

Building the Infrastructure for a Harmonious Information Society

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Outline

- Changing Landscape in Computing
- Emerging Opportunities in Industry
- Harmonious Information Society
 - A Smart Classroom Project as Example
- Research at Tsinghua University





Quick Look Back (I)

- What has been done?
 - A. Turing: Turing Machine
 - J. von Neumann: von Neumann machines
 - C. Shannon, N. Wiener, L. von Bertalanffy
- Machine Computing
 - Binary stored data and program
 - Processor, memory, and I/O
 - Numerical and logical computation





Quick Look Back (II)

- What is being done?
 - Moore's Law:
 - In 1965, Gordon Moore stated, "The complexity for minimum component costs has increased at a rate of roughly a factor of two per year."
 - Number of transistors on an integrated chip doubles every 18 months.
 - Network Bandwidth
 - Network Efficiency





Quick Look Back (III)

- What has not been done or need to be done?
 - Binary data and Shannon's theory are all about coding, for storage, process and communication
 - How do we handle content?
 - Can or should knowledge be represented this way?
- Machine Intelligence
 - Failure of 5th Gen Computer
 - The old question: "Can machine think?"





Brave Look Forward (I)

- Make Machine Thinking
 - Mimic Human Intelligence
 - Is our way of thinking the only best way?
 - Even people don't always "think" the same way!
 - In a harmonious society, we don't all think the same way, we communicate
 - Content-aware
 - Context-aware





Brave Look Forward (II)

- Help People Thinking
 - Extend Human Intelligence
 - Global village
 - Massive/Multimedia data
 - Real-time/Instant communication
 - Yahoo, Google
 - Napster, Skype





Lay Out Nerves

- Nerves form a network of pathways for conducting information throughout the body
- Converging network
 - Date, voice, and video
 - Internet, phone/cellular, and broadcasting





Seamless Mobility

- Why Do We Work Around Computers?
 - They are tethered
- How Can We Have Computers Work Around Us?
 - Make them wireless and embedded: mobile
 - Power
 - Bandwidth
 - Security
 - • •





Smart Environment

- Work environments allowing people to perform tasks efficiently by offering unprecedented levels of access to information and assistance from computers
 - Augmented Reality
 - Natural User Experience
 - Spontaneous Interoperation
 - ...





Augmented Reality









Natural User Experience



Voice Communication via MA



Pen/Touch Interaction



Laser Pointer Interaction



Context-aware Interaction



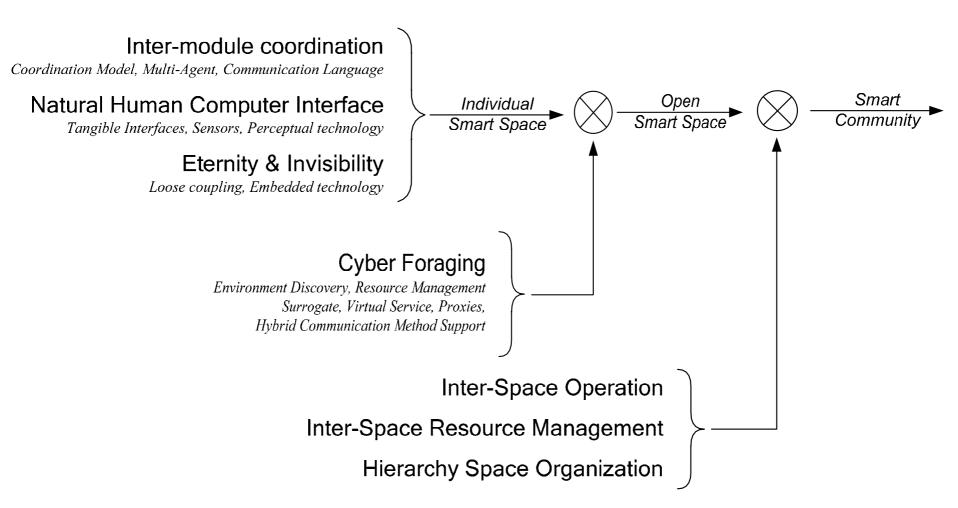
Spontaneous Interoperation







Smart Space Testbed



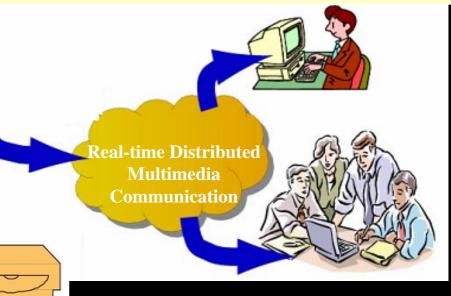


The Smart Classroom Project



Smart Classroom

An augmented classroom where a teacher can instruct remote and local students at the same time and in a similar fashion.



