

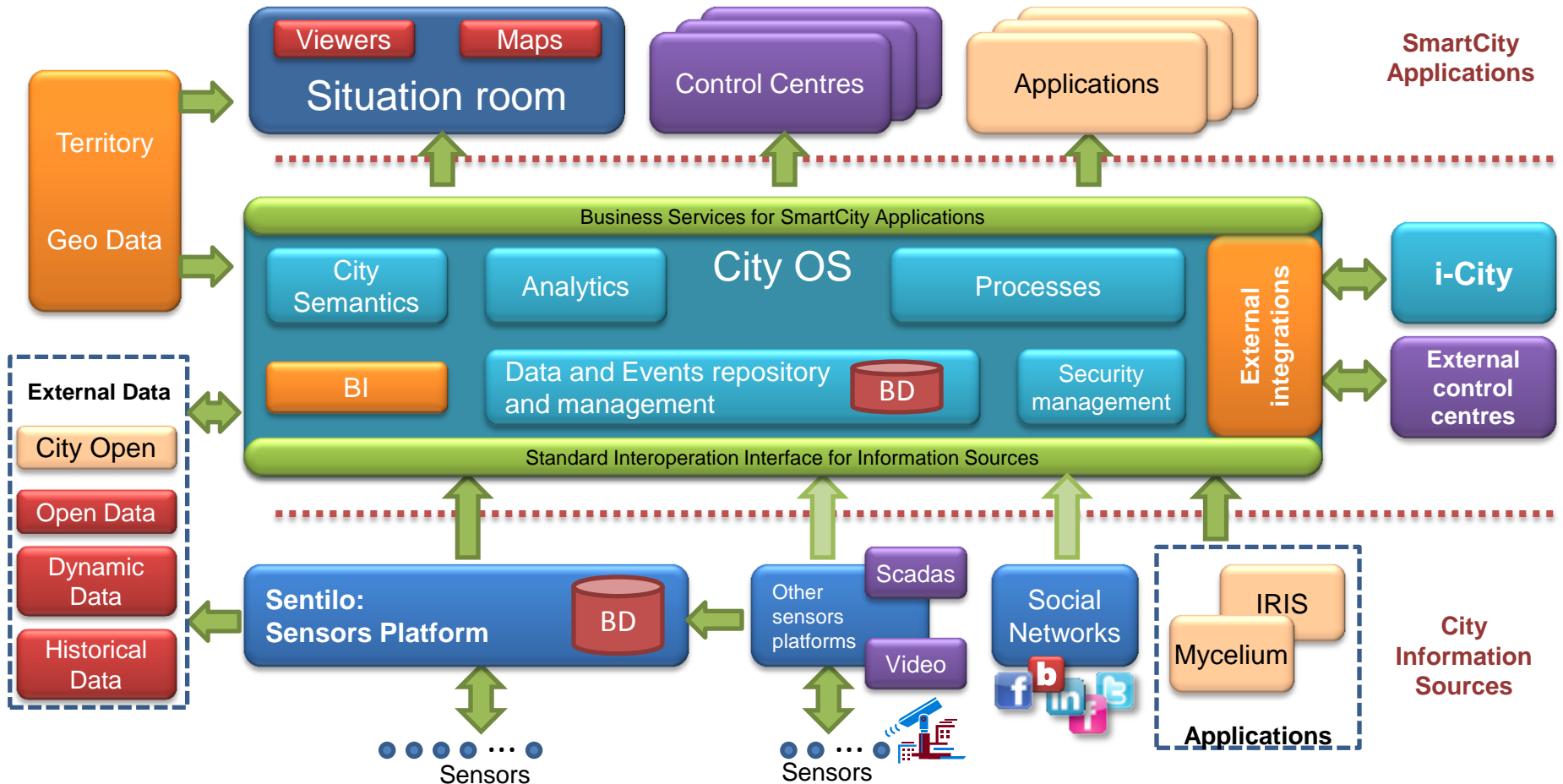


Ajuntament
de Barcelona

Inside the City OS

