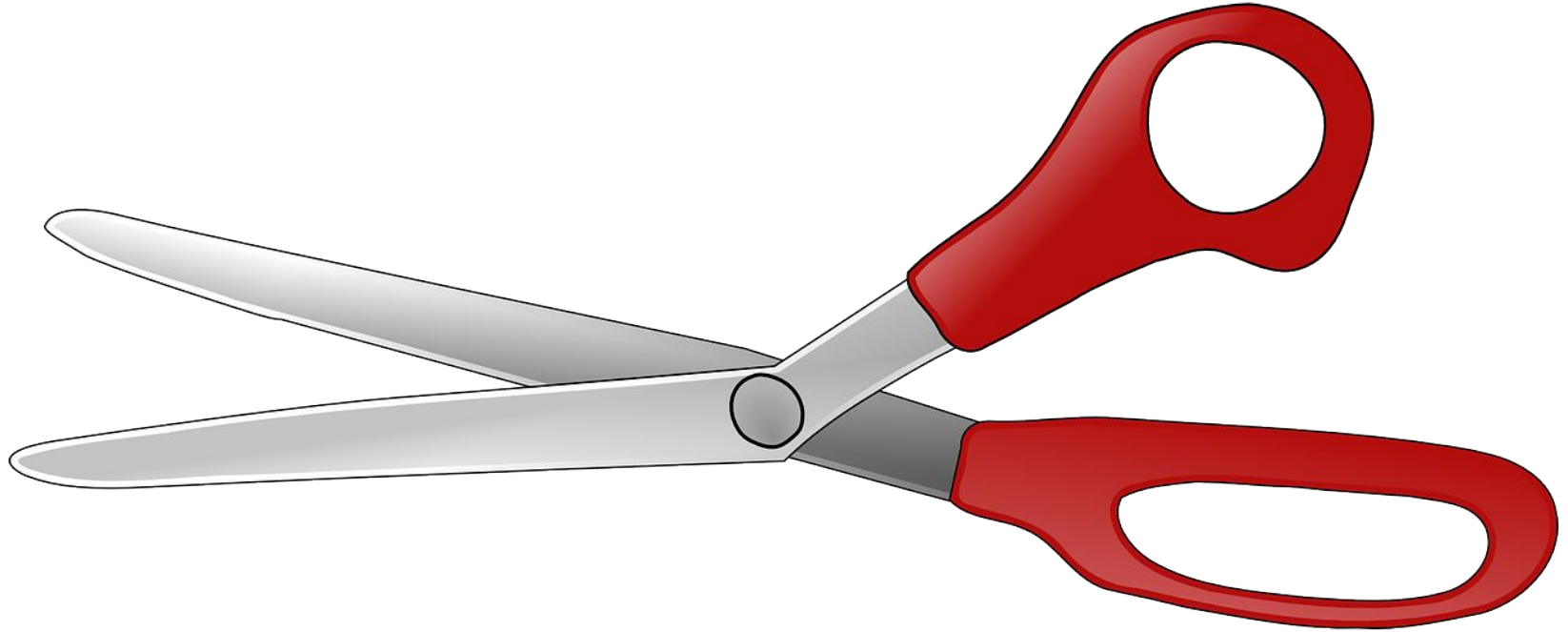


# Searchable Home



Where are my SCISSORS?!?



