

Ubiquity and the Personal Server Concept

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Intel Research

In collaboration with
MPG and HPG



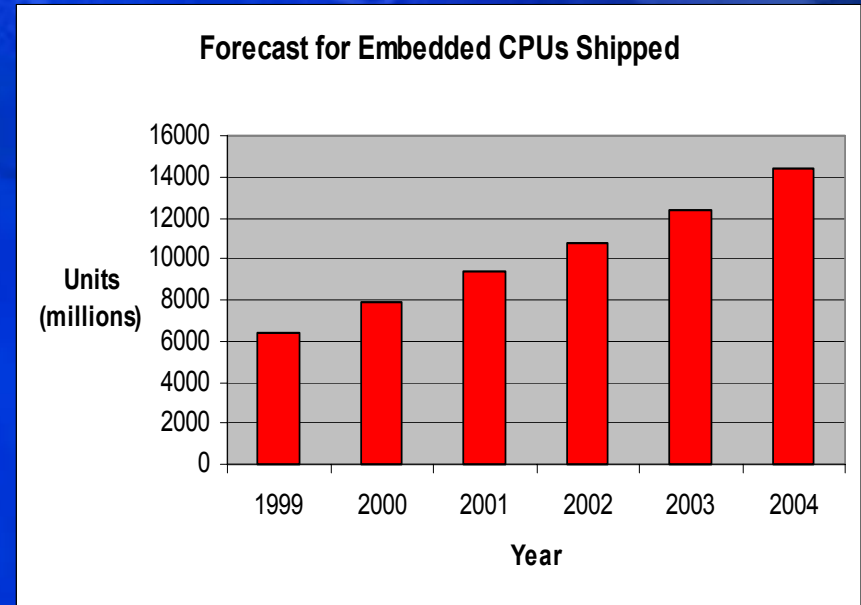
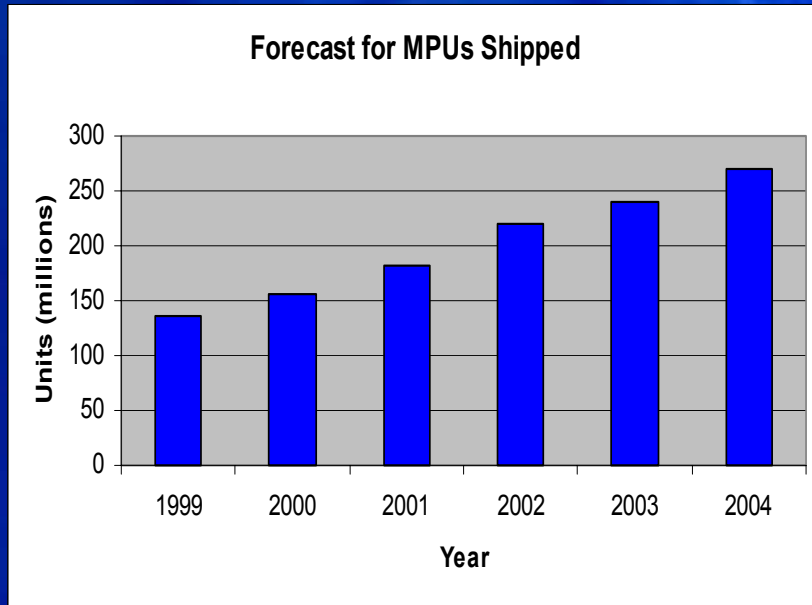
Opportunistic Times

- 150M PCs shipped in 2000
- 8 billion embedded processors shipped in 2000
- Lots of components of computational infrastructure all around us wherever we go.