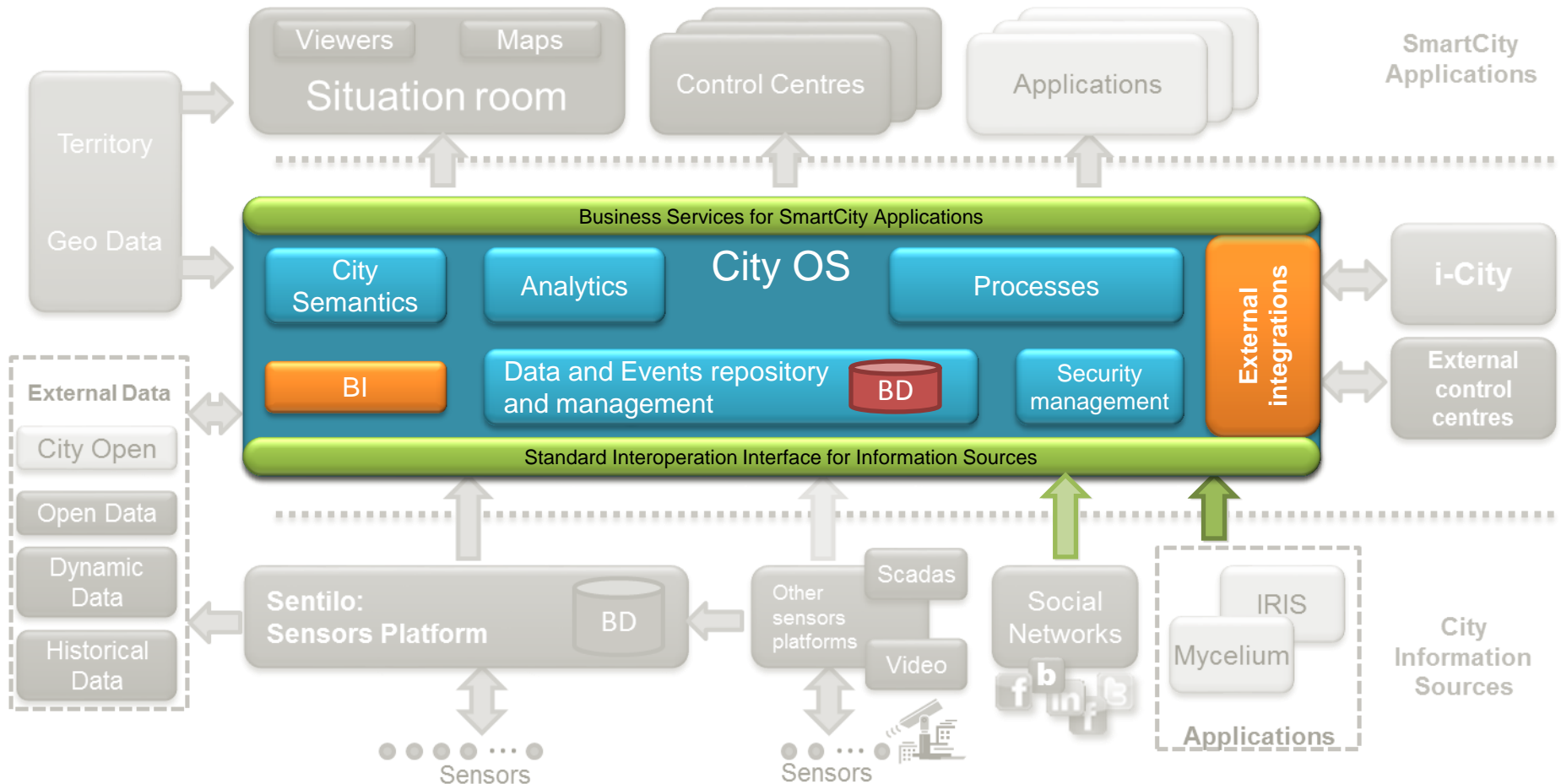


City OS Architecture - Concepts





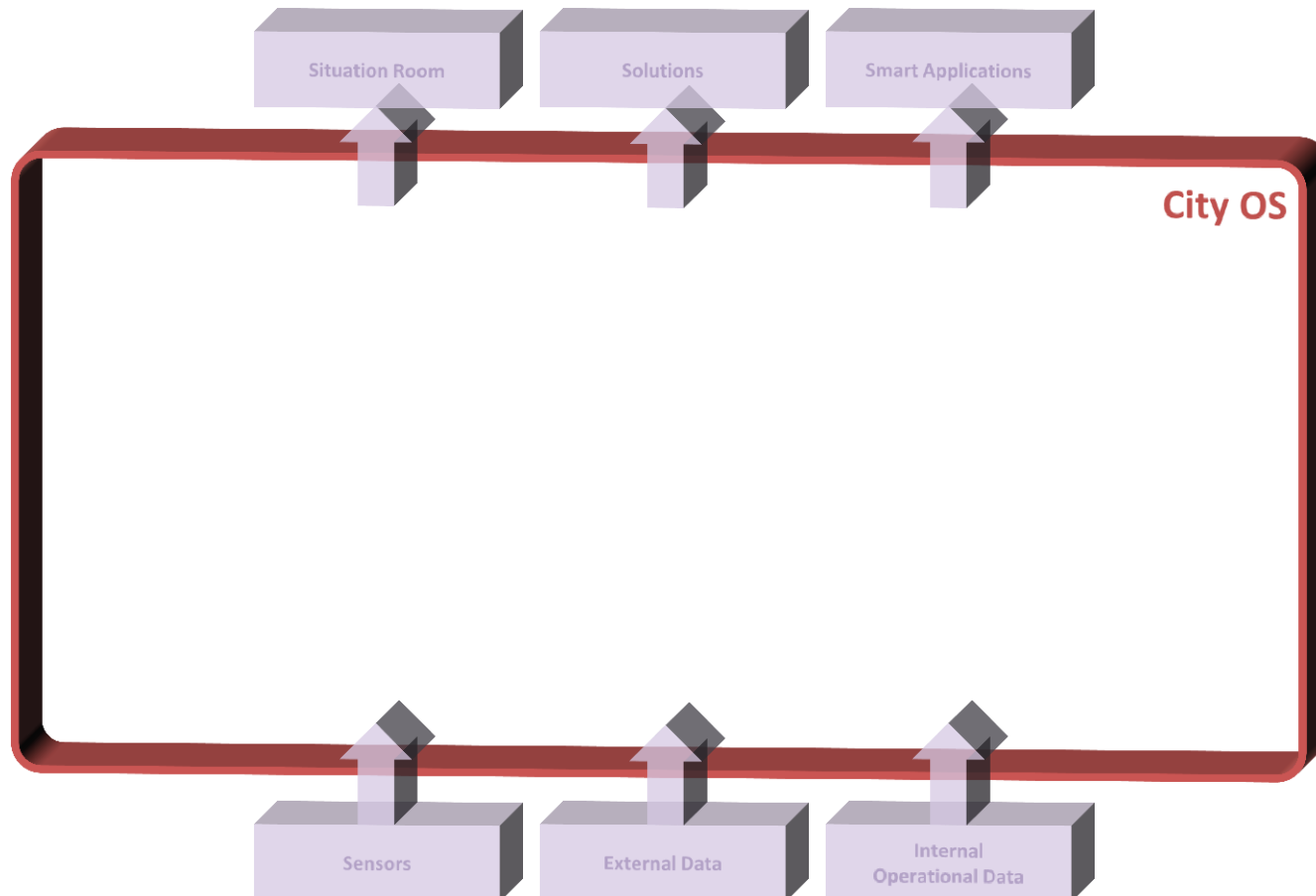