# Most Difficult to Keep Track Items

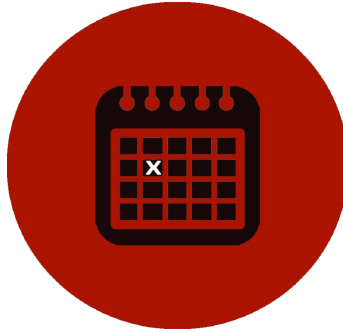


# Consequences of Forgetfulness



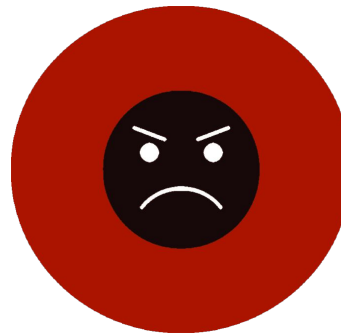
late to work or  
school

**60%**



missed an  
appointment

**49%**



argued with a  
significant other

**35%**



missed a plane,  
train, or bus

**22%**

# Wasted Time and Money Every Year



looking for lost items

**2.5 Days**



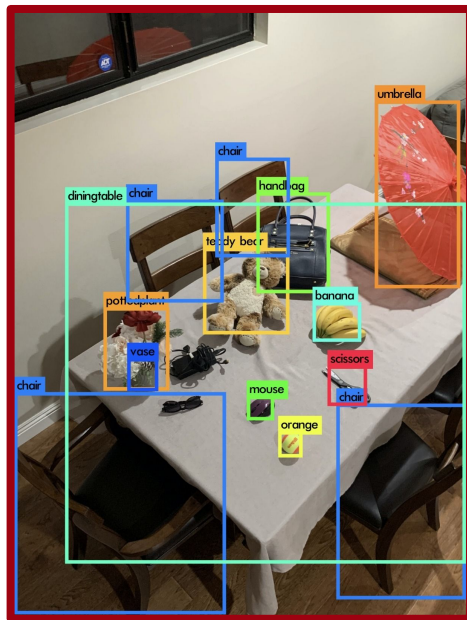
replacing misplaced items

**\$2.7 Billion**

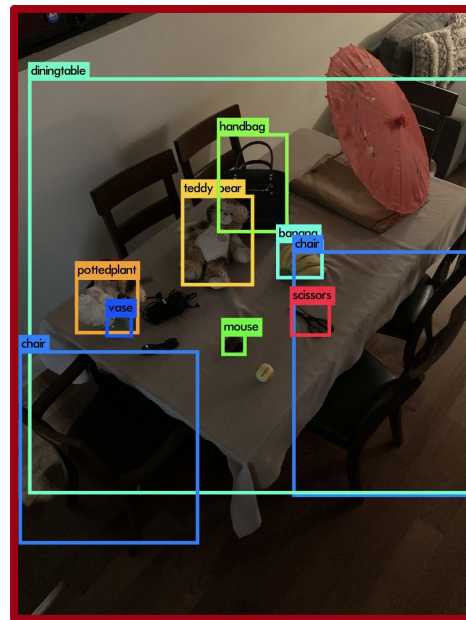
# Keep Track of All Your Things



# Object Detection in Action



**In Light**



**Low Light**

# Search for Items



 umbrella



Room Matt's Room

