



Cloud Gaming

Edge computing course

Professor: Carlos Valderrama

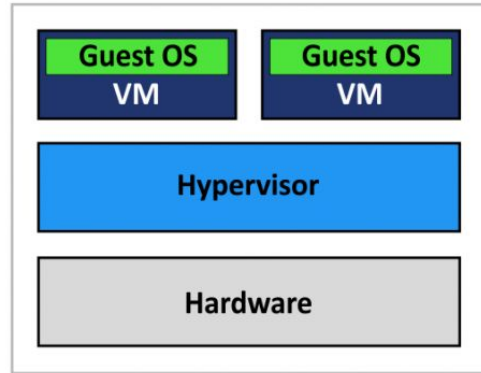
Presenter: Vitor Ramos



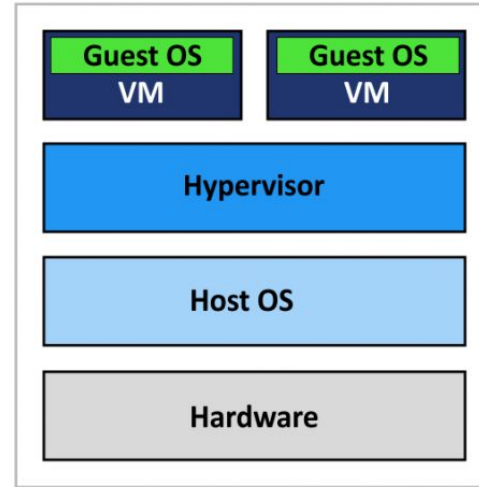
Technologies

- Virtualization Methods
 - Hypervisor type 1
 - VMware
 - VirtualBox
 - Hypervisor type 2
 - VMware
 - Kernel virtual machine (KVM)
 - Hyper-V
 - Namespaces (Containers)
 - Docker
 - Podman
- Device passthrough
 - USB
 - PCI
- Programming (python)
 - Inter-process communication
 - Parallel programming
- Linux basics
- Git

Virtualization Methods (hypervisor)

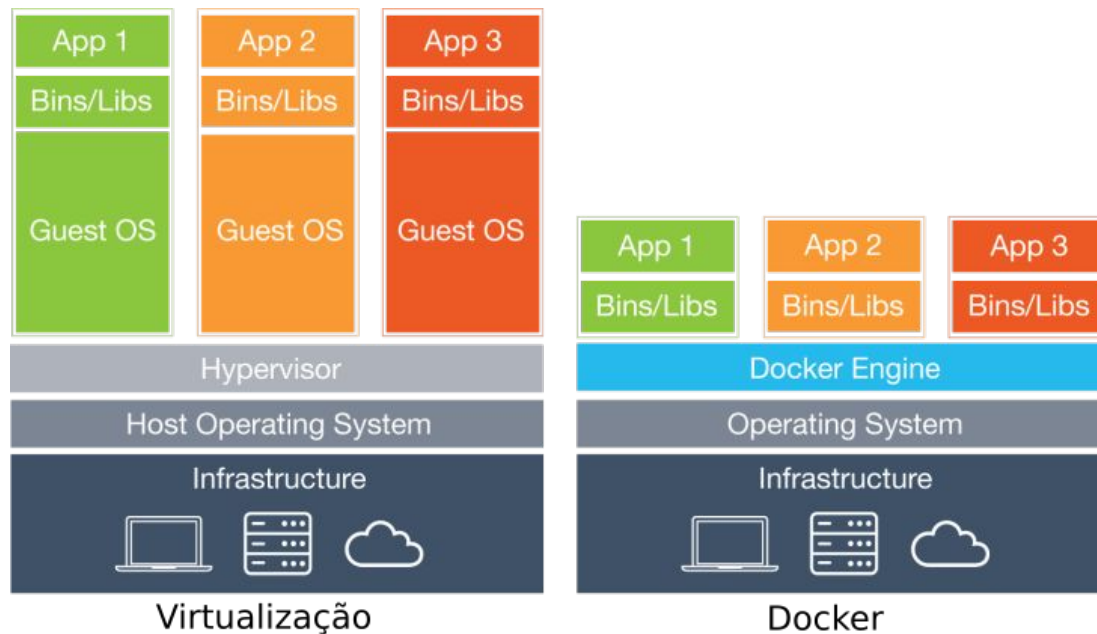


**Type 1 Hypervisor
(Bare-Metal Architecture)**



**Type 2 Hypervisor
(Hosted Architecture)**

Virtualization Methods (namespaces)





