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September 19, 2022

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### **Abstract**

The development and widespread of Internet browsers and technologies make them a tool that can be used for many scientific problems. This raises the question of whether Internet browsers, together with WebGPU and WebRTC, can be used to do scalable computing in a distributed cluster. This thesis answers the question by implementing a peer-to-peer cluster and testing it with two problems, Matrix multiplication and Mandelbrot sets generation. The experimental results show that computing embarrassingly parallel problems are scalable with more than 75% efficiency.

## 1 Introduction

## 2 Background

## 3 Method

$$\max_{j \in [0..n]} \{ \max J(j) \} \tag{1}$$

$$\max J(j) = \max \begin{cases} CC(j) + RR(n - j) \\ DD(j) + SS(n - j) - G_{open} \end{cases} \tag{2}$$

## 4 Results

Figure 1: The Speed up results of the algorithm[?]

## 5 Discussion