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Simulation in the Cloud Using Handheld Devices

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Abstract: In recent years, numerous applications have been deployed into mobile devices. However, until now, there have been no attempts to run simulations on handheld devices. We want investigate different architectures for running and man-aging simulations on handheld devices, and putting the simulation services in the Cloud. We propose a hybrid simulation and visualization approach, where a dedicated mobile application is running on the client side and the RISE simulation server is hosted in the Cloud. In particular, with our prototype, we explore the remote management of a simulation tool using a dedicated native application running on an Android Smartphone, and showing the evolution of a simulation model for a forest fire spread, mashing-up the generated graphics with online GIS services.