

# Developing technology for the Future of the Planet

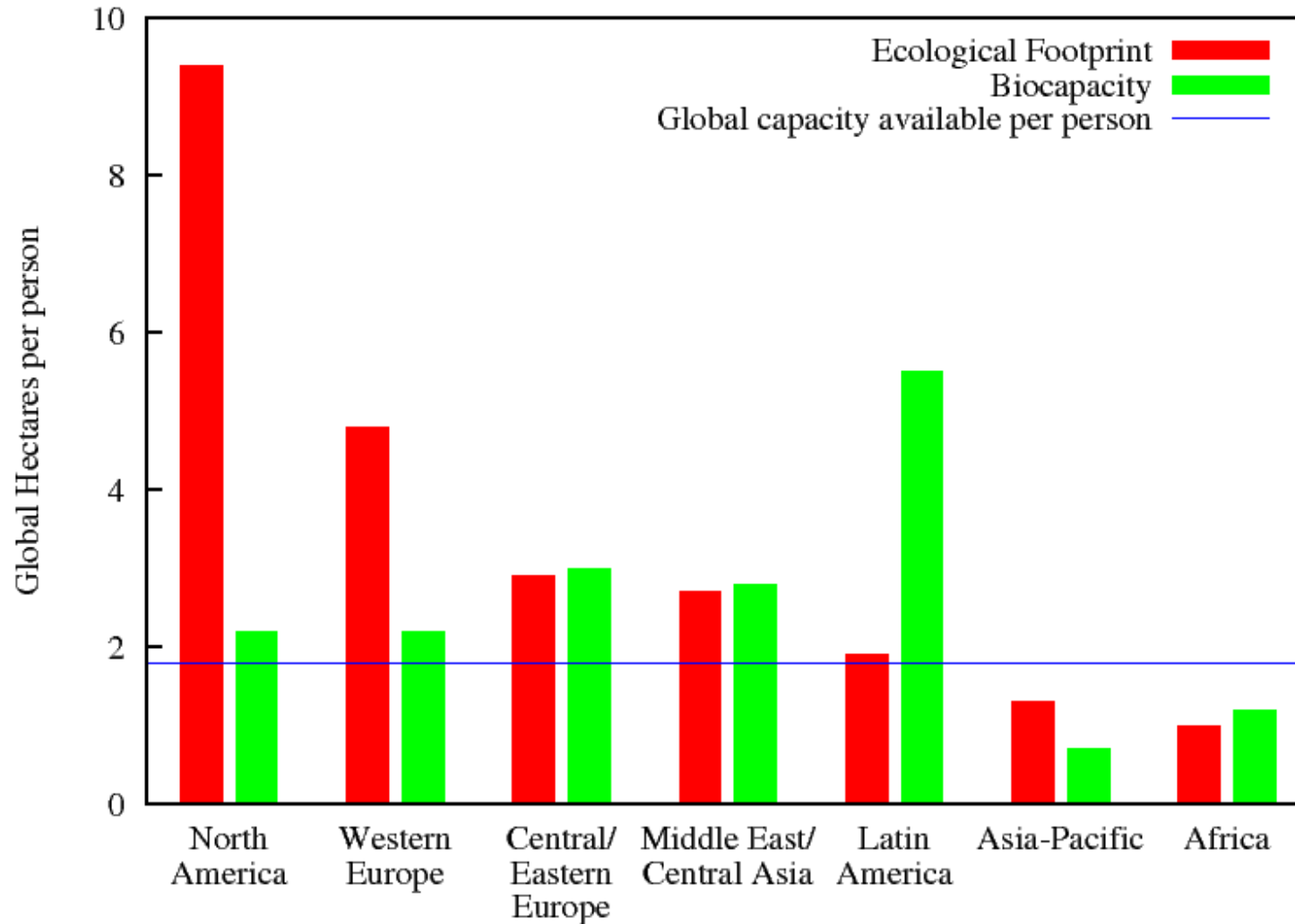
Andrew Rice  
19<sup>th</sup> November 2008

# We consume a lot of energy

Globally consumed:  $5 \times 10^{20}$  J in 2005  
per person:  $8 \times 10^{10}$  J

