

## IBM's Linux Watch: The Challenge of Miniaturization

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### Time and Place

11:00 AM- 12:00 Noon  
 Wednesday, September 25  
 Nitschke Auditorium, Nitschke Hall  
 The University of Toledo

Guests are welcome and may obtain a visitor's parking permit. by contacting Don Ewing by e-mail ([djewing@computer.org](mailto:djewing@computer.org)) or the Electrical Engineering and Computer Science Department at 419.530.8140 no later than Friday, September 20. Nitschke Hall is in the Engineering cluster located at the southeast corner of the University campus (map at <http://www.utoledo.edu/campus-map/bsc.htmlx>)

### Abstract

Just a twenty-first century Dick Tracy wrist radio? Maybe, but this device looks like an ordinary watch, runs Linux, features X11 graphics, and offers Bluetooth™ wireless connectivity.

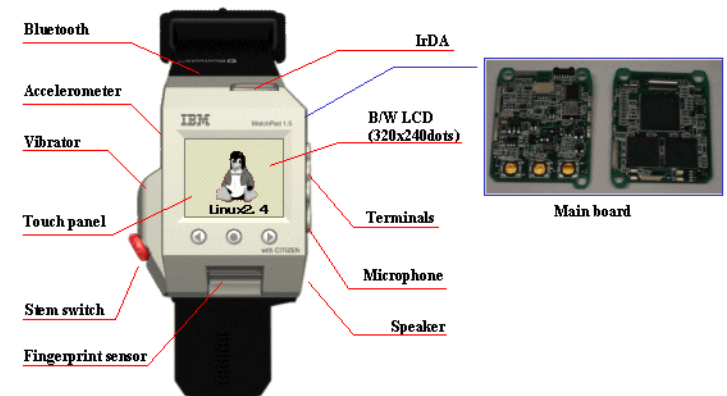
The watch contains a powerful processor along with eight megabytes of flash memory and another eight megabytes of dynamic random access memory. Users interact with the watch through a combination of a touch-sensitive screen and a roller wheel. The watch also has both IR and RF wireless connectivity. In Oct. 2001 Citizen Watch and IBM Research announced that they have started a research collaboration on the Linux Watch technology.

Although the watch is still considered a research prototype, it has already run some personal information management applications such as calendars, address books, to-do lists, and e-mail summaries, and has been used to interact wirelessly with other computers running specific applications. With this functionality the Linux watch can interact with other appliances or devices having Bluetooth capabilities. Data in the watch, such as an address book, may also be viewed on a larger Bluetooth capable display.

### Speaker

Chandra received the B.Tech. in Electrical Engineering from the Indian Institute of Technology, Bombay in 1986, and the M.S. and Ph.D. degrees in Computer and Systems Engineering from Rensselaer Polytechnic Institute in 1987 and 1991, respectively.

During his early years at IBM he worked on multiprocessor graphics, rendering algorithms, geometric modeling and was one of the chief architects for the OpenGL® programming interface on IBM RS/6000 workstations. He was a member of the team that defined the graphics instructions for the PowerPC™ processors and was also an architect for the IBM GXT-150™ 2D graphics accelerator.



September 25, 2002 Meeting