

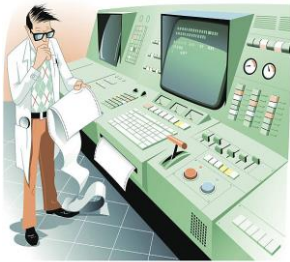
# Operating System (OS) in the Era of AI

Xiao-Feng Li

[xiaofeng.li@gmail.com](mailto:xiaofeng.li@gmail.com)

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# Evolution of Computing: User Interactions



Text and command



Mouse and GUI



Touch and mobile



Natural interaction

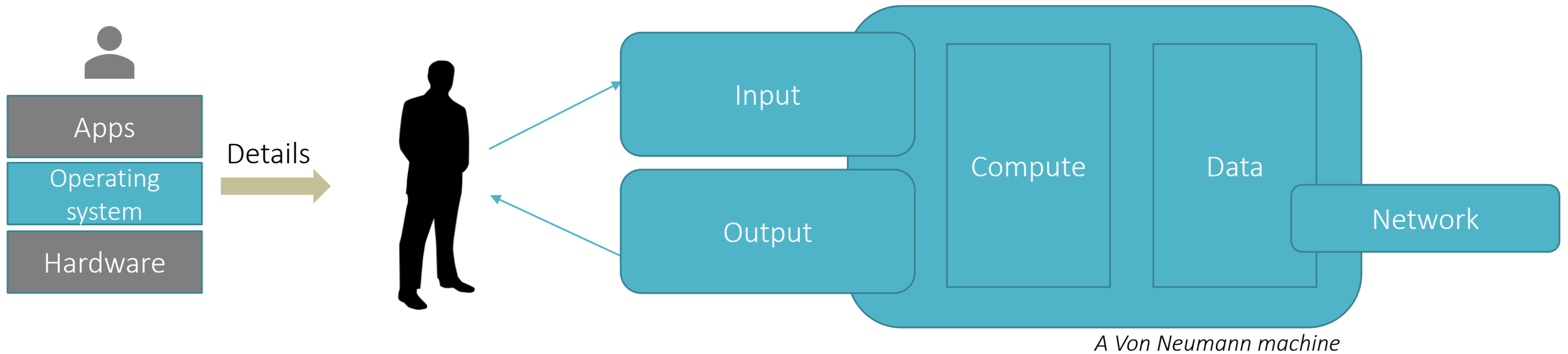
*Transition*

*Users serve computer → Computers serve users*

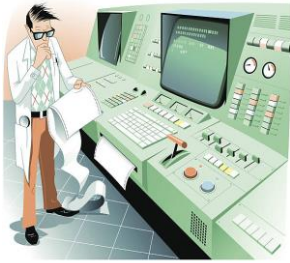
# Core in Computing: Operating System

## Role of Operating System

*Bridge user tasks and hardware (such as **Windows**, **iOS**, **Android**, **Linux**, etc.)*



# Evolution of Computing: Functionalities



Text and command

Mouse and GUI

Touch and mobile

Natural interaction



Task and disk

Gfx and browsing

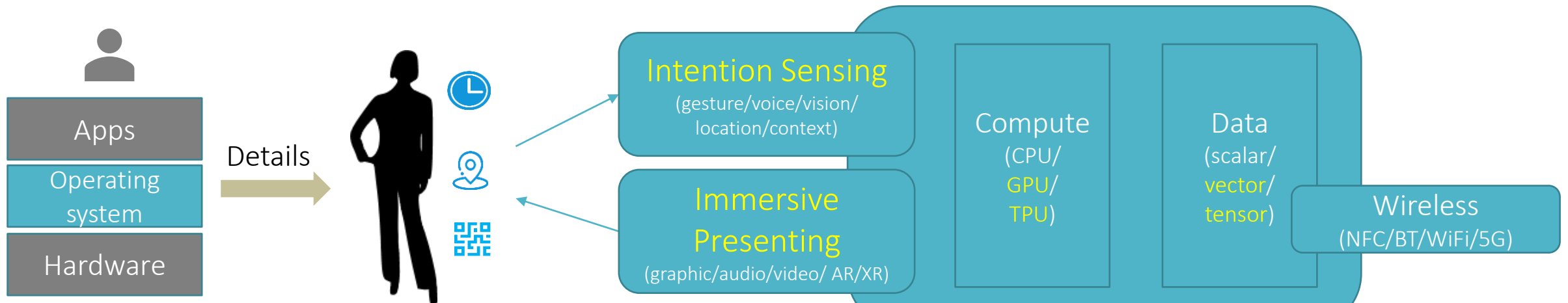
Media and comm.