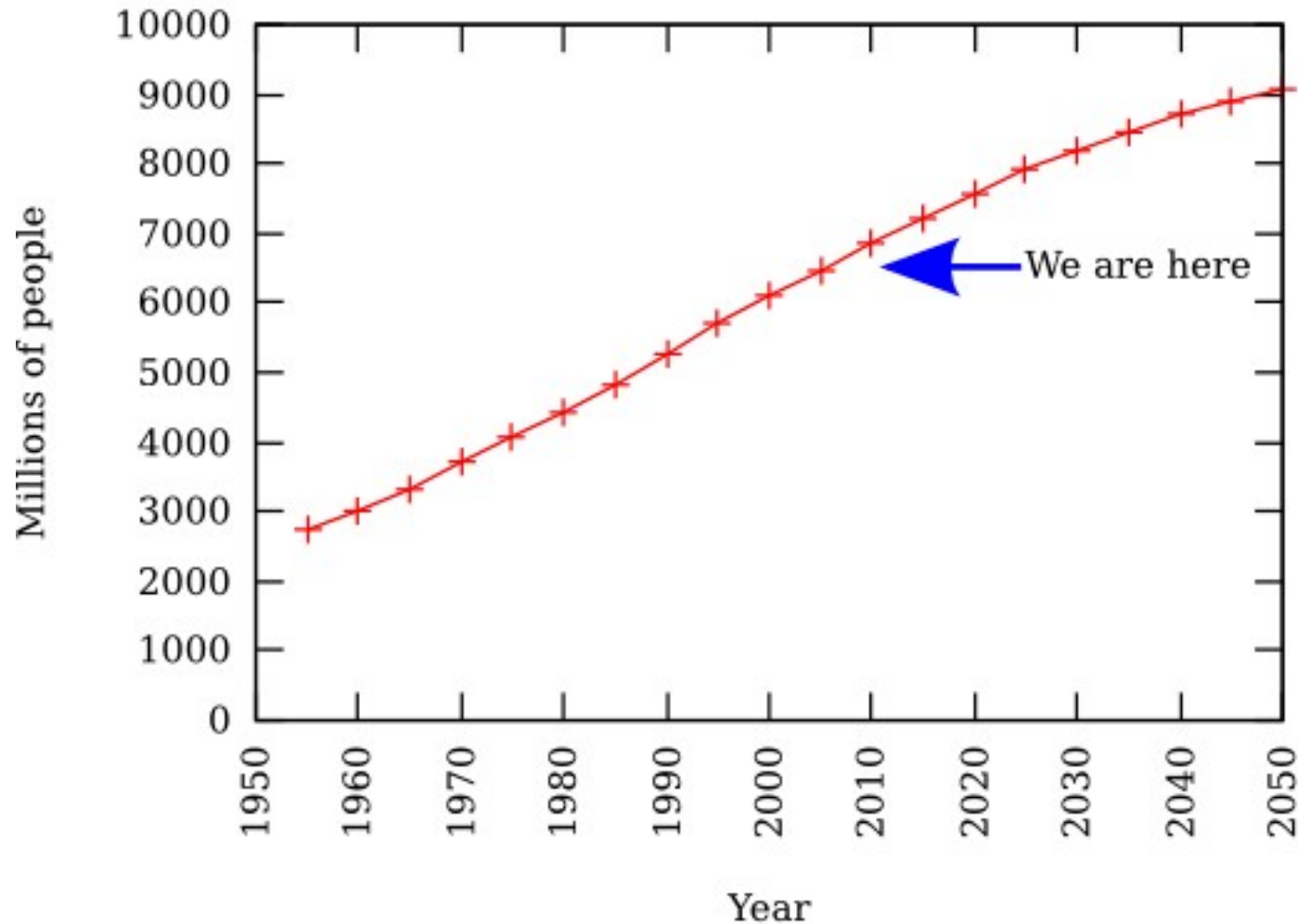
This is approximately the same as each person boiling 100 kettles continuously for a year

# We consume too many resources



Kitzes, J., Wackernagel, M., Loh, J., Peller, A., Goldfinger, S., Cheng, D., Tea, K. 2008 Shrink and share: humanity's present and future Ecological Footprint. *Philosophical Transactions of the Royal Society* 363, 467–475. (DOI 10.1098/rstb.2007.2164.)

# Population growth will negate all our efforts



# Can technology provide any answers?



Computing for the future of the planet



# What lessons can we learn from “developing technology”?

This is not technology for the developing  
world

This is technology **from** the developing  
world



South African Townships







# Mobile phones are the computing platform



No power or services to buildings

Mobile phones are common

Top-ups in units of 1 SMS

People will miss a meal to send an SMS

# 4G networking is happening - manually

- 4G aims to select an optimal network from available set based upon some optimization criteria
  - cost, bandwidth, latency, energy use
- Many South Africans own multiple SIM cards
  - swap networks manually based on call scenario

# Widespread IRC-style chat

- Mxit instant messaging
  - more subscribers than there are landlines in SA
  - orders of magnitude cheaper per character than text messaging
- How far can one take network conservation?
  - compression
  - direct access to content
  - contra to Internet dialog systems

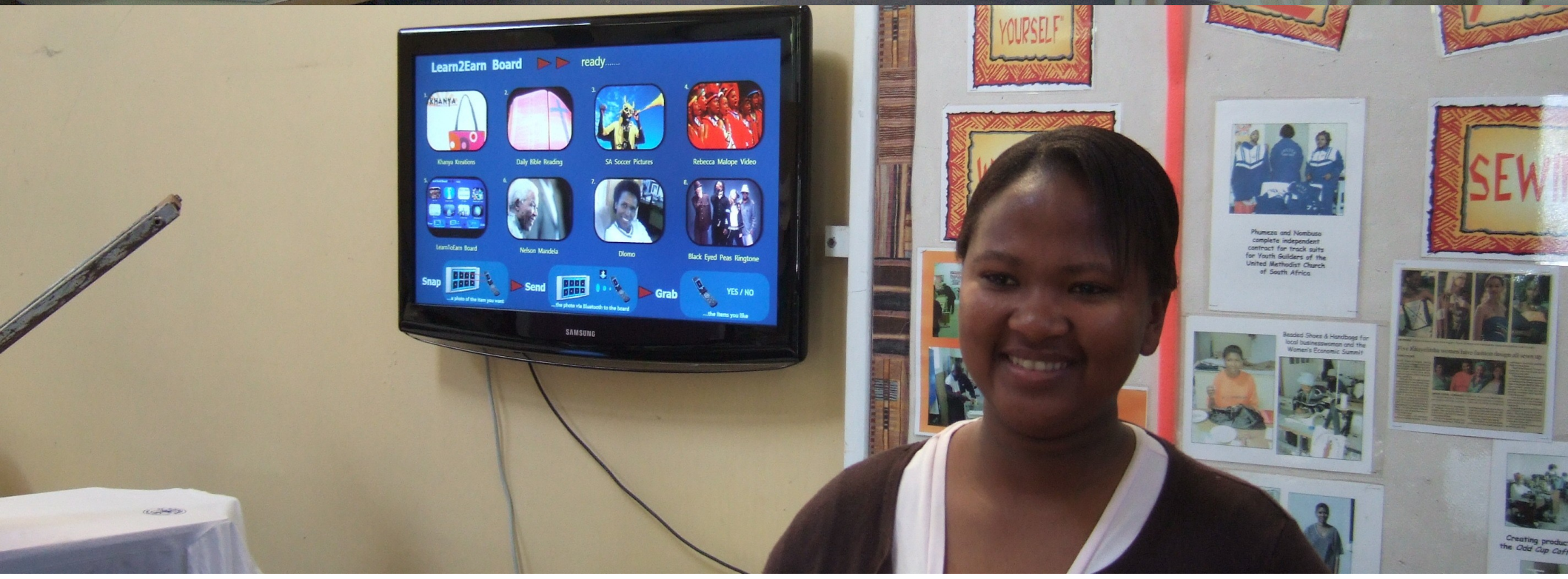
# Limited resources produce novel technology