Hypervisor vs namespaces

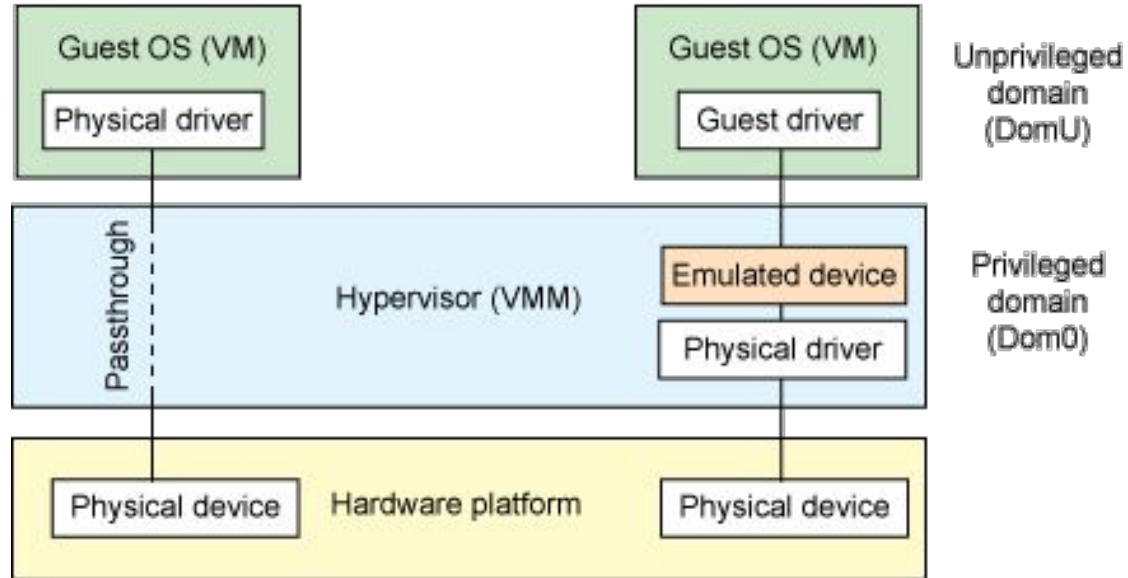
Hypervisors

- Allow an operating system to run independently from the underlying hardware through the use of virtual machines.
- Share virtual computing, storage and memory resources.
- Can run multiple operating systems on top of one server (bare-metal hypervisor) or installed on top of one standard operating system and isolated from it (hosted hypervisor).

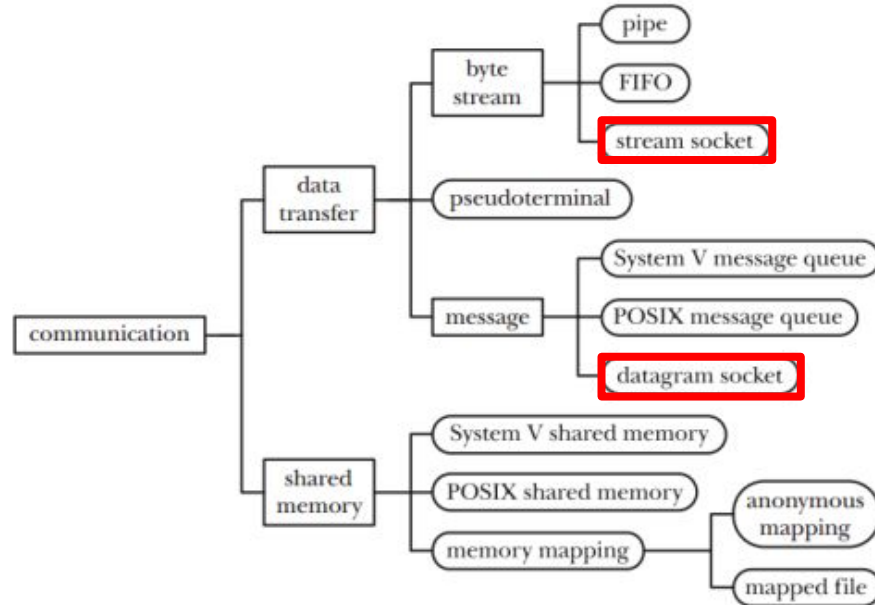
Namespaces:

- Allow applications to run independently of an operating system.
- Can run on any operating system—all they need is a container engine to run.
- Are extremely portable since in a container, an application has everything it needs to run.