Time 12:34 PM

Date 02/21/2020



Room Not In Home

Time 11:01 PM

Date 04/11/2020



Room Hallway Closet

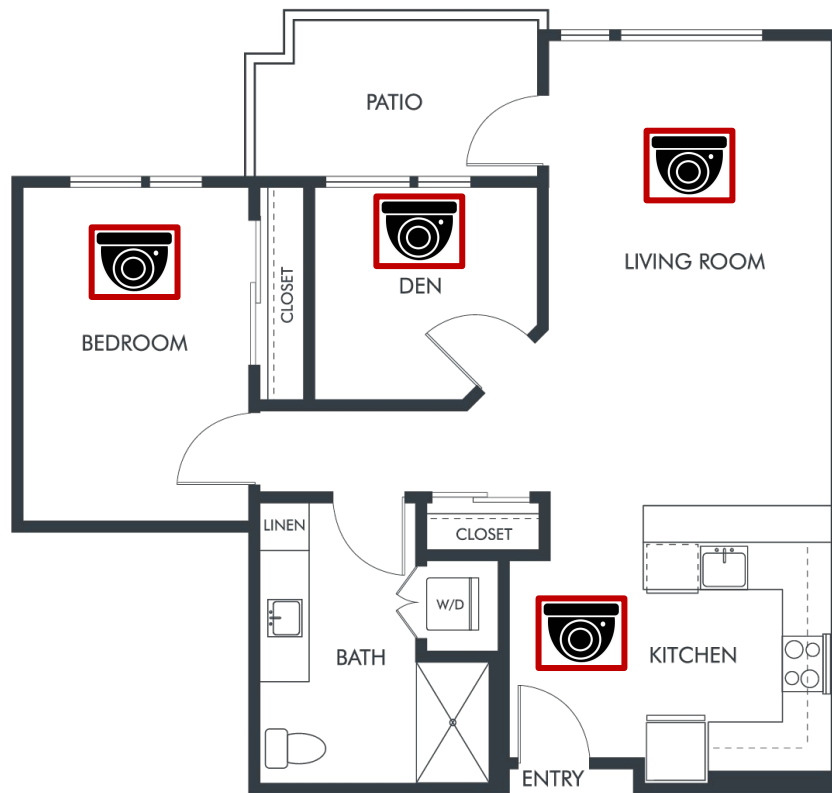
Time 09:15 AM

Date 03/20/2020





# Typical Home Setup



# Make Your Home Smarter



## Inception

- 50 Common Items
- Rapidly Add New Item Detection

## Services

- Home Insurance
- Replenishment

## Platformize

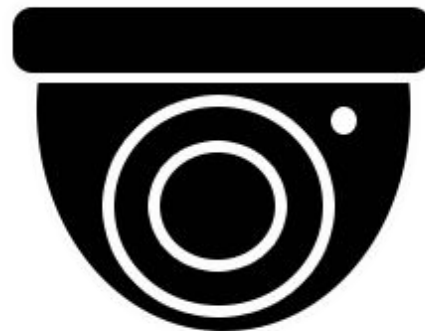
- 3rd Party Apps

# People Want It, Cameras are Fine



want the product

**70%**



fine with cameras and  
images staying local

**73%**

# Market Landscape



## Inventory Apps

Sortly



## Item Trackers



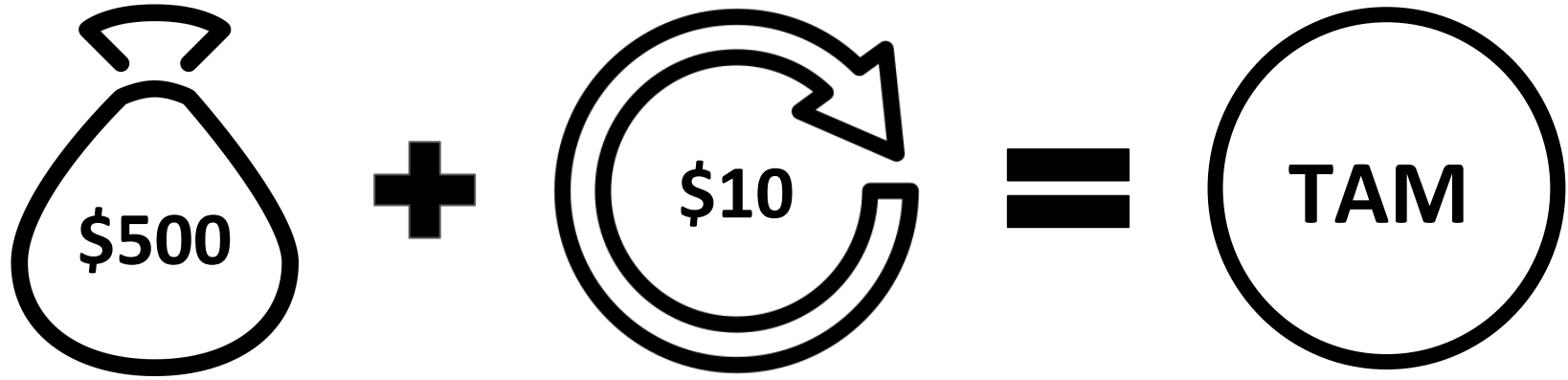
