

# Introducing City OS

Festibity 2015



## 1. Urban Platform

- City OS – Objective

## 2. Main Functionalities

- Ontology based in a ecosystem
- Repository
- Processes

## 3. Why? What for?



## 1. Urban Platform

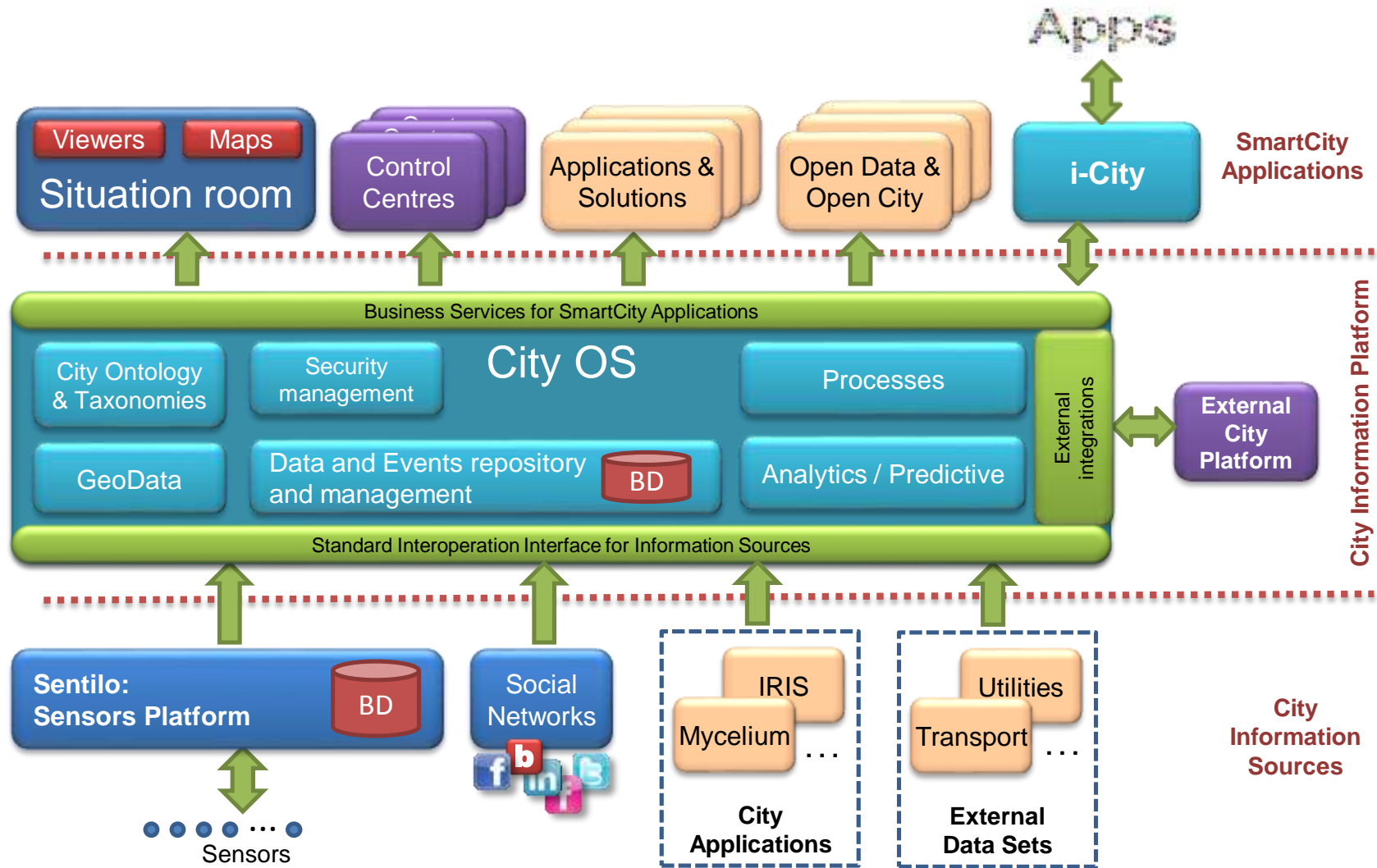
- **City OS – Objective**

## 2. Main Functionalities

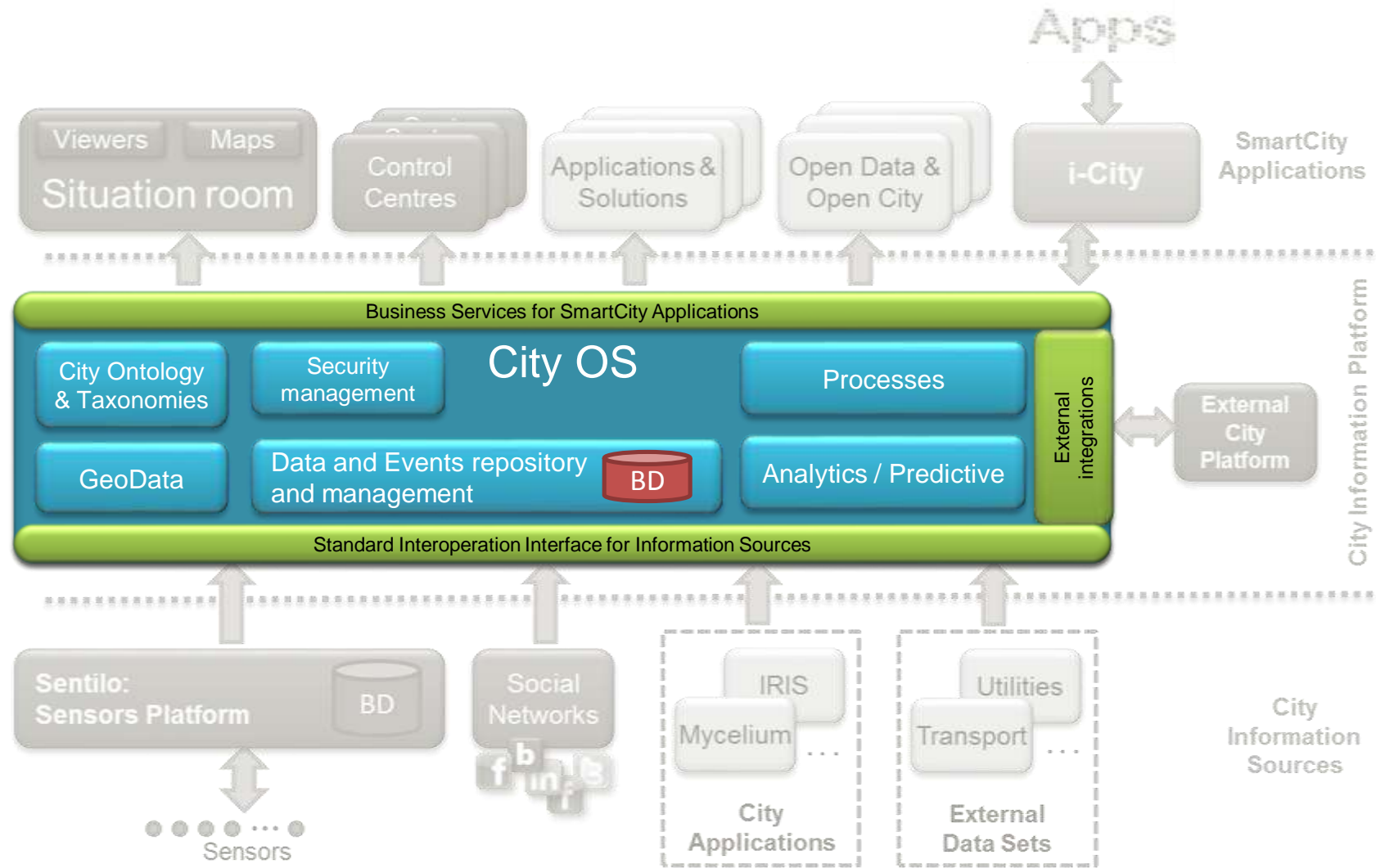
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# City OS Architecture



