Client Computing “Facts”

1 Billion lines of code; more than 50 agents

Corporate Activities

Personal Activities

Security
(Anti-*, Firewall)

PCLM
(Patches, Policies)

IT
(Software Agents)

Hardware

Computing Environment
Client Computing Trends

• Multiple “Delivery” paradigms
  – Server-Hosted Desktops (high cost, low scalability)
  – Server-Hosted Apps (high cost, medium scalability)
  – Web Apps (lowest cost, highly scalable)
  – Client-Hosted (high cost, excellent performance)

• Multiple Access Devices
  – Corporate Desktops and Laptops
  – Corporate and Personal Smartphones
  – Bring-Your-Own-PC
Neocleus’ Vision

Central Management
- Fat or Thin Corporate Env.
- Security Products
- PCLM Products
- IT Products
- Fat or Thin Personal Env.

Client Virtualization Framework

Client Hypervisor

Hardware