## Smart Homes

ring Nest

## Cashierless Stores



# People are Willing to Pay for It



**30%**

**57%**

**\$21B**

# How We Make Money

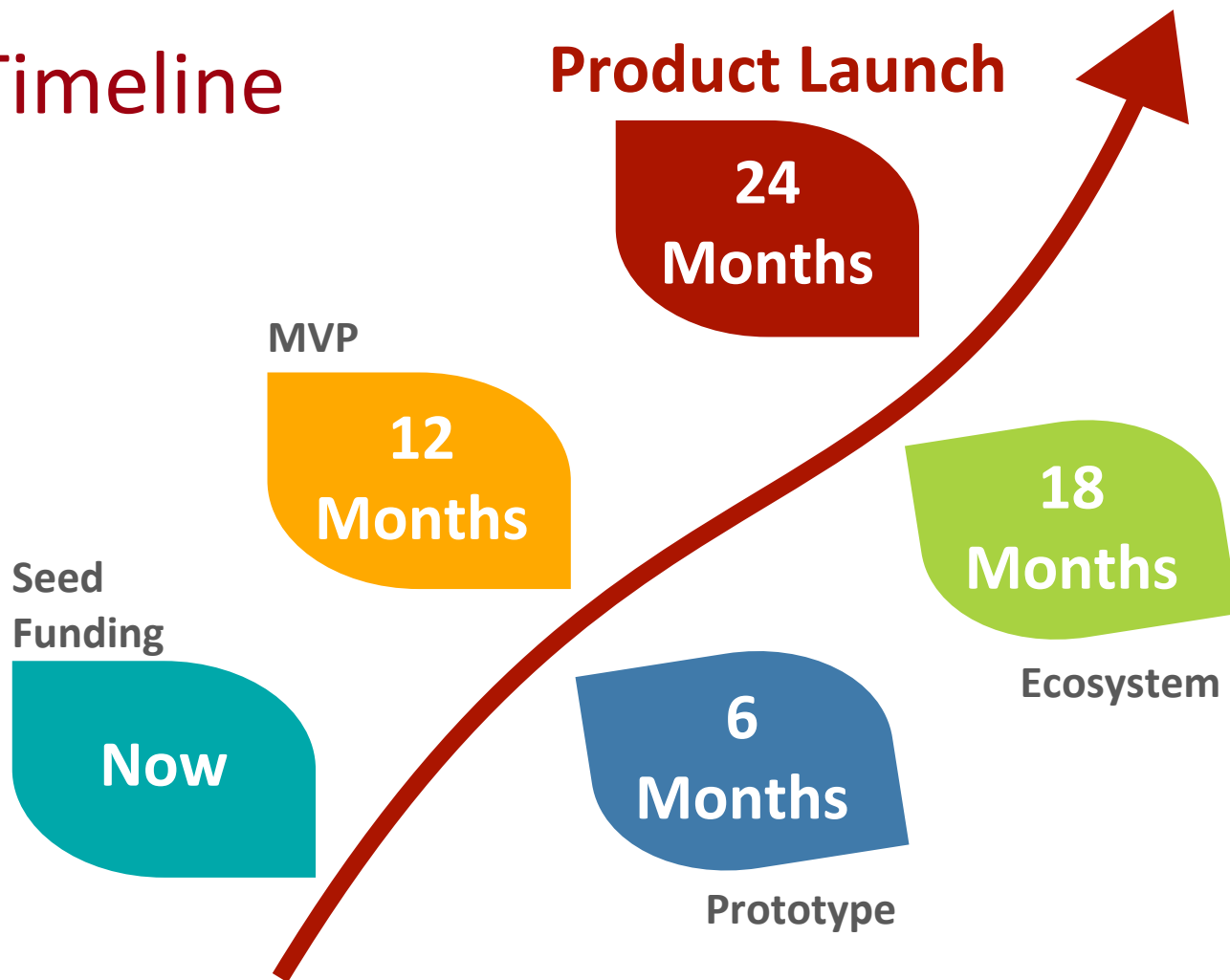


Standard Home	
4 Rooms	\$599
Each Additional Room (Up to 8 Total Rooms)	\$100

Large Home	
10 Rooms	\$1099
Each Additional Room (Up to 20 Total Rooms)	\$125

Services	Monthly Cost
Home Insurance	\$10
Cloud Backup	\$5
Replenishments	\$5
Home Safety	\$10
<i>Bundle</i>	\$25

# Our Timeline



# Go to Market Strategy



## Retail Channel Demos

- Smart Device Retailers
- Home Improvement Stores

01

## Cheerleaders

- Trade Shows
- Tech Confs (AI, Vision, Big Data)
- Tech Reviewers and Influencers

