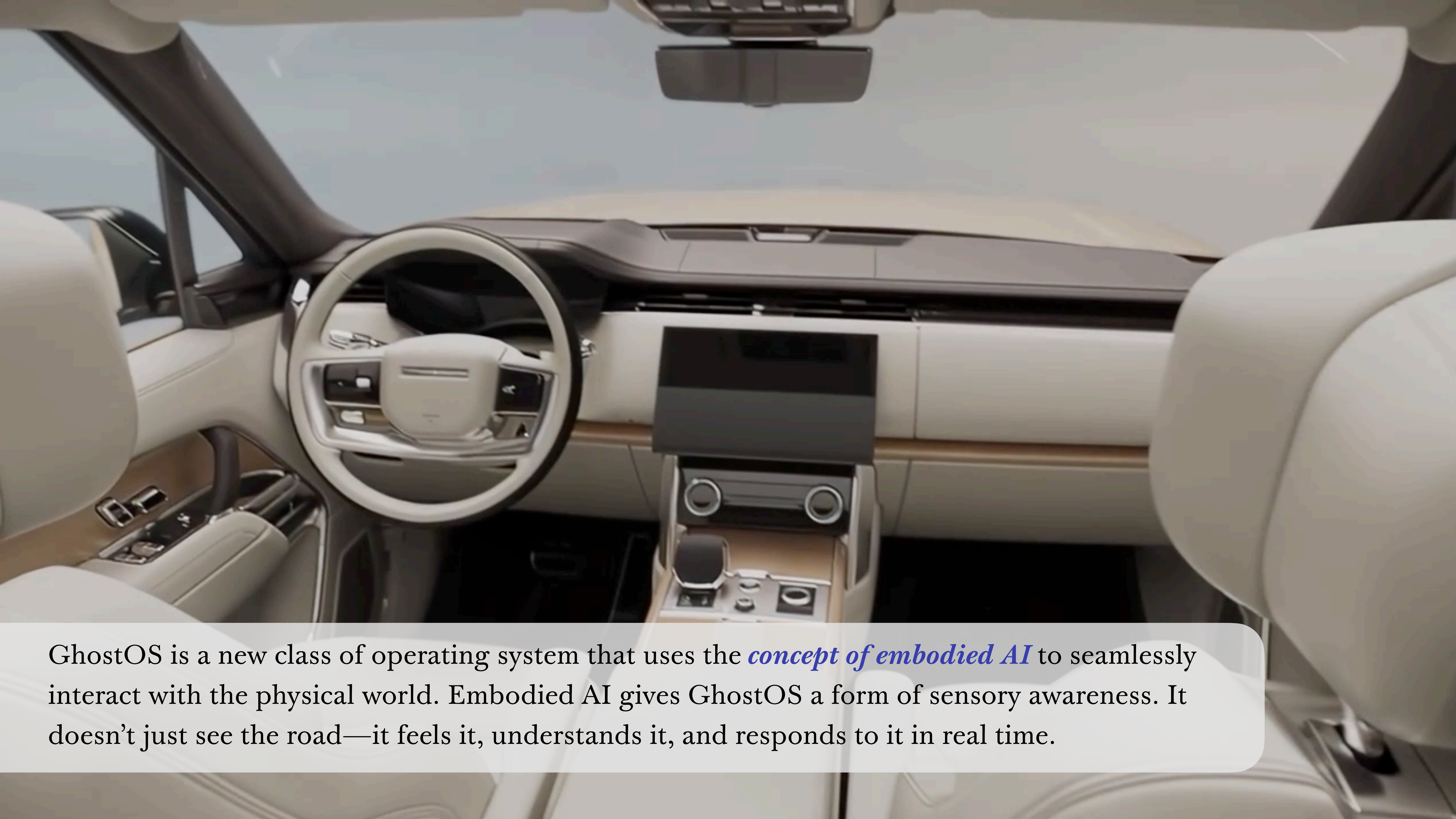




GhostOS is a new class of operating system that uses the *concept of embodied AI* to seamlessly interact with the physical world. Embodied AI gives GhostOS a form of sensory awareness. It doesn't just see the road—it feels it, understands it, and responds to it in real time.



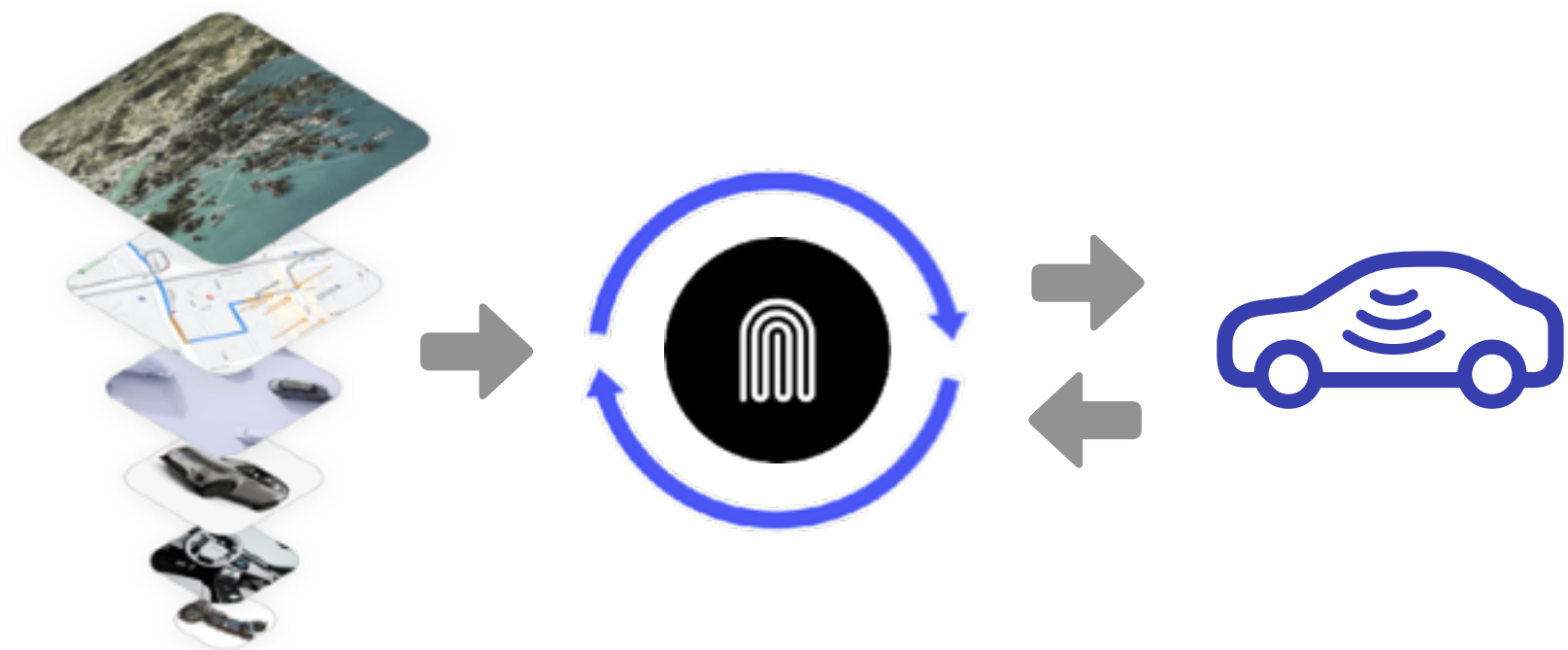


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The HMI is a Window into the Soul of *Ghost*

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...