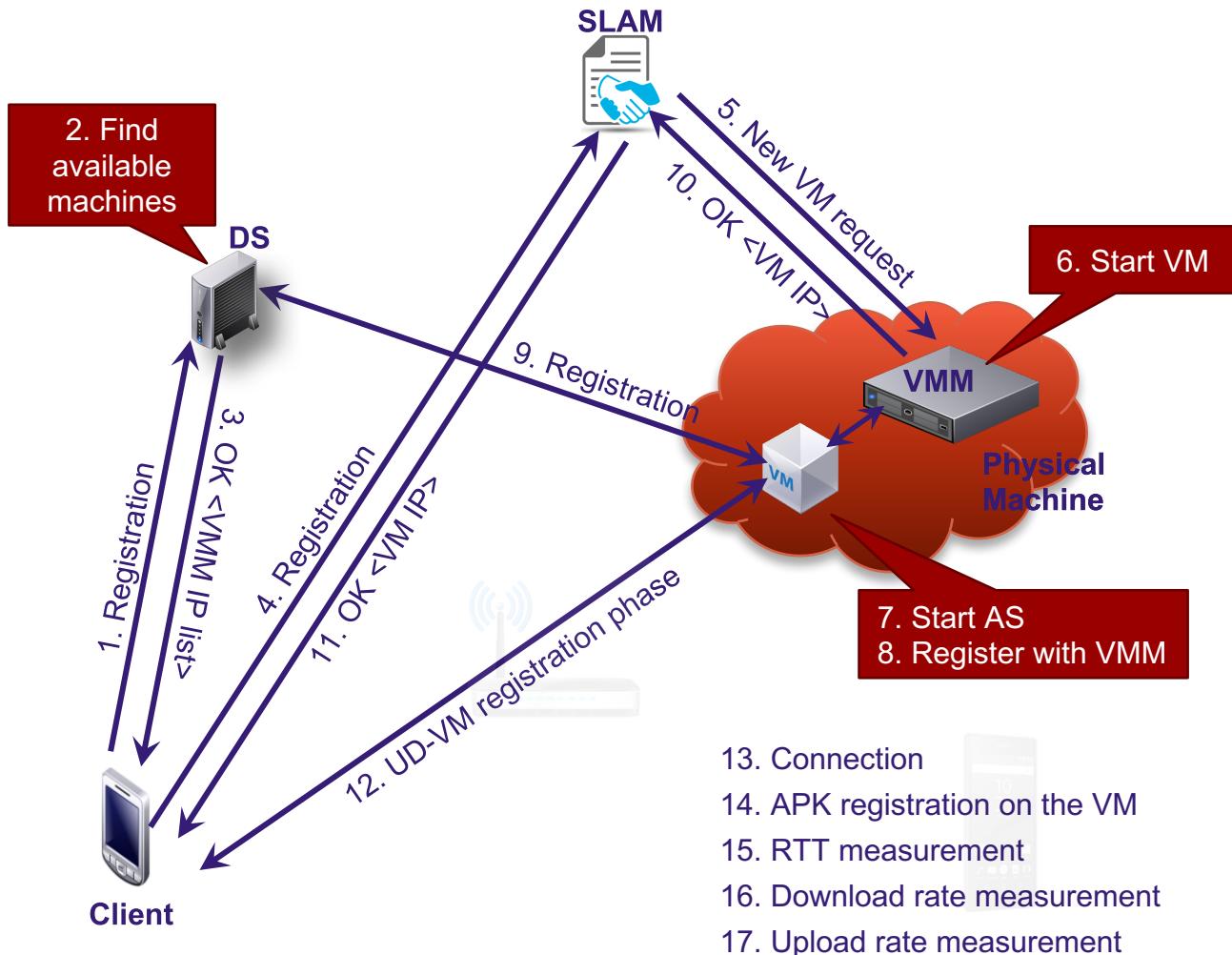
AC/AS

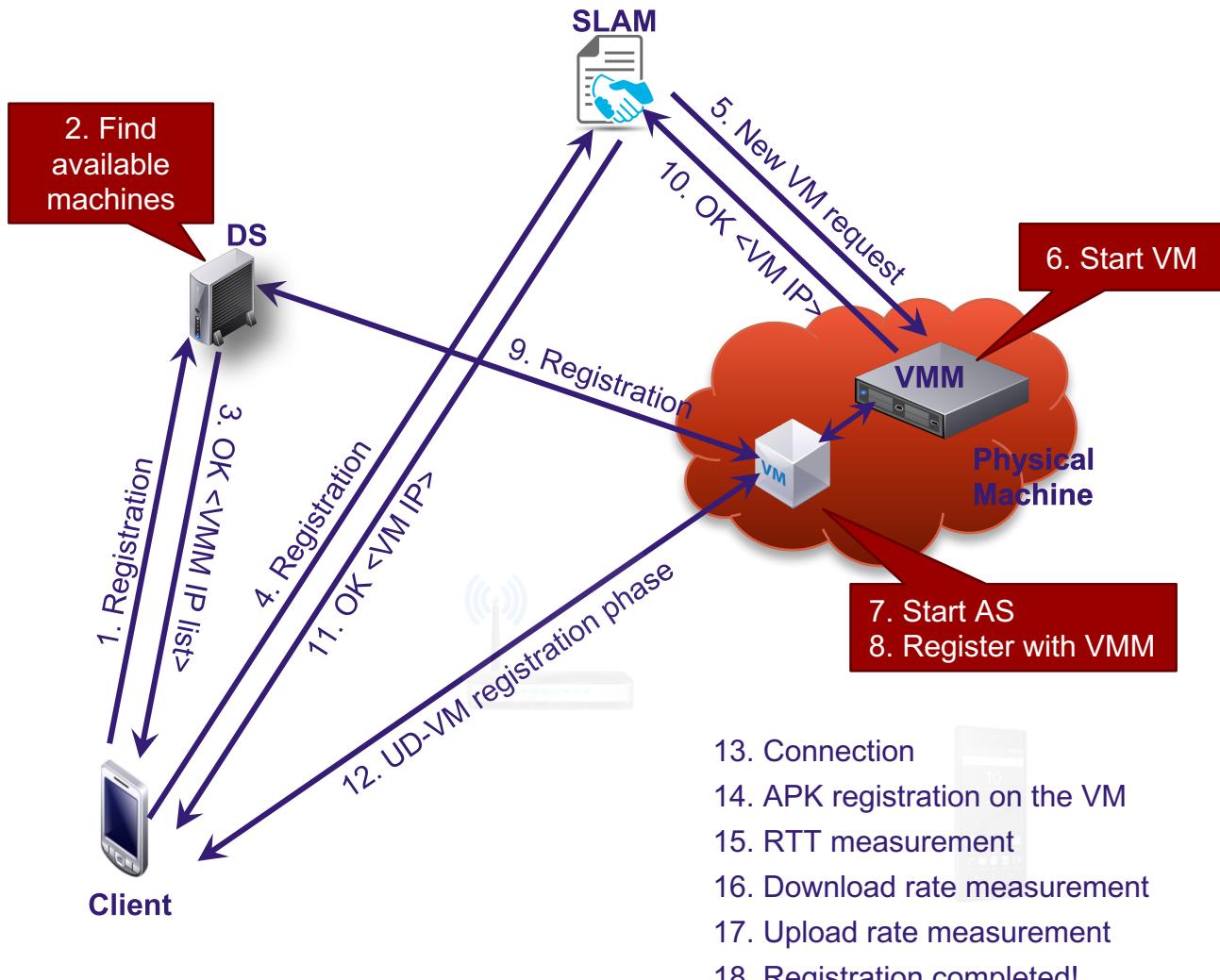


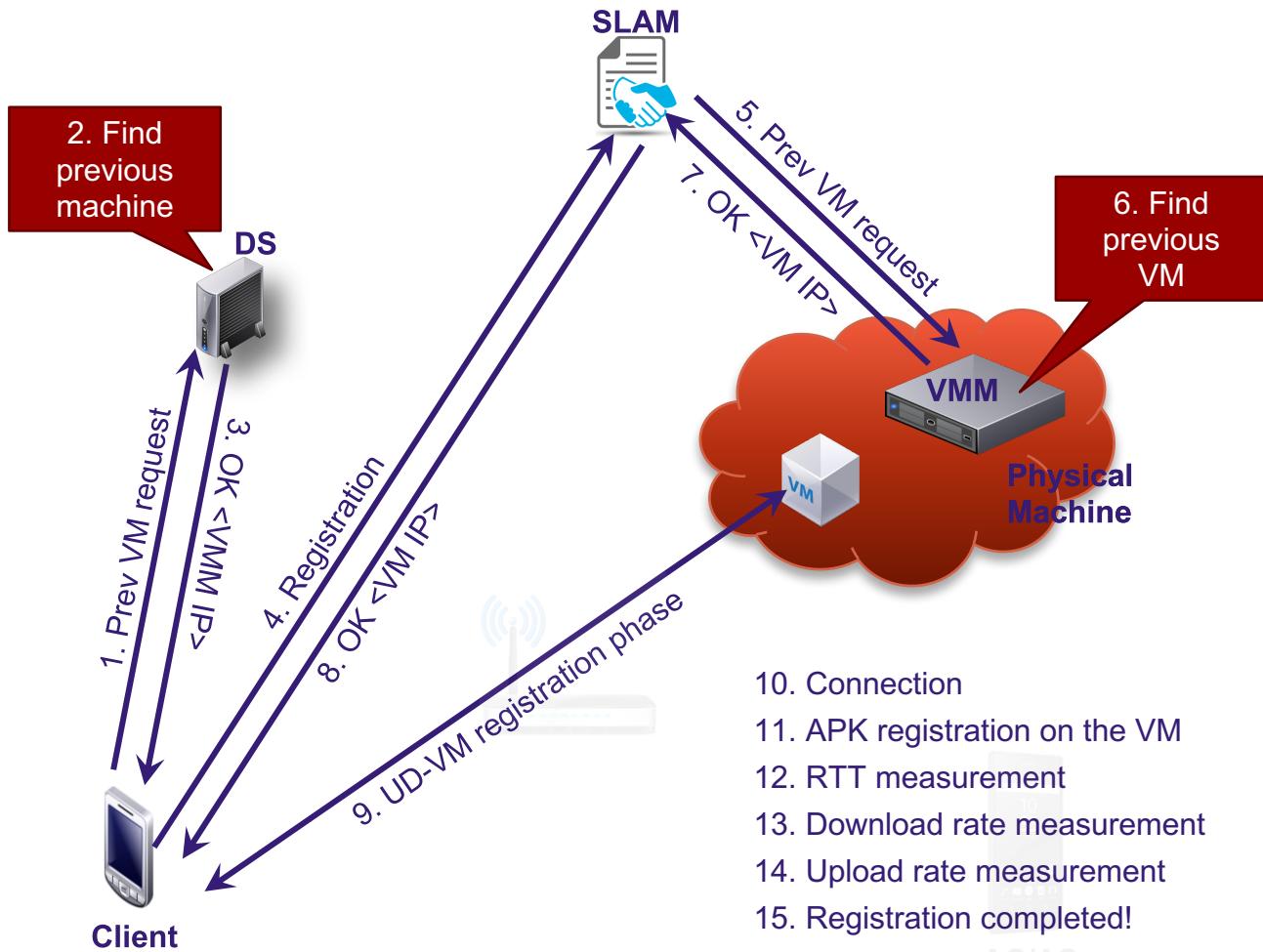