Perception and prediction

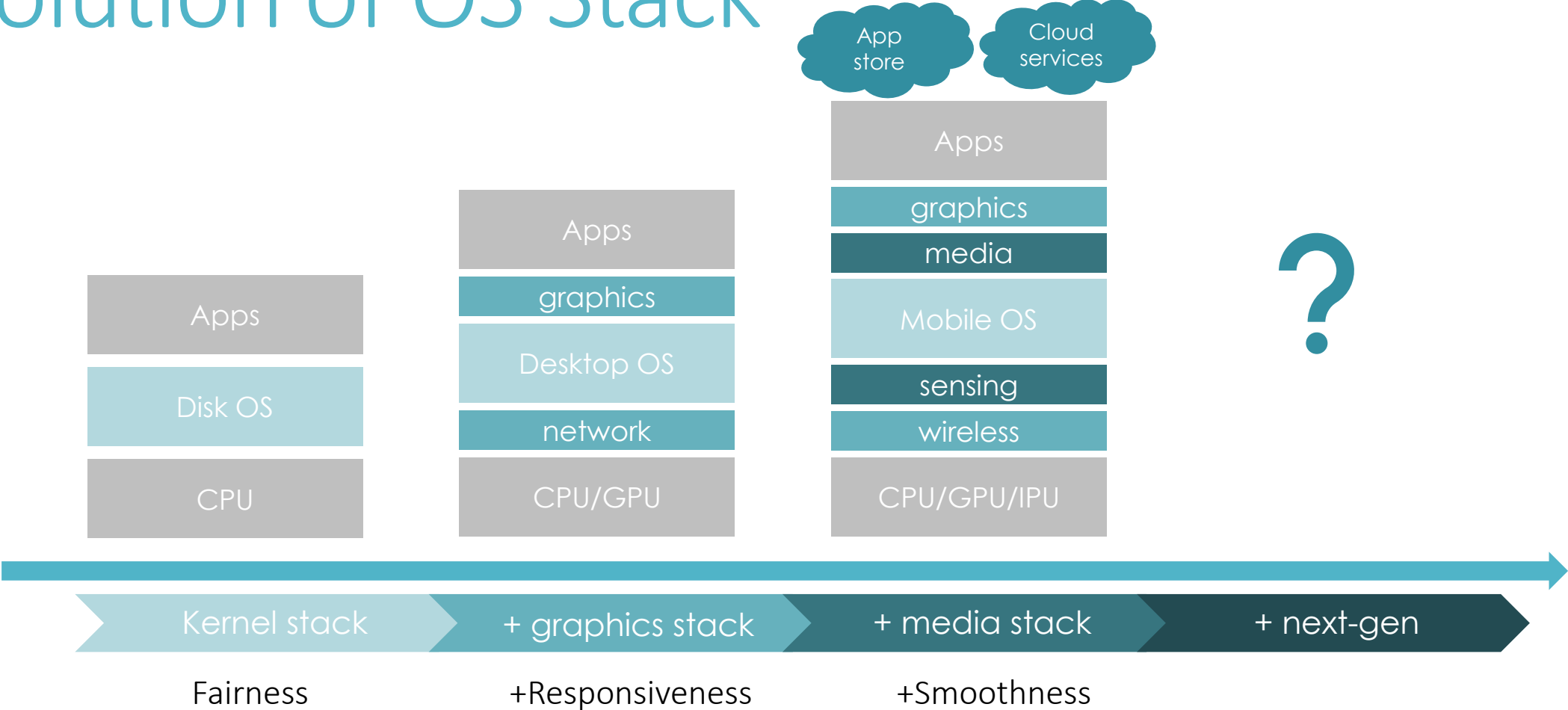
# Core in Computing: Current Status

Design goal of Operating System

*hardware resource utilization → user value and experience*

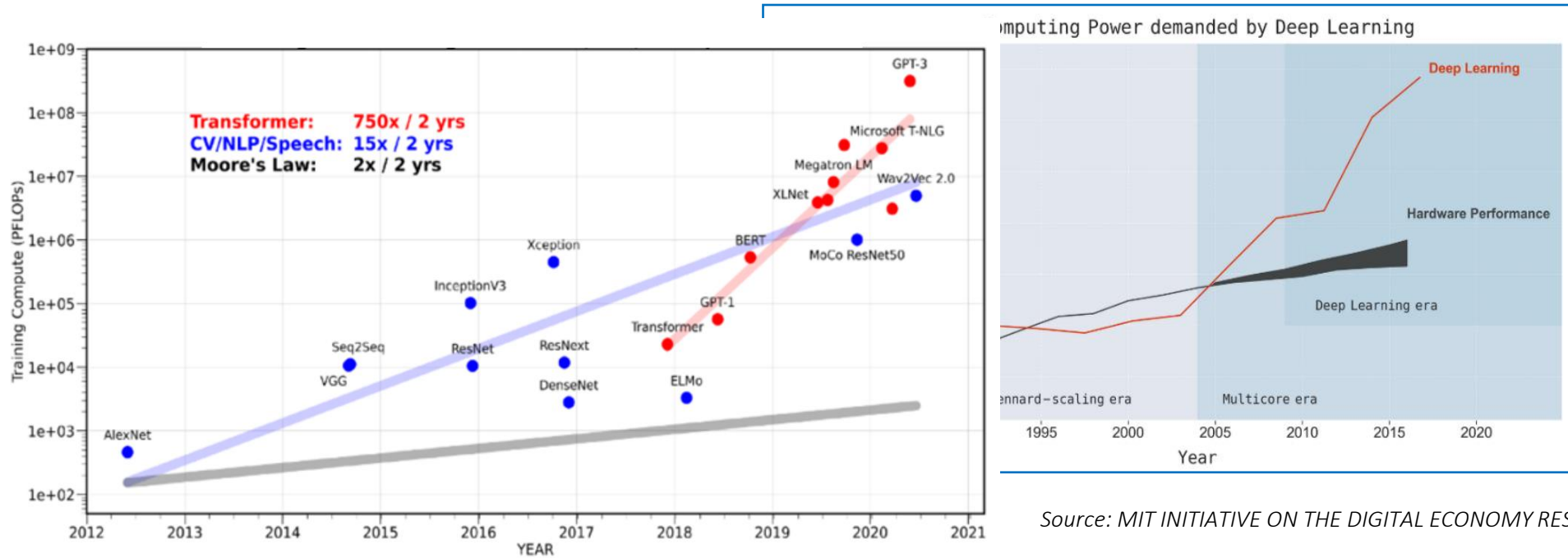


# Evolution of OS Stack



*Thin client becomes thicker*

# Challenges to AI on End Devices

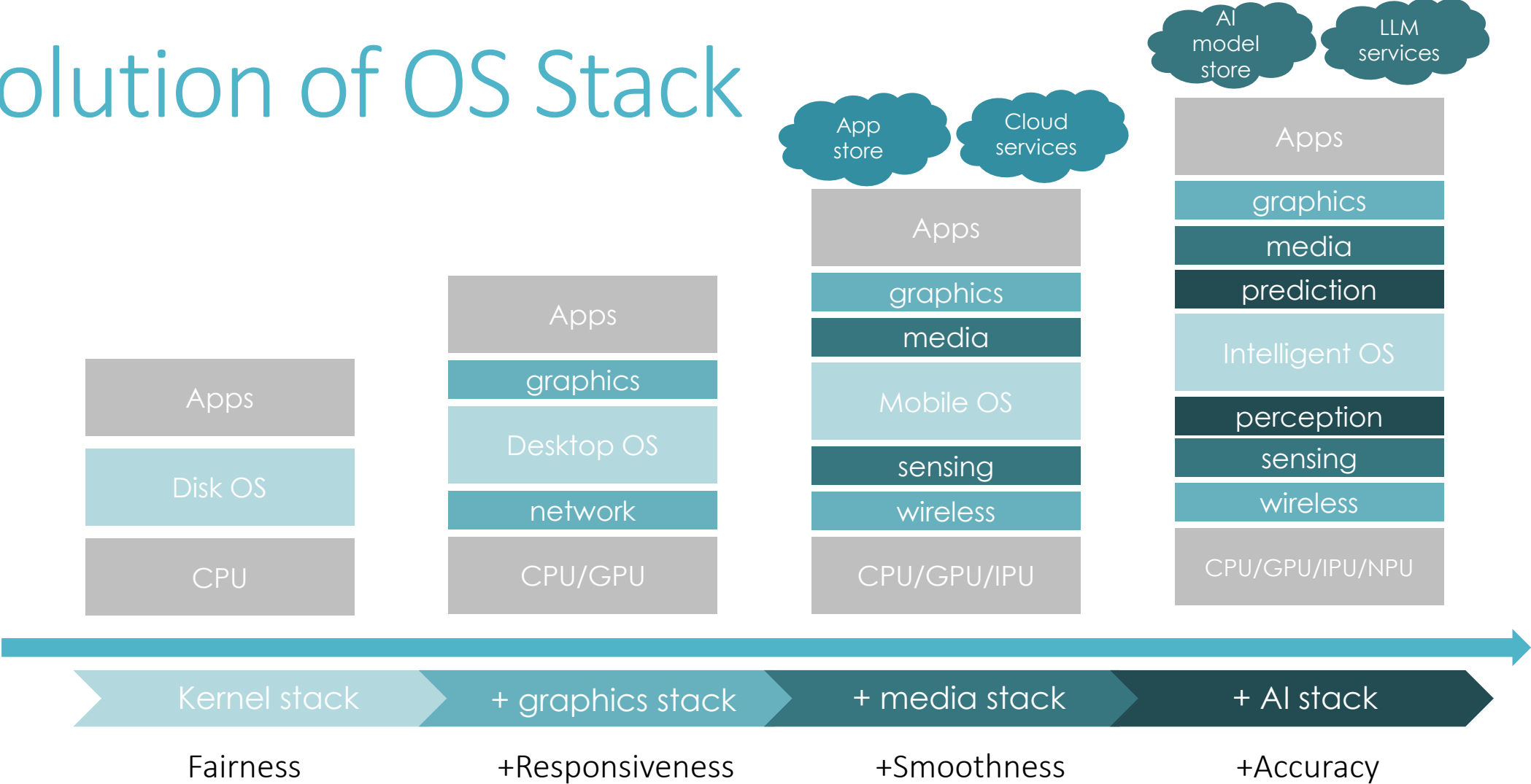


