

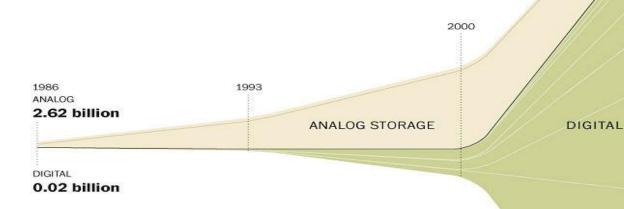


Foresight for Digital Development

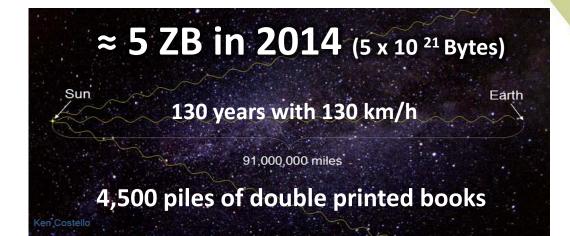


Storage

in optimally compressed MB



Stored digital information has doubled every 2.5 years



2007
ANALOG

18.86 billion gigabytes

Paper, film, audiotape and vinyl: 6.2%
Analog videotapes: 93.8%

Other digital media: 0.8%*
Portable media players, flash drives: 2%
Portable hard disks: 2.4%

CDs and minidisks: 6.8%

Computer servers and mainframe hard disks: 8.9%

Digital tape: 11.8%

Hilbert & López (2011). The world's technological

capacity to store, communicate and compute information.

Science, 332, 6025, 60-65

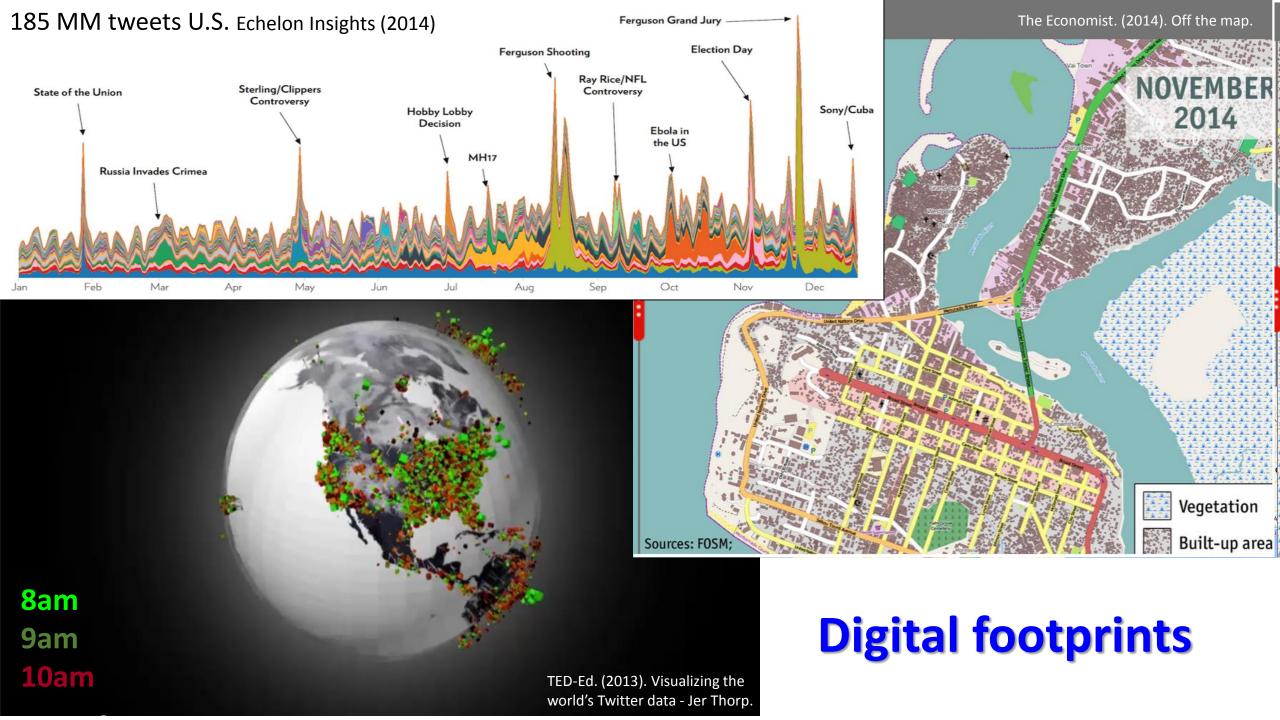
www.martinhilbert.net/WorldInfoCapacity.html

