

Metacomputing in Concurrent Engineering

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Abstract:

This presentation investigates grid computing from the point of view three basic computing platforms. The platforms considered consist of virtual compute resources, a programming environment allowing for the development of grid applications, and a grid operating system to execute user programs and to make solving complex user problems easier. Three platforms are discussed: compute grid, metacompute grid and intergrid. Service protocol-oriented architectures are contrasted with service object-oriented architectures, then the current SORCER metacompute grid based on the service object-oriented architecture and new metacomputing exertion-based paradigm is described and analyzed. Finally, we explain how SORCER, with its core services and federated file system, can be used as a traditional compute grid and an intergrid—a hybrid of compute and metacompute grids in concurrent engineering

ME Graduate Seminar

12p-1p, Friday 18th April 2008

ME Room 132