02

03

## Partnerships

- Security Systems
- Home Builders and Realtors

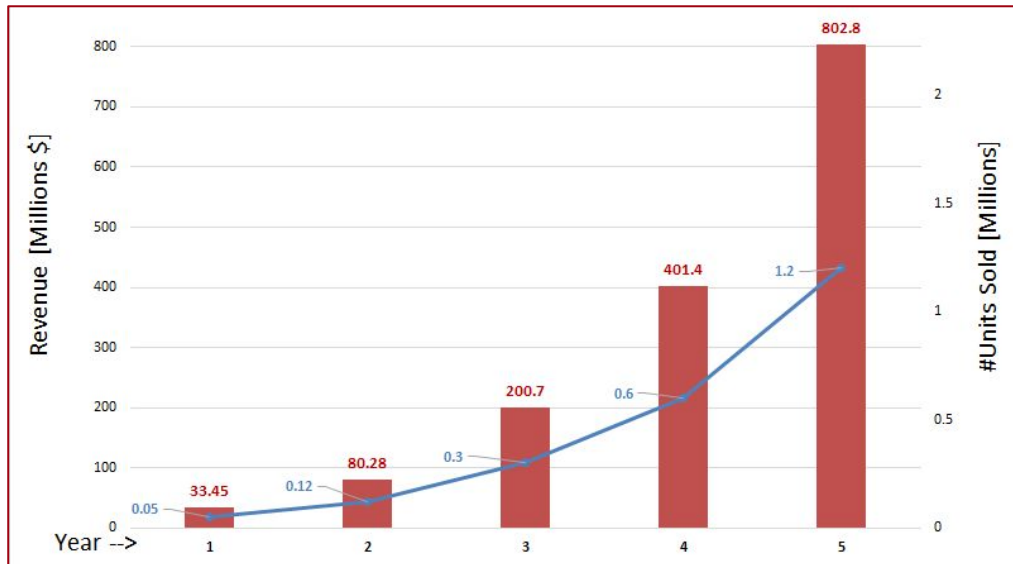
04

## Targeted Ads

- HGTV
- FB, YouTube



# Projected Growth and Financials



Year	# Unit Sales (Millions)	MILLIONS \$					Operating Income %
		Revenue	COGS	GM	OPEX	Operating Income	
1	0.05	\$33.45	\$23.75	29%	\$ 17.19	\$ (7.49)	-22%
2	0.12	\$80.28	\$57.00	29%	\$ 38.06	\$ (14.78)	-18%
3	0.30	\$200.70	\$142.50	29%	\$ 62.50	\$ (4.30)	-2%
4	0.60	\$401.40	\$285.00	29%	\$ 106.00	\$ 10.40	3%
5	1.20	\$802.80	\$570.00	29%	\$ 192.00	\$ 40.80	5%

# Request \$500K for MVP





Michael Natkovich



Saurabh Dixit



Venky Ramachandra



Sunitha Reddy



Sandeep Khadkekar



Patricia Liu



# Thank You!

# Responses to Questions



# Why now or Tech feasibility?

- Advances in Image Recognition in recent Years
  - Computer Vision, in general sense, is clearly far from being solved problem.
  - That being said the technology has gotten fairly good. Both in terms of
    - detecting a finite set of objects.
    - At performance range which makes this use case viable
    - Example (see next slide for an Image that we processed with [Yolo V3](#) )
- Compute Advancement
  - Viable compute if available
  - For example SoC - Nvidia Jetson Xavier NX offers 21 TOPS (INT8) @ \$399
  - Price to performance expected to get better in coming years looking at pace of development.

# Can you really detect Scissors?



**Corollary Question:** What about it in low light situation.

We think it's a very good question.

Before we answer it we have included a similar image to one shown above but this time the image was shot at night with no direct light with ambient light from other rooms flowing and from ceiling height as earlier.

Detector is still able to detect scissors on the table.

...

# Can you really detect Scissors?... (contd)



The reality is, it is a complex problem. It has many layers and a fine balancing act.

- What was the resolution of image? (more bandwidth)
- What was the image size fed to algo; could we have split it? Could we do background elimination to improve performance focus to feed large image. (more processing)
- Was there additional ir lighting (ir), which we had factored for low light in our cost model.
- Specialized Small Object Algos ([Feature Pyramid Networks](#))
- Would it still be tech feasible?

Based on preliminary testing and research we this we can address this.