# City OS Architecture





## 1. Urban Platform

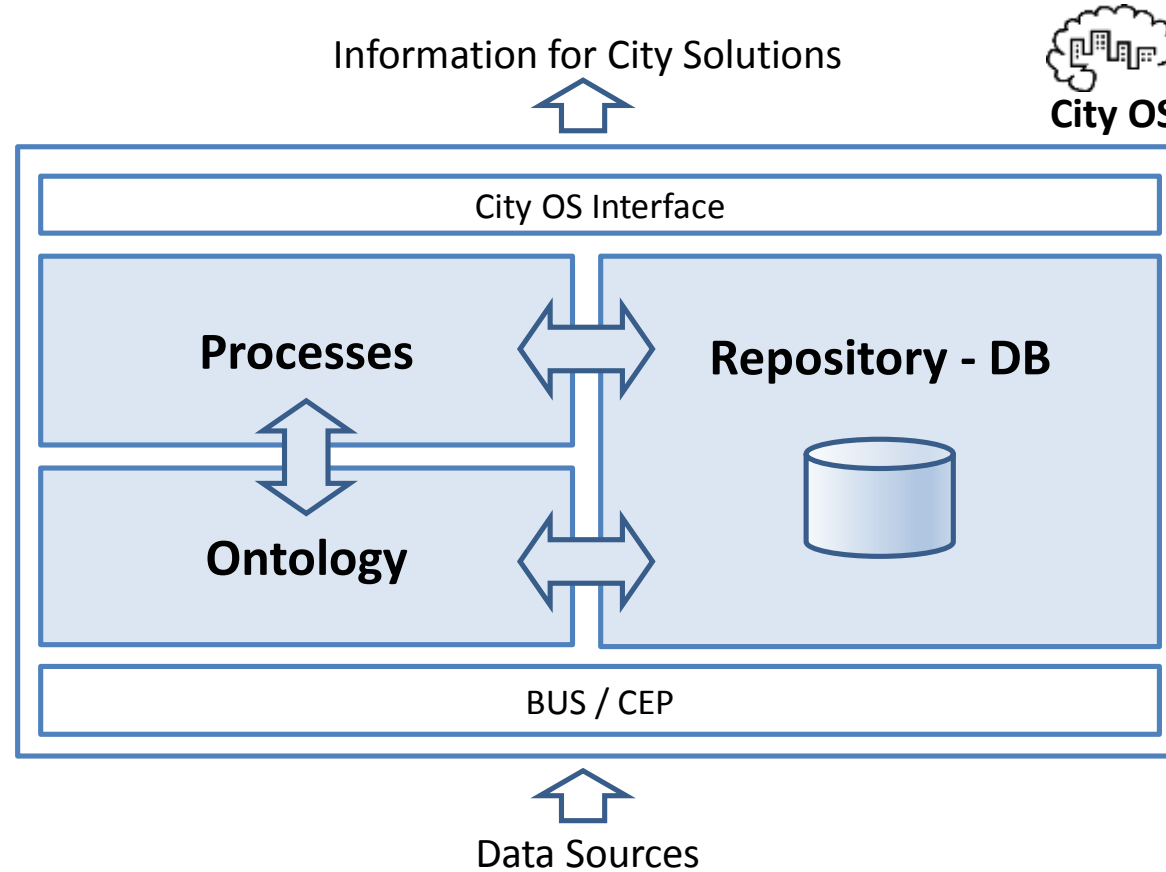
- City OS – Objective

## 2. Main Functionalities

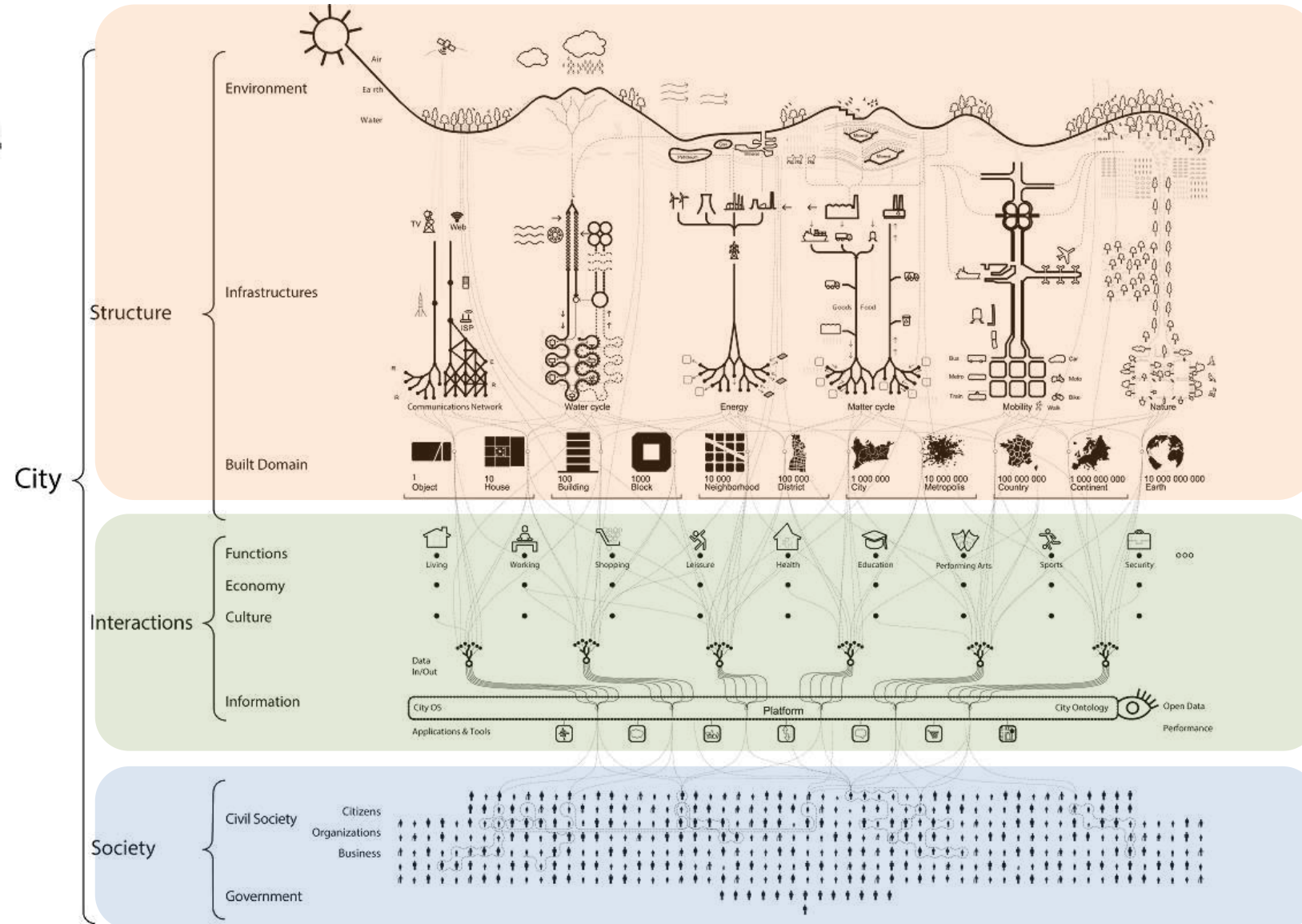
- **Ontology based in a ecosystem**
- **Repository**
- **Processes**

