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Infrastructure", Phase 1
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**Future Information Society and
their Infrastructures**

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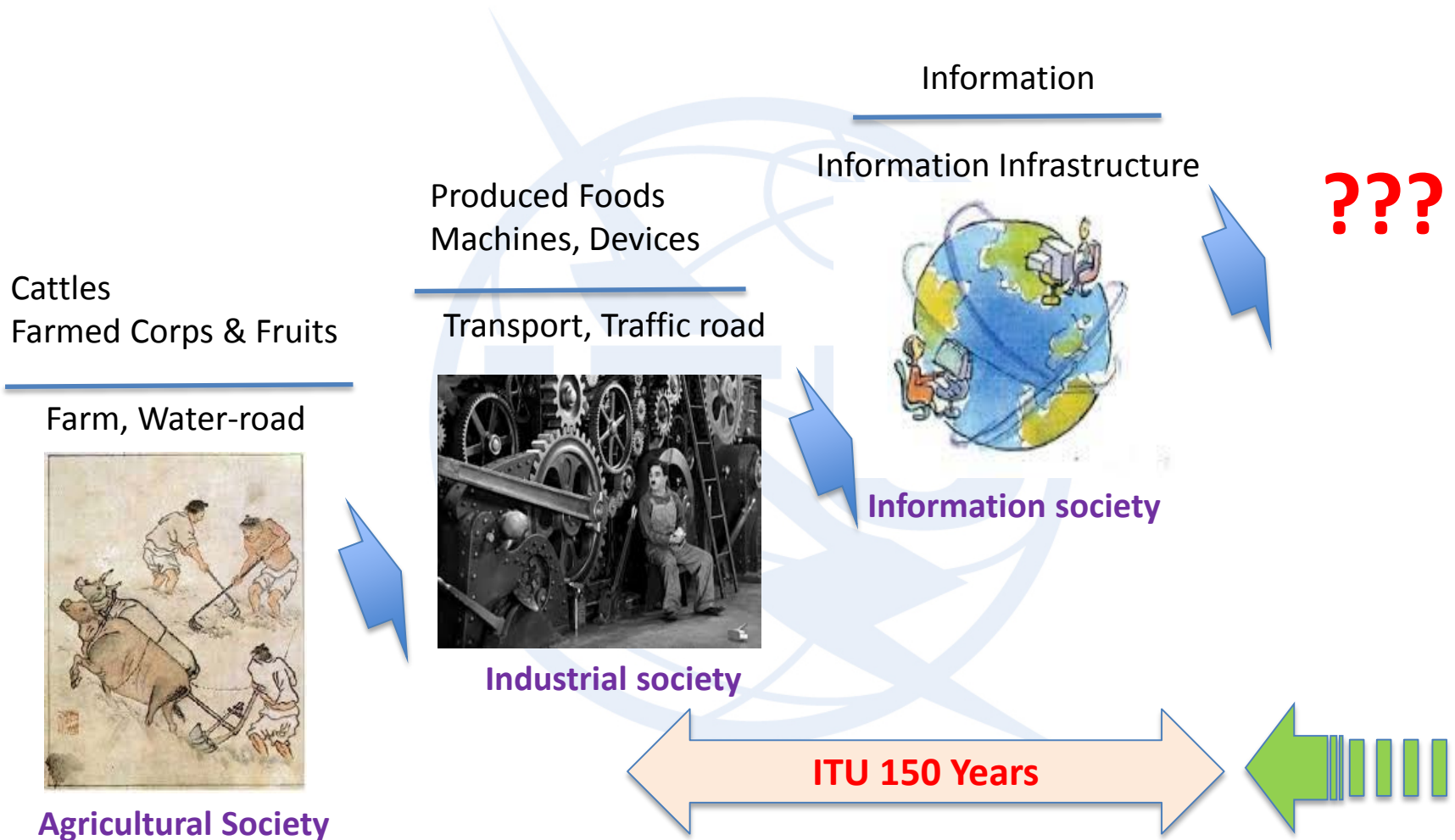
I. Society and Infrastructure