City OS Architecture - Concepts



Conceptual Structure of City OS



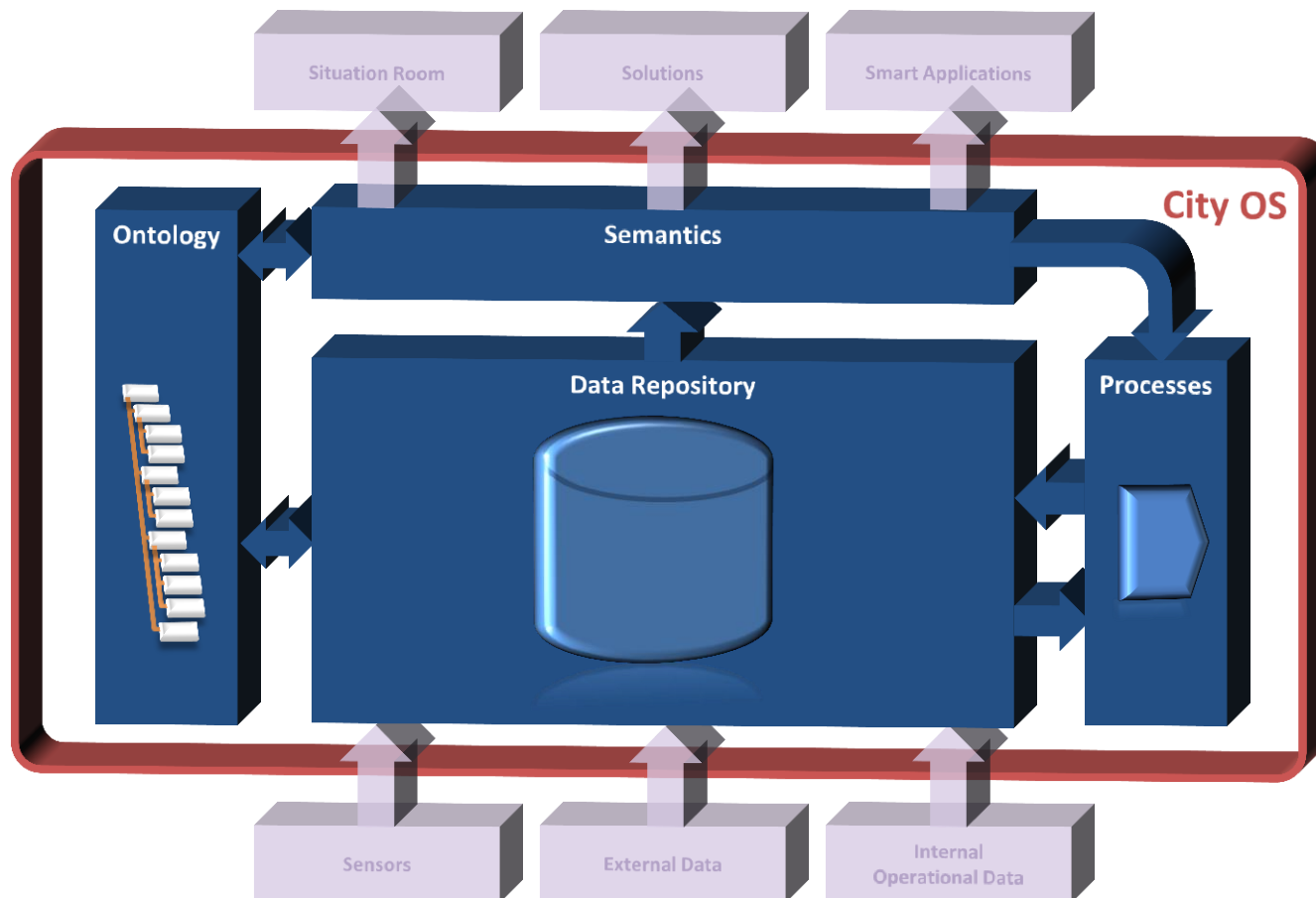
CityOS is a decoupling layer between data sources and Smartcities solutions.



