

Assistance

a Wasted Computing Power
Socialized Reutilization System

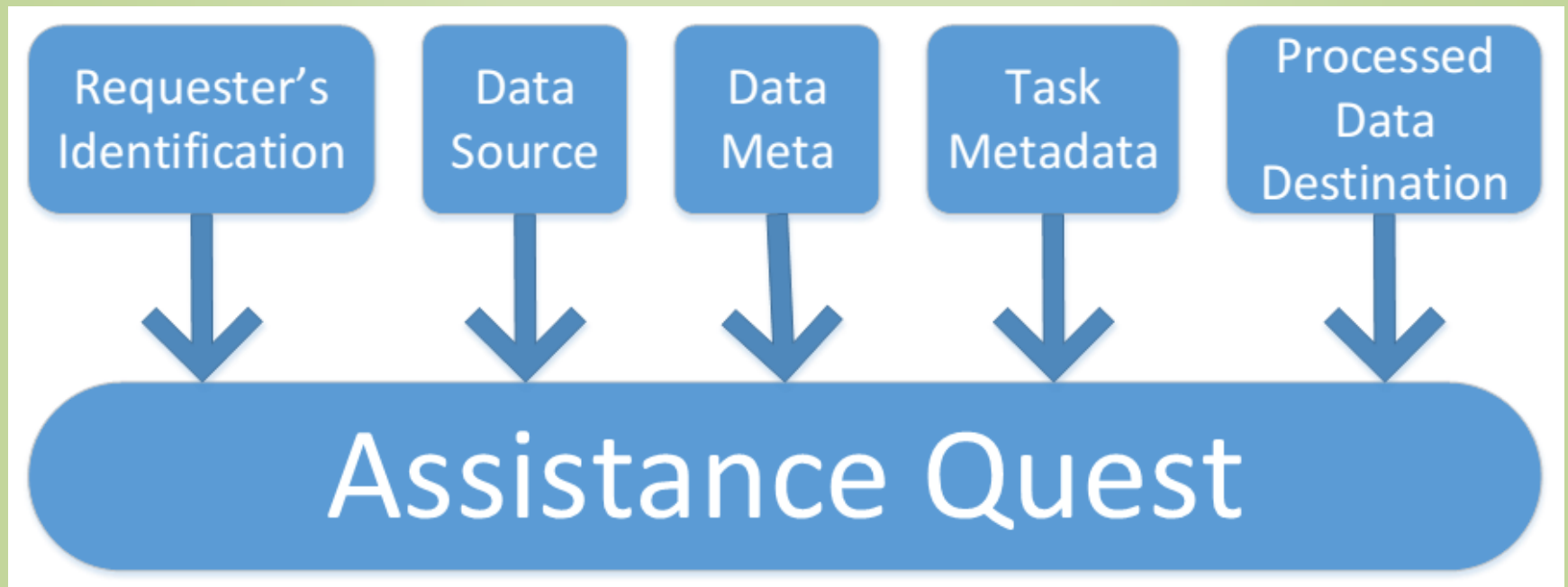
User's Code

- Initialize;
 - Do_something();
 - mapData = new generateMapData();
 - assistanceQuest1 = Assistance.solveTSP(mapData, NOWAIT);
 - doSomething();
 - Assistance.synchronize(this, assistanceQuest1);
 - doSomething(mapData);
 - ...