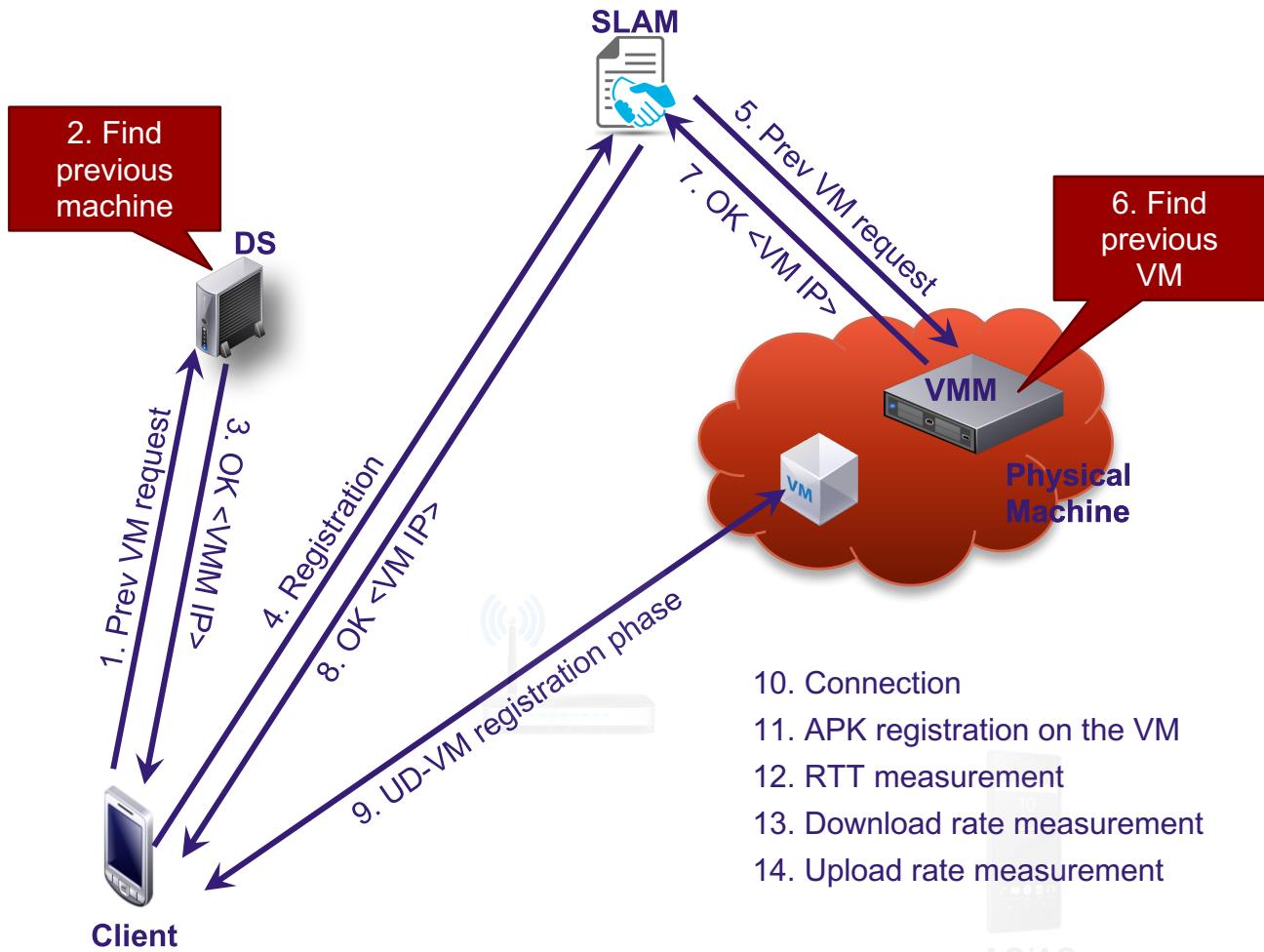


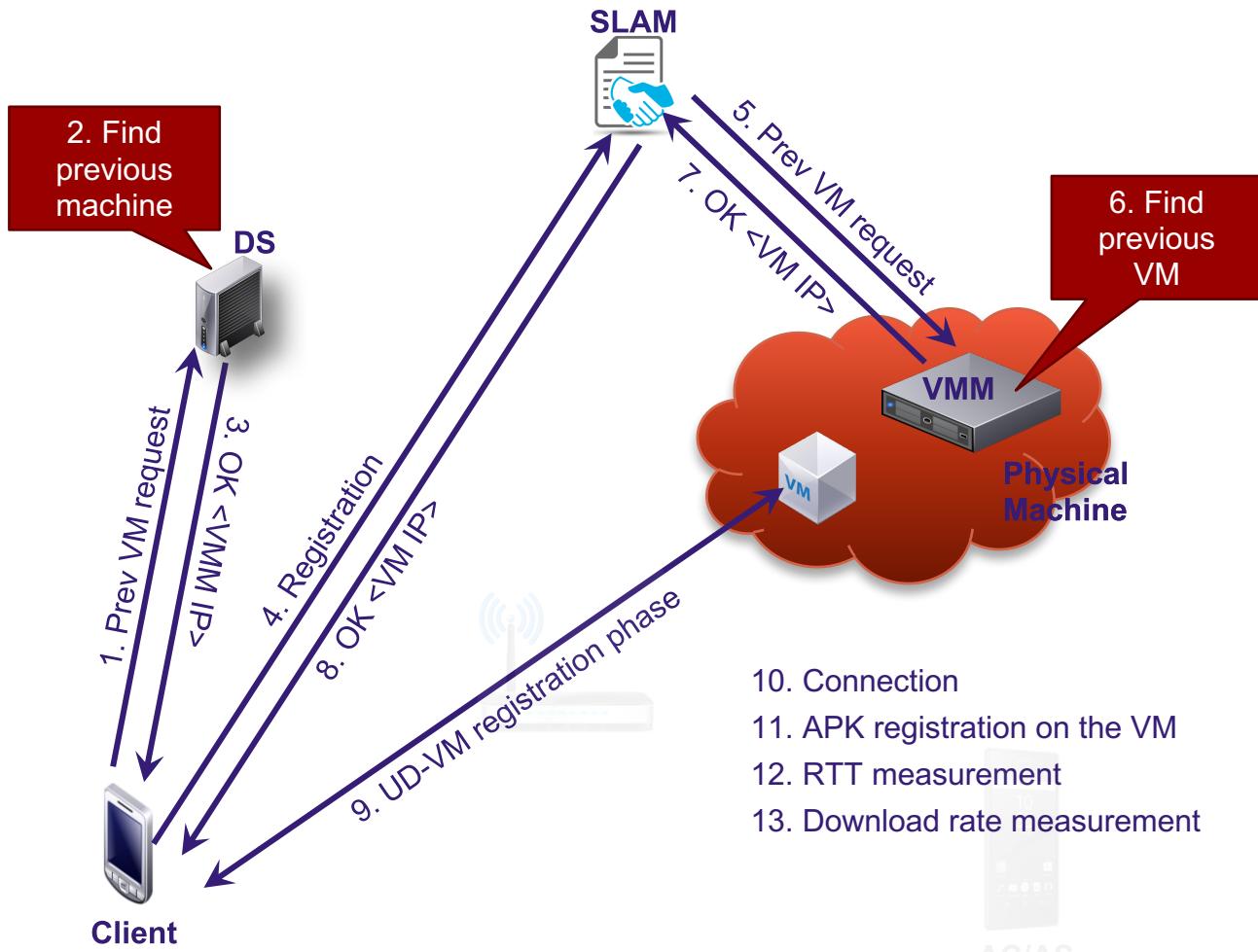




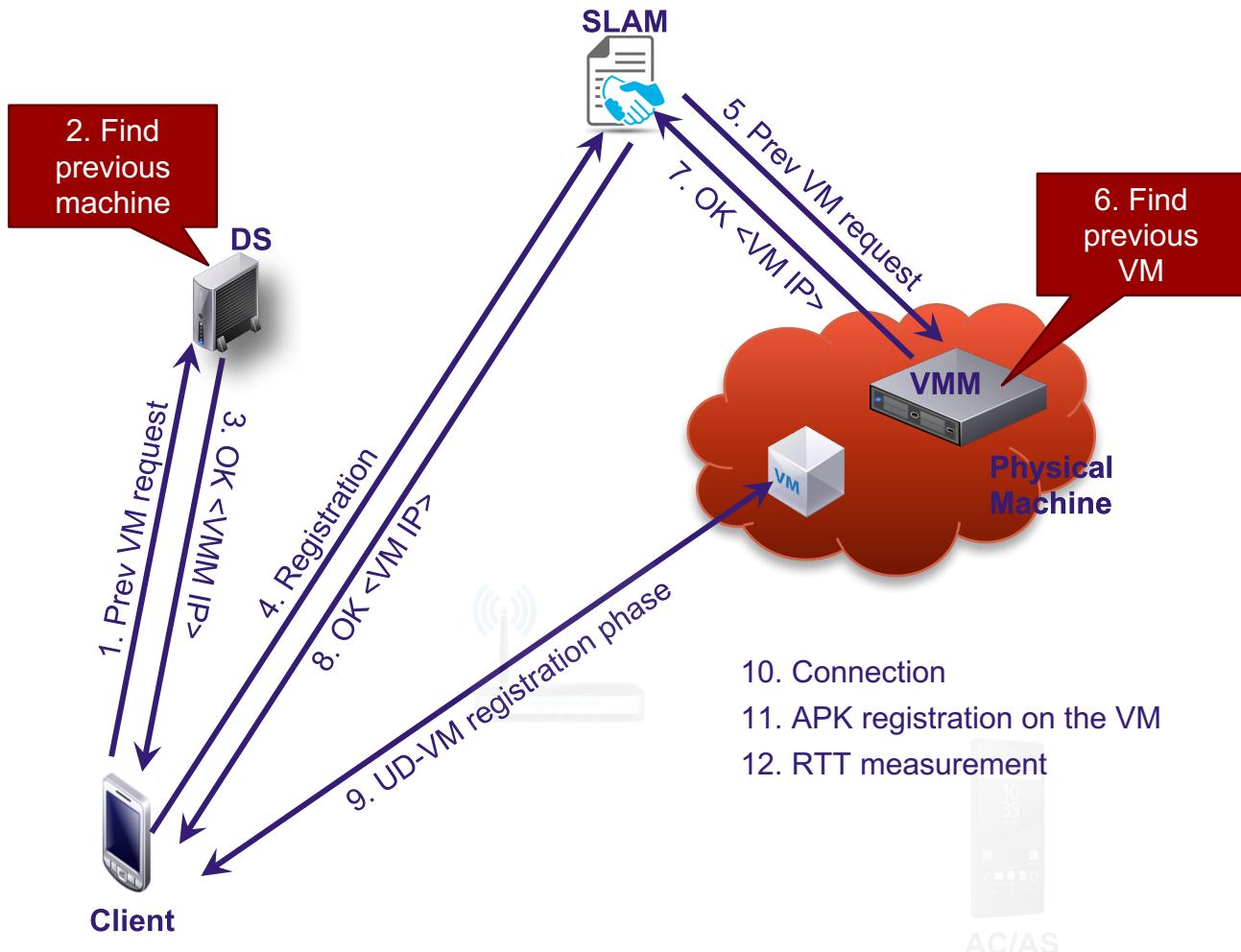