- We have pieces of ubiquitous infrastructure, but generally not Ubiquitous Computing

Forecasts for shipments of MPU and embedded CPU components



IDC – Gartner group 2001

Computer infrastructure will become even more ubiquitous

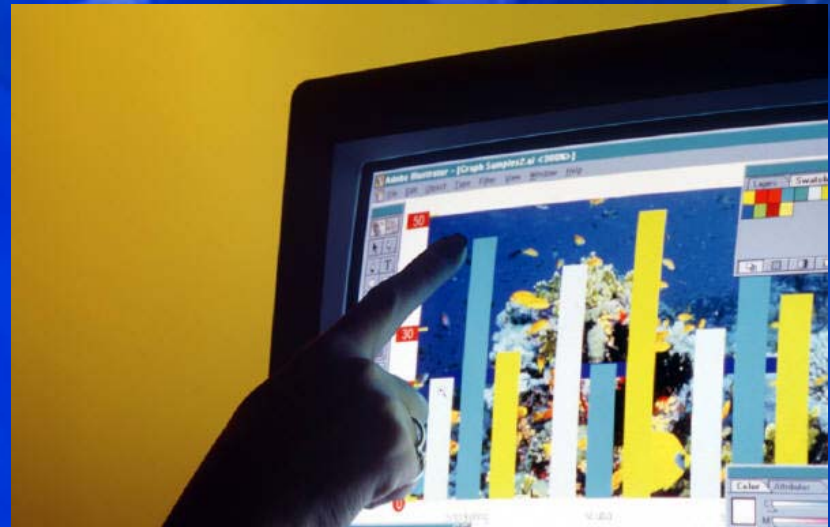
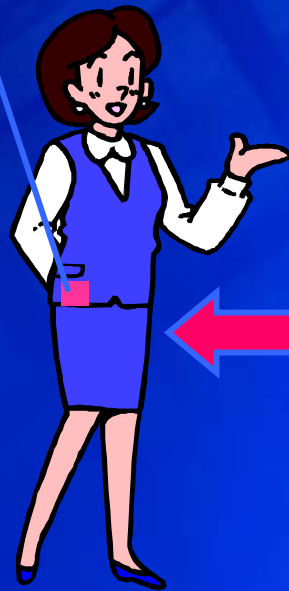


The Opportunity

- Using the local computational infrastructure to interact with your own data and applications
- Overcoming the limitations of small-screen mobile devices
- Freeing people from lugging around heavy computing platforms
- Increasing the value of mobile computation for the user

