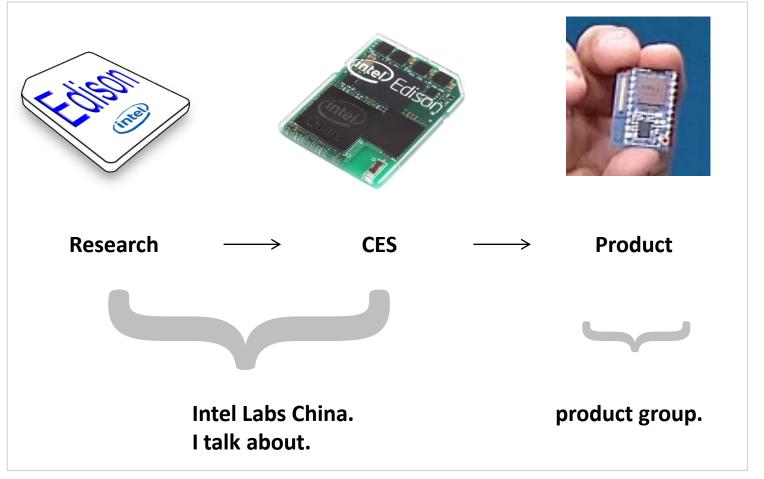
Pervasive smart devices (普适存在的智能设备)





Prototype → product



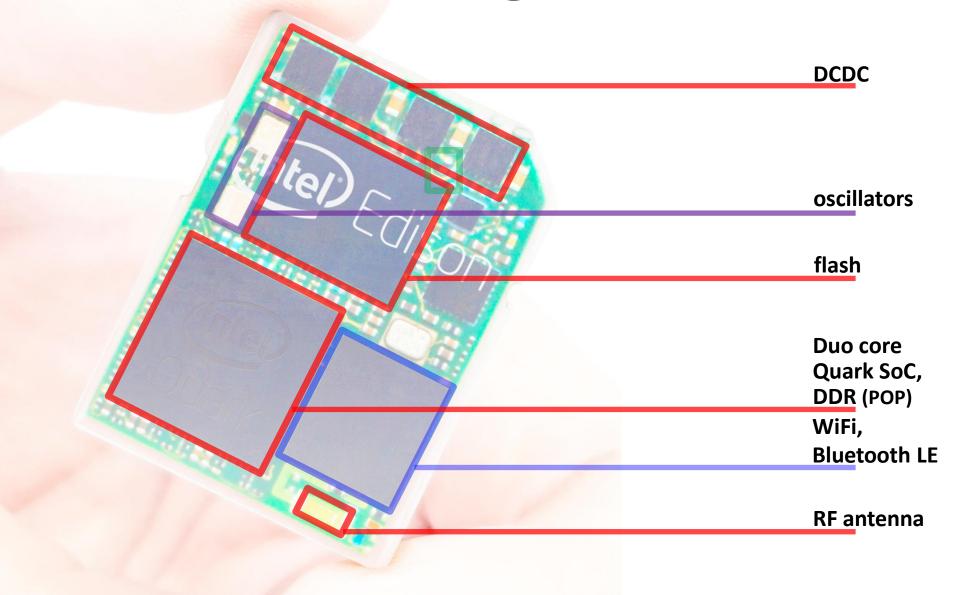
- Some common themes underlying all of the above
- Point out some <u>differences</u> between CES and product
- Focus on ideas leading to the prototype
- Some fun "behind-the scenes" look