Digital media board  
bluetooth -> phone

No Internet access  
No phone software  
No PC required  
No IT literacy



Gary Marsden, Cape Town University



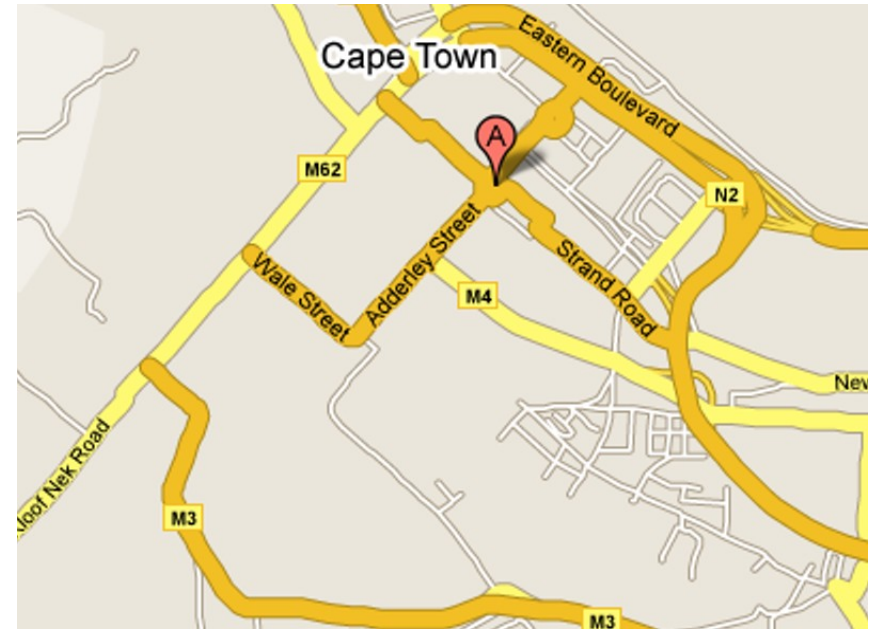
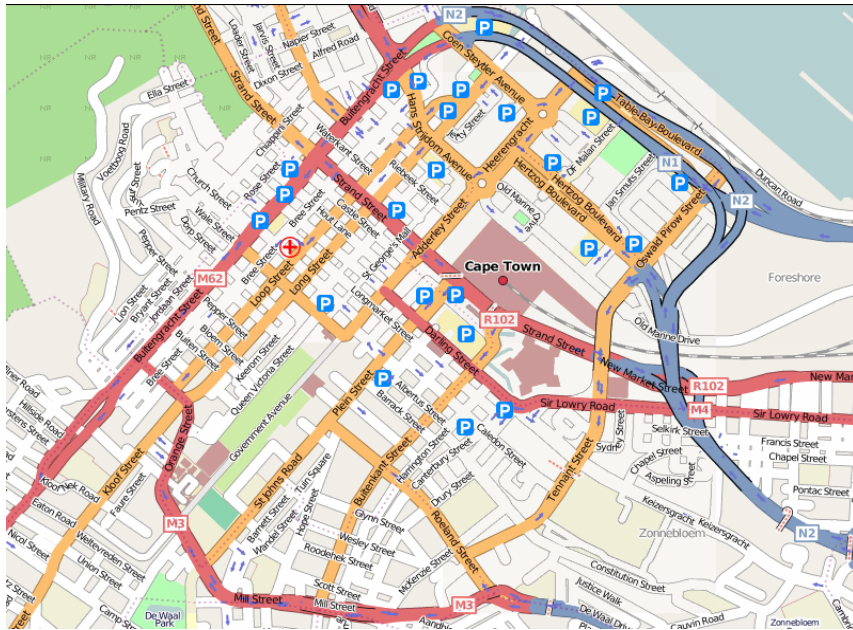
# Established technology should learn from these perspectives

Example:

Files and folders is not a natural abstraction for resource limited and semi-literate groups



# Community sensing beats commercial operations



The OpenStreetMap project uses manually edited data based on GPS traces

# Our networks are not designed for high contention

- Staff at Cape Town download their papers from their home connections – network timeout
- Kampala University in Uganda – 100s of users contend for a 1Mb connection
- Where are the queuing systems for downloads?
- Caching and sharing of content
  - hard to reconcile with streaming