One Solution: The Personal Server Concept

Personal
Server



A Personal Computer

but actually only one of many computers being used

THE PERSONAL SERVER PROVIDING UBIQUITOUS ACCESS THROUGH A UBIQUITOUS INFRASTRUCTURE



Office

Personal
Server



Home



Visiting Customers



THE PERSONAL SERVER PROVIDING UBIQUITOUS ACCESS IN A MOBILE WORLD

City



Airport



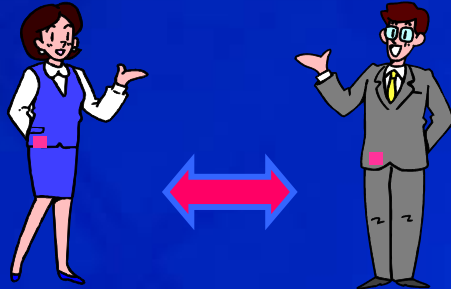
Trade-show



Public Spaces



Personal Server



Person-Person



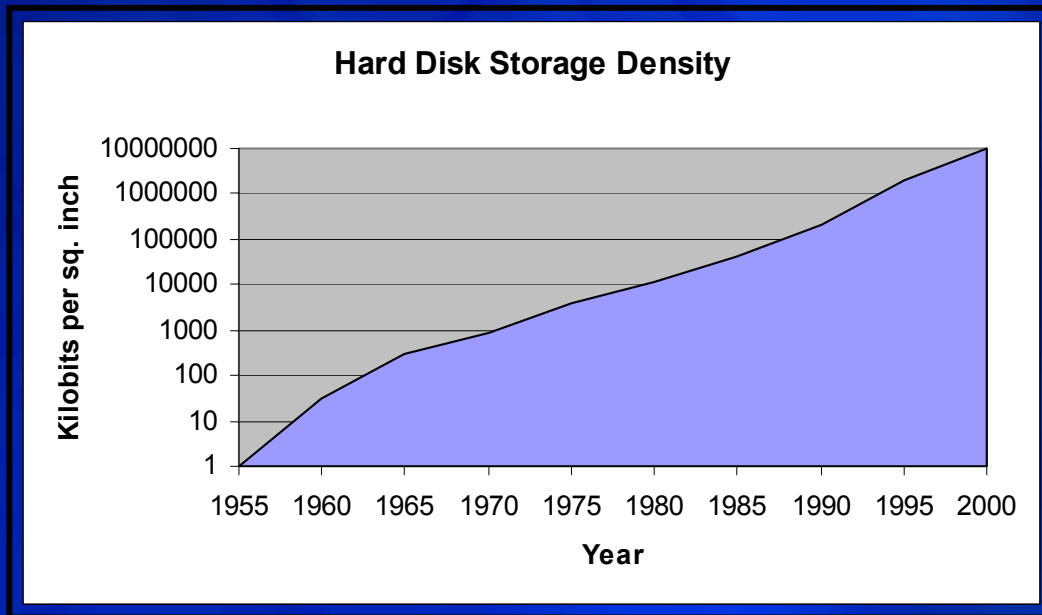
Traveling



Some Technology Trends

Disk storage density

- Storage density is doubling each year
- 10Gbits per sq.in is available now



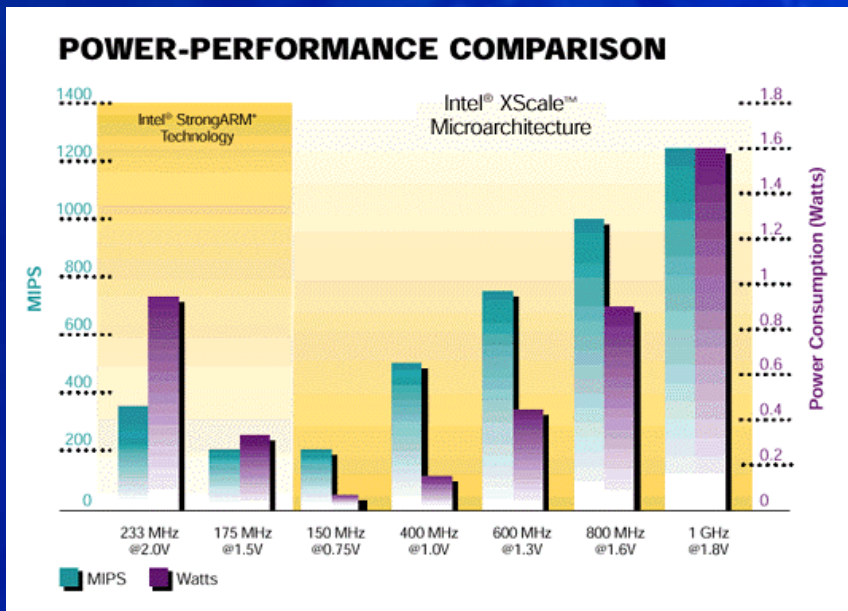
Scientific American, May 2000



A 1GB disk drive in a compact flash card format

Some Technology Trends

Processor Power/Function



■ Commercial RISC processors

- Power efficient
- Optimized clock speed and supply voltage

■ Intel® StrongARM™ to 350MHz

■ Intel® XScale™ to 1 GHz (DVM)