Conceptual Structure of City OS



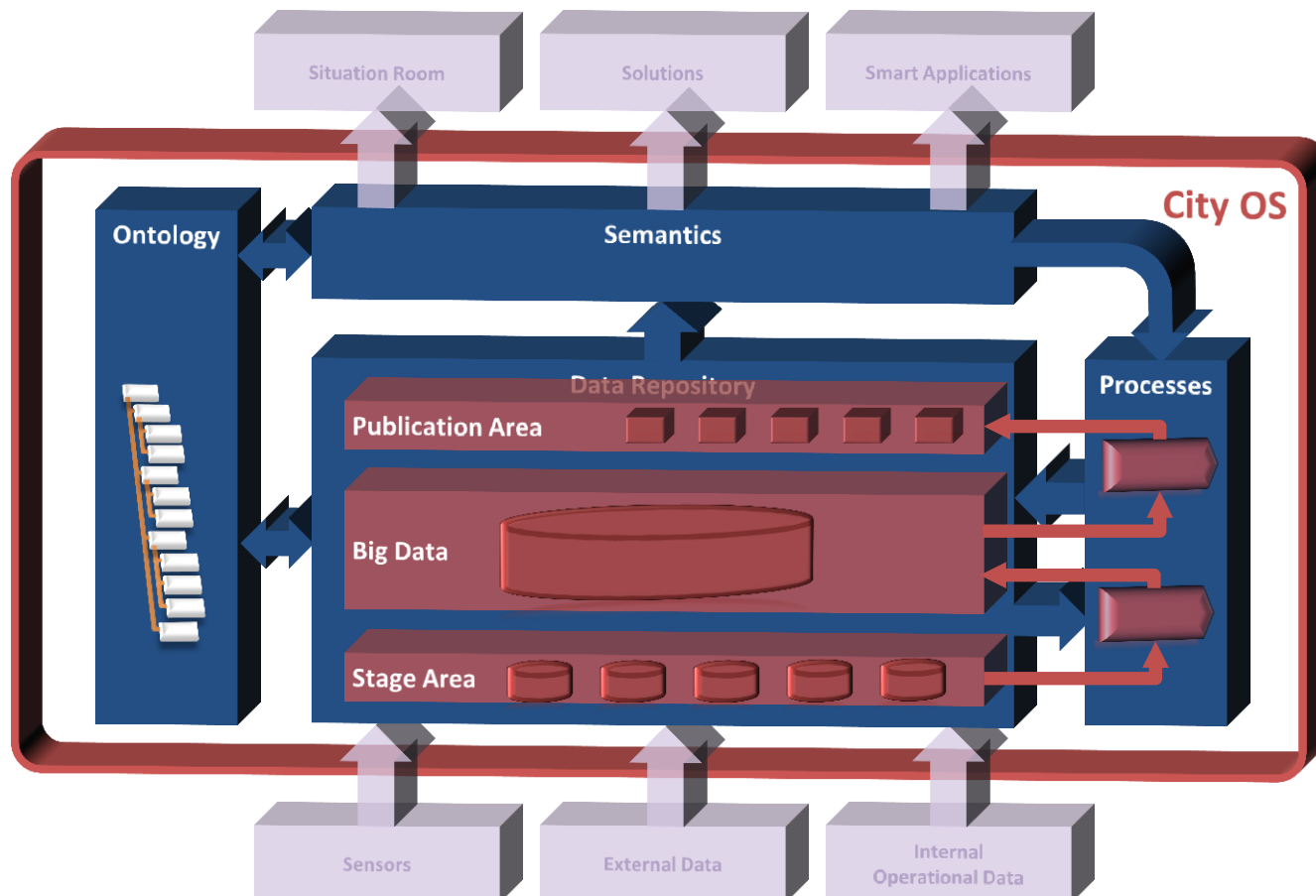
It consists of four main elements: A main data repository, A semantics to unify and globalize access to data, an ontology to organize data and a data process container.



Conceptual Structure of City OS



The repository has three main levels of data: The Stage Area level for load data, an unified repository for normalized data and a Publication Area for analyzed data.