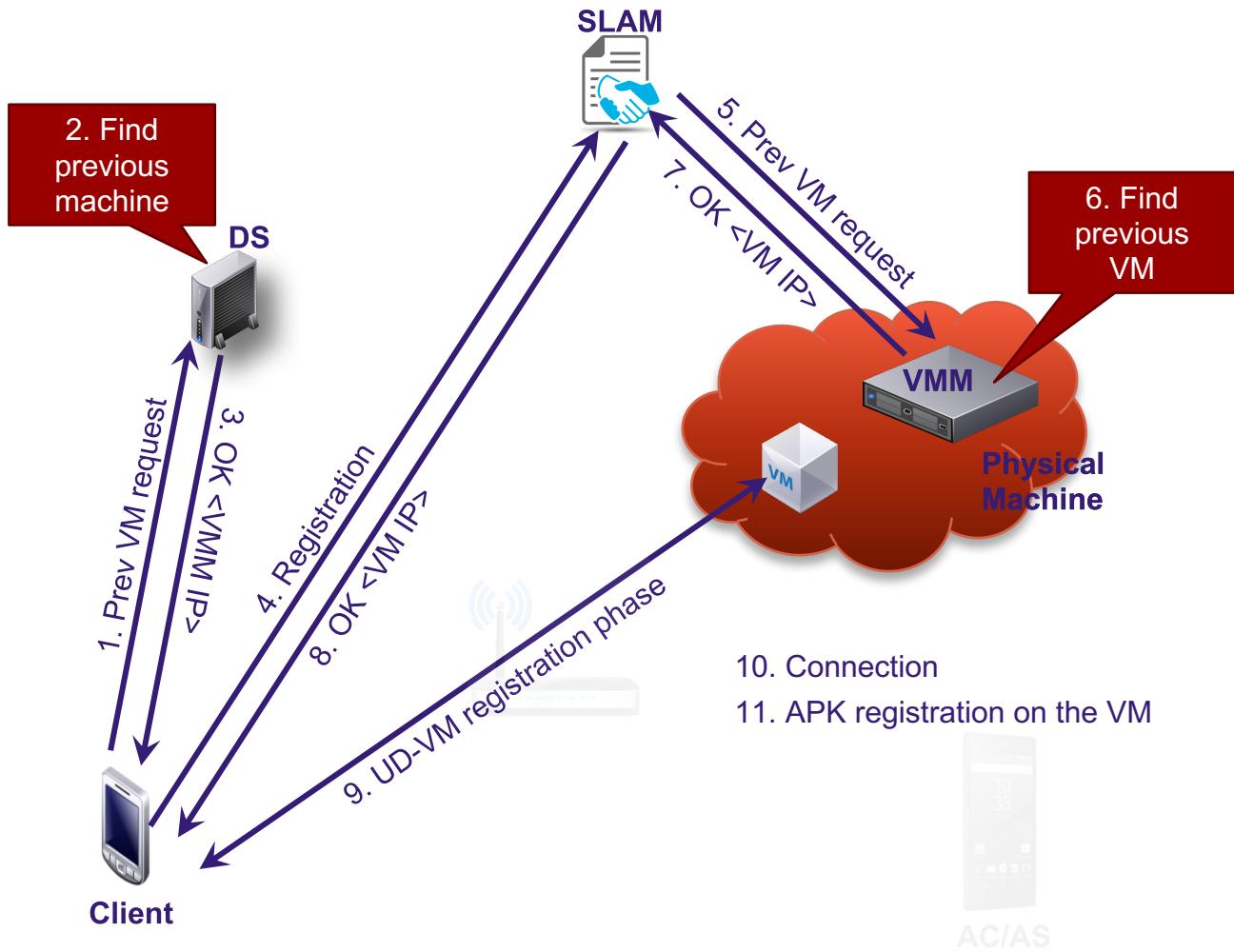
AC/AS

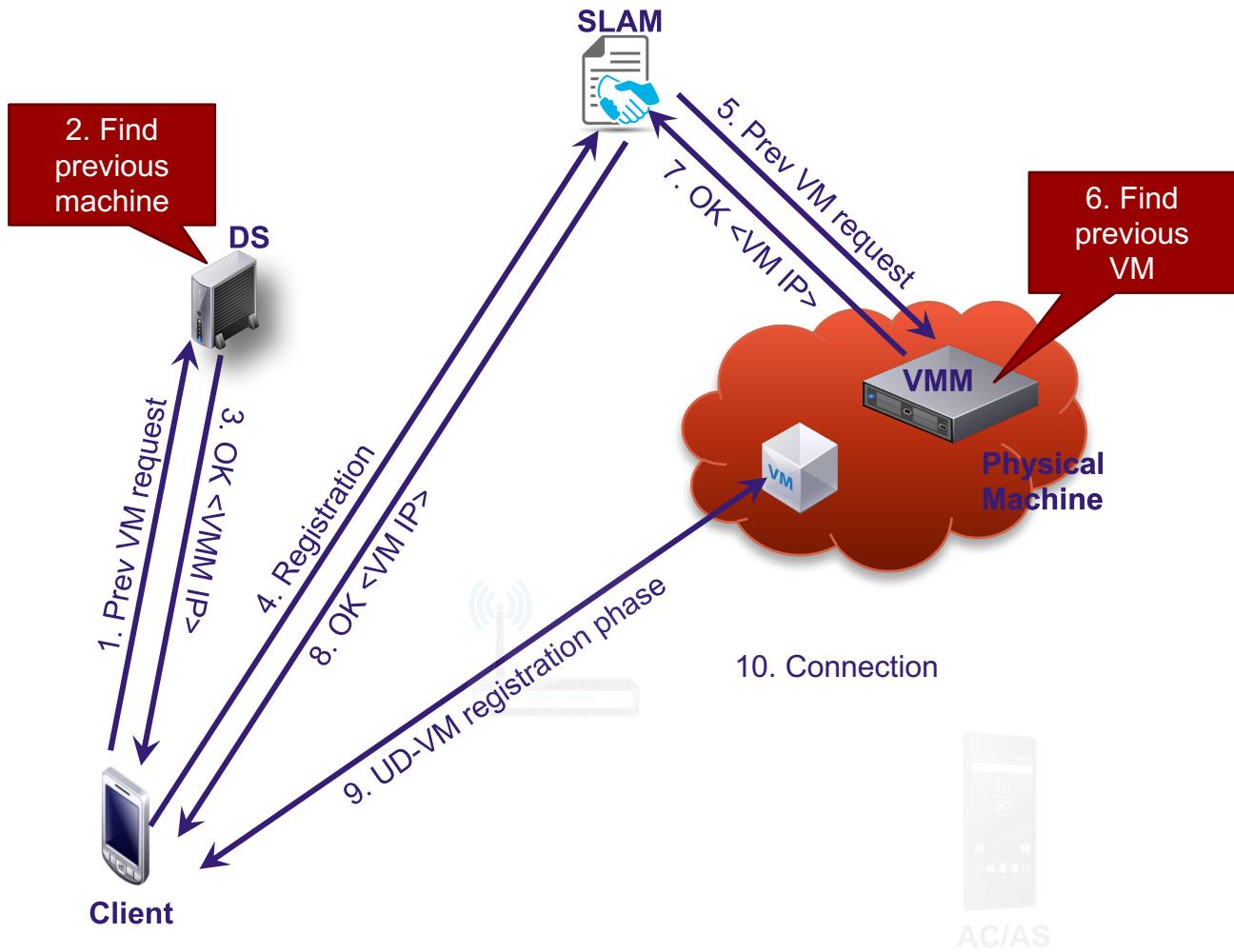


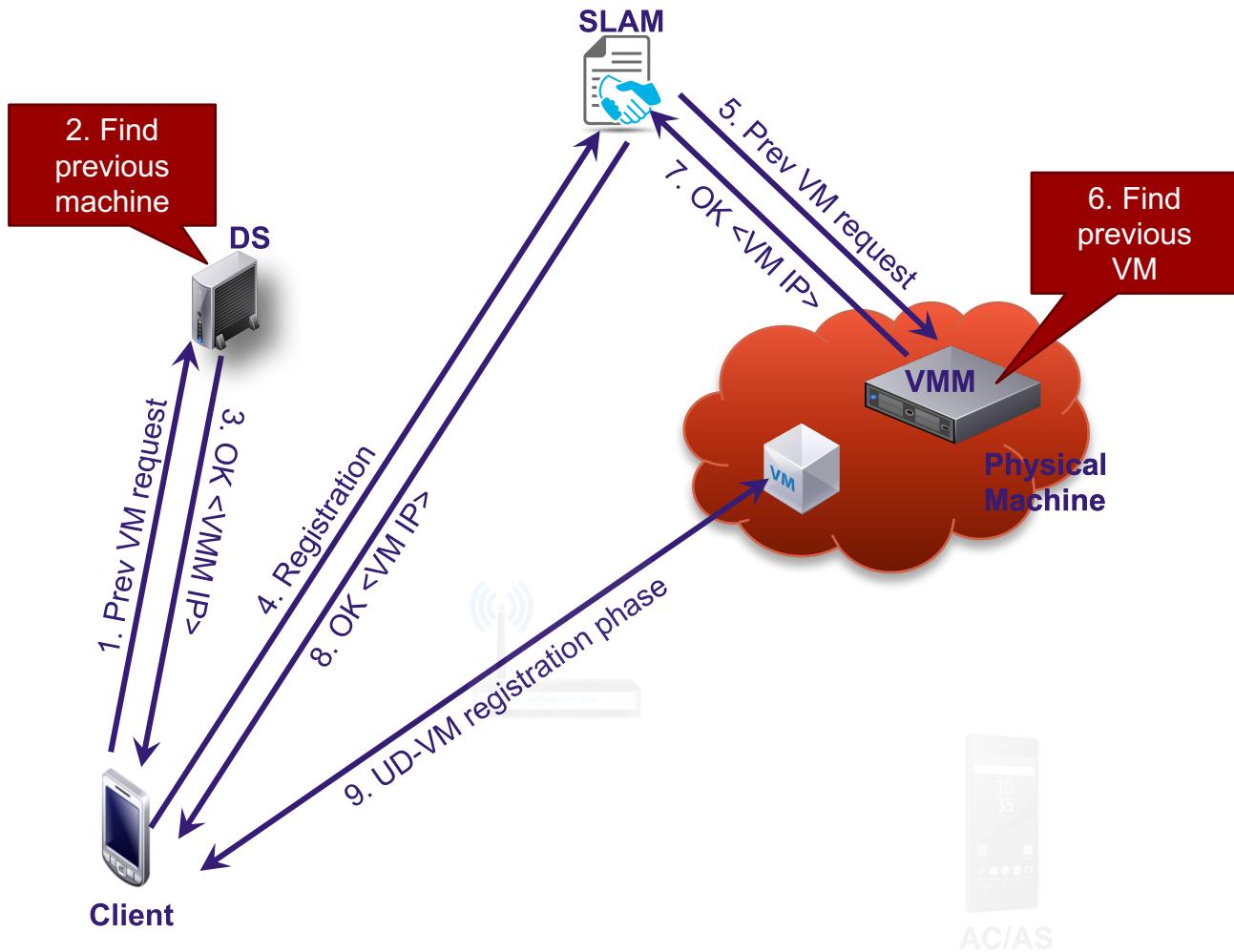


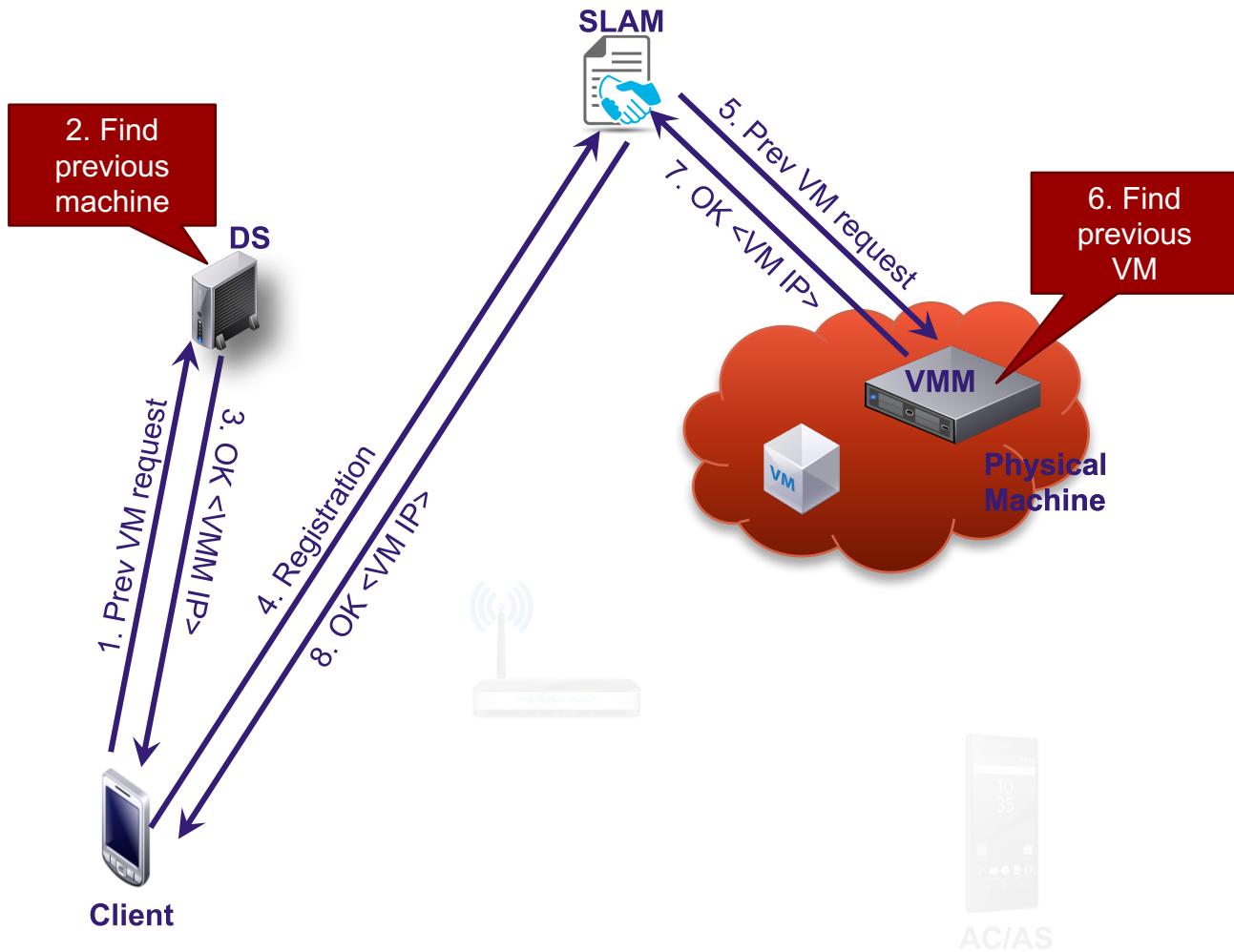