## 3. Why? What for?

# City OS Basic Functions

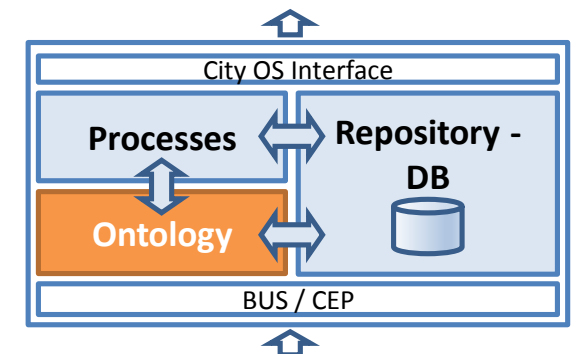
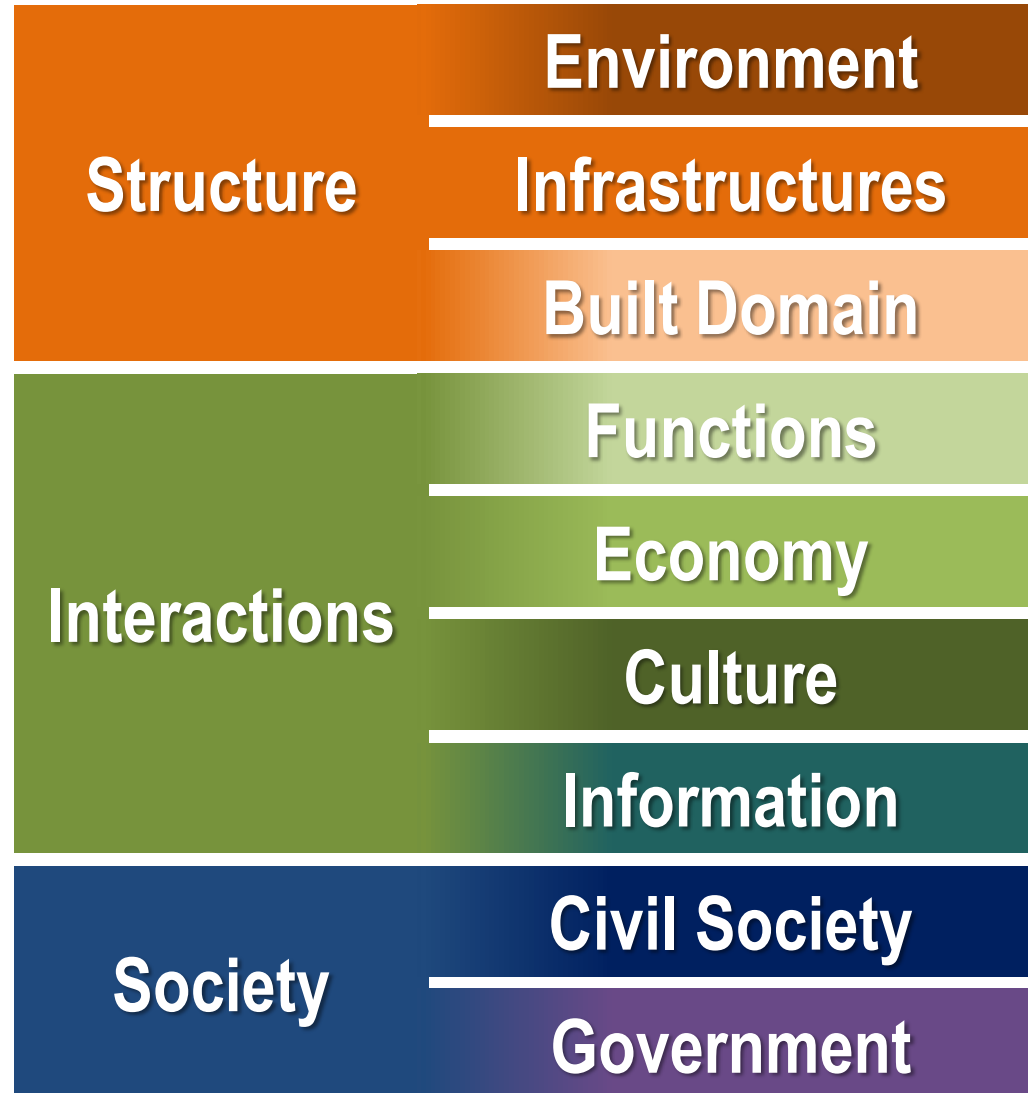


# City Ecosystem Structure

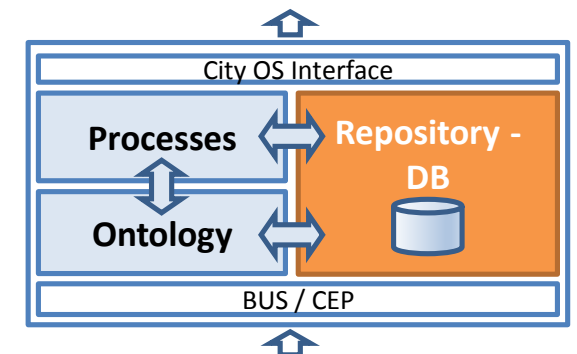
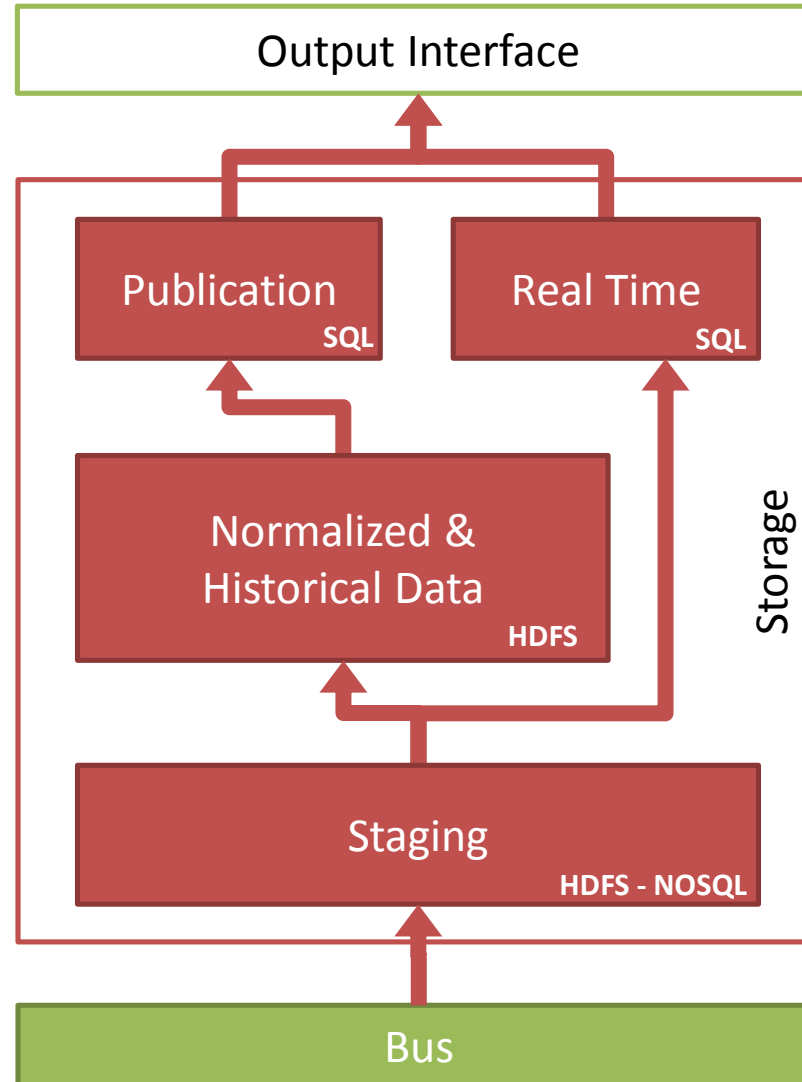