Some Technology Trends

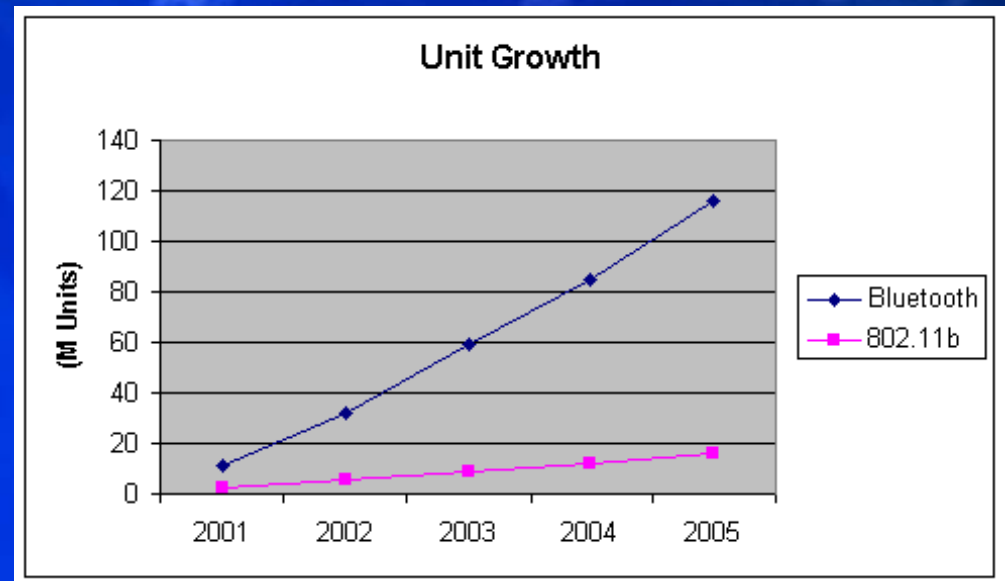
Short Range Wireless Links

■ Wireless communication technologies are becoming standardized

- Bluetooth* 1.2Mbps (symbol rate)
- IEEE 802.11b* 11Mbps (symbol rate)

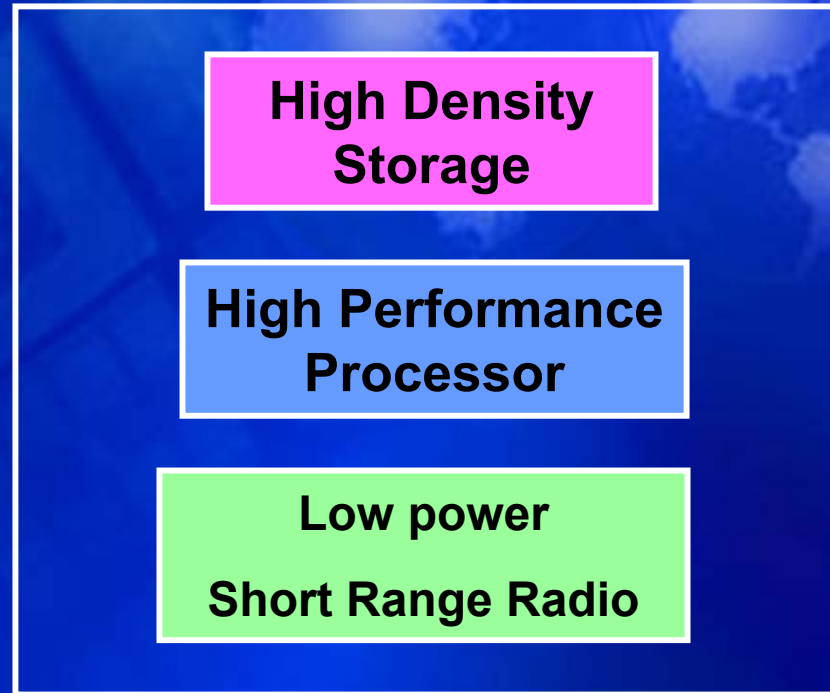
■ Bluetooth volumes are likely to be driven by GPRS and 3G cell phones