AC/AS

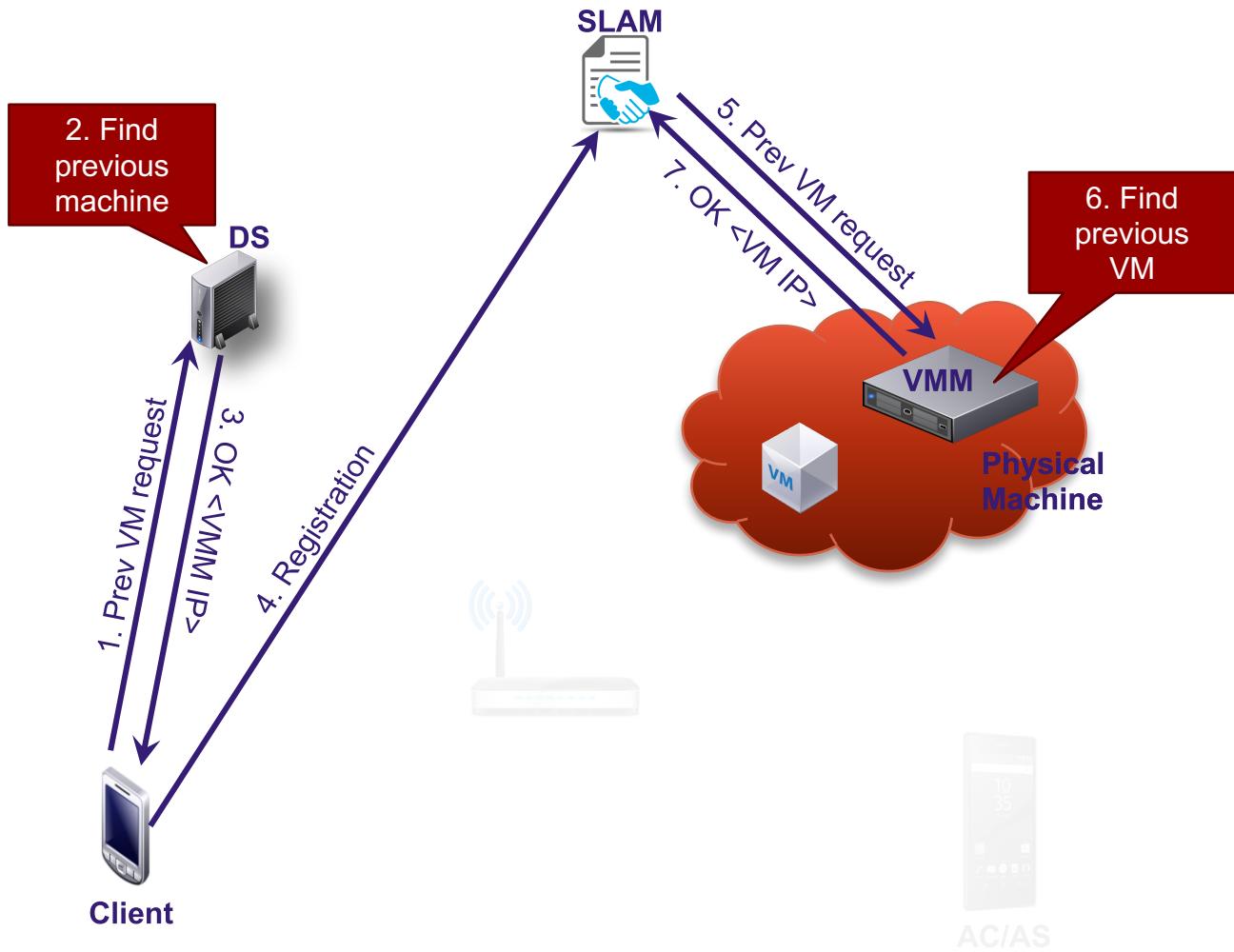


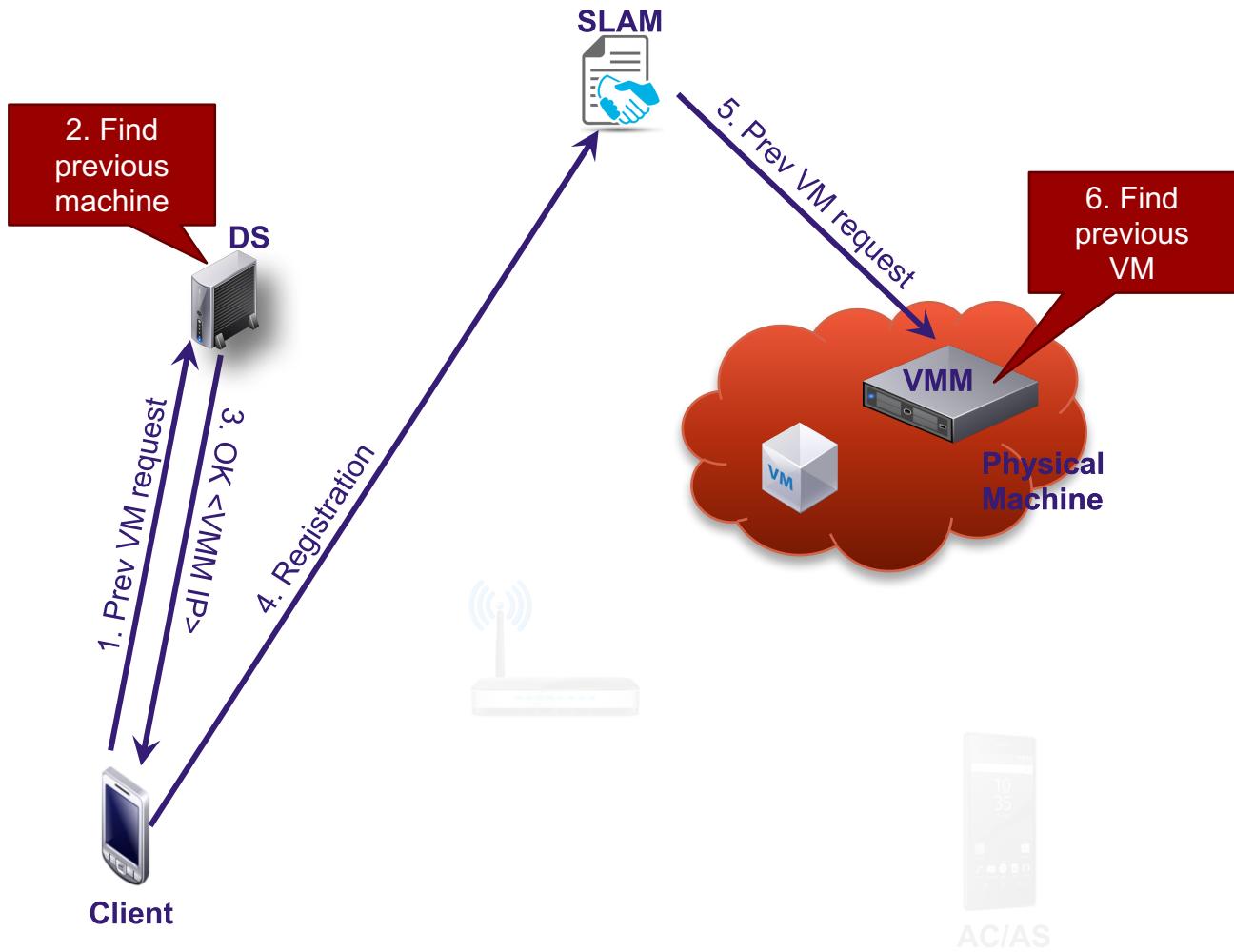


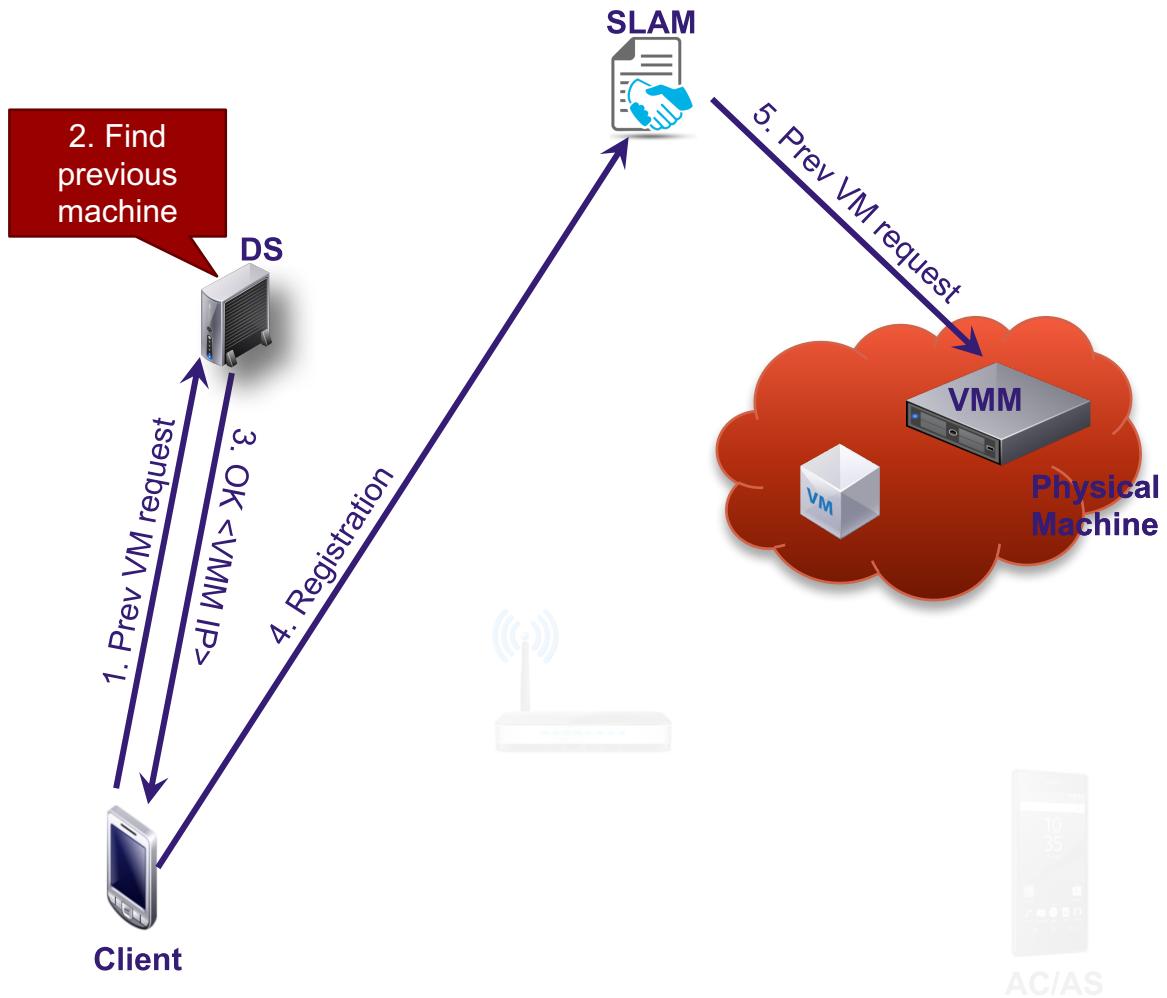