# How did you estimate the Market Size?

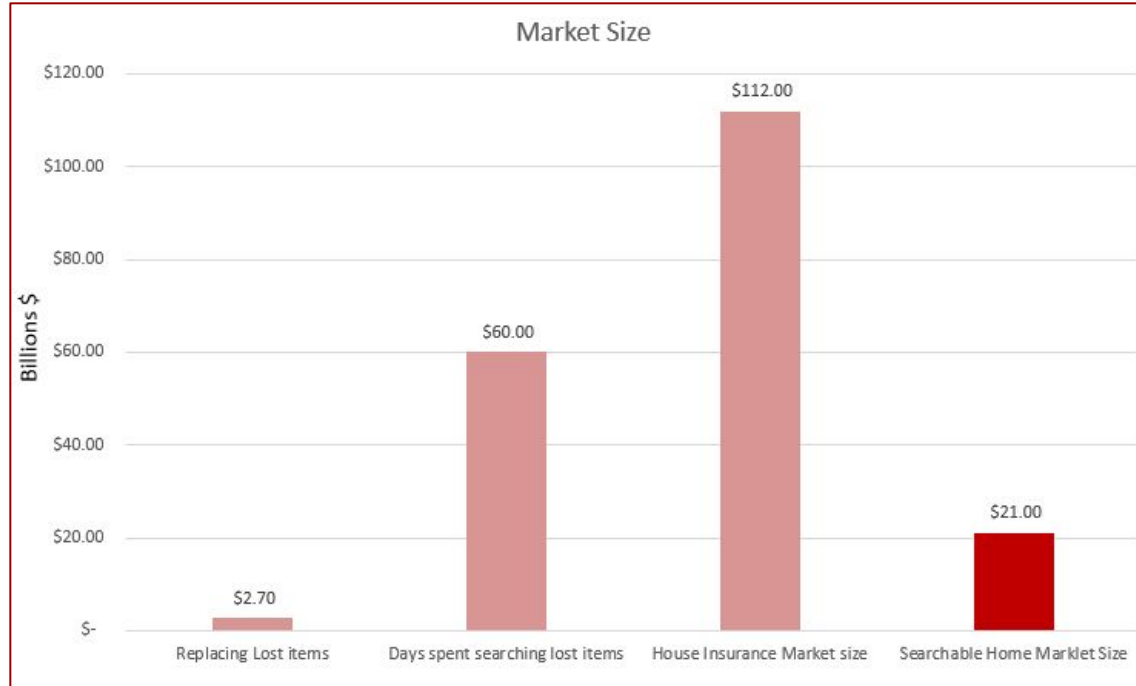


Our product is new and is creating a new market and merging different markets. So we defined our TAM by value theory.

- ❖ 120 Million Households in USA
  - With our survey, 30% of people were ready to pay over 500\$ for our product.
  - Out of this 30%, 57% were ready to pay a 10\$/month subscription for value added services
  - $120 \text{ Million} \times 30\% \times (500\$ + 57\% \times 10\$ \times 12) = 20.5 \text{ Billion USD}$
- Additional Market research-
- ❖ Online market research by pixie in 2017 shows,
  - Americans on an average spend 2.5 Days a year searching for lost items.
  - Average income of Americans is 56,000\$.
  - 2.5 Days a year with average income of 56,000\$ for 156 Million employed Americans is 60 Billion USD
  - On an average people spend 2.7 Billion \$ every year replacing lost/misplaced items.
    - This only accounts for money spent replacing items, does not account for the consequences people face due to lost items. (missing meetings, air travel)
- ❖ 85% of Households in USA have home insurance.
  - Average house insurance premium is 1100\$/year.
  - House insurance market size is  $120 \text{ Million} \times 85\% \times 1100\$ = 112 \text{ Billion \$}$ .
  - Major coverage in house insurance claims is personal property.
  - Our product with value added service in the future can help homeowners claim personal property loss.



# Market Size



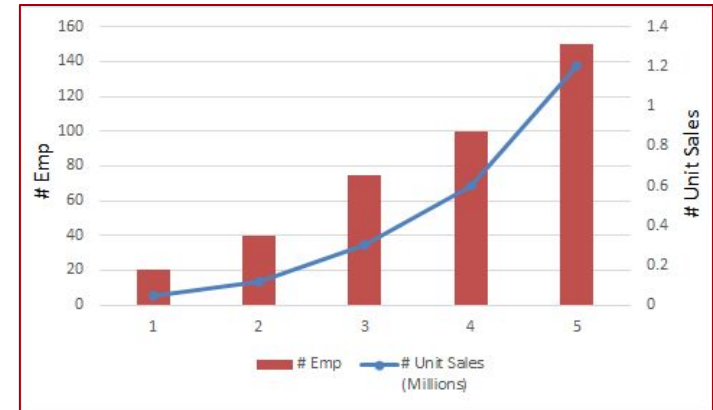
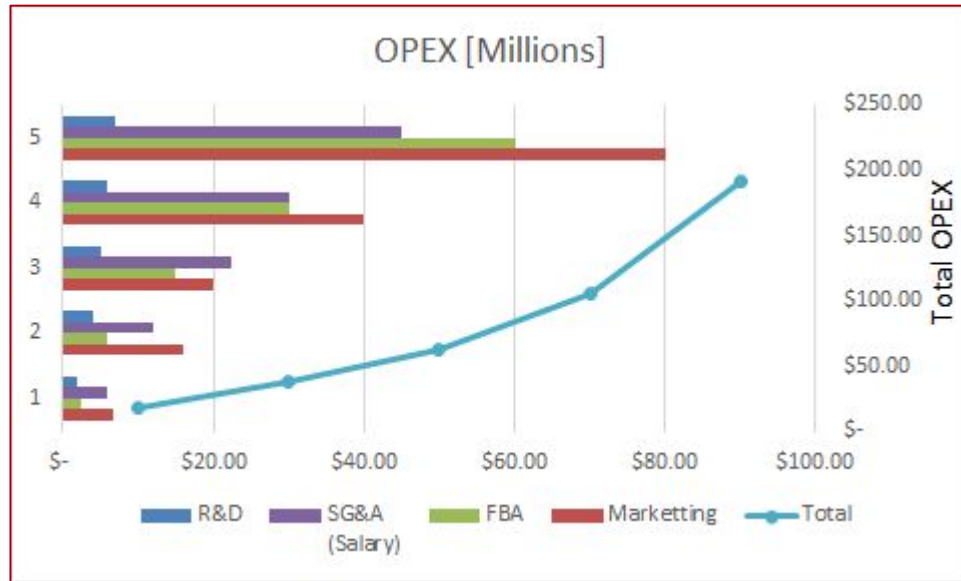
# **APPENDIX**