- Low power
- Physically small implementation



Bluetooth: Sullivan & Frost 2001
IEEE802.11: Gartner Group

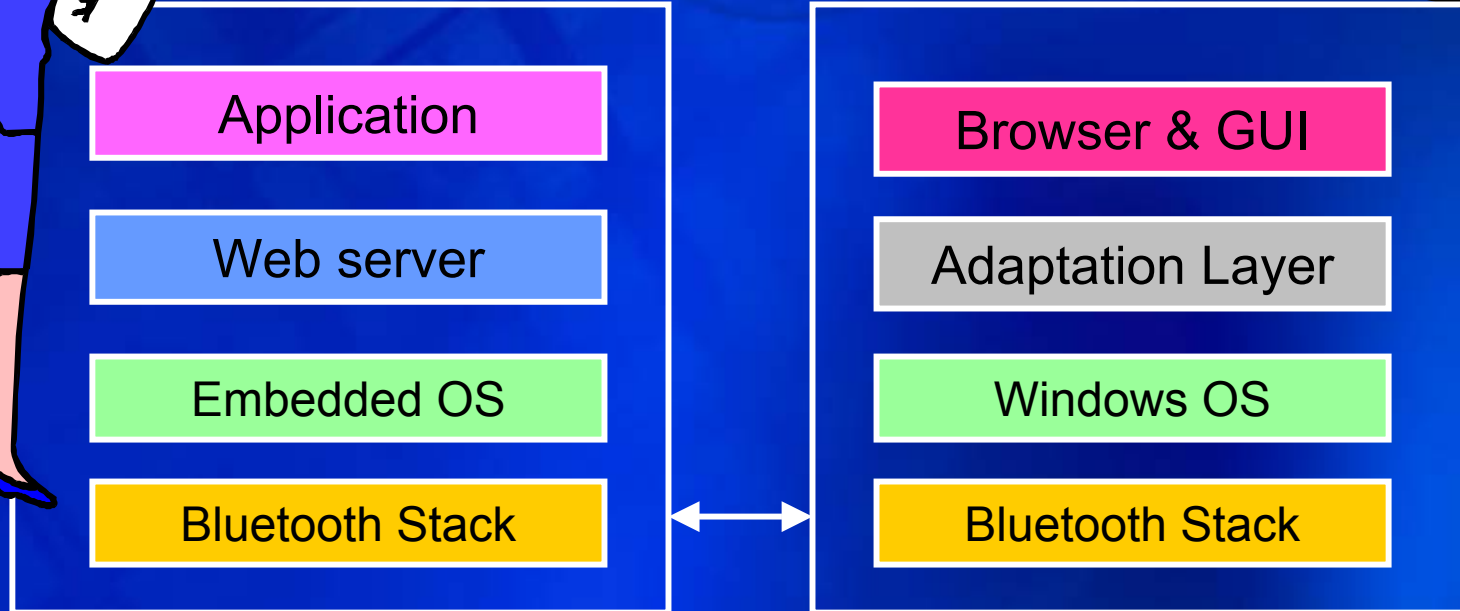
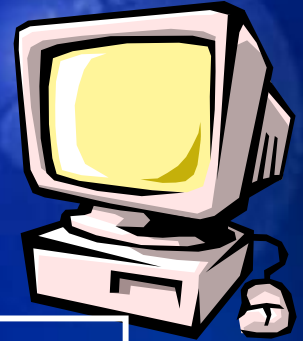
The Personal Server



