



September gLeads Meeting

Platform and Devices Update

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Agenda

- P&D Update
- Android AI Strategy
- P&D Technical Strategy

Solving three core problems to win developers over



Creating the simplest APIs for developers for the most common use cases

Early access programs have distilled core use cases that have a broad range of developer interest. Current on-device models not capable of supporting many use cases out of the box.



Enabling complex use cases with open prompts on high quality models

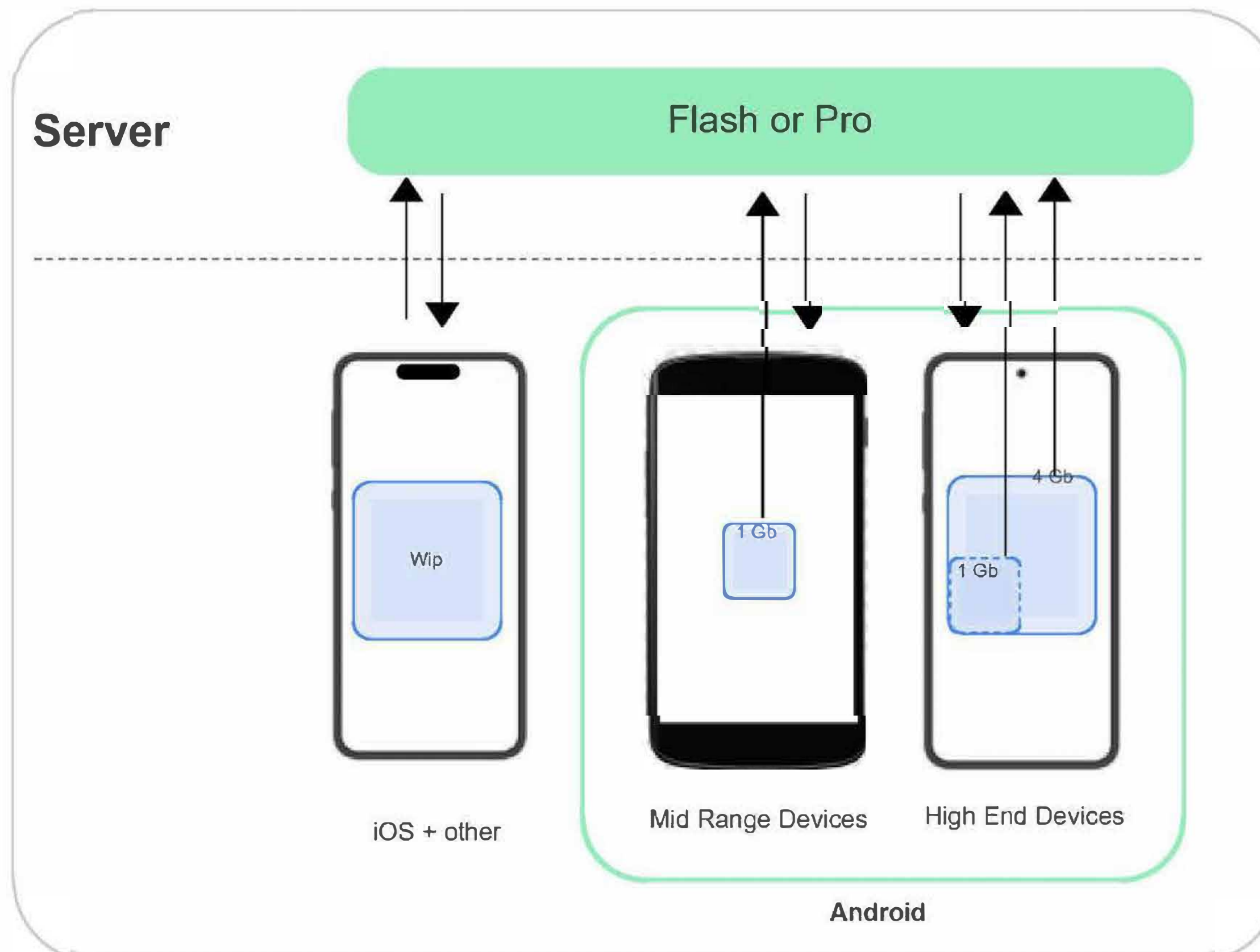
Even with canned solutions, some developers have deep cases that need access to open prompts. Existing approaches to deliver production quality are brittle and unscalable.



Making our solution available cross platform

Developers want to have consistency in offering features to their consumers across platforms.

Introducing a Hybrid (on-device and cloud) approach



This dynamically routes traffic between on-device and server, where the on-device model decides if it can serve the request.

This allows for a fluid architecture that spans device and server while being flexible at targeting devices of various compute-power capability

While this approach is promising, we still need to work out the privacy story, the business model for cost, the logic to fallback to the cloud and more.