PC hard disks: 44.5%
123 billion gigabytes

*Other includes chip cards, memory cards, floppy disks, mobile phones/PDAs, cameras/camcorders, video games

2007 DIGITAL

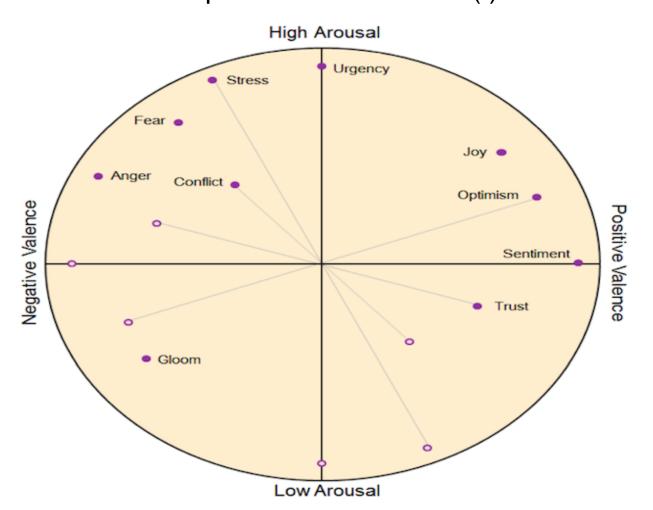
276.12 billion gigabytes

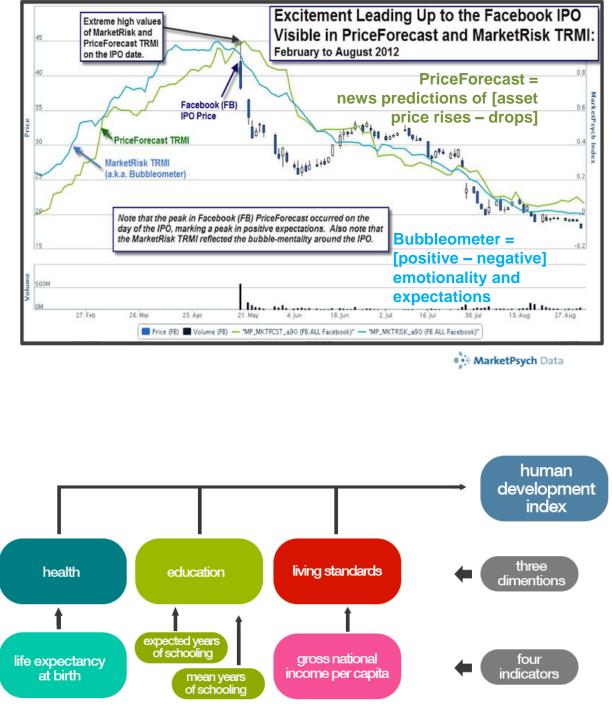


Big Data Development Indexes

Thomson Reuters MarketPsych Indices (TRMI)

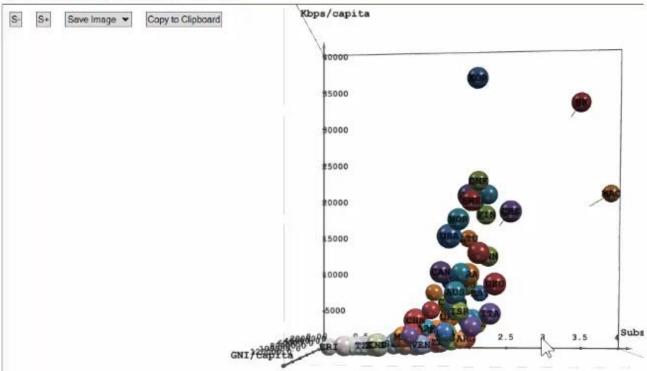
18,864 separate indices, across 119 countries, updated each minute (!)