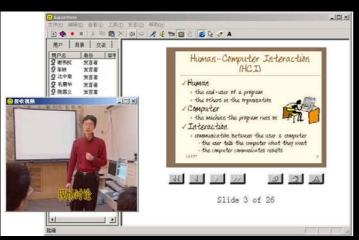
Experience Record of the Classroom

Tele-presence of Remote Students

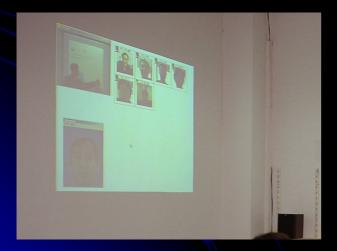
http://media.cs.tsinghua.edu.cn/~pervasive



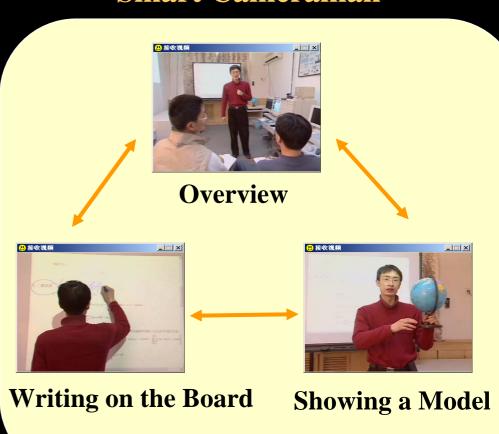
Tele-presence



Interface of Remote Clients



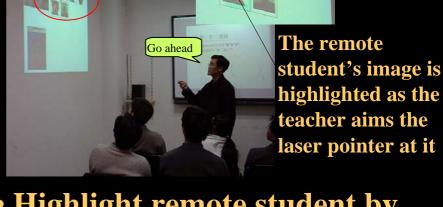
Smart Cameraman



Invisibility: Natural UI



• Pen-based writing



 Highlight remote student by laser pointer and voice command

• Speech-capable virtual assistant

Biometrics-based login authentication

A camera for Face-Recognition is installed behind the mirror





Experience Capture

- Auto-record the synchronized multiple data streams
 - Lecture on mediaboard and its presentation progress
 - Writing and pointing on the boards
 - Live audio/video
 - Interaction with remote students

Pervasive Computing

Pervasive Computing

Pervasive computing is about making our fit.

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Person computing in about making our fit.

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Person computing in fitting the designing in fi

Note record

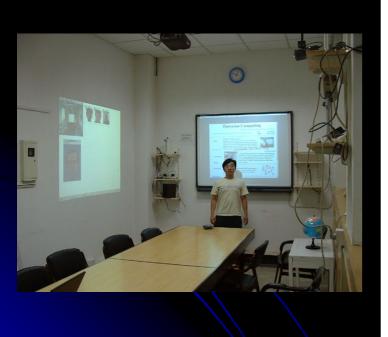
Event record

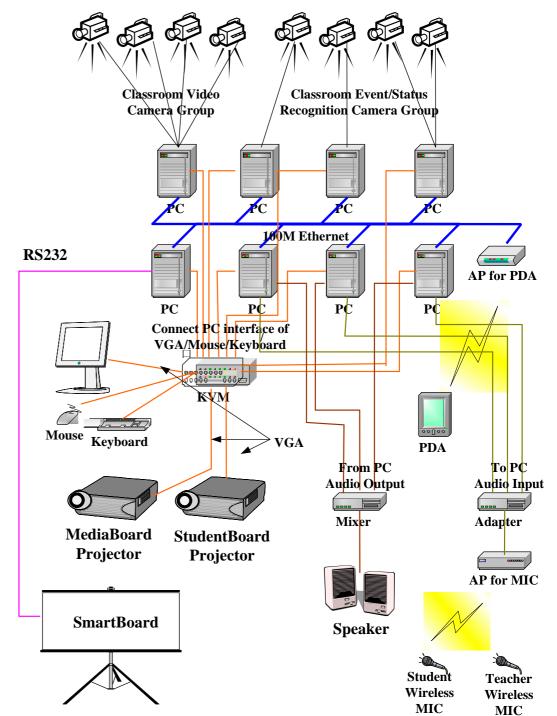
Playback





Hardware Infrastructure for Smart Classroom







Ubiquitous or Pervasive

- Seamless Mobility
 - From stay in touch to seamless handover
- Smart Environment
 - From anytime, anywhere, any service to right time, right person, right service
- Strengthen Human Intelligence
 - Computer systems as human brain extension
 - Networked people with stronger thinking power



Related Effort (I)