# Kampala: How to build a transport network from scratch?

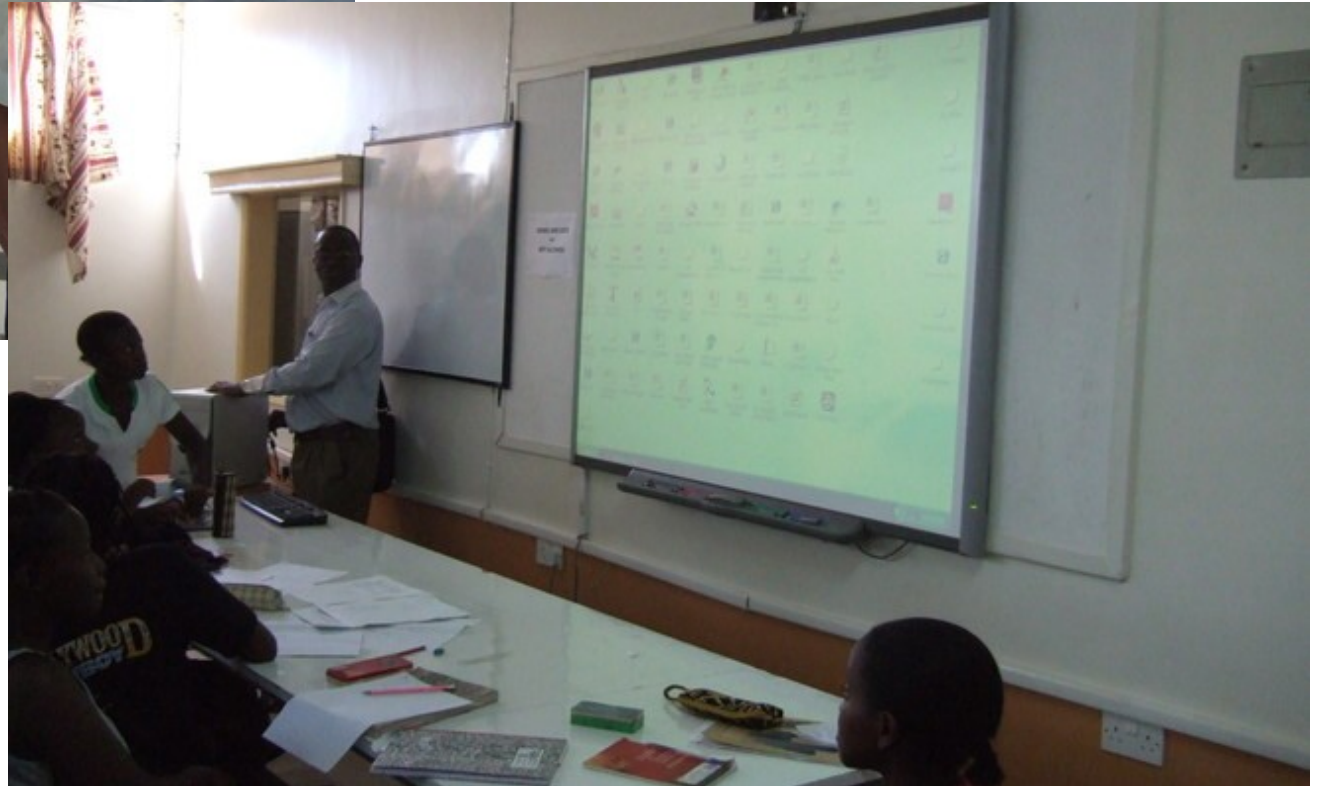


Counting cars,  
taxis  
motorbikes, cycles

Run without  
traffic lights?