100101 000101 100001	10000 Kbps/capita					
	35000	Korea Rep. of				
	30000		Hong	Kong,	China	
	25000					
	20000	Denmark Netherlands		Macad	Chin	a
	15000	Norway Unitedistributes	and.			
	10000	Cana France SprussGermany				
	5000	Czech Republac Principal China Kazakhstan		Subscr.	/capita	
En	tretan: Kent	Azerbaillargentina 2.5	3		35 B3	







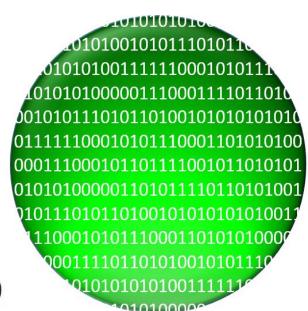
Individual **human genomes**: 1 x 10¹⁹ bytes

Digital information: 5×10^{21} bytes

All DNA nucleotides: 5×10^{37} bytes

...digital growing at 30-40 % per year

=> doubling of info on Earth during next century!





Storage capacity **human brain**: 10^{12} = digital storage per capita $\left(\frac{5 \times 1021 \text{ Bytes}}{7.2 \times 109 \text{ people}}\right)$

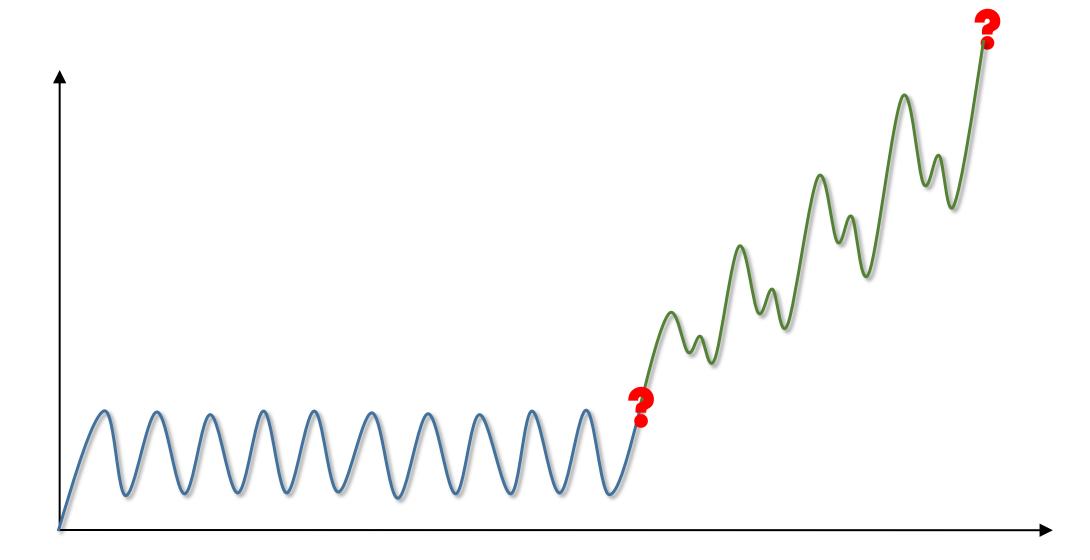
Synaptic nerve impulses **human brain**: $1 \times 10^{17} = \text{world's general purpose computers in 2005!}$



Information in the Biosphere: Biological and Digital Worlds

Publication stage: In Press Corrected Proof

DOI: http://dx.doi.org/10.1016/j.tree.2015.12.013





11:47

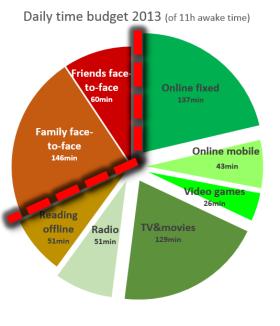


Google DeepMind's Deep Q-learning

The algorithm will play Atari breakout.

The most important thing to know is that all the agent is given is sensory input (what you see on the screen) and it was ordered to maximize the score on the screen.

No domain knowledge is involved! This means that the algorithm doesn't know the concept of a ball or what the controls exactly do.



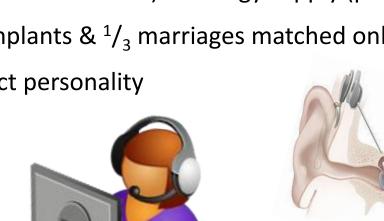
Collective of "technology is indeed a living organism"

...and we are merging with it:

- ✓ pervasively: 2/3 of our awake time mediated
- ✓ trustingly: car anti-lock braking & plane autopilots
- ✓ **dependently:** resource allocation (³/₄ US stock market) & energy supply (power grid)



transparently: filter information & detect personality





W. Brian Arthur

Particularities of interventions for digital development

- ➤ Uncertainty of trajectory short-term flexibility
- > All-pervasiveness decentralized agenda
- ➤ Unpredictability of side-effects private-public alliance
- > Internationality of digital networks

