I, Henry Viet Pham have invented a new design 'The Cloud OS – Operating System' as set forth in the following specification for <u>Application Number</u> <u>PCT/IB2021/000683</u> which was submitted on October 02 2021 with the original <u>USPTO Application Number PCT/US21/71689</u>.

Fig-1: is the '<u>The Cloud OS Sector-like Design Structure</u>' showing the Cloud OS sector-like idea structure to support multi-users faster; the "Greatest Performance Hard Drive" invention was intended to use for the Cloud OS.

Fig-2: is the '<u>The Cloud OS File Format</u>' showing the Cloud OS file format with 16-bit file-type, 16-bit file-subtype, 32-bit copyright tokens, 64-bit file date-time, 64-bit file-checksum, 64-bit file length, 32-bit file sections, and 2-byte for filename and supports copyright protection; thereof;

Fig-3: is the 'USC devices and the Cloud OS Server' showing the high level infrastructure of user devices and the Cloud OS server machines. The client devices do not have Operating System, instead the Application Service Container will be downloaded and host User Applications after the users login; thereof;

Fig-4: is the '<u>Cloud OS Networking Infrastructure</u>' showing the Cloud OS Network Infrastructure with its network topologies and intend to replace the existing Network backbone. The Cloud OS server machines will route data and messages by its own routing mechanism with Neighbor-

Checking-Neighbor and Neighbor-Route-To-Neighbor methodology; thereof;

<u>Fig-5</u>: is the '<u>Client Device</u>' showing the client device high level design without hard drive and operating system; thereof;

Fig-6: is the '<u>The Cloud OS Server machine</u>' showing the Cloud OS server machine high level design. The Cloud OS will be used 'The Greatest Performance Hard Drive' for higher performance and high data secured. The Cloud OS server machines also have LPS/GPS devices to allow the Cloud OS Center locate the server machine and automatically draw the Network Backbone nodes; thereof;

Fig-7: is the '**USC-LI Table**' showing Unified Standard Code Language Information table which is intended to replace the traditional ASCII table to extend and support all languages. The USC-LI table supports 1-byte for English and Latin languages, and also uses UTF-16, UTF-32 to support other languages like Chinese, Japanese, and other non-Latin language. This USC-LI table also supports symbol-codes, phrase-codes, language fonts and country-language codes; thereof;

Fig-8: is the '<u>Cloud OS Supports Multi-Passwords</u>' showing the Cloud OS supports multi-passwords to provide high level login and data transfer secured. The passwords will be used the 4k number; passwords will go thru 4K Password Generator to create a 4K number which is used to authenticate for user account and prevent revert engineering. The Cloud

OS will also have options to support Clock-Passwords for higher authentication and data transfer secured; thereof;

Fig-9: is the 'User Cloud OS App Board' showing the Cloud OS user application board (Apps Board) with State-Of-The-Art design to provide the users with much more beauty Look-and-Feel and user friendly than the current Windows computers. This is the main layout, and this could be the Websites Board, Data Files Board, and can be a search board; thereof;



Figure-1: The Cloud OS Sector-like Design Structure

16-Bit File Type	16-Bit File Sub-Type	32-Bit Copyright © Tokens	64-Bit File Date-Time	64-Bit File Checksum	64-Bit Total File Length	32-Bit Total Sections	Filename (255 chars max)
32-Bit Section Length	32-Bit Section Checksum	Data Section- Begin	Data	Data	Data	Data	Data Section-End
32-Bit Section Length	32-Bit Section Checksum	Data Section- Begin	Data	Data	Data	Data	Data Section-End
32-Bit Section Length	32-Bit Section Checksum	Data Section- Begin	Data	Data	Data	Data	Data Section-End

Figure-2: The Cloud OS File Format

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Figure-3: USC devices and the Cloud OS Server



Figure-4: Cloud OS Networking Infrastructure







Figure-6: The Cloud OS Server machine

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USCLI	x 0	x1	x 2	х3	x 4	x 5	x6	x7	x 8	x 9	хA	хВ	хС	хD	хE	хF
0 x	NUL	α	STX	ETX	сх	UPS	LOS	CLO	FON	TAB	LF	U16	U32	CR	Ä	Ă
1x	Â	Ë	Ê	Ö	Ô	ď	U	ä	ă	â	ë	ê	ö	ô	ď	u
2 x	SP	1	н	#	\$	%	&		()	*	+		•		1
3x	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4 x	@	Α	В	С	D	Е	F	G	н	1	J	К	L	м	Ν	0
5 x	Р	Q	R	S	т	S	v	w	х	Y	z	1	1	1	^	_
6 x	•	а	b	с	d	е	f	g	h	i	j	k	1	m	n	•
7 x	р	q	r	s	t	s	v	w	x	у	z	{	- I	}	~	SMB
8 x	Á	À	Å	Ã	Ą	Å	Å	Å	Å	Ă	Â	Â	Â	Ã	Â	É
9 x	È	É	Ê	Ę	É	Ê	Ê	Ê	Ê	Í	ì	i	ĩ	1	Ó	Ò
Ax	ò	Õ	ò	Ő	Ő	Ő	Õ	ộ	ớ	ờ	ở	Õ	ġ	Ú	Ù	Ů
Bx	Ũ	Ų	Ú	Ù	ử	Ũ	Ų,	Ý	Ŷ	Ý	Ŷ	Y	Ç	Ð	Ñ	á
Сх	à	å	ã	ą	ă	ă	ă	ã	ă	ấ	à	â	ã	ậ	é	è
Dx	é	ẽ	ę	é	è	é	ê	ê	í	ì	ì	ĩ	- I	ó	ò	ò
Ex	õ	ò	ő	ő	ő	õ	ộ	ớ	ờ	ở	õ	ợ	ú	ù	ů	ũ
Fx	ų	ứ	ừ	ử	ữ	ų	ý	ý	ý	Ŷ	Y.	ç	đ	ñ	β	PHR
		1	ISCLI T	able o	<u>i 256 </u>	Letters	& Syl	nbols i	n Row	<u>s/Colu</u>	IIIIIS O	f [0-1 5	x 0-15	1		
N	UL	The N	lull ch	aracte	er with	1 zero	value	or no	letter							
STX Start of Text.																
ET	x	End o	of Text	t or Pa	dding	Char	acter.									
CX Cross-thru Markup-Tag to cross letters, words or text.																
UPS Upper Script Markup-Tag of a text, words or numbers.																
LC	LOS Lower Script Markup-Tag of a text, words or numbers.															
CL	.0	Color Markup-Tag w/ 4 bytes color code of a text (MSb 0x80 set for BG color).														
FC	N	Font Markup-Tag w/ 2-bytes Language Code & 3-bytes Font Code of a text.														
LF		Line Feed or End of Paragraph.														
U	16	UTF16 Markup-Tag w/ 2-bytes UTF8 for other languages.														
U	32	UTF32 Markup-Tag w/ 3-bytes or 4-bytes UTF8 code for other languages.														
CF	2	Cariage Return.														
SF	,	Space. Symbol Markup Tag w/ 1 byte of length follows byte address within the tags														
SN	VIB	Symbol Markup-Lag w/ 1-byte of length follows byte-address within the tags.														
PIR Privase or common-words warkup-lag w/ 8-bytes phrase-address code.																
<u> Unified Standard Code Language Information – USCLI Table</u>																

Figure-7: USC-LI Table



Figure-8: Cloud OS Support Multi-Password



Figure-9: User Cloud OS App Board

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