

BURP

Or (perhaps less provokingly)

The Big and Ugly Rendering Project

What does it do?

- “Use spare CPU time for rendering complex 3D animations”
(ie. nonscientific, framework)

What is it? - Different!

- Economy
- Deadlines
- Wrapper
- Base for experiments with BOINC
- No-budget proof-of-concept project

Why?

- Time optimization
- Learning BOINC from the inside out

What issues does such a project face?

- Length of workunits vary a lot
- Turnaround time for workunits matter
- Different memory requirements
- Different download package sizes

- Security (user-supplied data files)
- Serverside scheduling and fairness

- Getting it all working in a no-budget environment

Why do people run it?

- Merging existing communities
- The economy
- “Immediate” results
 - linking feedback
- Encourages communication/learning/sharing

The
“I took part in making this possible”
-feeling

Conclusions about BOINC

- BOINC is very flexible
- It encourages a learning environment (regardless of deployment area)
- Anyone can run a BOINC project
- “Immediate” results are important to participants

Questions