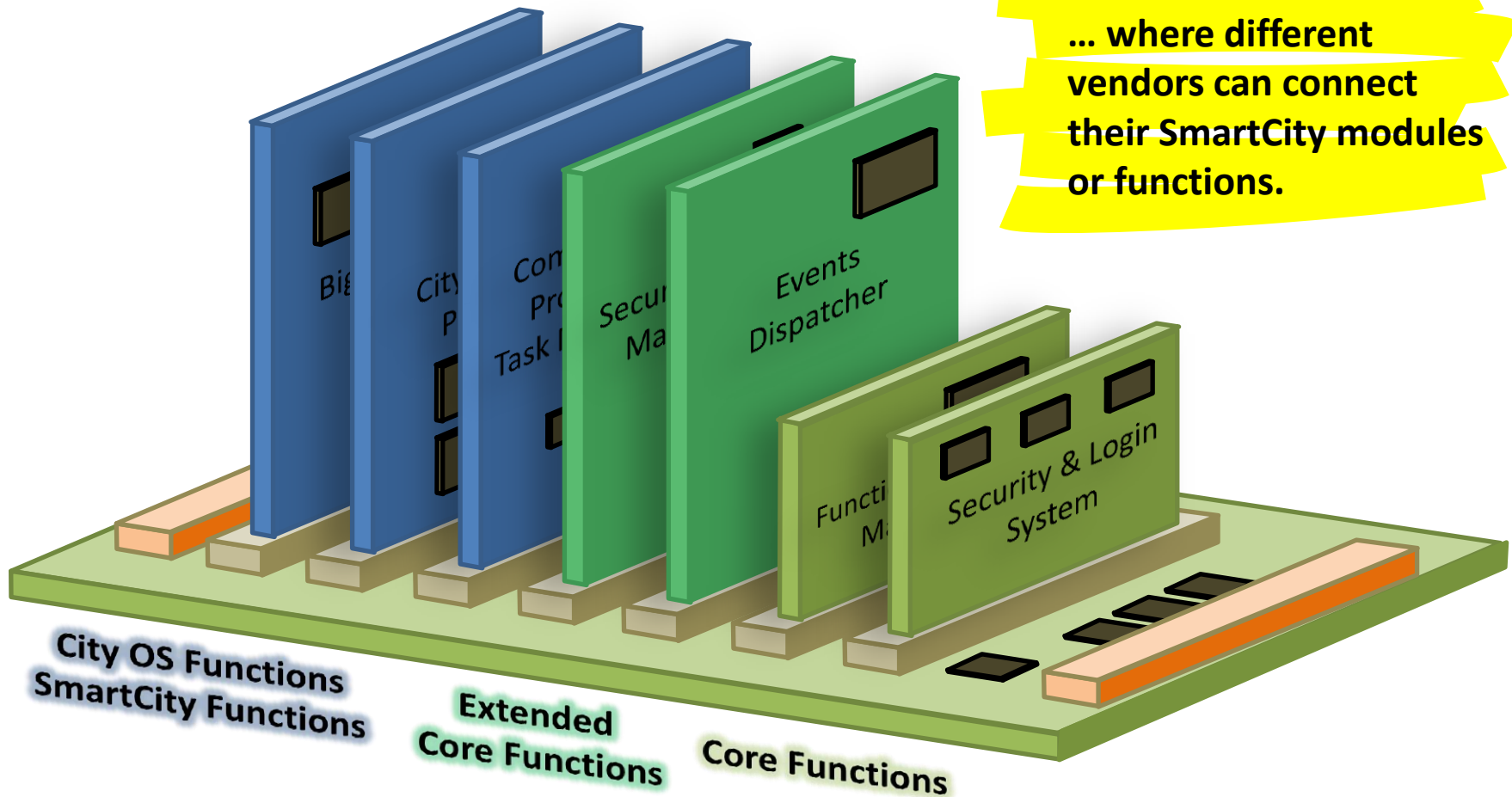


Conceptualizing City-OS

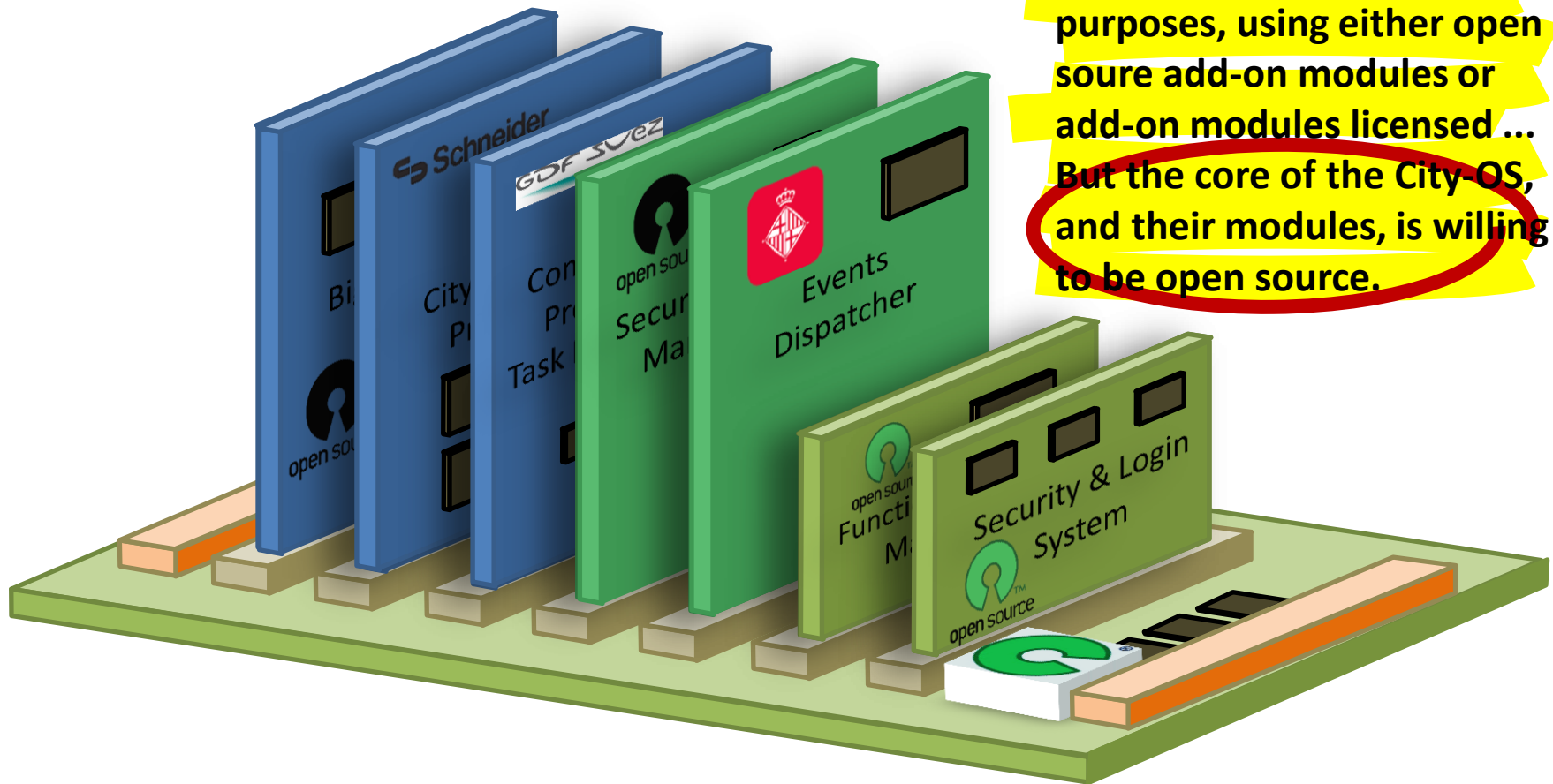


CityOS is like a motherboard...

... where different vendors can connect their SmartCity modules or functions.



Conceptualizing City-OS