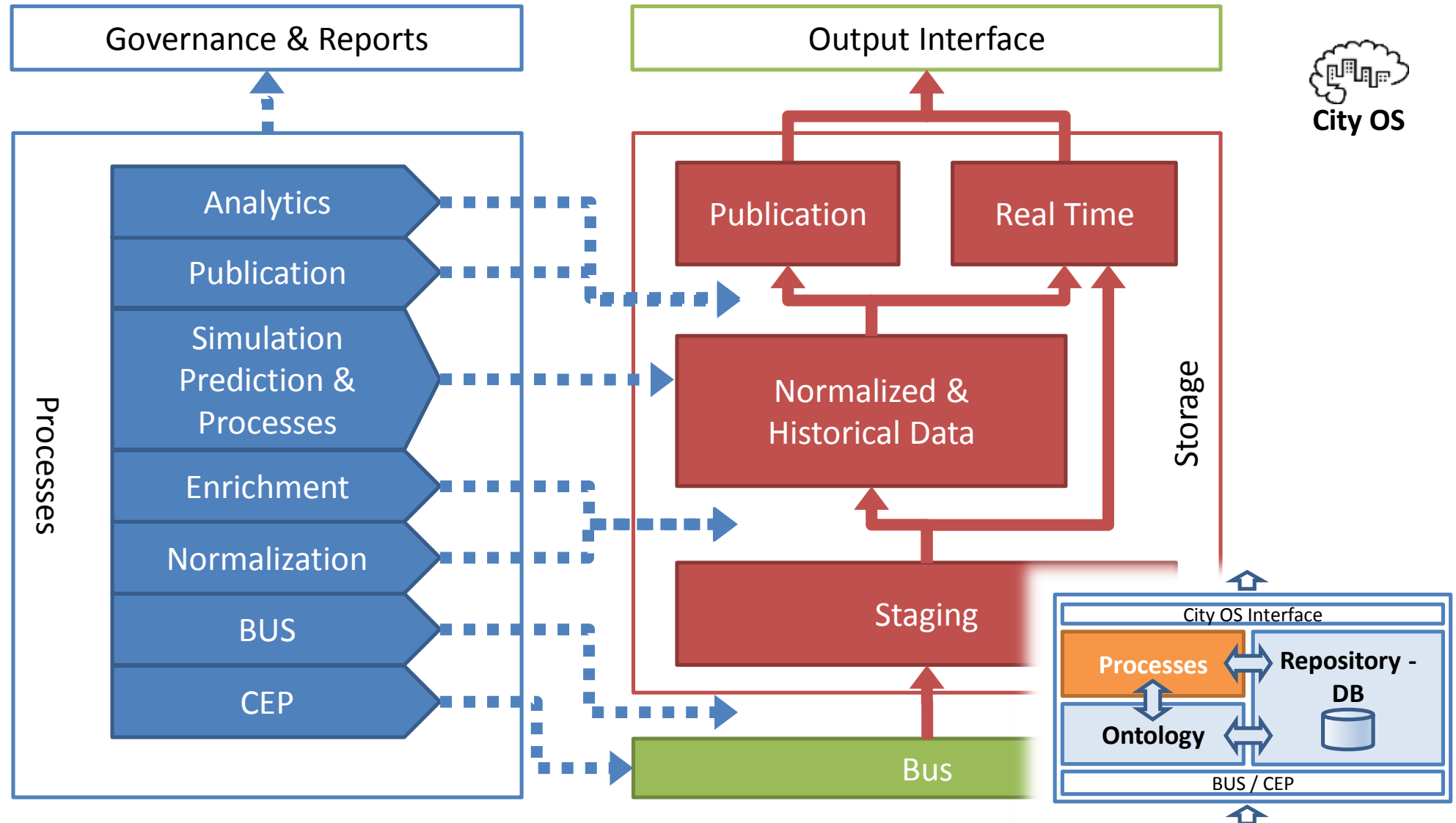
# City Ontology Structure



# Storage Layers



# Processes & Storage Layers





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- City OS – Objective

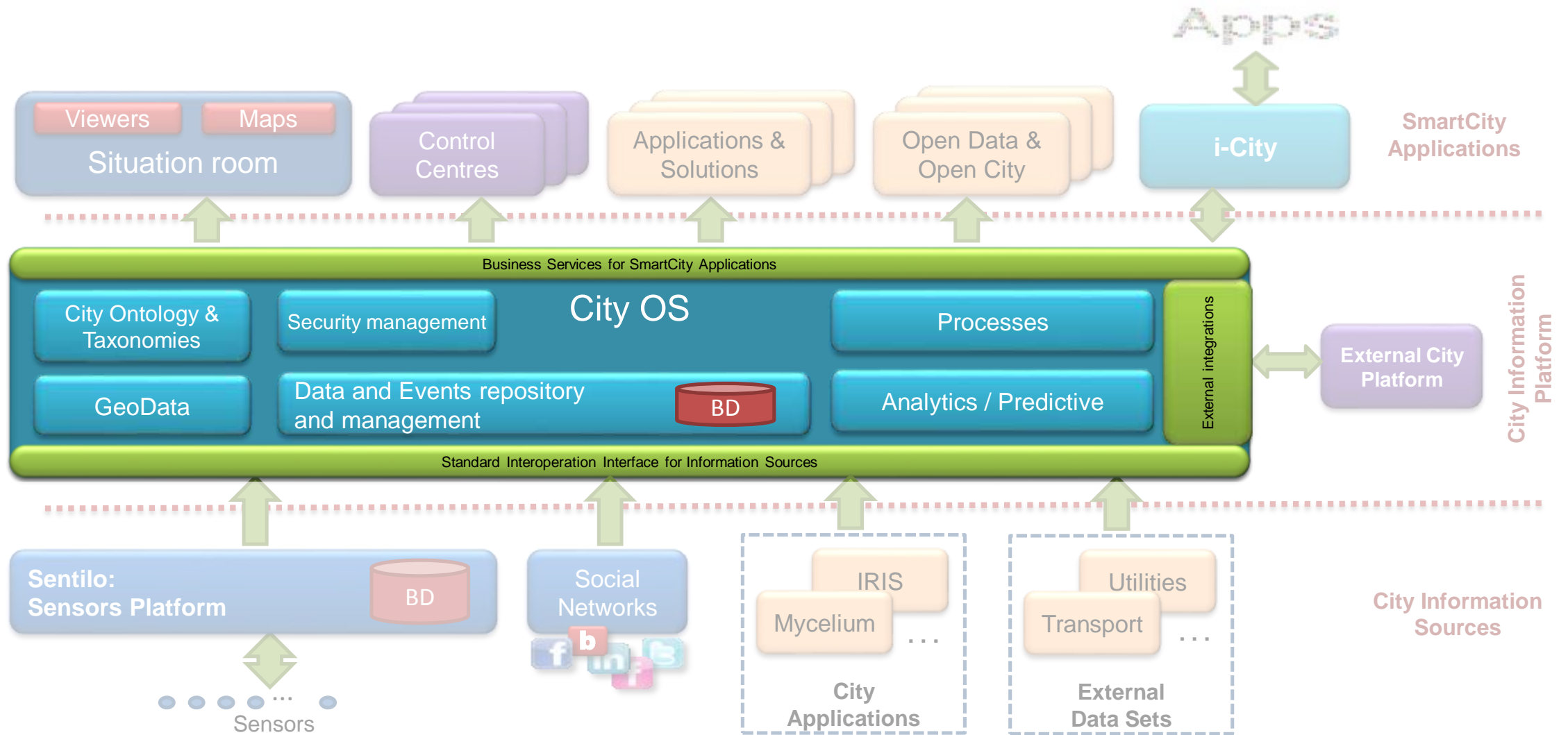
## 2. Main Functionalities

- Ontology based in a ecosystem
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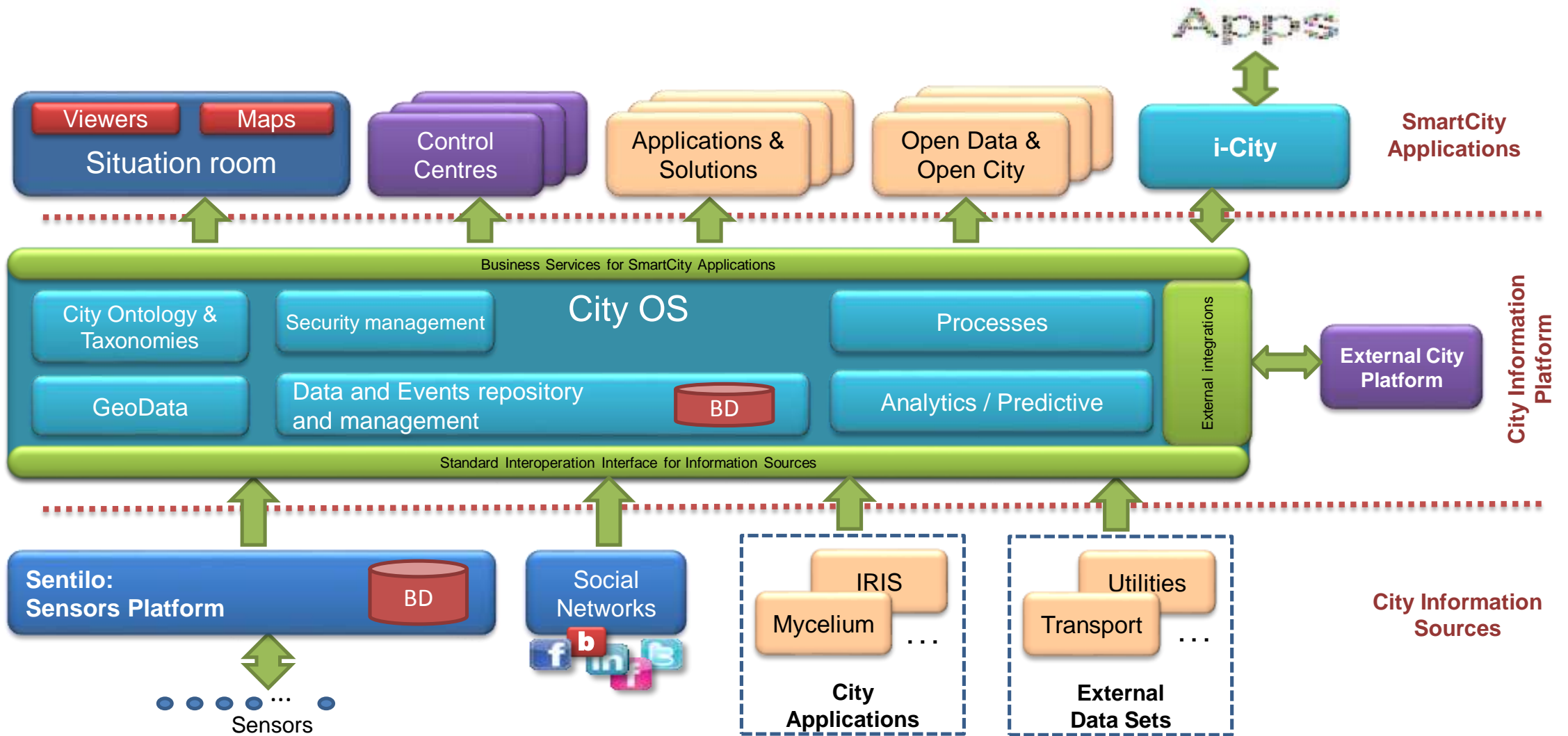
## 3. Why? What for?