# Financials



## OPEX

- Salary Average: 300,000\$/year
- Fulfillment By Amazon: FBA online Calculator estimates 50\$/Unit
- Marketing expense ~20% first 2 years to penetrate market
- R&D expense at 5% first 2 years to deploy new services
- Employee headcount to increase with Revenue growth



# Projected Growth and Financials (More)



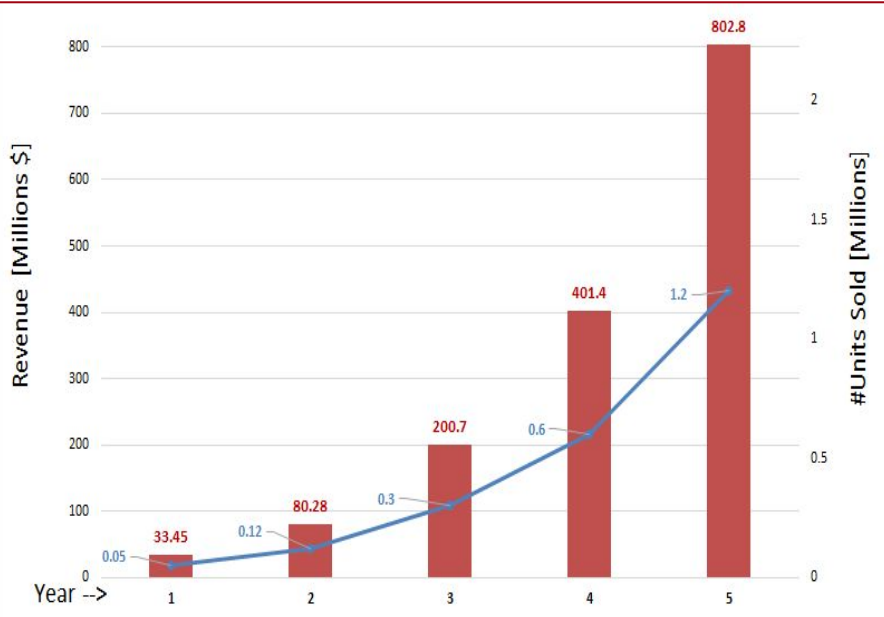
		MILLIONS \$											
Year	# Unit Sales (Millions)	# Emp	Revenue	SG&A (salary)	R&D	Marketing	FBA	Total	Market % (Revenue)	R&D % (Revenue)	Unit Growth	Revenue Growth	FBA as revenue
1	0.05	20	\$ 33.45	\$ 6.00	\$ 2.00	\$ 6.69	\$ 2.50	\$ 17.19	20%	6%			7%
2	0.12	40	\$ 80.28	\$ 12.00	\$ 4.00	\$ 16.06	\$ 6.00	\$ 38.06	20%	5%	140%	140%	7%
3	0.30	75	\$ 200.70	\$ 22.50	\$ 5.00	\$ 20.00	\$ 15.00	\$ 62.50	10%	2%	150%	150%	7%
4	0.60	100	\$ 401.40	\$ 30.00	\$ 6.00	\$ 40.00	\$ 30.00	\$ 106.00	10%	1%	100%	100%	7%
5	1.20	150	\$ 802.80	\$ 45.00	\$ 7.00	\$ 80.00	\$ 60.00	\$ 192.00	10%	1%	100%	100%	7%