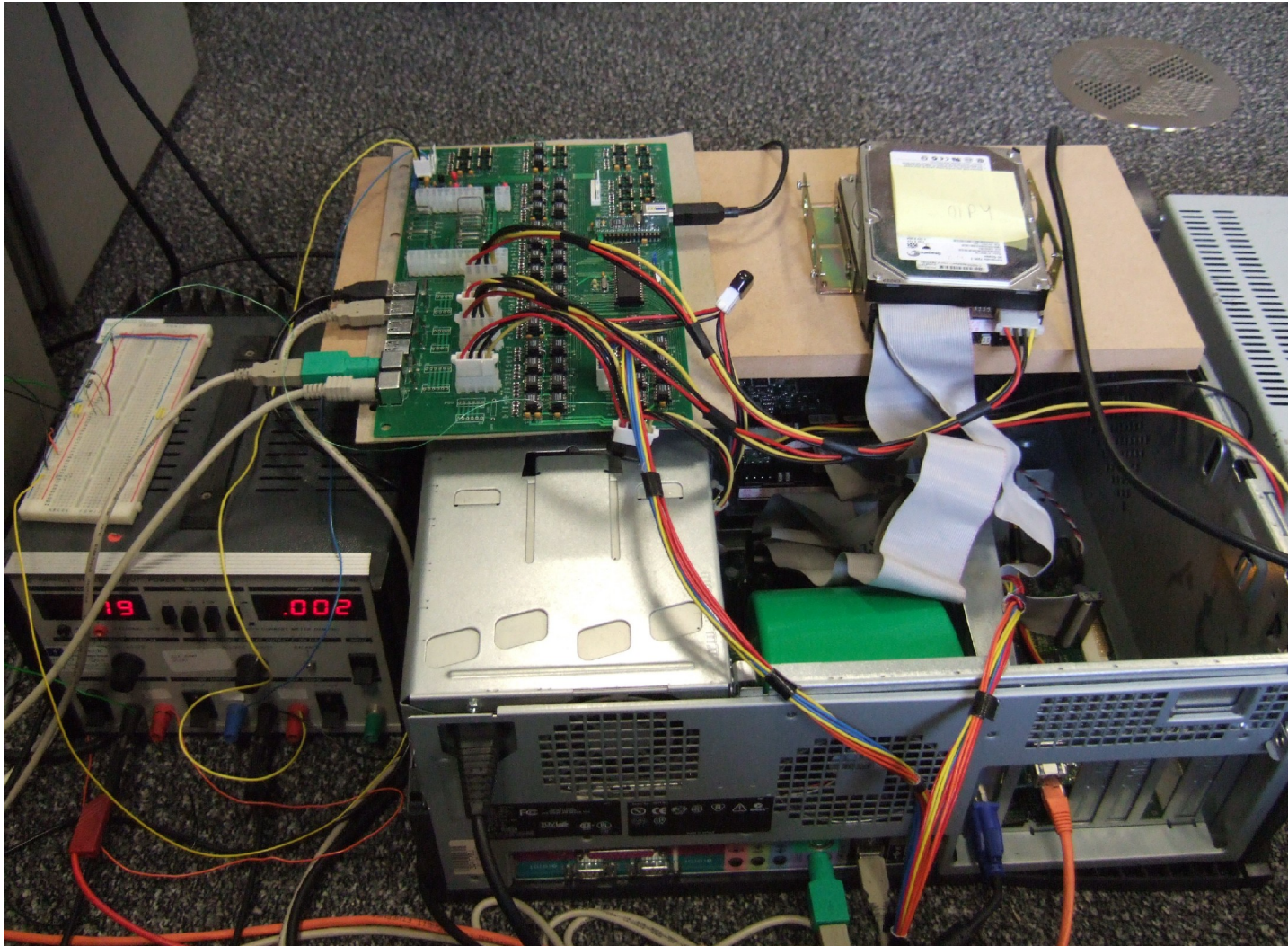


# Power reliability is a big problem

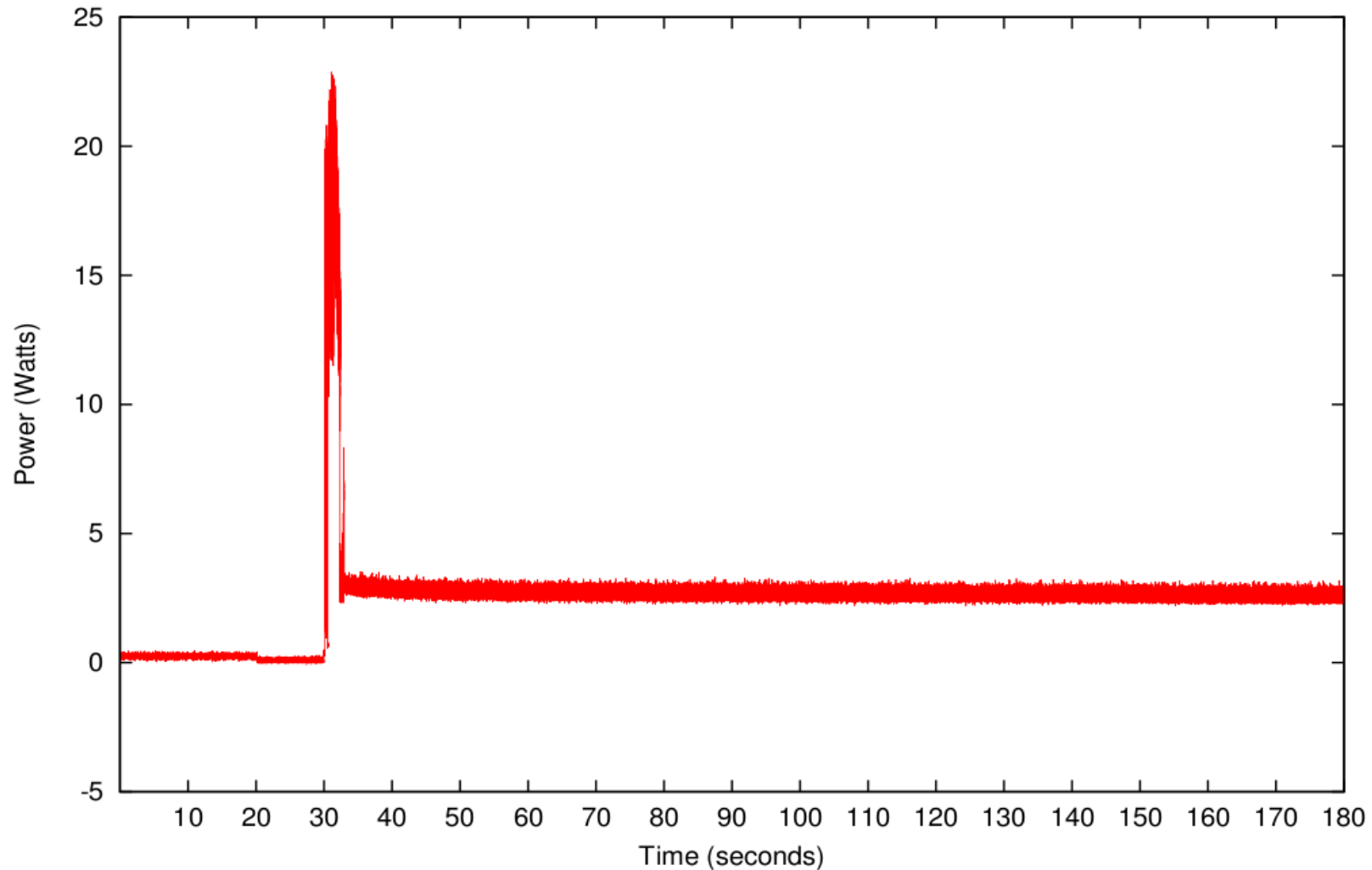


Gayaza High School  
Uganda

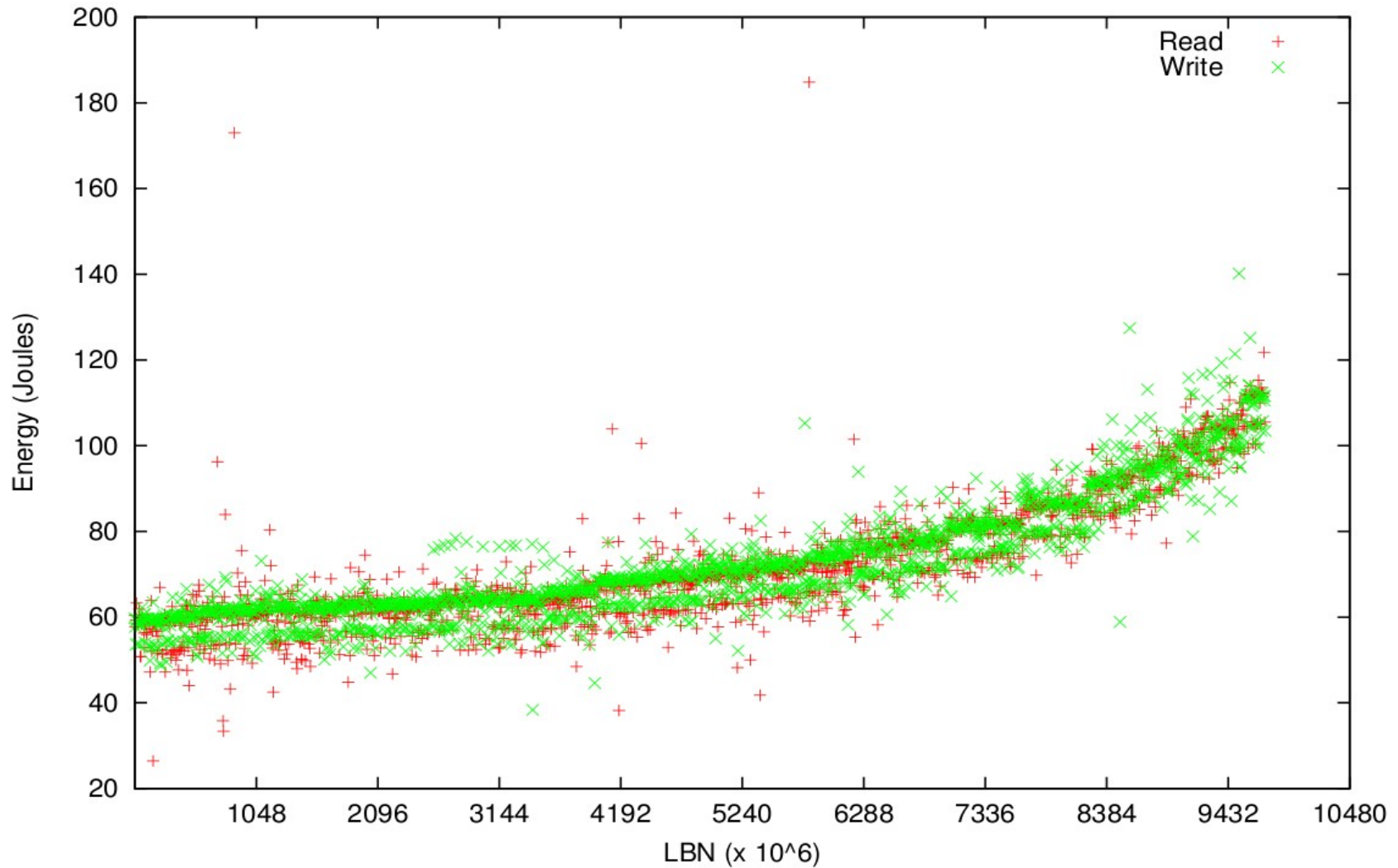