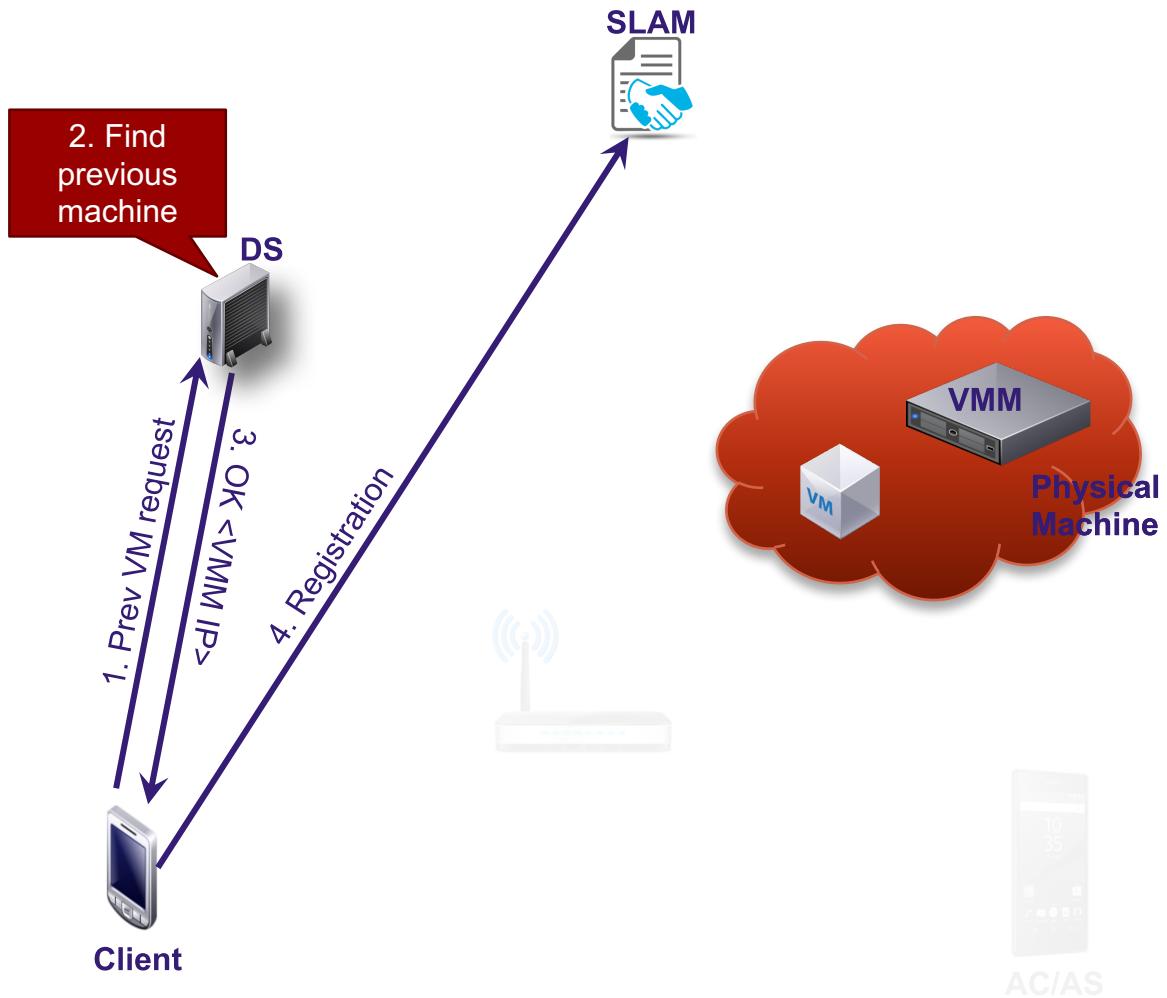


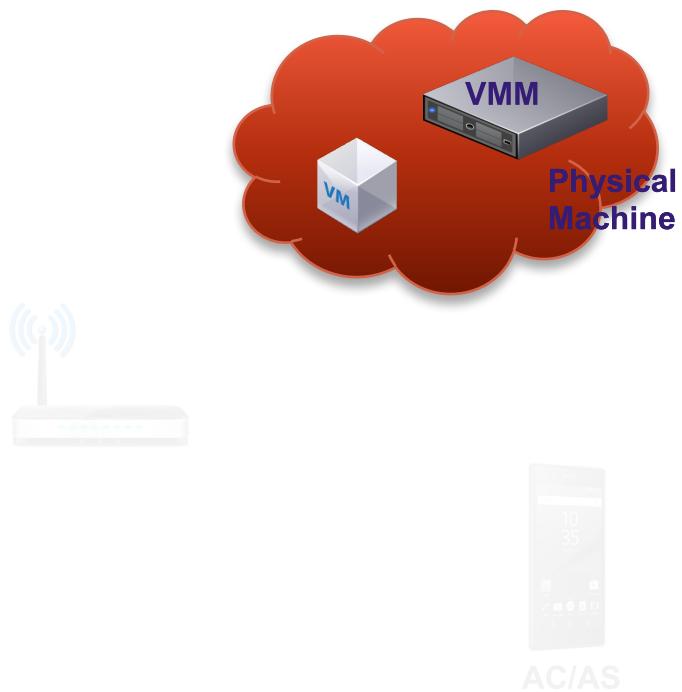
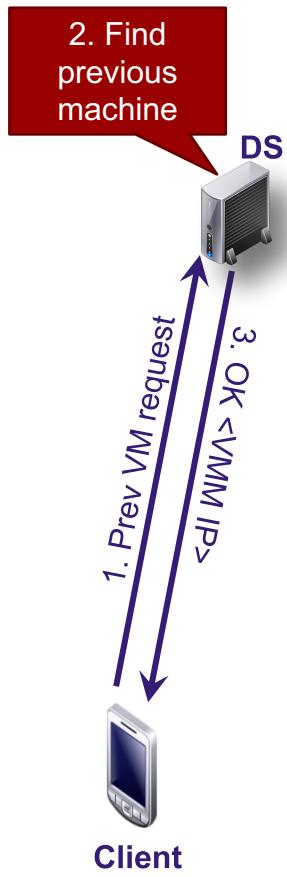