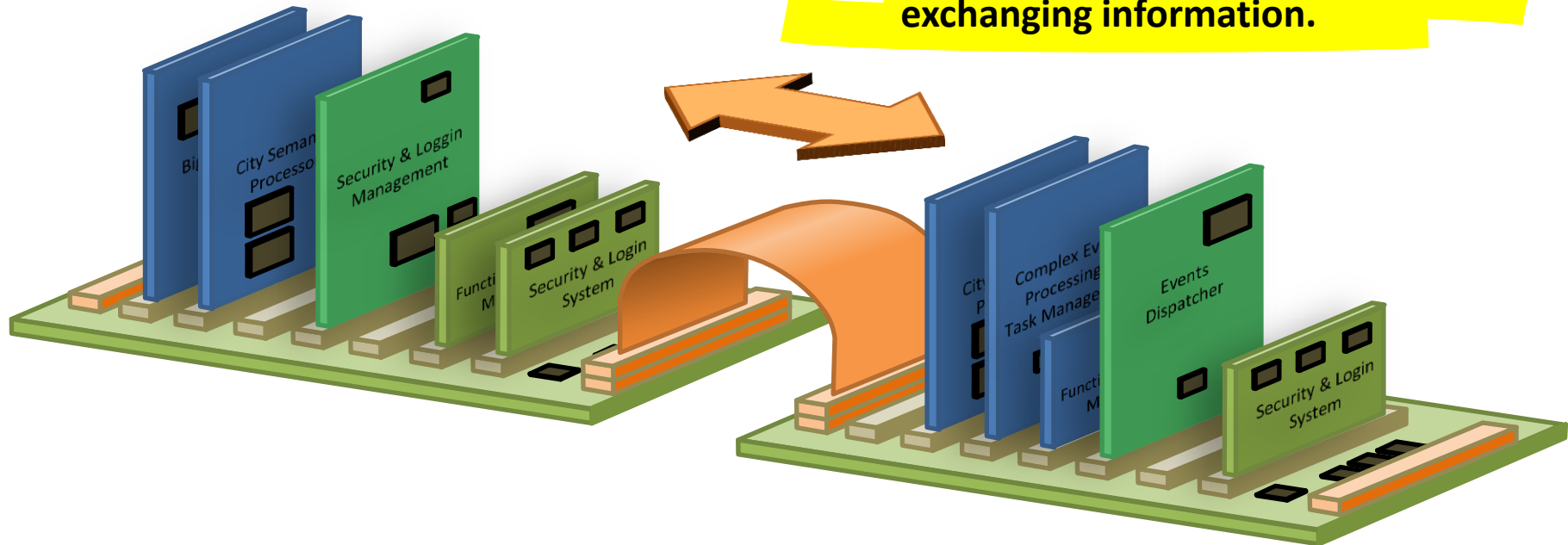
Each City-OS can be configured for different purposes, using either open source add-on modules or add-on modules licensed ... But the core of the City-OS, and their modules, is willing to be open source.