- Examples

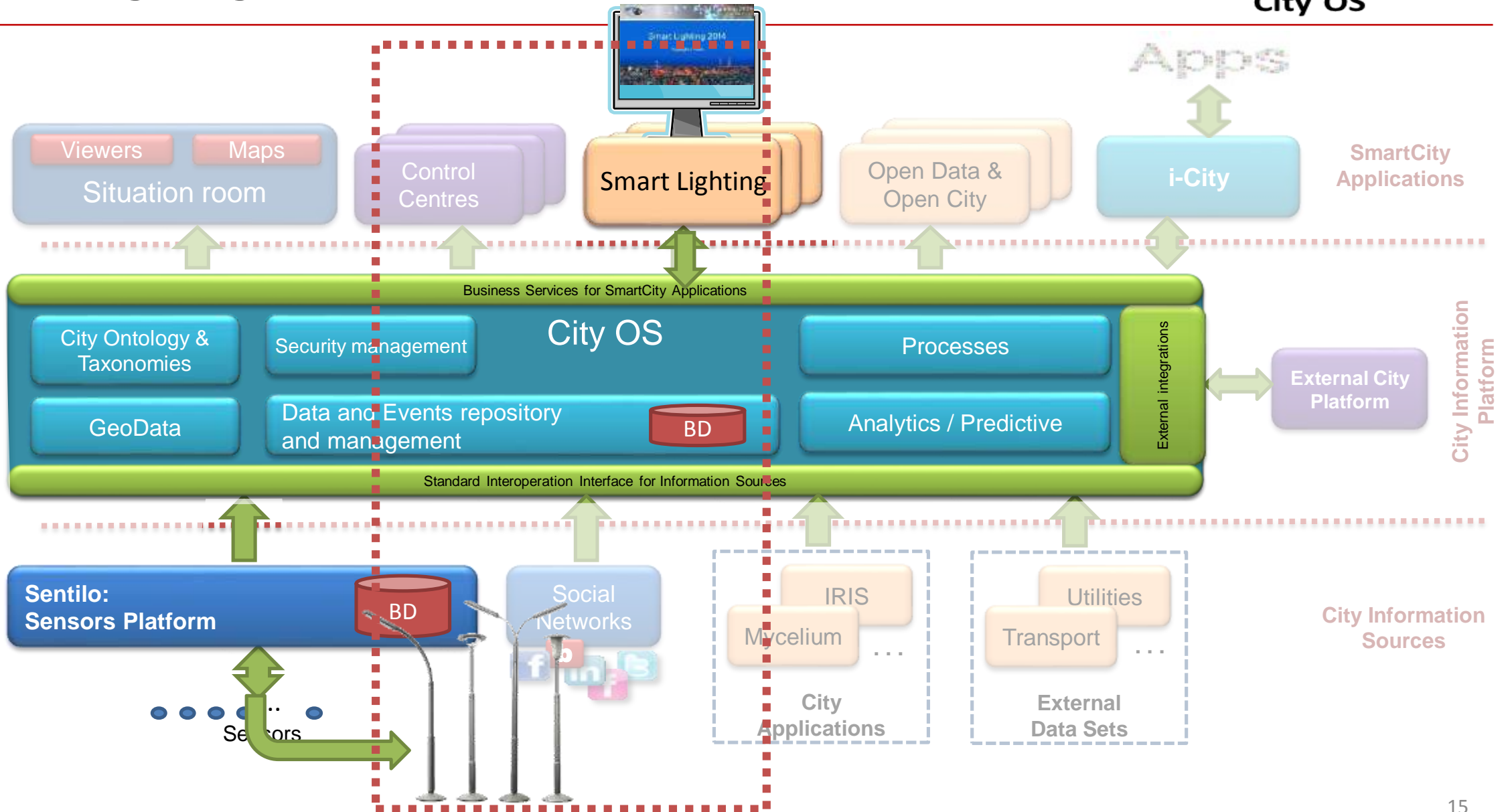
# Smart Lighting



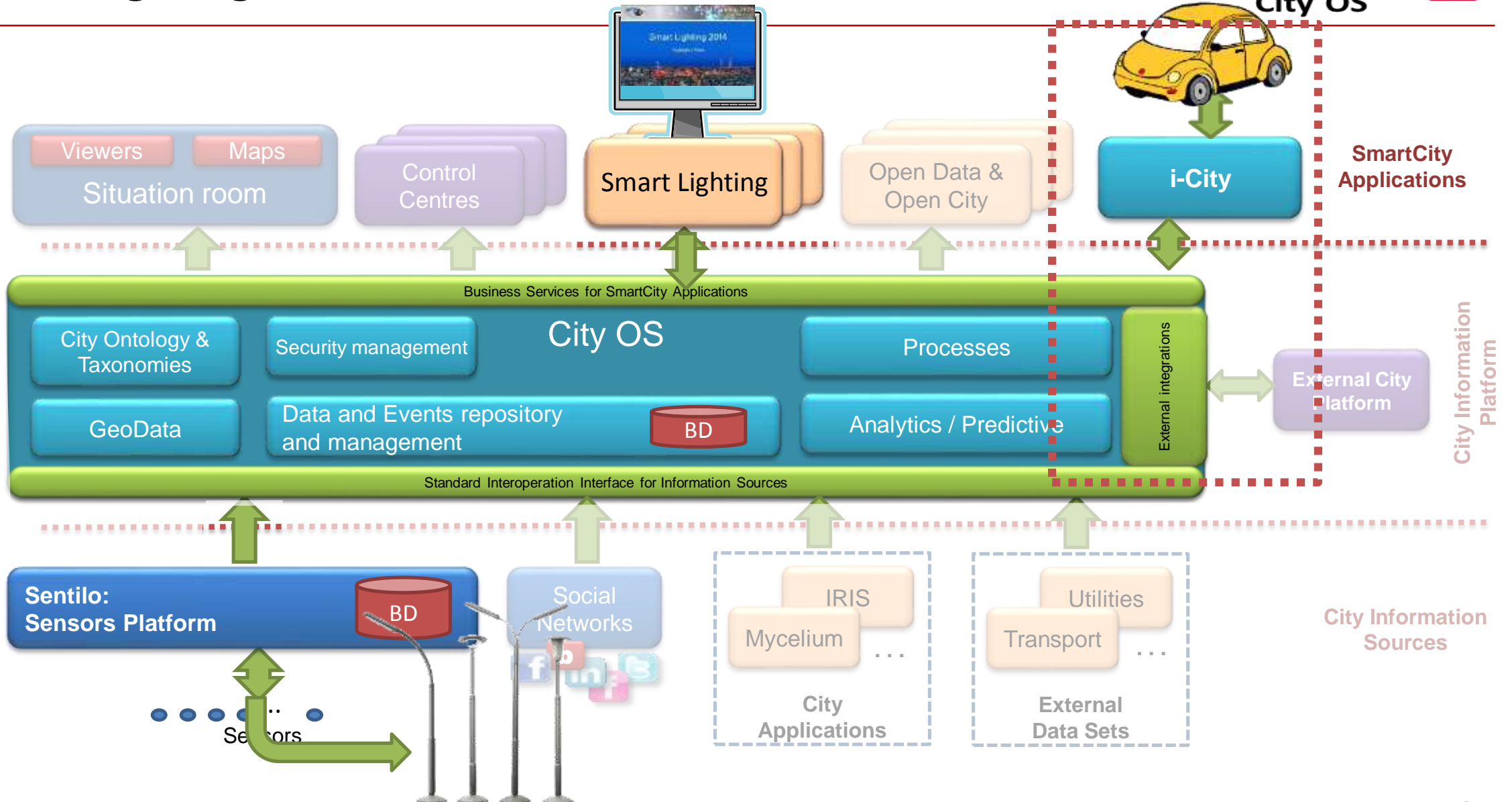