# Financials



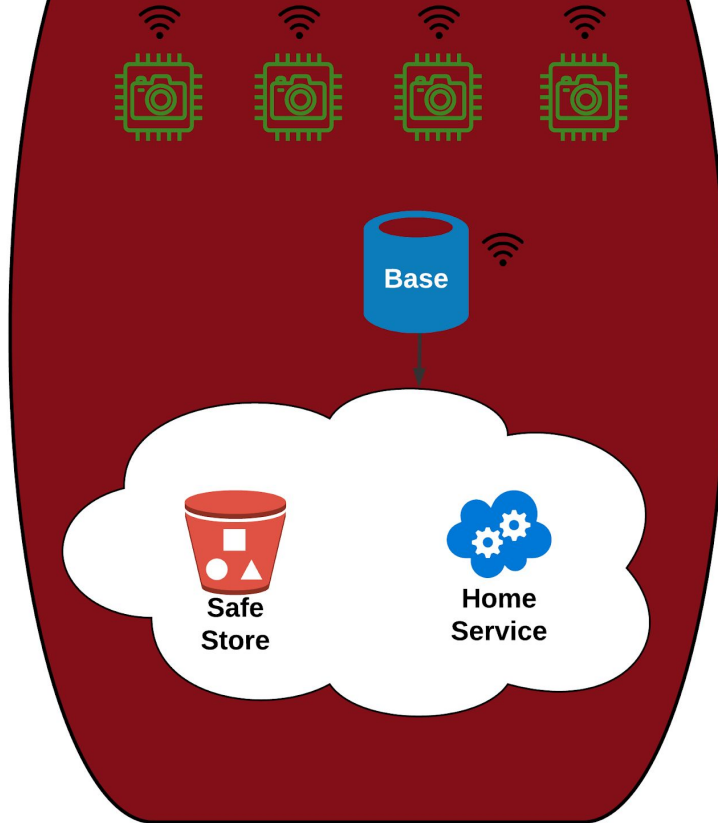
- ❖ Unit cost 599\$
- ❖ BOM 425\$
- ❖ Manufacturing --> Assemble --> Package: 50\$
- ❖ COGS: 425\$+50\$=475\$
- ❖ Subscription COGS: 3\$/month

Year	# Unit Sales (Millions)	MILLIONS \$					Operating Income %
		Revenue	COGS	GM	OPEX	Operating Income	
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5	1.20	\$802.80	\$570.00	29%	\$ 192.00	\$ 40.80	5%





# Searchable Home



# On Device Computing



Compute	Normal Home	Large Home
Cost (not pricing)	\$451 ( <del>\$599</del> )	\$611 ( <del>\$1099</del> )
Cost B.Down	<b>Compute \$331</b> (\$299) Nvidia Jetson TX2 (\$12) microSD 64GB (\$20) wifi/antenna  <b>Cameras \$120 (4 Rooms, 8 U)</b>	<b>Compute \$431</b> (\$399) Nvidia Xavier NX (\$12) microSD 128GB (\$20) wifi/antenna  <b>Cameras \$180 (12 U)</b>
<b>Performance</b> (960×544, 480×272, 300×300)	20-100 FPS	240 FPS
<b>Capabilities</b>	6 Active Camera	20+ Active Cameras

# SoC Capabilities



Compute	Nvidia Jetson TX2	Nvidia Xavier NX	Nvidia AGX Xavier
Cost	\$299	\$399 (available 2020 spring)	\$999
Stated Capabilities	<b>Video Encode:</b> 500MP/sec 4x 1080p @ 60 1x 4K @ 60  <b>AI Perf:</b> 1.33 TFLOPs	<b>Video Encode:</b> 2x464MP/sec 6x 1080p @ 60 2x 4K @ 30  <b>AI Perf:</b> 21 TOPS (INT8)	<b>Video Encode:</b> 2x1000MP/sec 16x 1080p @ 60 4x 4K @ 60  <b>AI Perf:</b> 32 TOPS (INT8)
Object Reco (SSD Mobilenet-V2 (960×544))	24 FPS	240 FPS	360 FPS
Resnet (Full HD)	1-2	24 - 42(30W)	36-64
OR Capabilities @ 4FPS/Cam	6 Active Camera	Practically Unlimited	Practically Unlimited
FHD OR	2 Active Camera	6-10 Active Cam	9-16 Active Cam