Edison @ CES

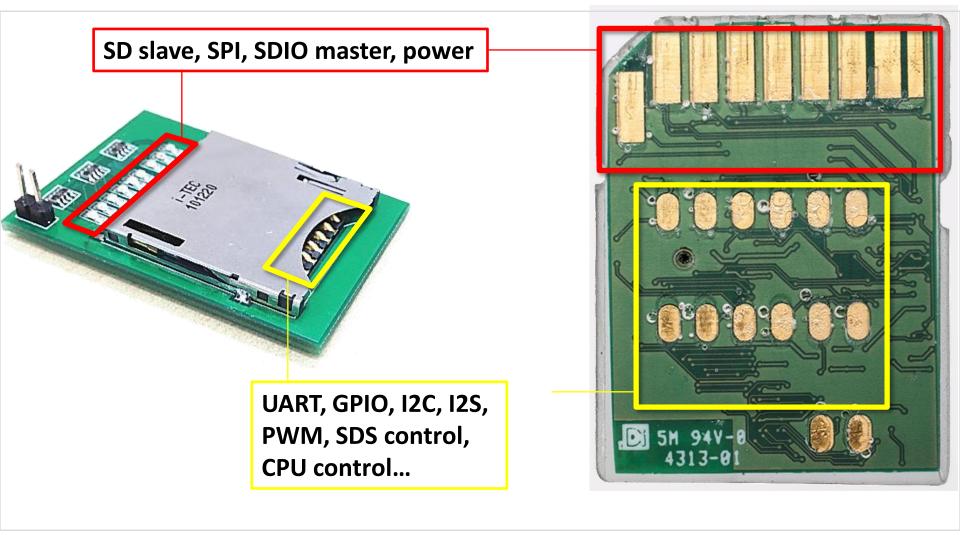


Edison @ CES





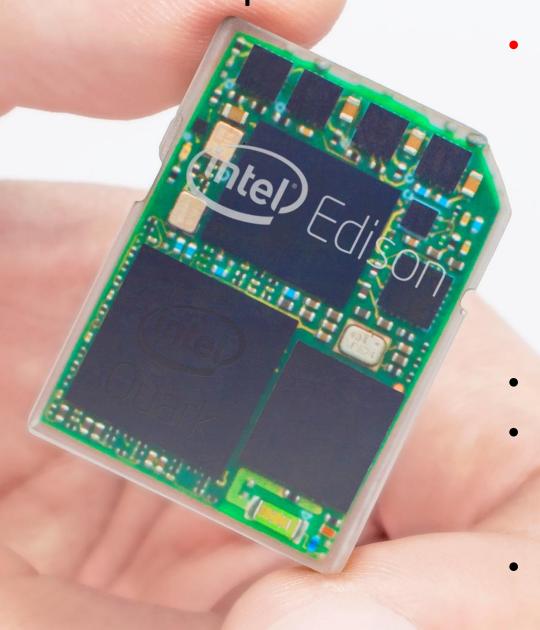
Edison @ CES: I/O pins



- Software programmable
- Expandable



Smallest computer with this much capability!



- Unique combination of features
 - Existing MCU-based systems less capable
 - Existing systems with comparable capability bigger in size and power and lacking versatility
- Duo core, duo OS
- Power:
 - Peak system: 1w
 - Standby: << 250mW</p>
- Plug-and-play



Some of our demo devices

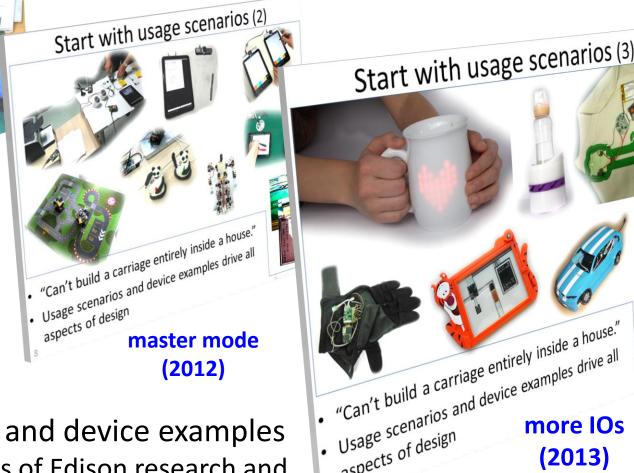
Small, low-power, apps, working together, easy to make, and...

Iterate:

continuous prototyping

aspects of design

Start with usage scenarios (3)



Usage scenarios and device examples

Start with usage scenarios (1)

"Can't build a carriage entirely inside a house." Usage scenarios and device examples drive all

> **SD-slave mode** (2011)

aspects of design

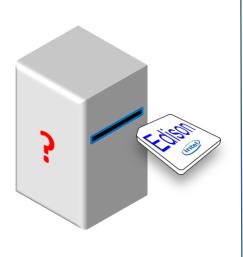
- drive all aspects of Edison research and design
- "Prototyping: dialog with your ideas"
 - with platforms of sufficiently faithful form factors



(2013)

Summary





- Plug-unpluggable standard
- <u>Tiny</u> form factor and power
- Integrate CPU and MCU
- Diverse Apps made easy
- <u>Diverse device skins</u> made easy
- <u>Network effect</u> makes it stick