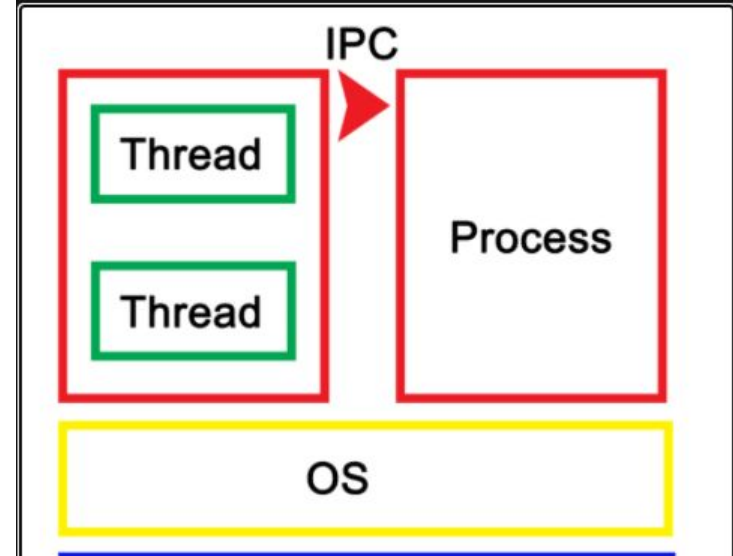
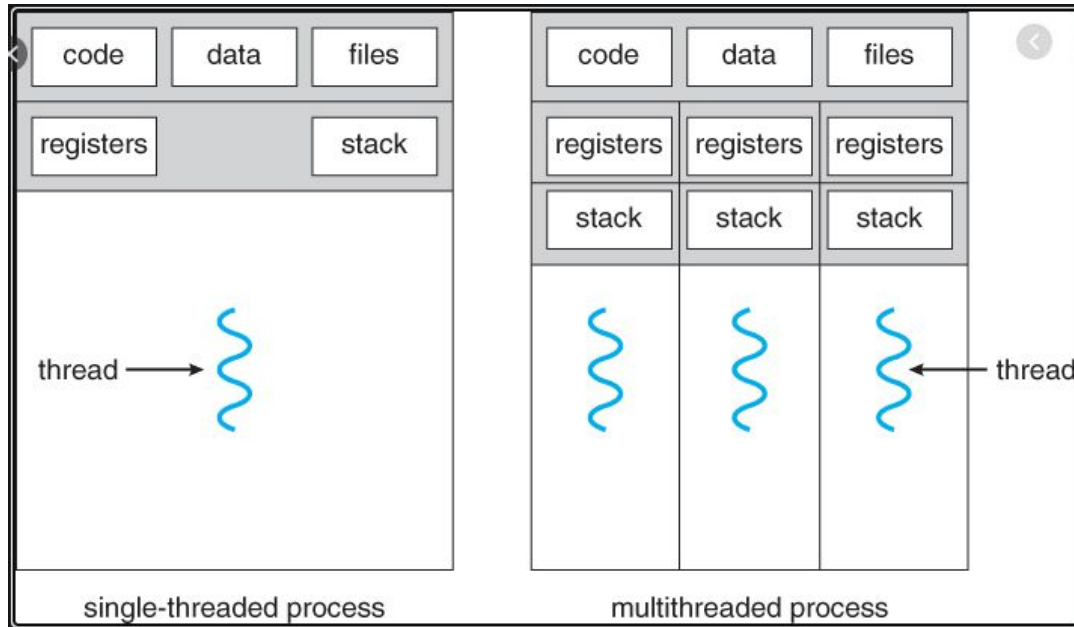
Device passthrough



