



Space OS

An Spatial Operating System for the Intelligent Edge

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Presentation Outline



A new spatial computing operating system that has first class support for mobile ad hoc systems developed using JAMScript.

1. Distributed AI for Mobile Ad-Hoc Clouds
1. Space Blocks (S-Blocks) and S-Block Mesh
2. Space OS: Concept
2. Trails of Nodes in Space
3. Why Space OS?
3. Updating State in Space OS
4. Example Application Scenarios
4. Current Status
5. Space OS Architecture
5. Closing Comments

Distributed AI for Mobile Ad Hoc Clouds



SDN Adopted for MaDoC

Create resilient control-plane that can handle disconnections & mobility



ML-Driven Data Processing

Use ML models of data-intensive application tasks and map them to MaDoCs



Distributed ML

Develop distributed ML algorithms that would in MaDoCs

Space OS Concept



Edge Computing

Compute servers dispersed into the space and available for use from mobile nodes



Mobile Ad Hoc Nets

Mobile ad hoc networks that are able to connect mobile and stationary nodes into opportunistic compute clusters



Representing Space

Space representation based on accurate localization both indoors and outdoors

Space OS Concept: Another View



Space as Contexts

Nodes find each other using spaces and spaces augment and restrict the interactions of the nodes



Space for Data Storage

Information exchanged via spaces (e.g., tuple spaces) which creates new data exchange possibilities based on node movements



Space for Intelligent Behaviour

Intelligence attached to spaces such that data exchanged through them leads to different behaviours in the different spaces

Space OS Concept: Different Times

- How can we use past knowledge for future anticipation?
- How can future anticipation be used to create proactive current awareness?

Space OS Vs Social OS

- Social network is an operating system that provides past knowledge, current awareness, and future anticipation for human networks at human time scales
- Space OS is a social network for machines at extremely fast time scales

Space OS Concept: Different Times



The Problem

A distributed programs (MaDoCs) react to node movements. No methodical framework for anticipation in distributed programs



The Solution—Until Now!

Use node-level anticipation (caching, pre-fetching) to accelerate processing



Your Solution

To create a space-oriented anticipation framework that works with node movements

Space OS Concept: Different Times



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