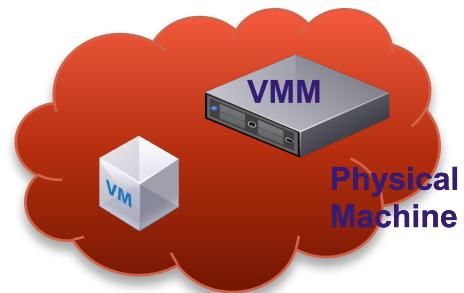




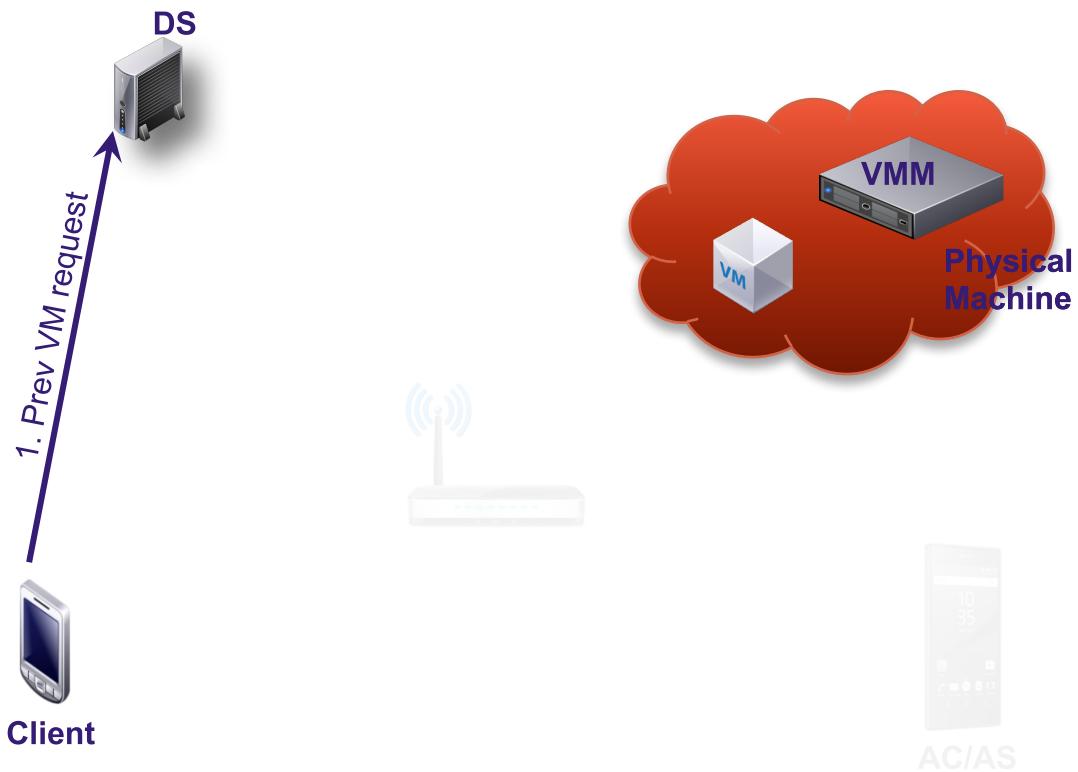








AC/AS





DS



Physical
Machine

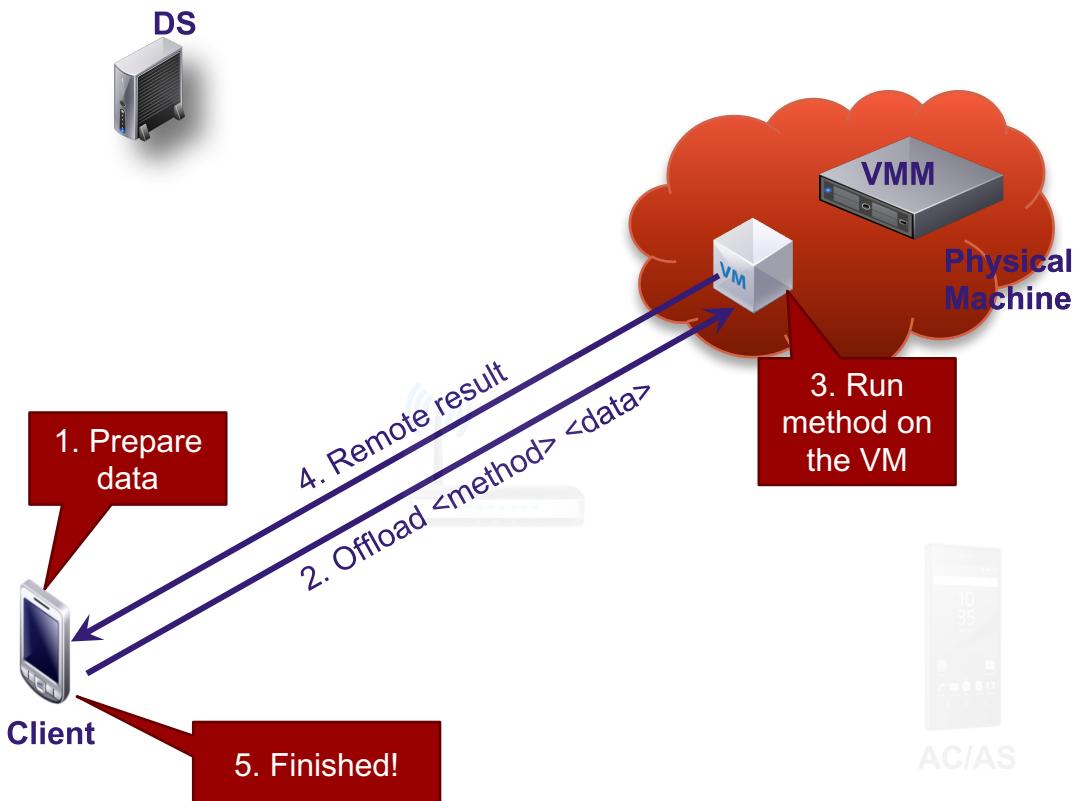


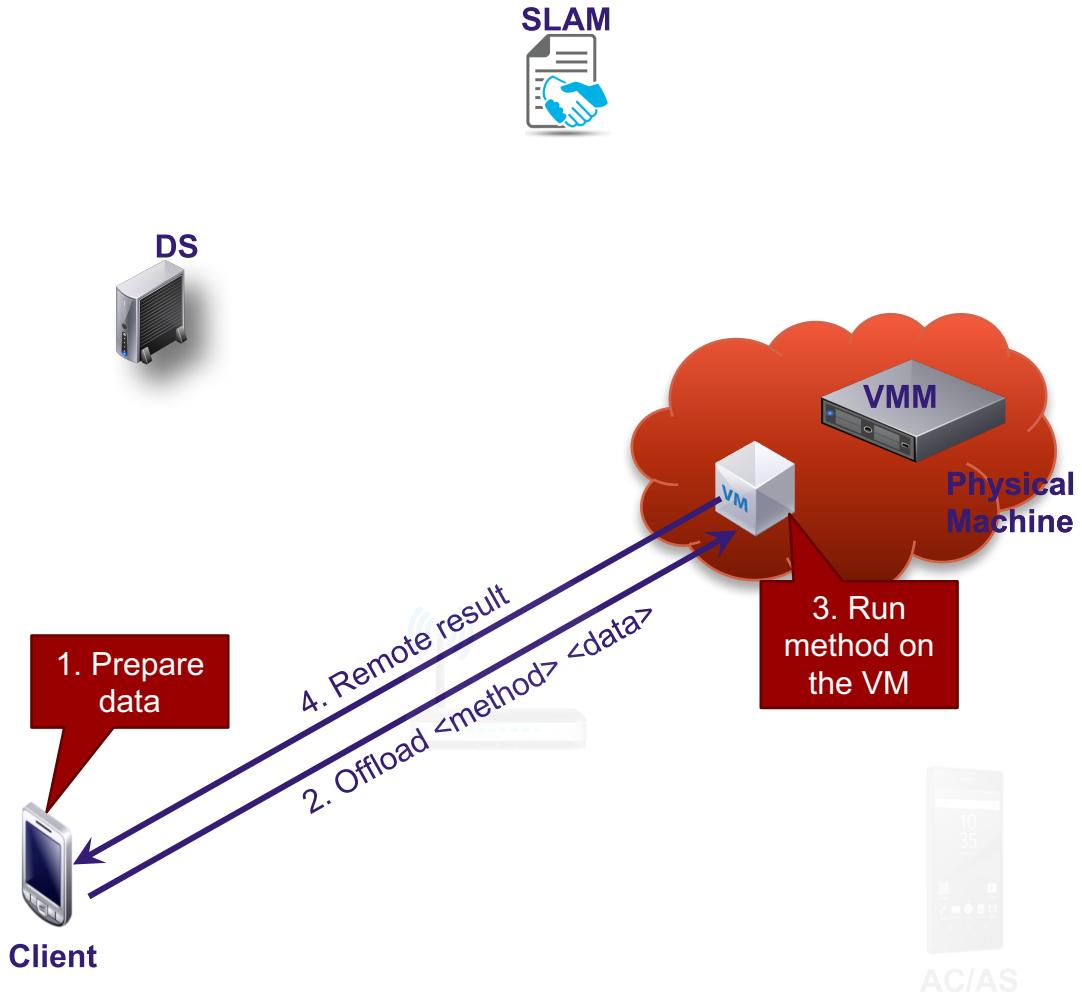
Client

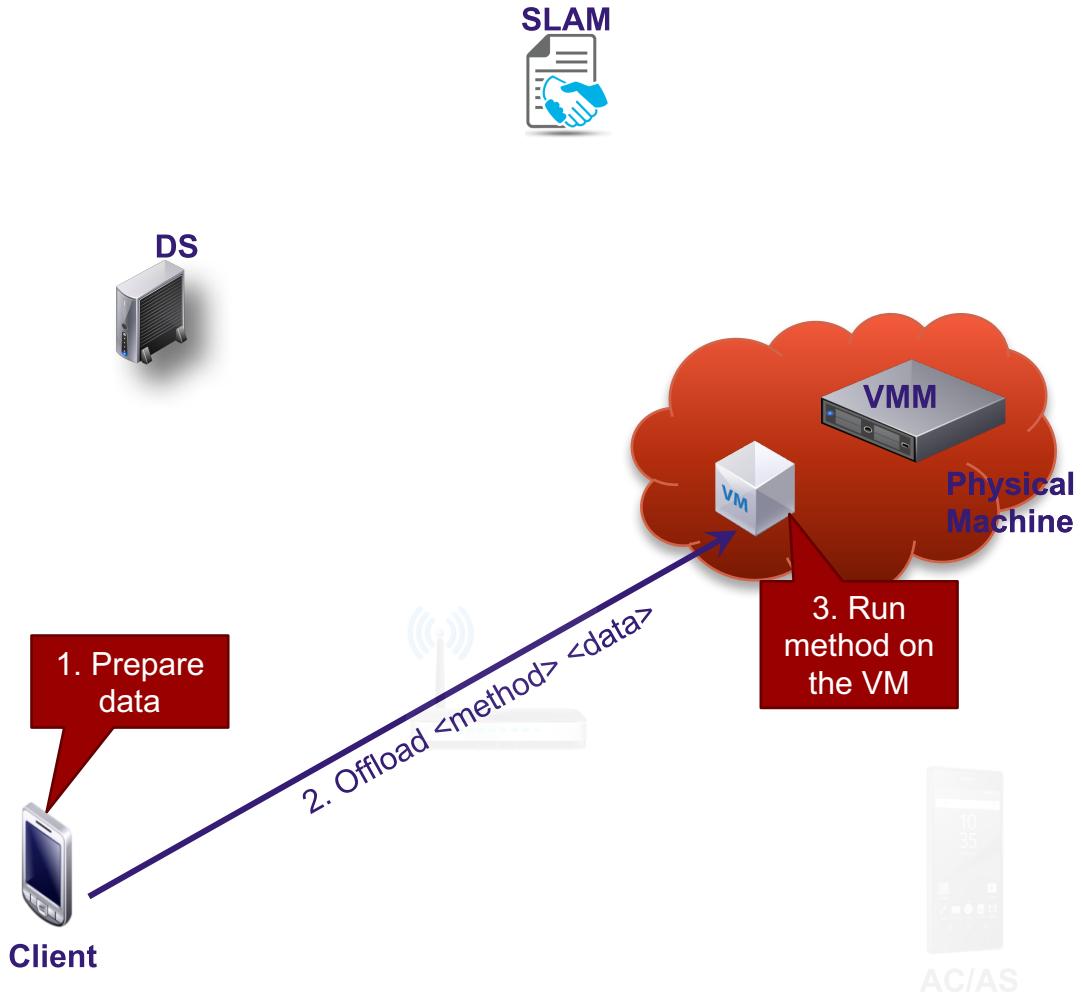


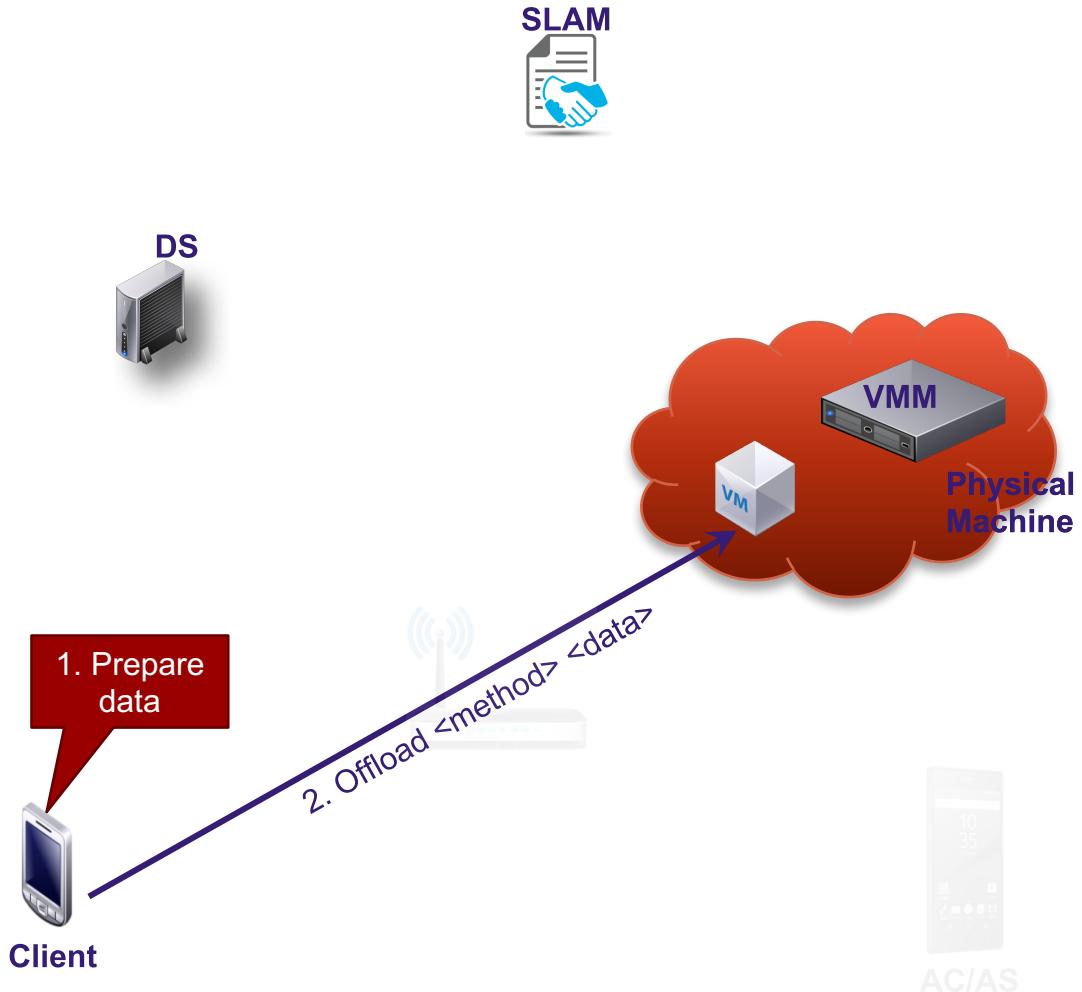
AC/AS

SLAM











DS



Physical
Machine



1. Prepare
data



Client



AC/AS



DS



Physical
Machine



Client



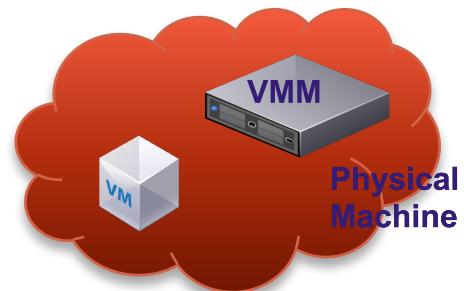
AC/AS



DS



VMM



1. Prepare
data

2. Run
method on
the device

Client

3. Finished!



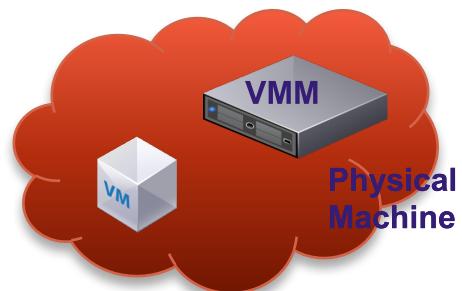
AC/AS



DS



VMM



Physical
Machine

1. Prepare
data



Client

2. Run