# Recording detailed power measurements



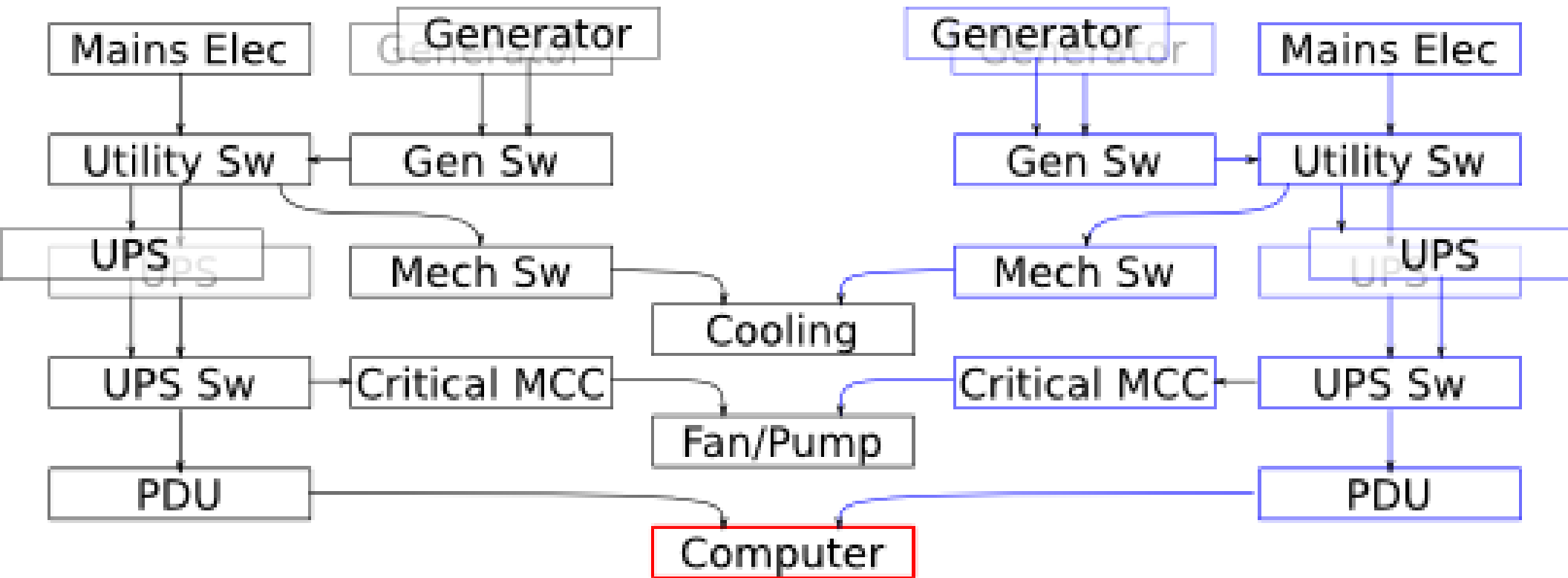
# The energy cost of spinning up defines a minimum sleep time



# High LBNs are more expensive than low ones

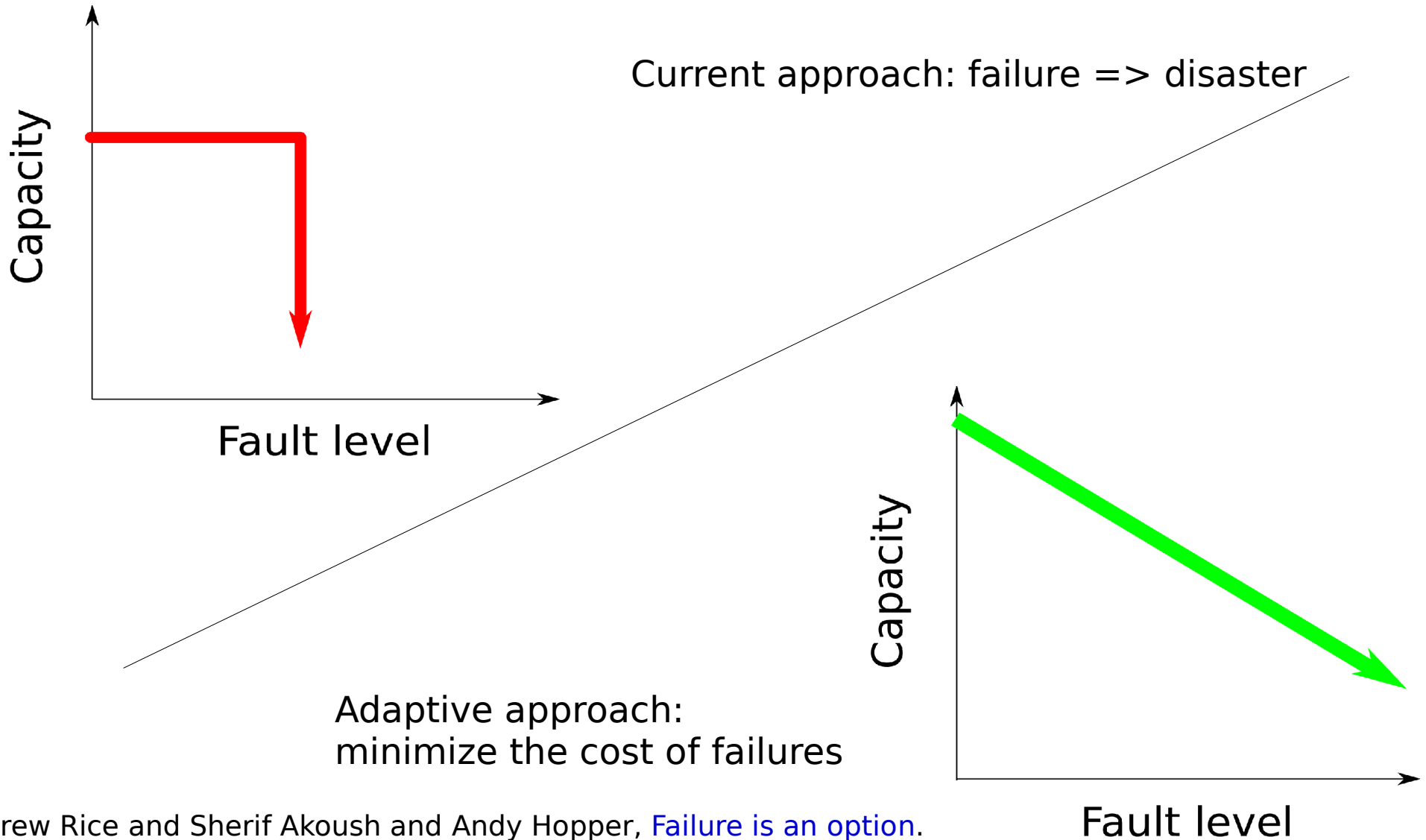


# Provisioning for continuous operation is expensive



Source: Pitt Turner IV, W., Seader, J. H., Brill, K. G. Tier Classifications Define Site Infrastructure Performance. White Paper. The Uptime Institute.

