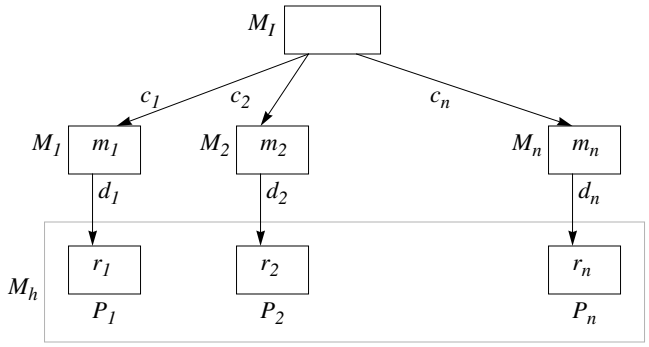

M_k: compute node M_I: machine running user interface
M_h: home machine P_k: rendering process on M_h

c_k: communication time of required message passing from M_I to M_k

d_k: communication time of required message passing from M_k to M_h

m_k: calculation time of performing required computation on M_k

r_k: calculation time of performing required rendering by P_k on M_h

$(k = 1,2, \ldots n)$