Physically Small
Form Factor

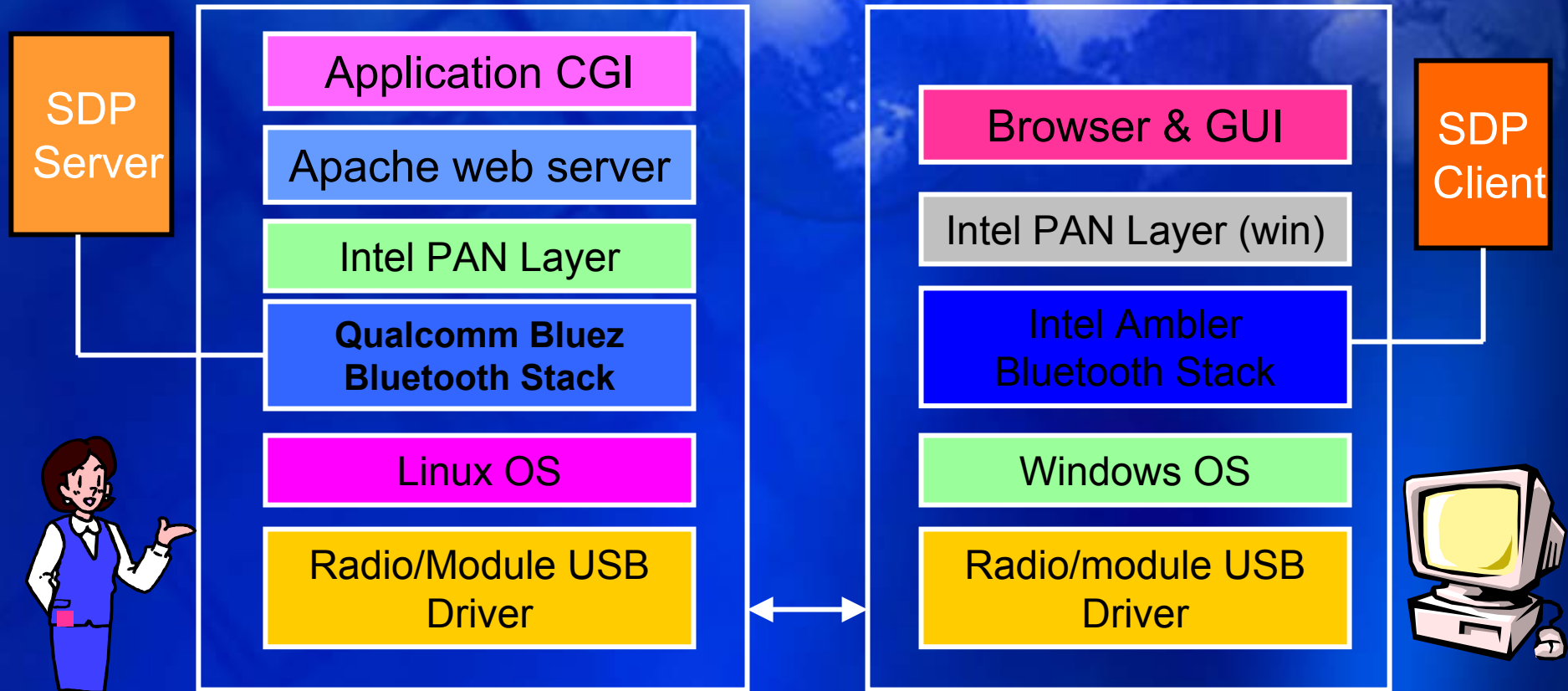
- No real display or keyboard
- The interface is only accessible via the wireless link

Software Infrastructure – first approach



- Adaptation layer enables use of legacy systems

Software Infrastructure – first approach



Standard (IP) Pan layer interface enables use of legacy systems



Mobile Storage Application

■ Wireless Disk Drive

■ Working Data Set Cache

- Most recently used documents
- Work group documents
- Reference material

■ Lifetime data storage system

- Continuously collecting data, filtering and discarding



Personal Server

Virtual Devices

■ Emulation of common devices on the screen of a PC

- Your Palm*, Compaq iPac*, Cell Phone



■ New ways to interact with the data contained in portable devices

- Make full use of the screen
- Expand the scope of the operations you would expect to find on a portable

