



# Chore: Brute Force Bounties

Elliot Greenlee, Jason Liang, Parker Diamond  
April 26, 2018

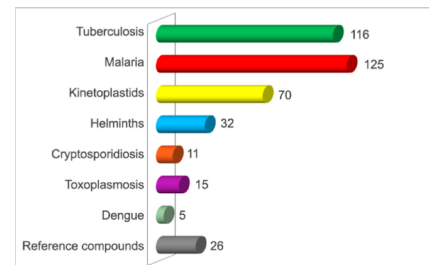
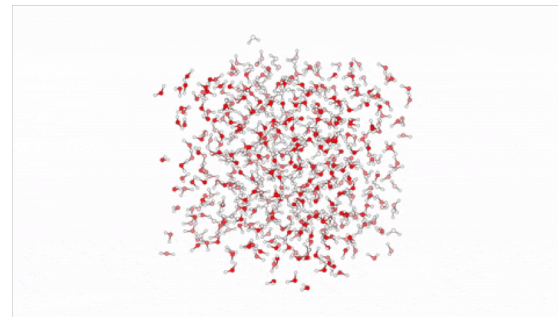
# Objective

Molecule interactions can be approximated with simulations in OpenMM.

These simulations are computationally intensive, so we want to distribute the workload and reduce repeated work.

We would like a service where users can outsource jobs to other computers, with a nominal payout, and receive the results at a later time.

The system needs to receive job files, verify their integrity and feasibility, and make them available to clients.



# Approach

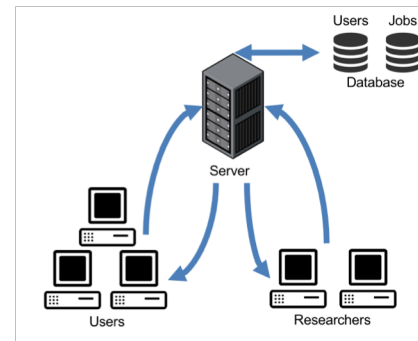
Publish-Subscribe Bounty Server:

Users register to the bounty server and can post jobs or fulfill jobs

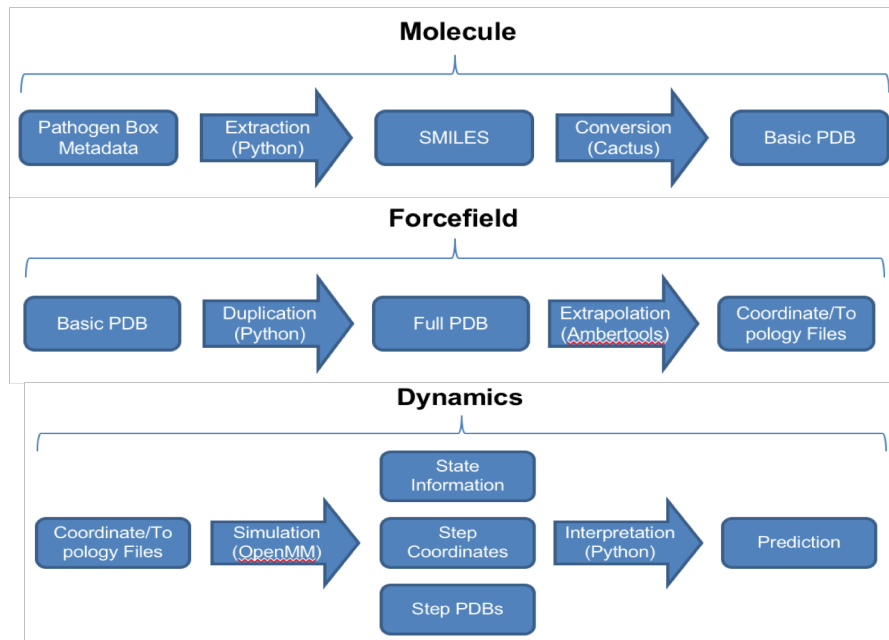
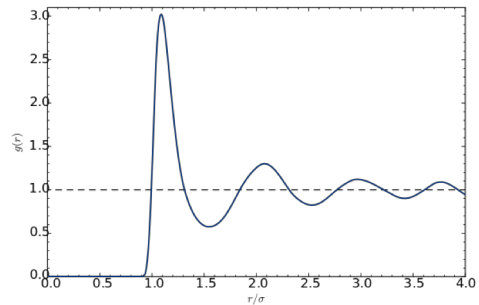
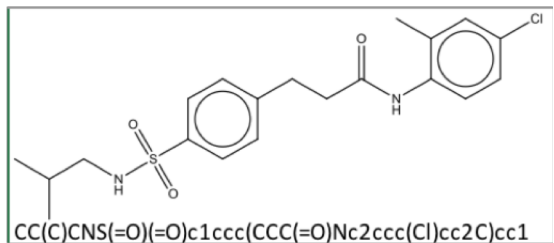
Jobs with the highest payout are given out until they are completed

Results are accepted after a validation period where other users can refute a submitted solution

Client is a Conda environment that seamlessly send/receives jobs from the server



# Methods



# Schedule

Came up with a somewhat different idea in January

Pared down our overly-ambitious idea in February

Started workflow 12 weeks ago (4 hours/week)

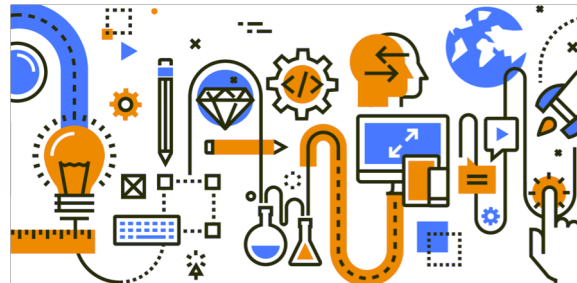
Started server 4 weeks ago (4 hours/ week)

Started client 4 weeks ago (2 hours/week)



# Future Directions

- Security:
  - Ensuring job feasibility
  - Validation without re-computation
  - Secure client against potentially malicious jobs
- Generalization:
  - New job types
- Workflow:
  - Improve molecule descriptions
  - Use appropriate simulation settings/standards





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