

# A Microsoft Technical Talk

Monday, March 13, 2006

4:30pm

Bahen Centre Room 1160

## *Preparing the PC for the Singularity*

*In this talk we discuss one of the most complex software systems in the world – the Microsoft Windows® Operating System running on a typical PC. We describe the evolving role of the PC and how that drives system complexity. We explore some of the big challenges facing PC and other software and a range of ideas from rethinking the definition of a software application to addressing security and backward compatibility through virtual machine technology.*

## Presented by: David Blythe

David Blythe joined Microsoft in September 2003 as a Software Architect and works in the Windows Graphics Technology and Windows Core Architecture groups. He is responsible for graphics architecture associated with hardware acceleration, driver subsystem, and low-level APIs.

Prior to joining Microsoft, David worked as a system architect at a startup designing embedded small business and consumer electronics devices. In this position David worked extensively with Linux, wireless networking, digital rights management, and 3D graphics. Concurrently David served as editor of the OpenGL ES 3D graphics standard for embedded devices. From 1991 to 2000, David was employed as a systems architect working on high-end 3D graphics system design at Silicon Graphics. During his tenure at Silicon Graphics, David held the positions of member of technical staff, principal engineer, and chief engineer. David is coauthor of the book "Advanced Graphics Programming Using OpenGL" and holds Master of Science and Bachelor of Science degrees from the University of Toronto

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Come with questions and an appetite, as pizza and soda will be served!