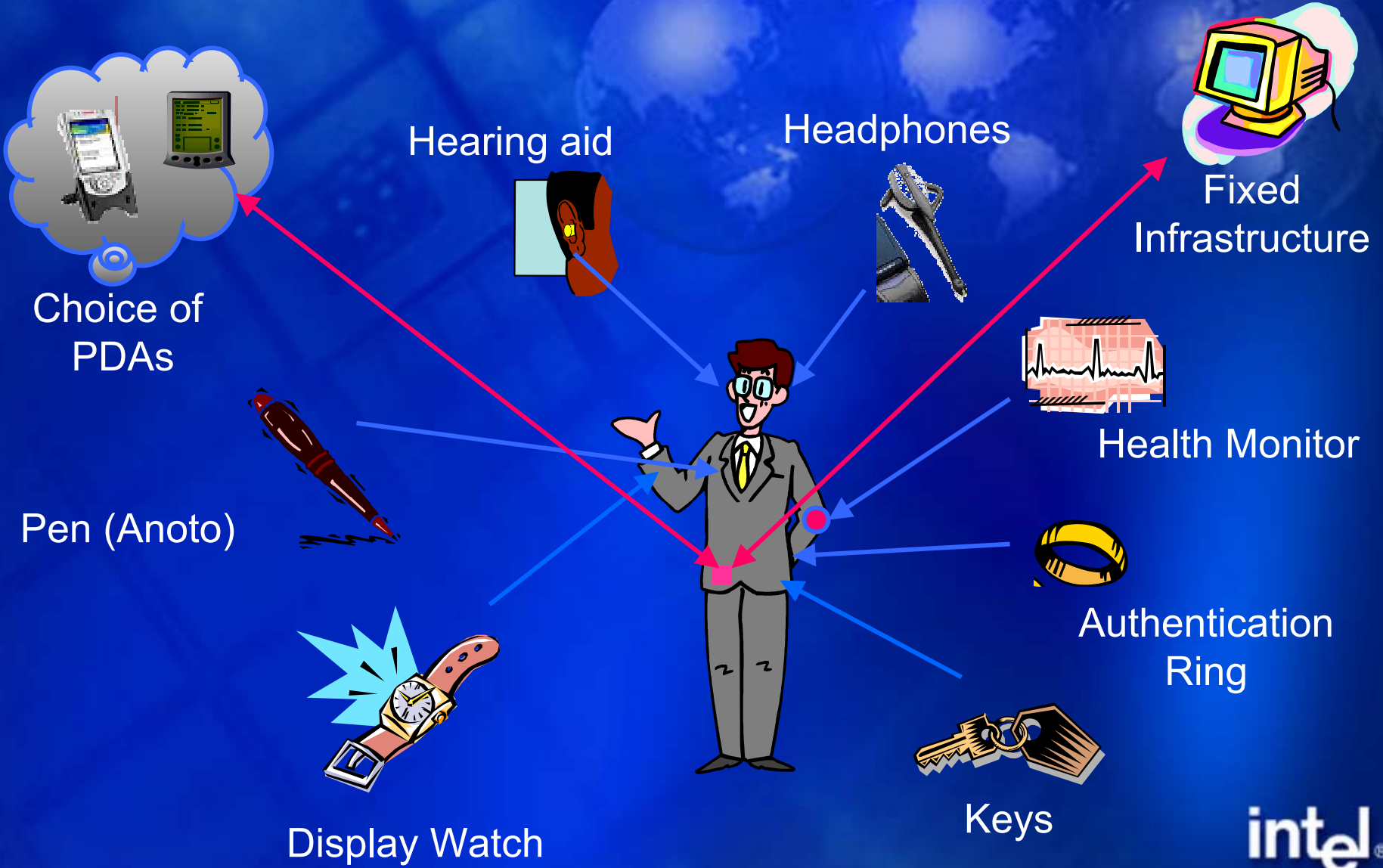
Challenges

- **Providing an excellent mobile user experience**
- **Integration with Legacy Systems**
- **Dynamic User Interfaces**
 - Device independent UI descriptions
 - Use of available machine resources (e.g. input peripherals)
- **Mobile Code**
 - Code migration from Personal Server to target resource to take advantage of superior computation engine
 - Reduce power consumption on mobile component
- **Building a Personal Server Platform**
 - Providing enough speed and connectivity to support personal computation
 - Optimizing the design for low-power, size, and weight
 - Acceptable battery lifetime