method on
the device



AC/AS



DS



Physical
Machine



1. Prepare
data



Client



AC/AS



DS



Physical
Machine



Client



AC/AS

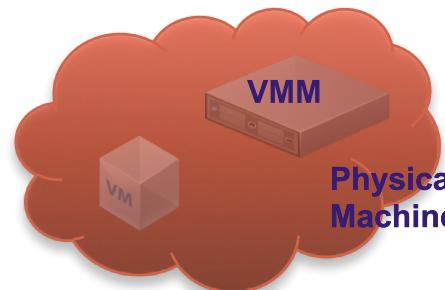
SLAM



DS



VMM



1. Prepare data



2. Offload
<method> <data>



4. Result

2. Offload
<method> <data>

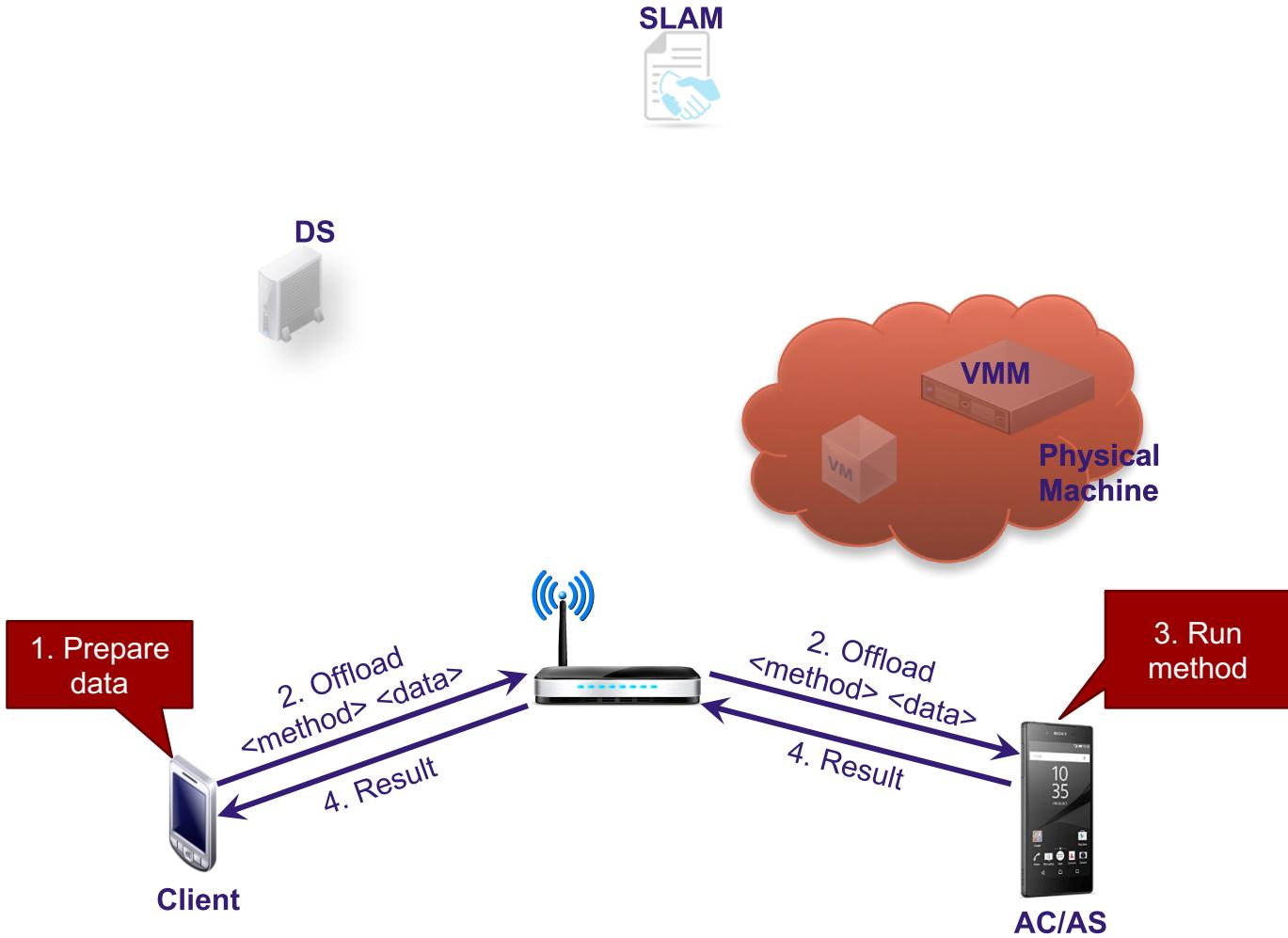


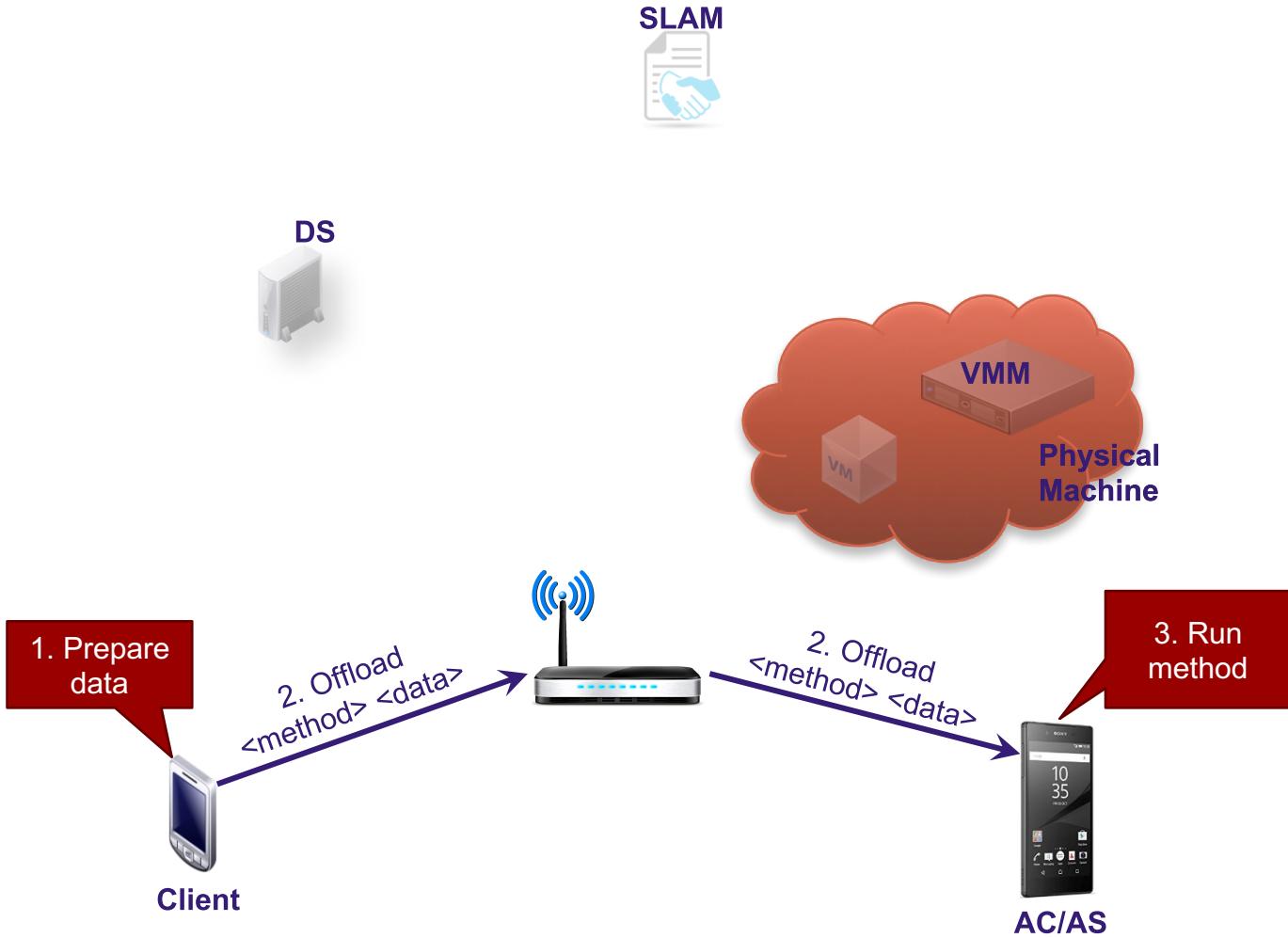
4. Result

3. Run method

Client

5. Finished!





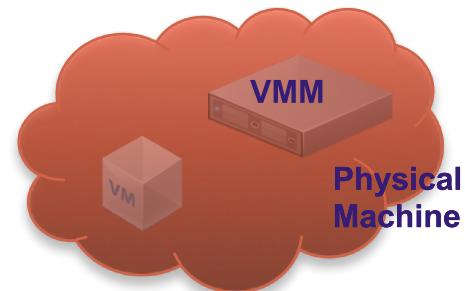
SLAM



DS



VMM



**Physical
Machine**

1. Prepare
data



2. Offload
<method> <data>



2. Offload
<method> <data>



Client

AC/AS

SLAM



DS



1. Prepare
data



Client

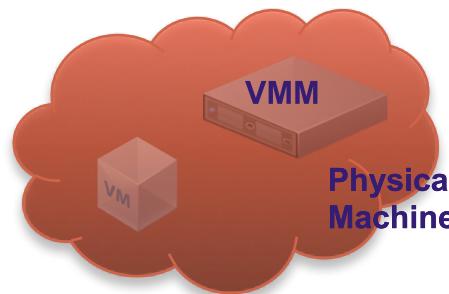


