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Crowd Computing at the fingertips of EGI scientists

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Volunteer or crowd computing initiatives across not only Europe but world-wide have already established production level infrastructures which serve a wide range of research communities including life sciences, linguistics, mathematics, etc. Such projects allow research and education organisations, as well as individuals and citizen scientists, to contribute actively and participate in research activities with various resources. However, more and more companies have started discovering the benefits of such systems with the main aim to create their own in-house solution for time consuming simulations and complex analysis.

It has been proven that the spare capacities of the home computers and mobile devices can be collected safely, effectively and in environmental friendly way. Significant computing resources are assembled by the International Desktop Grid Federation (IDGF) and its related projects that have been supporting a growing range of application types with extremely low operational costs and overheads. As the result of strong collaboration between IDGF and EGI, the crowd computing infrastructure from IDGF members became the integral part of the e-infrastructure commons using advanced bridging and virtualization techniques.

Presenter: Dr LOVAS, Robert (MTA SZTAKI)

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