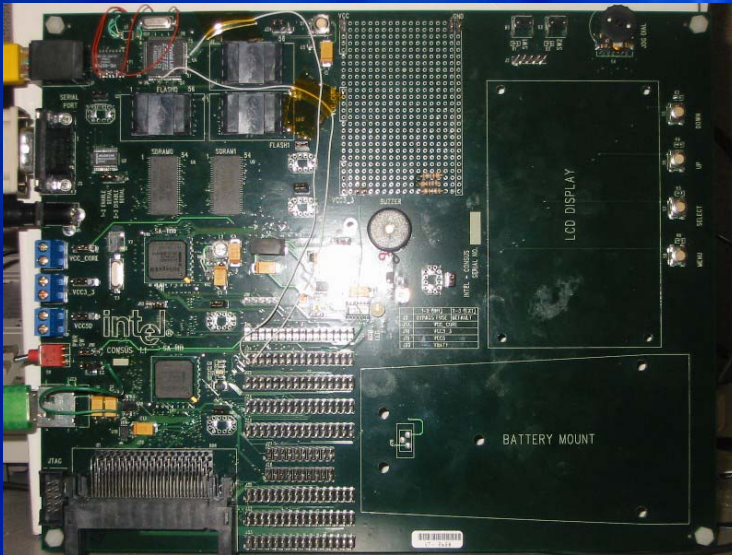
Not your average wearable computer



Personal Server: Supporting a Personal Computing Environment



Current Progress with the Project

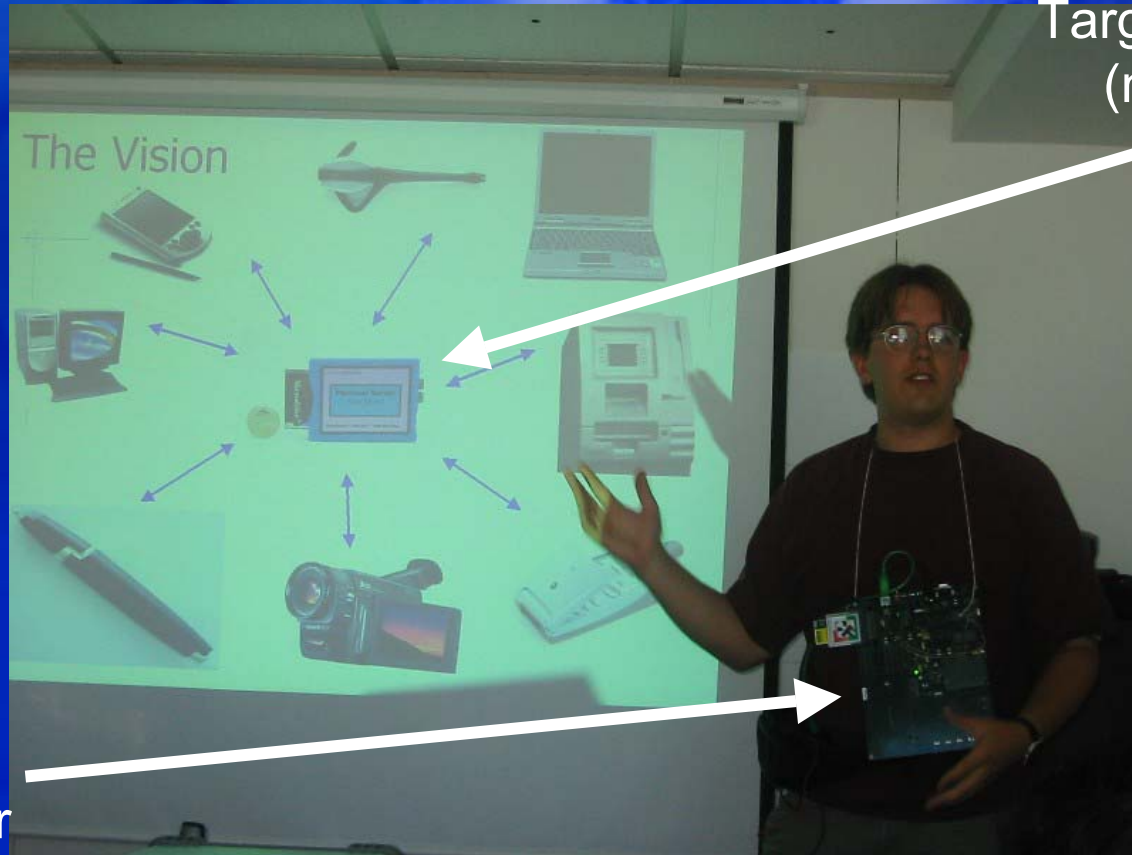


Consus V1.1 Debug Hardware



Personal Server FDM Housing

Presentation made using our Personal Server



Target Form factor
(not to scale)

Experimental
Personal Server
Hardware

Steven Swanson giving his Summer 2001, Intern Presentation



Looking to the Future

- **We will be building an experimental system**
 - System Replication
 - Integration with work practice
 - Working with some universities
- **Fully explore security models**
- **Building a demonstration environment**
 - Demonstrate a representative suite of applications using common infrastructure
 - Explore new ways of designing applications to make best use of the personal server approach

Acknowledgements

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