AC/AS

VMM



**Physical
Machine**



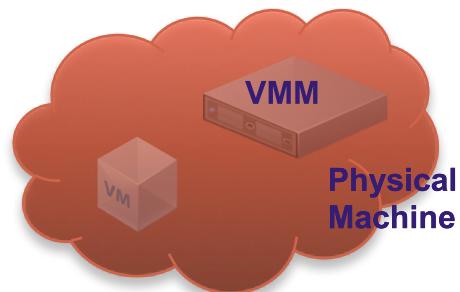
SLAM



DS



VMM



**Physical
Machine**



Client



AC/AS

SLAM



DS



Listening for D2D devices...



Client

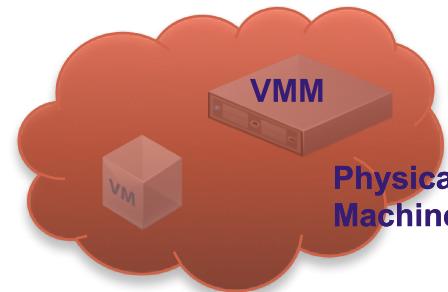
Received!



Broadcasting...



AC/AS



Physical Machine

SLAM



DS



Listening for D2D devices...



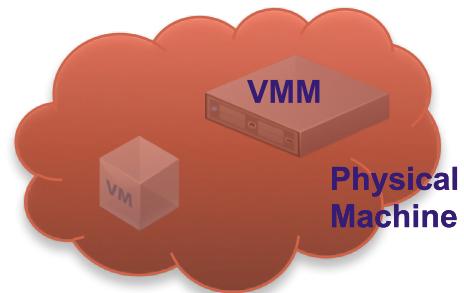
Client



Broadcasting...



AC/AS



SLAM



DS



Listening for D2D
devices...



Client

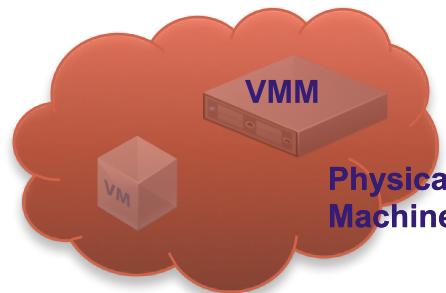


AC/AS

VMM



**Physical
Machine**



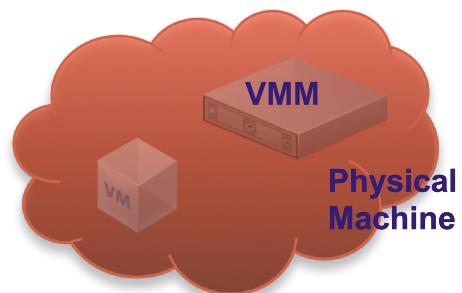
SLAM



DS



VMM



**Physical
Machine**



Client



AC/AS