Conceptualizing City-OS

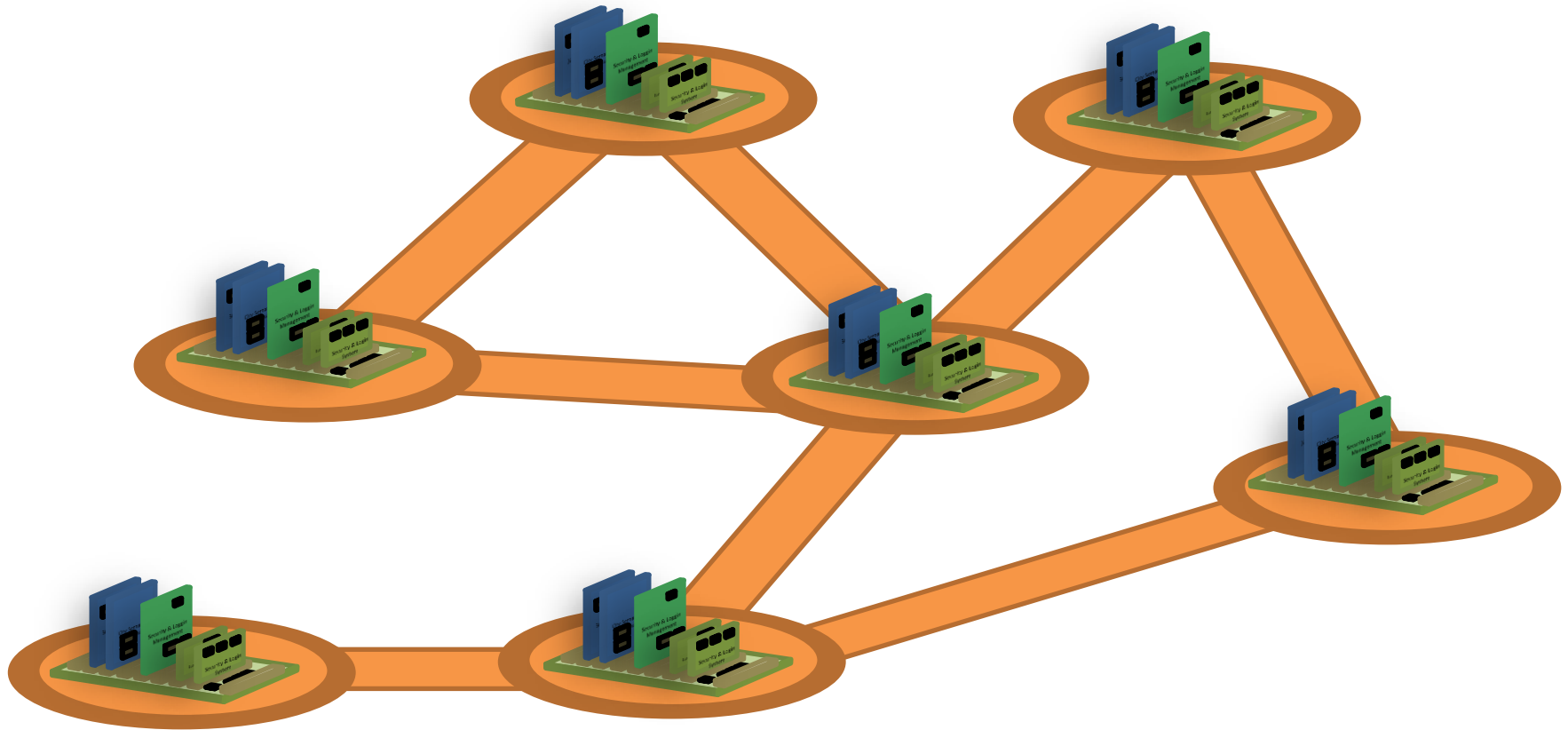


The CityOS from different cities may have different functionalities.

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.