



The Grid Institute

The Grid Institute was established in 2005 to lead the development of the emerging Media Grid, a global, on-demand public computing utility that a range of software programs and Web sites can access for content delivery and storage, media processing, and traditional grid services. Built using Internet and Web standards, the Media Grid combines Quality of Service (QoS) and broadcast features with distributed parallel processing capabilities. Together these features create a unique software development platform designed for networked applications that produce and consume massive quantities of digital media.

As a for-profit company the Grid Institute collaborates with industry, academia, and governments around the world to develop and commercialize the Media Grid and related technologies and standards. The Grid Institute is the commercial tier in a three-tiered organizational model that includes the non-profit Mediagrid.org and academic collaborators such as Boston College and Japan's University of Aizu (the world's first university dedicated entirely to Computer Science and computer-related fields). These tiers operate independently but interact with each other according to formal, contractual agreements. This unique structure enables the Media Grid to benefit from a spectrum of federal funding opportunities and industry collaborations. The Grid Institute is able to engage traditional corporations, universities, non-profit organizations, governments, and even open-source projects to participate in the Media Grid through the tier that best suits their organizational requirements.

The Grid Institute collaborates with organizations at each tier to develop Media Grid technologies, policies, and procedures. Key responsibilities of the Grid Institute include:

- Defining functional, technical and operational requirements for the Media Grid while adhering to "4S" mandates —*Security, Stability, Scalability, and Simplicity*
- Applying Pure Programming -- a new, zero-defect software design and development methodology -- to develop Media Grid software
- Developing flagship applications for the Media Grid network, such as:
 - Music and video on demand
 - Telemedicine and telesurgery
 - Immersive distance learning
 - Simulators, data visualization, and truly immersive Virtual Reality (VR)
- Developing commercial software development tools that enable 3rd-party programmers and content authors to utilize the Media Grid
- Establishing standards for Commonwealth Code and Commonwealth Content through which select materials developed by the Grid Institute and its members may be freely distributed, without loss of control, through non-profit organizations such as MediaGrid.org
- Building, operating and maintaining the global Media Grid network

For more information about the Grid Institute, visit <http://GridInstitute.com>