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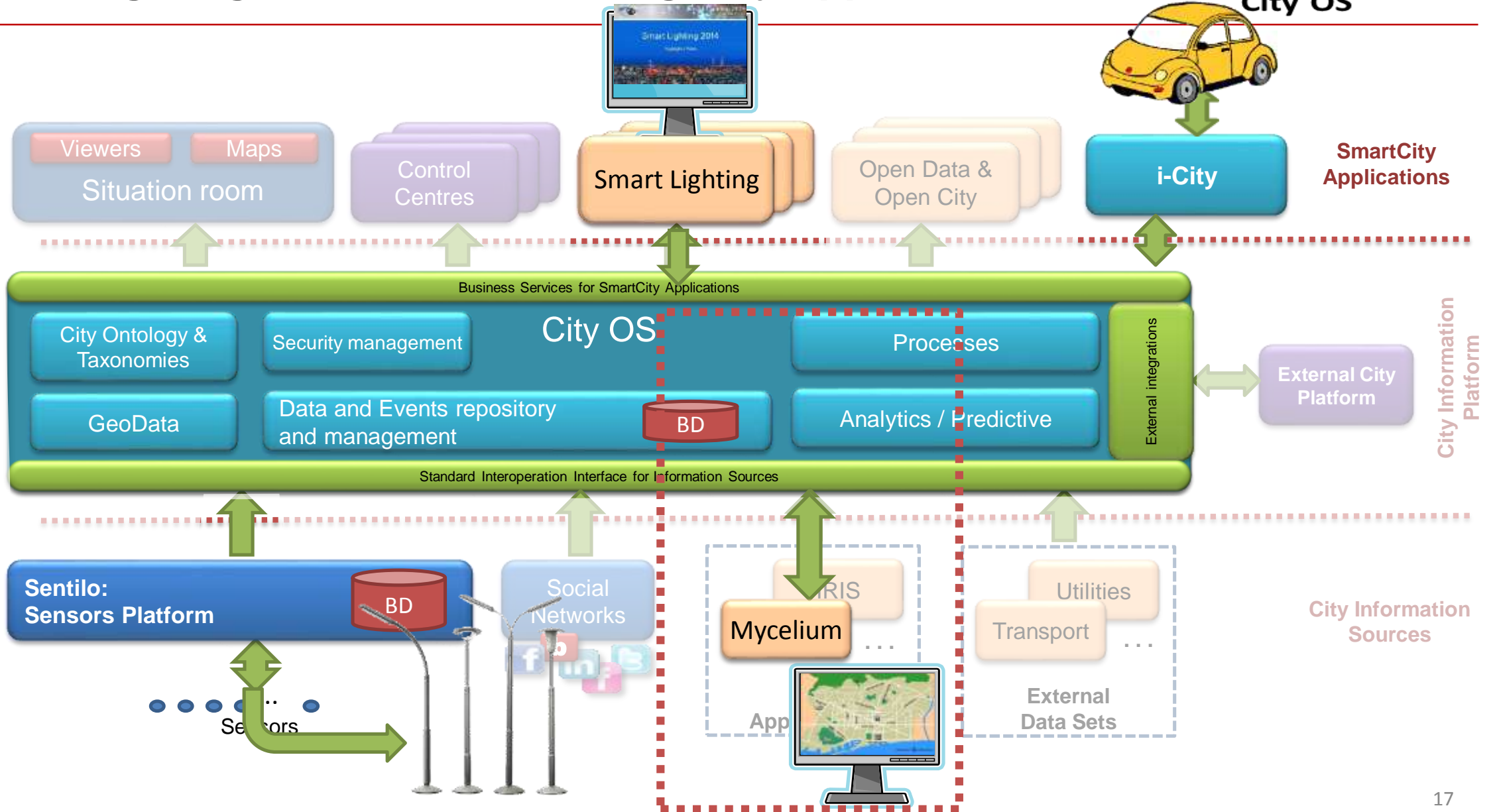