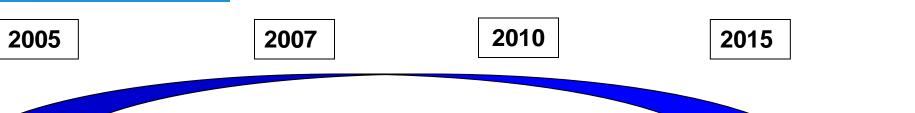
international coordination



Long term vision & short term actions









Long term goals World Summit

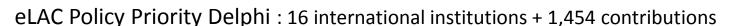




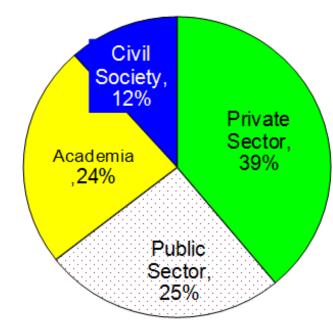
Multi-stakeholder consultations

Confronting uncertainty through broad consultations

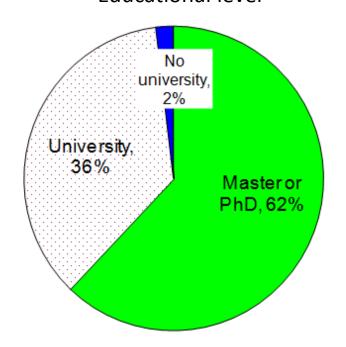
(diverse input + shared responsibility)







Educational level













alfa - redi

















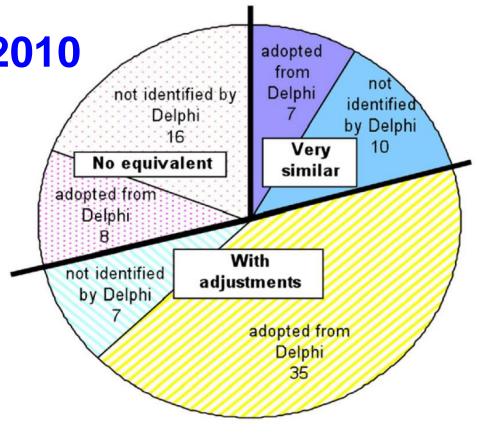
eLAC2007 → eLAC2010

lost importance:

- VCT for environment
- Internet Governance
- Local production of ICT goods and service
- ICT for cultural heritage
- Creative industries and content
- Free and open source software
- Alternative new technologies

+ new areas of interest:

- e-Democracy
- Civil participation
- e-Commerce
- Tele-medicine
- Gender perspective
- Intellectual Property
- Voice-over IP



Consultation Meeting, Quito, May 2005 Regional Ministerial Conference on the Information Society, Rio de Janeiro, June 2005

eLAC2007 (Regional Action Plan 2005-2007)

Areas of

Broadening the scope of thematic areas

Review priorities of eLAC2007 and gather new topics

Round one: Virtual Voting on Likert scale 155 contributions

interest

Consolidating priority thematic areas

Prioritize areas of interest

Round two: Virtual Voting on Likert scale

501 contributions

Elaboration of policy options

Identify concrete goals and formulate policy actions

Round three: Personal Personal interviews 116 contributions

Policy options

Inter-

govern-

mental

negotiation

Consolidating policy options

Improve and prioritize

Fine-tune policy options

Fine-tune through face-to-face consultation

Workshop

Regional Consultation Meeting, Buenos Aires, Oct.2007 71 participants, from 18 countries and 20 regional agencies

Written online comments on draft version

14 country contributions and 11 contributions from agencies

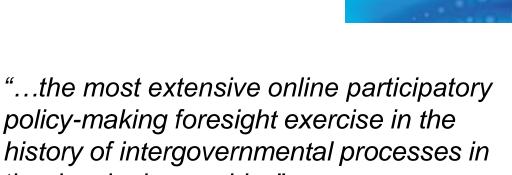
Regional Ministerial Conference, San Salvador, Feb.2008 210 participants, from 29 countries and 56 regional agencies

Round four: Virtual Various voting types 618 contributions

Round five: Personal 64 contributions

the developing world..."





Hilbert, Miles, & Othmer, (2009). Foresight tools for participative policymaking in inter-governmental processes in developing countries: Lessons learned from the eLAC Policy Priorities Delphi. Technological Forecasting and Social Change, 76(7), 880-896.

eLAC2010 (Regional Action Plan 2008-2010)