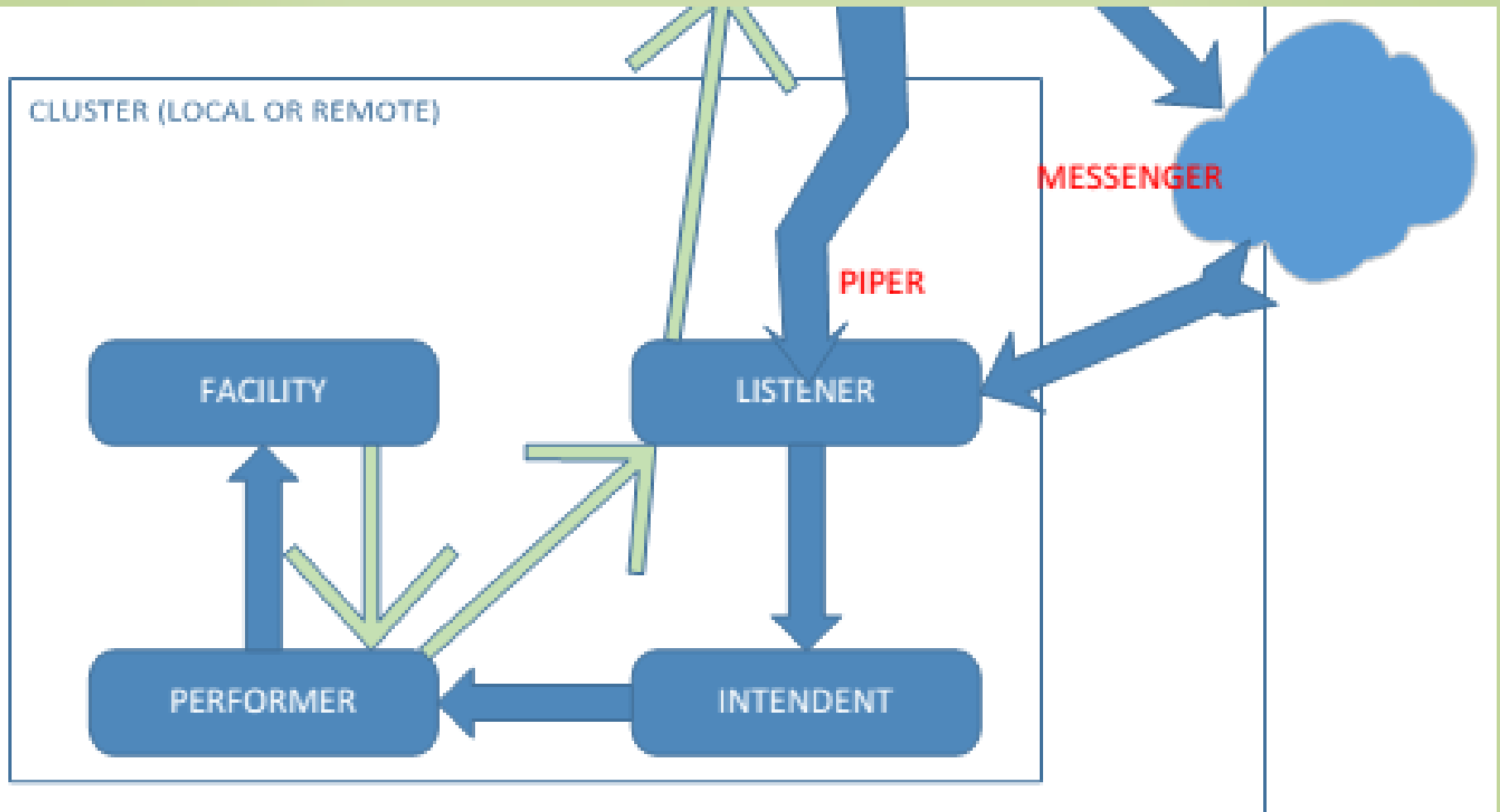
Tasks



Quest



Decision to give Assistance or not



- Assistance is only given if there are enough resources available.
- If more resources are needed, the system automatically stops all Assistance processes.



Assistance Network

- Flexible.
- Light.
- Secure.
- Horizontally Scalable.
- Portable.
- Easy to deploy.
- Easy to maintain.
- Ideal for Mobile Platforms.

For Everyone to have a Powerful Machine.

For No One to have a Expensive Web Browser Brick.

- Together, we do it.