# Smart Lighting + Smart Car

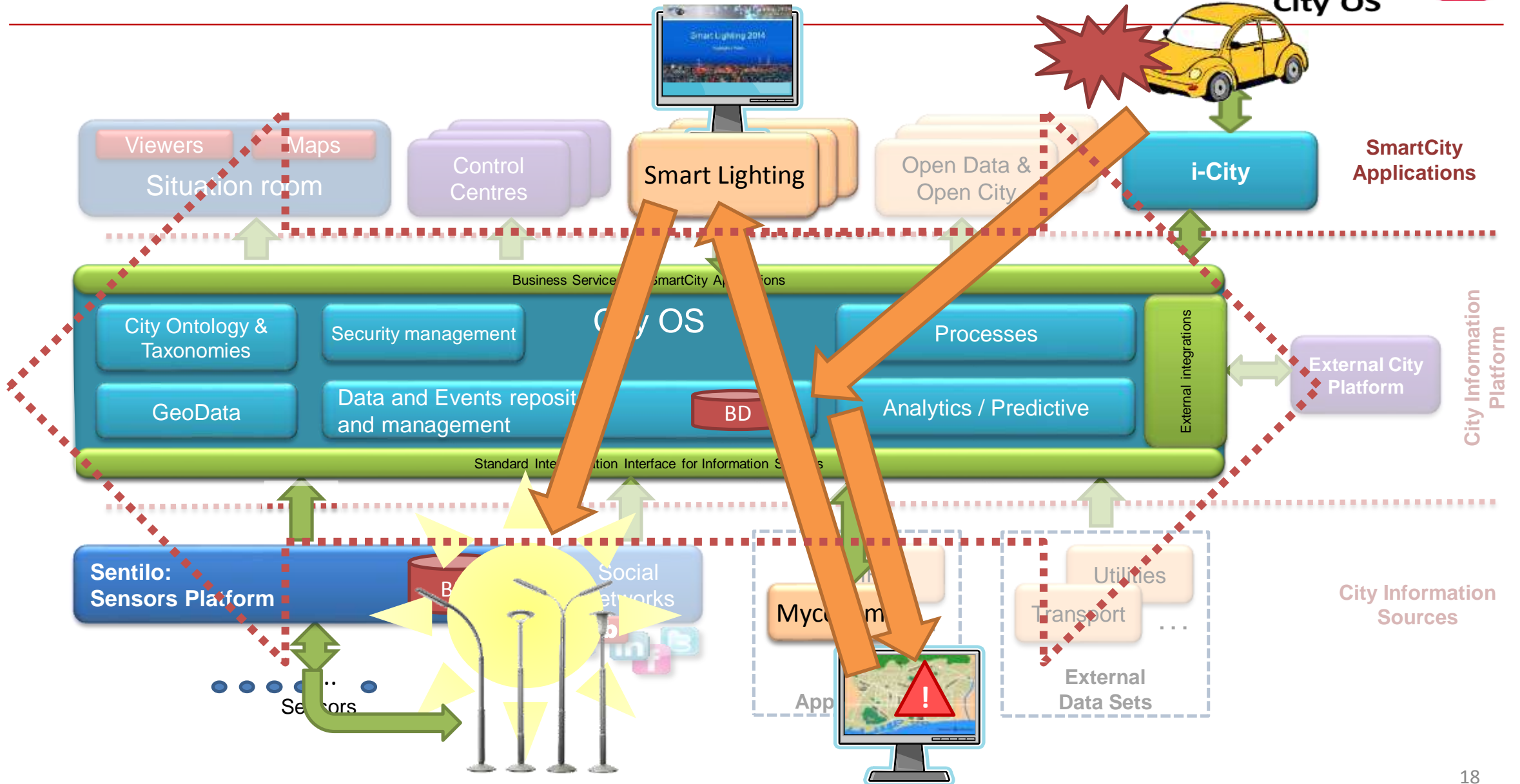




# Smart Lighting + Smart Car + Emergency App



# “Crash” User Case

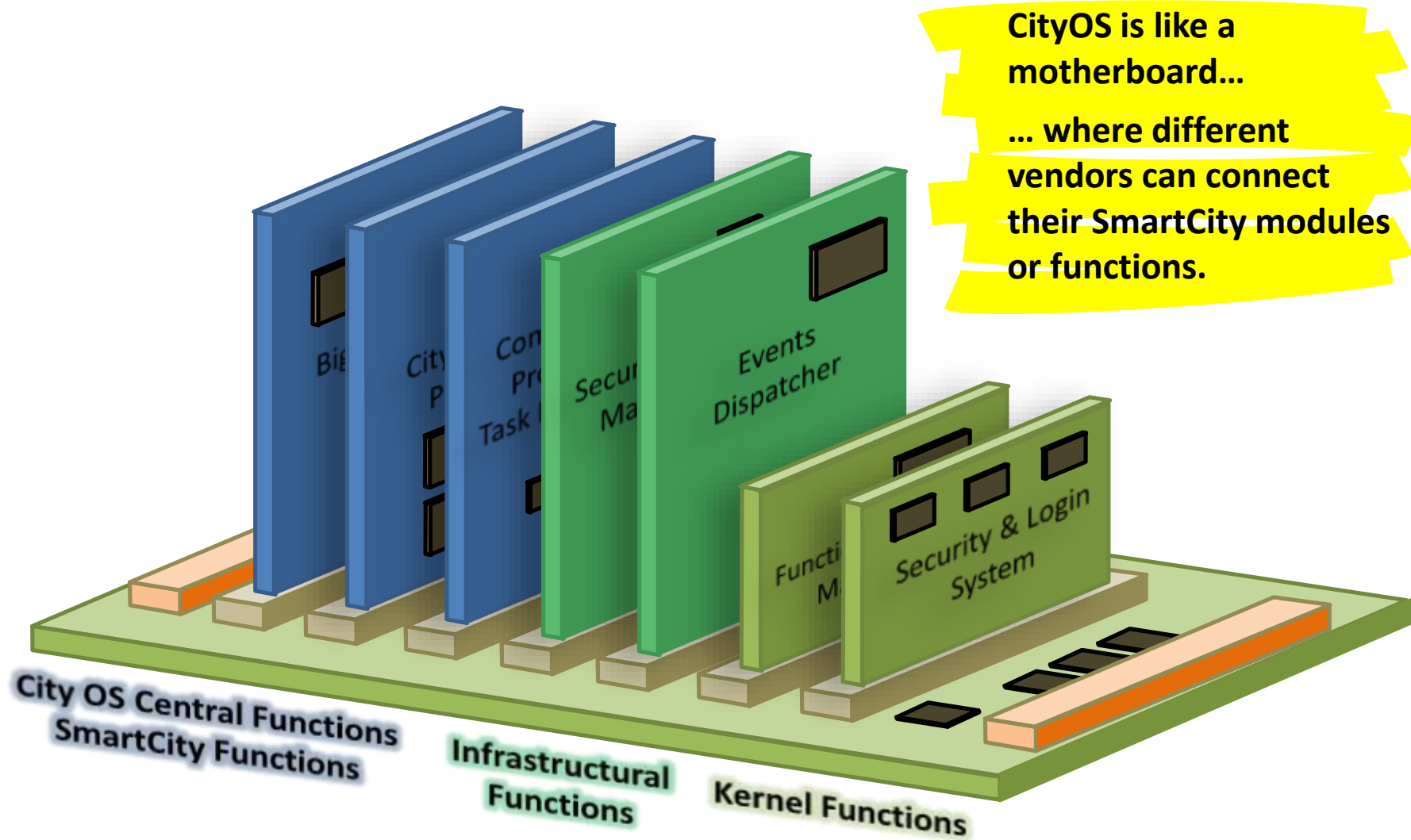




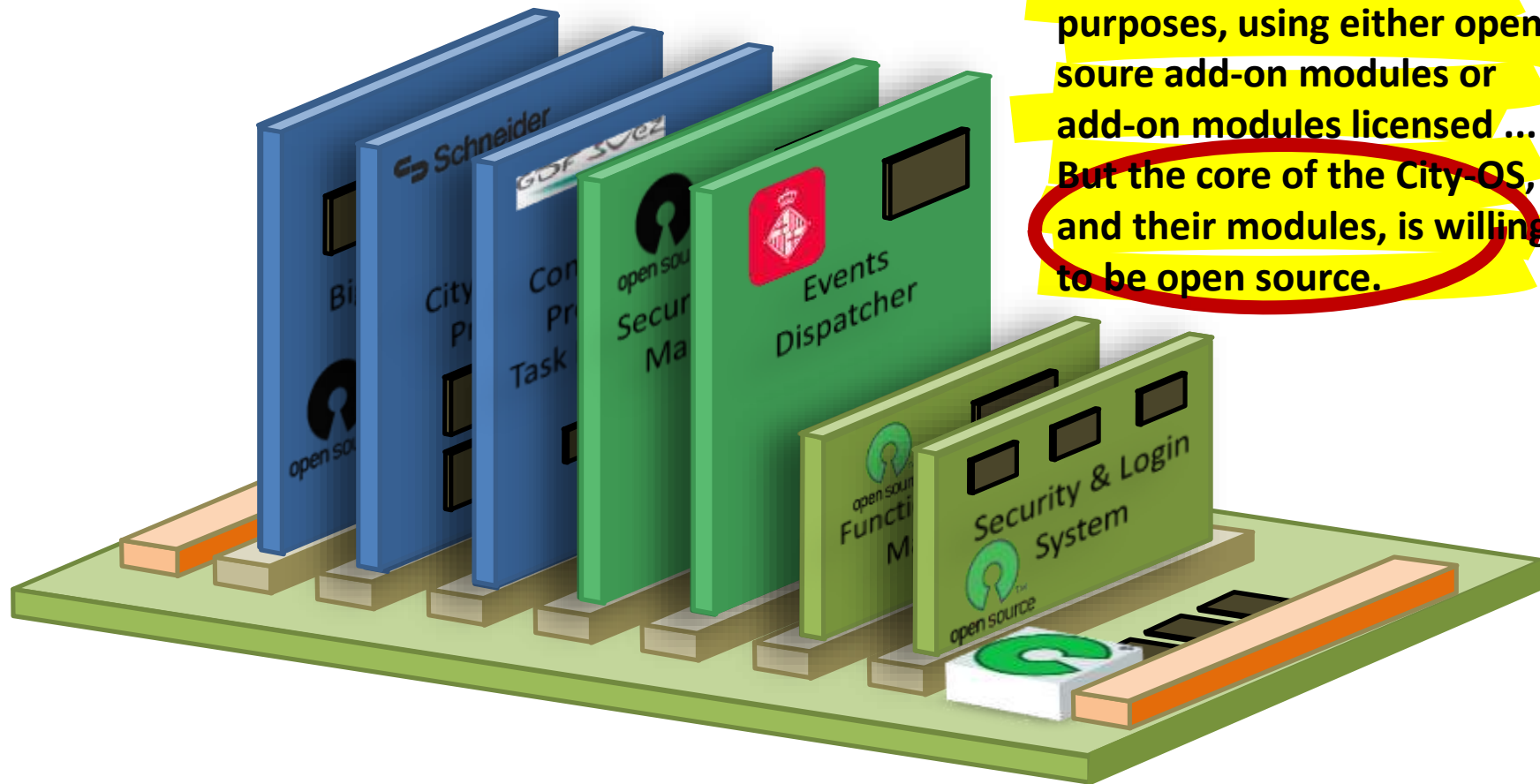
**Ajuntament  
de Barcelona**

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# Conceptualizing City-OS



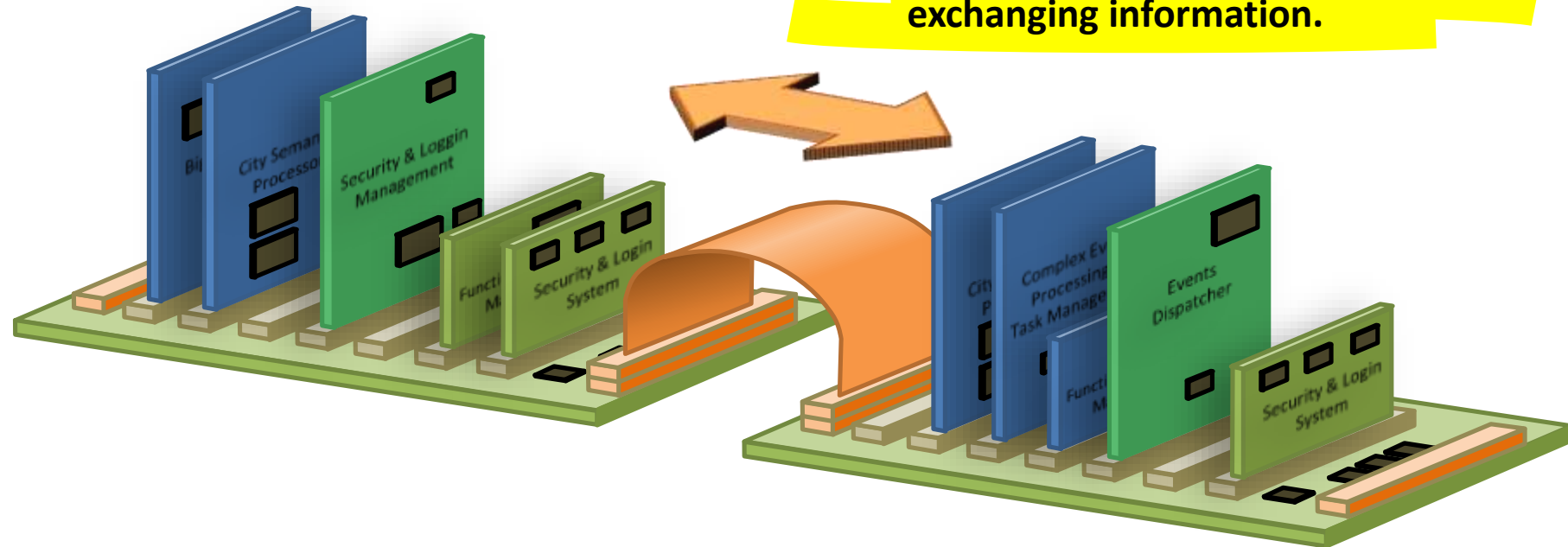
# Conceptualizing City-OS



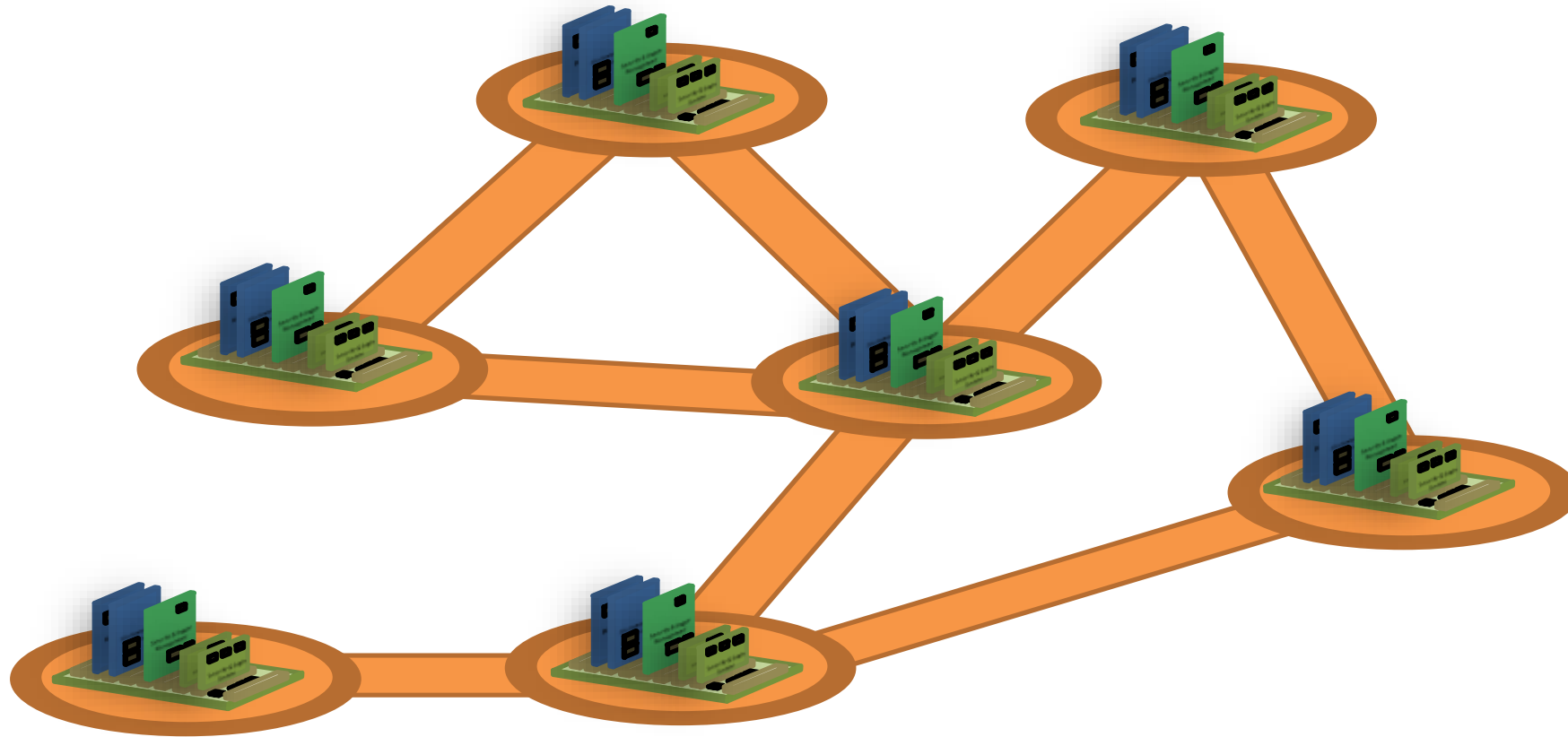
# Conceptualizing City-OS



The CityOS from different cities may have different functionalities. But they have the ability to communicate with each other by exchanging information.



# Conceptualizing City-OS



The City OS from different cities may communicate with each other making a extended net of city events and information.

The city can correlate events with their neighbor cities.



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