Inter-process communication : Methods

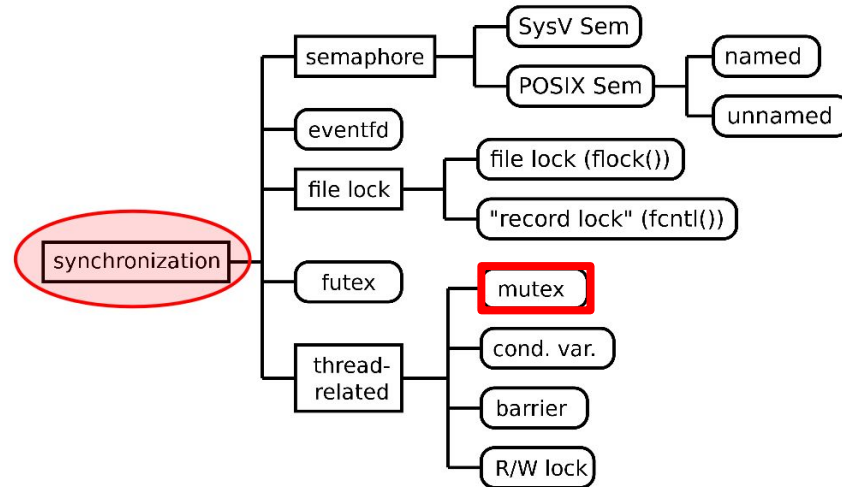


Parallel programming : Thread vs Process



Parallel programming : Sync

Synchronizatoin

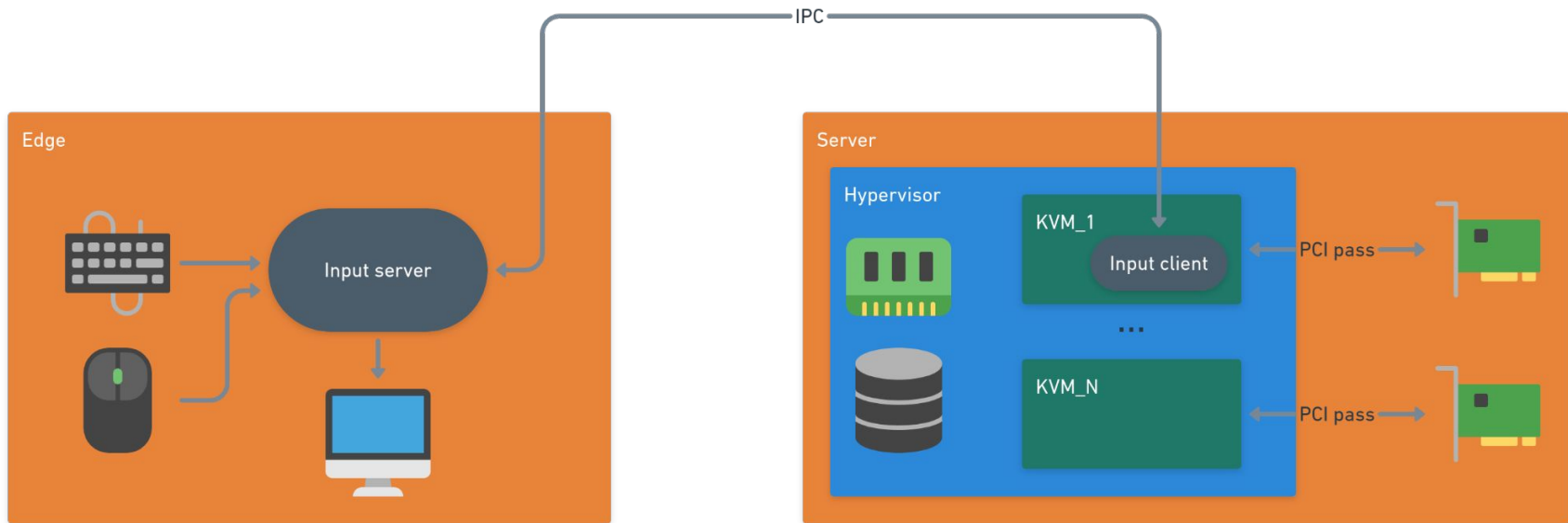




Linux basics

- Basic linux architecture
 - Filesystem
 - Display server (xorg)
 - Input devices
- Basic Shell
- Create KVMs, Docker
- Configure PCI passthrough

Cloud Gaming: Architecture

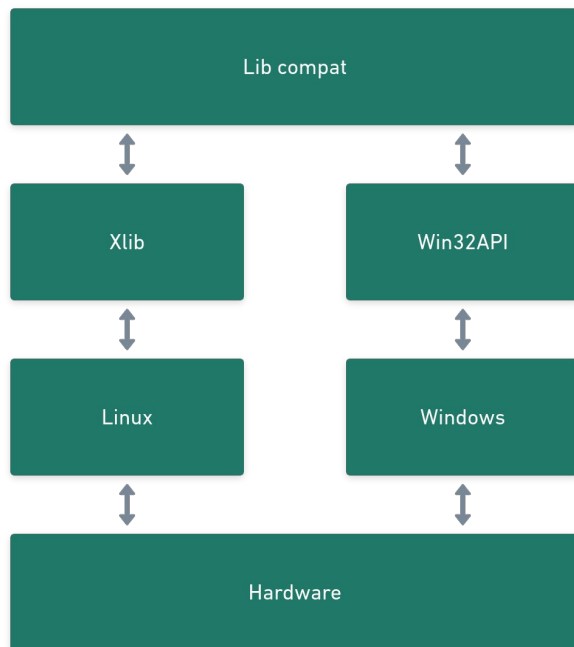




Cloud Gaming: Specifications

- IPC
 - tcp socket keyboard
 - tcp socket mouse key
 - tcp socket mouse x-y position
- Python threading (single thread**)
 - Mouse events
 - Keyboard events
- Input events
 - Xlib
 - Win32

Input events (Windows vs Linux)





Cloud Gaming: Input protocol

- Keyboard:
 - Message: "{key}_{state}"
- Mouse
 - Message: "K_{key}_{state}"
 - Message: "P_{x}_{y}"
- States:
 - Key up
 - Key down



Cloud Gaming: Display

- ...