# Failure is an option



Current approach: failure => disaster

Capacity

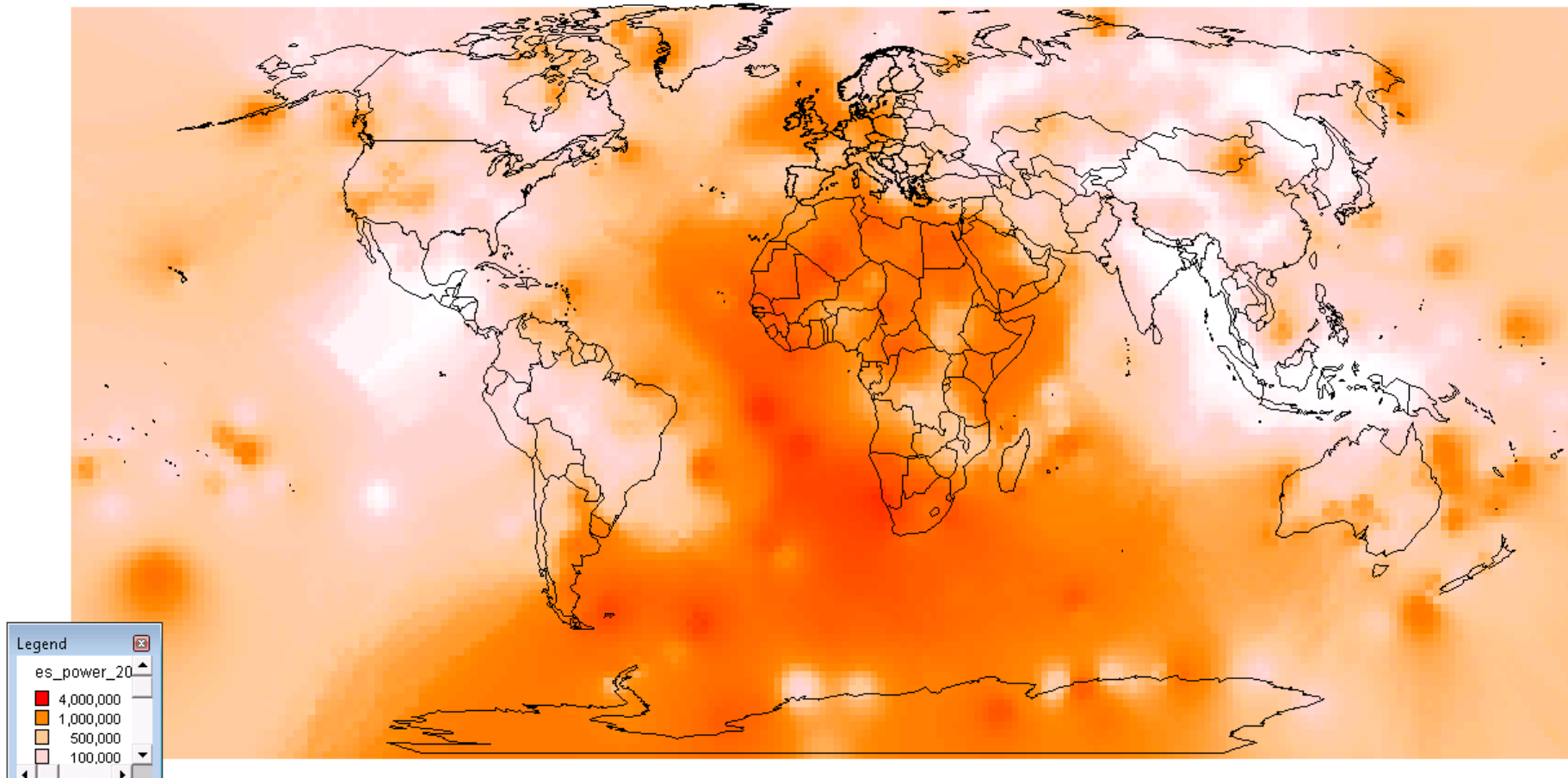
Fault level

Adaptive approach:  
minimize the cost of failures

Capacity

Fault level

# Harvest unreliable energy for our computing needs





# Developing technology is desirable everywhere

- Mobile computing
  - we need durability, robustness
  - tolerance to power supply limitations
- Green technology
  - reducing power consumption
  - longer lifetimes
  - general purpose



# End

Website:

<http://www.cl.cam.ac.uk/research/dtg/planet>

Andy Hopper, Andrew Rice,  
[Computing for the Future of the Planet.](#)

Phil. Trans. R. Soc. A, October 2008.

Gary Marsden (Cape Town):

<http://people.cs.uct.ac.za/~gaz/>