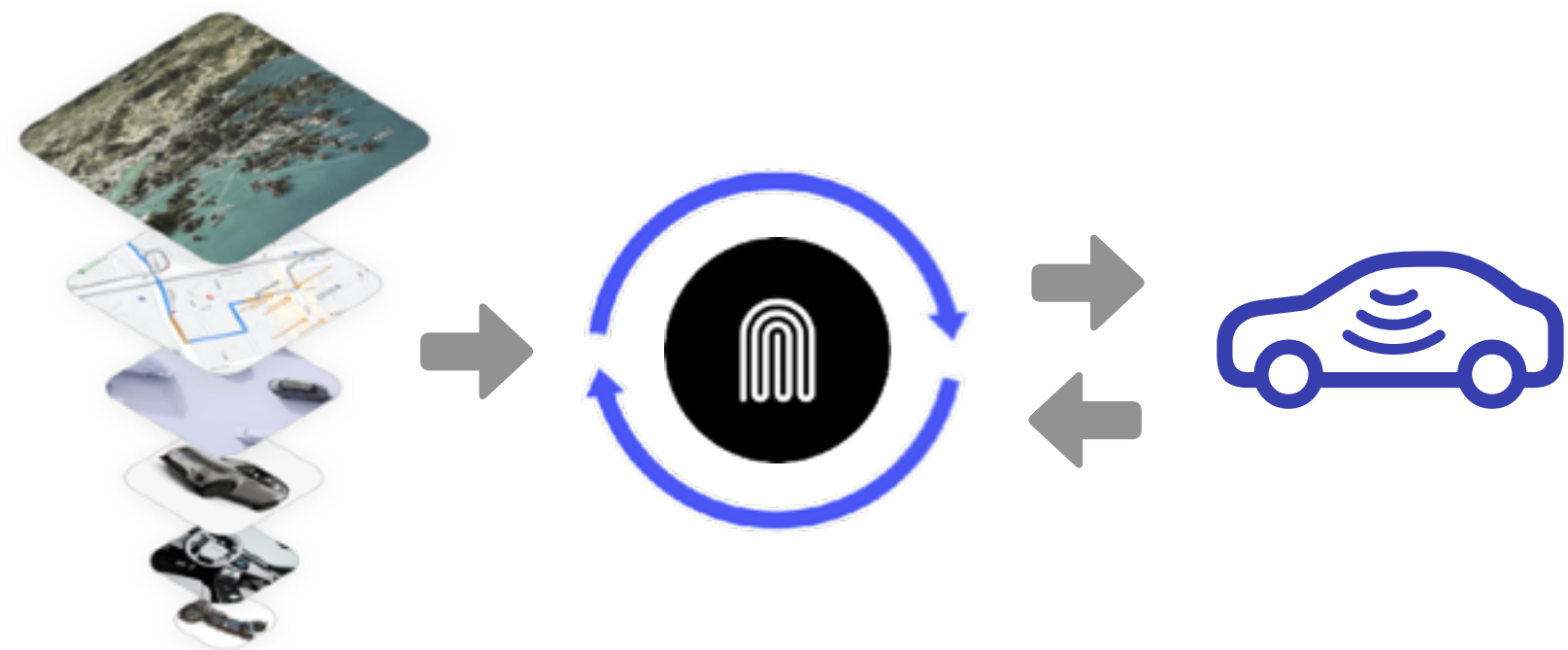


The HMI is a Window into the Soul of *Ghost*

GhostOS

Embodied AI – Turning Data into Action



A massive amount of data from driver presence monitoring, vehicle telemetry, environment sensor data and metadata from various cloud services gets sent to the driving computer **every 1/30 of a second**.

Ghost makes a decision, and sends messages to parts of the car to carry it out.

Ghost never turns off and is always analyzing the world and making decisions, even if it's parked.

Ghost HMI

See and understand what is happening around us



Users will see a **screen** inside their car with a vehicle to observe through the visuals that Ghost is **working in a safe and reliable manner**.

Superior UI visualizations that are **completely rendered in a 3D environment**.

User

UI that goes beyond the Screen



The driver can interact with the system **to set any objectives**, from small things like “make more space behind this truck” to multifaceted goals like “take me to LA”. The spectrum of interacting with the car goes **beyond the screen**. Ghost reimaged UI for cars—see in **FlowDrive** case study...

Design Principles for Ghost HMI



Create Ultimate Comfort for all Passengers at the Center

Make every expression **human-centric**. Create a system that is in tune with the **driver's needs** that **it can estimate and serve the driver's intent across the entire vehicle experience**.

Ghost unifies *all* vehicle experiences under a single runtime.

Our incumbents choose to separate Human interfaces between infotainment, instrument clusters, AC controls. The same system that can drive the car can also set the right temperature in the cabin.



Create true Intelligence through Contextual Decision-Making

Any action of Ghost is the function of **the context of the situation**: How it drives, how we **show** that Ghost is in control, how it parks, how far it opens a door all depends on knowing the complete environment.

Enable real-time adaption of information from driver, environment, and car. No signal is too small to affect the choices of the vehicle in all cases.

Focus on physics-based reasoning over brittle object classification.

Traditional self-driving systems are rigid and fragile—they fail when encountering edge cases like ambiguous road signs or unexpected obstacles.



Scalable and Compatible Hardware

Use affordable hardware such as standard cameras and sensors to makes self-driving technology accessible for everyday vehicles.

Design in a way that it can be used in any vehicle

Ghost cost 1/10 the price of any other self-driving platform available at the time.