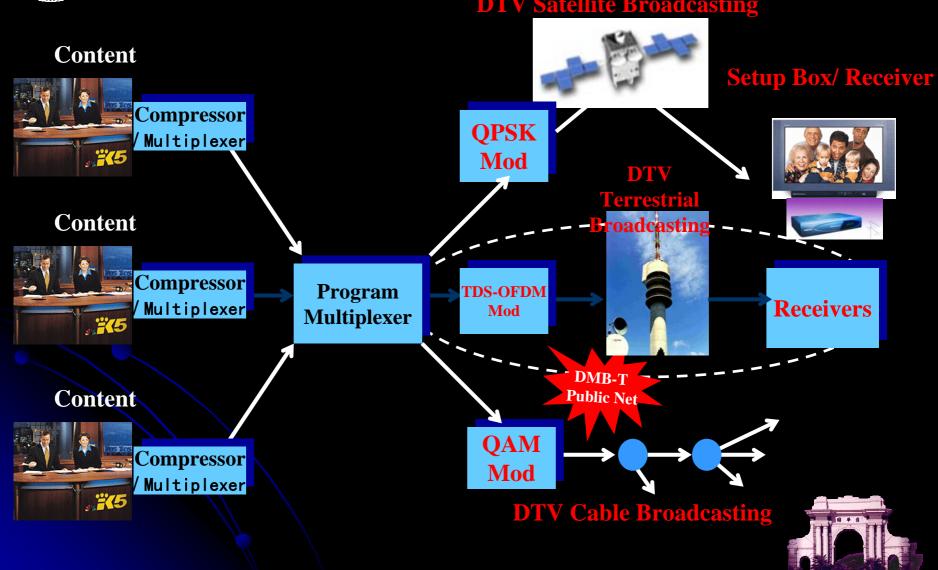
• DTV

- Broadcasting channel coding standard
- UTI: "SIM" card for set-top boxes
- DRM: Digital Right Management
- CA: Conditional Access
- EPG: Electronic Program Guide
- GridMedia: IPTV broadcasting
- Mobile and handheld DTV
- SDR: Software defined radio DTV receiver



Digital TV Broadcasting

DTV Satellite Broadcasting





DMB-T

清华凌讯 LGS-8222-ESI AA2A2 3G TWN 3R 4DL







UTI

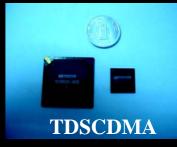


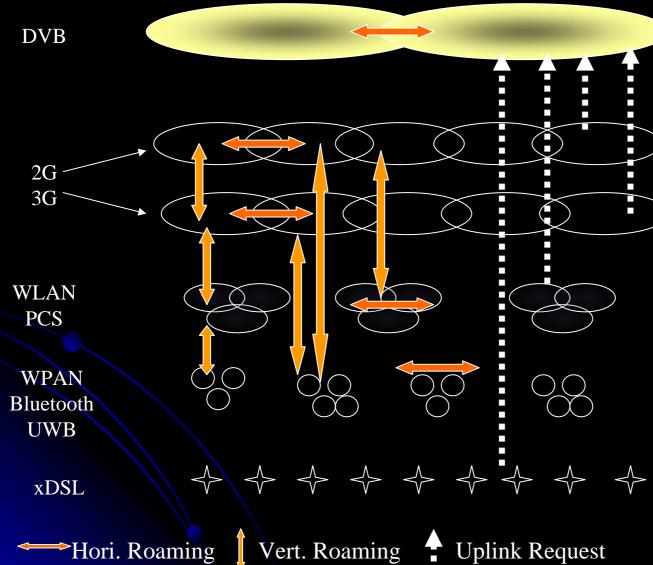






Wireless Overall





Mobility Coverage Security

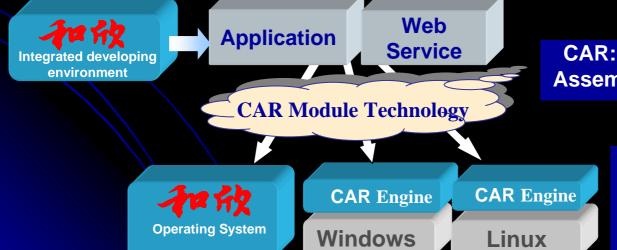




Related Effort (II)

- OS and SoC
 - Elastos
 - THUMP
 - NC: Network Computer
 - \$100 laptop





CAR:Component Assembly Runtime

CAR module, binary code upgrading onthe-go, platform transparent



Elastos

Communication Game Multimedia **Smart Home** Value-adding **OS** Integrated **Developing Environment** Cell **Digital** Auto **System Modeling Phone** TV **Electronics Hardware Emulation Code Generating** Doc. Sys. Network **Expert Sys Software Analysis** Module Library Image Sys. **Drivers Testing Tools Embedded Real-time OS Core** Hardware Platform: X86, ARM7/9, MIPS (Tsinghua THUMP, Longxin, etc.)







Related Effort (III)

- Security and Privacy
 - TCG & TNC
 - End-point security
 - Policy/compliance enforcement
 - SSO: Single Sign On
 - High-speed security algorithms
 - NPU based implementation





Conclusion

- On the way of revolution from machine computing to machine intelligence, we need symbiotic evolution
- A harmonious information society requires seamless mobility and smart environment
- Network convergence, natural interface, security and privacy are important research areas among others





Thank You junl@tsinghua.edu.cn