**#Parameters:**  
GPT3.5: 175 billion  
GPT4.0: ~ 1 trillion

Source: MIT INITIATIVE ON THE DIGITAL ECONOMY RESEARCH BRIEF 2020 Vol. 4

*AI model size increases dramatically faster than chip capability*

# Evolution of OS Stack



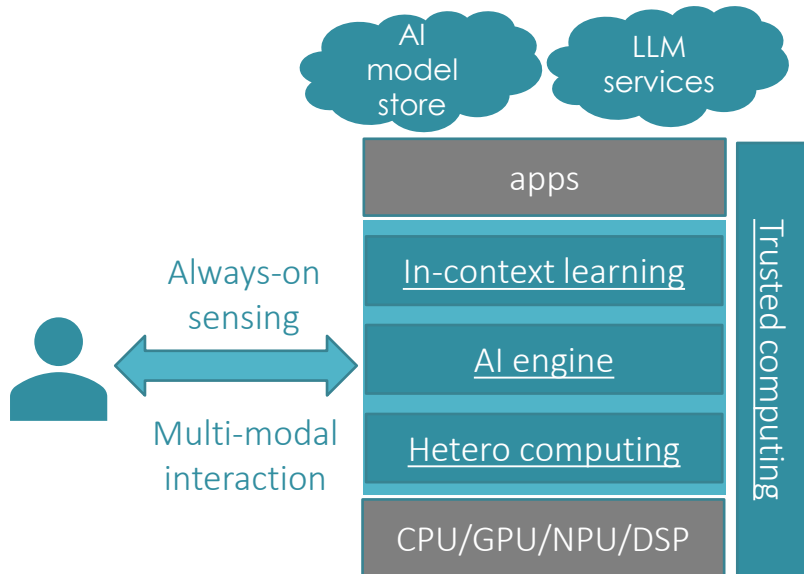
*Thin client becomes thicker and thinker*



# Opportunities of Next-Gen OS

## Design of operating system

*App-centered* → *AI-centered*



- Understanding user needs  
*Low power always-on sensing and end-to-end trusted computing*
- Execution of AI tasks  
*AI model inference acceleration and heterogenous computing*
- Intuitive user interaction  
*Multi-modal interaction and smart in-context learning*

Thanks!