- Human beings have social nature = 人間



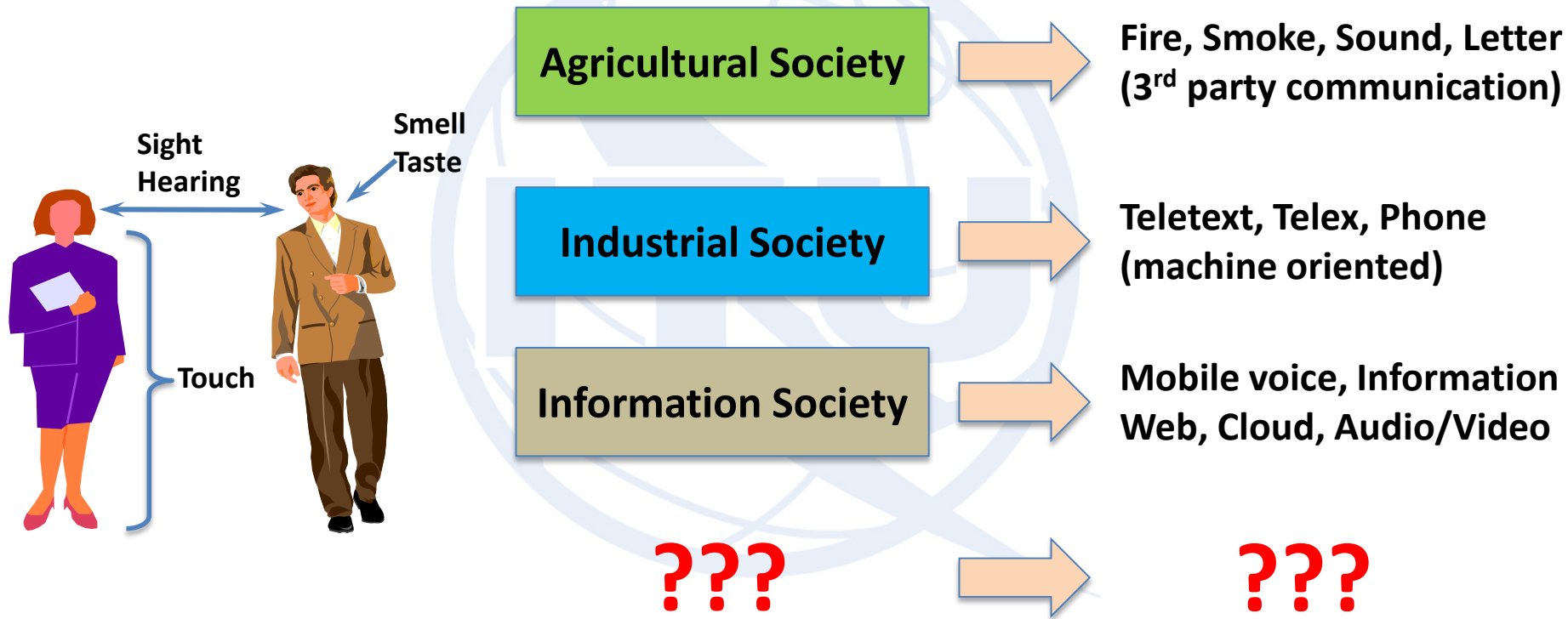
- Human history with “Society developments”
 - Primitive Society
 - Agricultural Society
 - Industrial Society
 - Information Society

I. Society and Infrastructure



I. Society and Infrastructure

- **Communication** is an essential part to build human society, because human-beings have social nature (use of five senses)
- So each society used **different means** for communication



II. Information Society

Information

Information Infrastructure



Information society
(initiated 1993~5)

Information
Super
Highway

Connecting
the people:
Mobile

Smart
Devices:
Smart ICTs

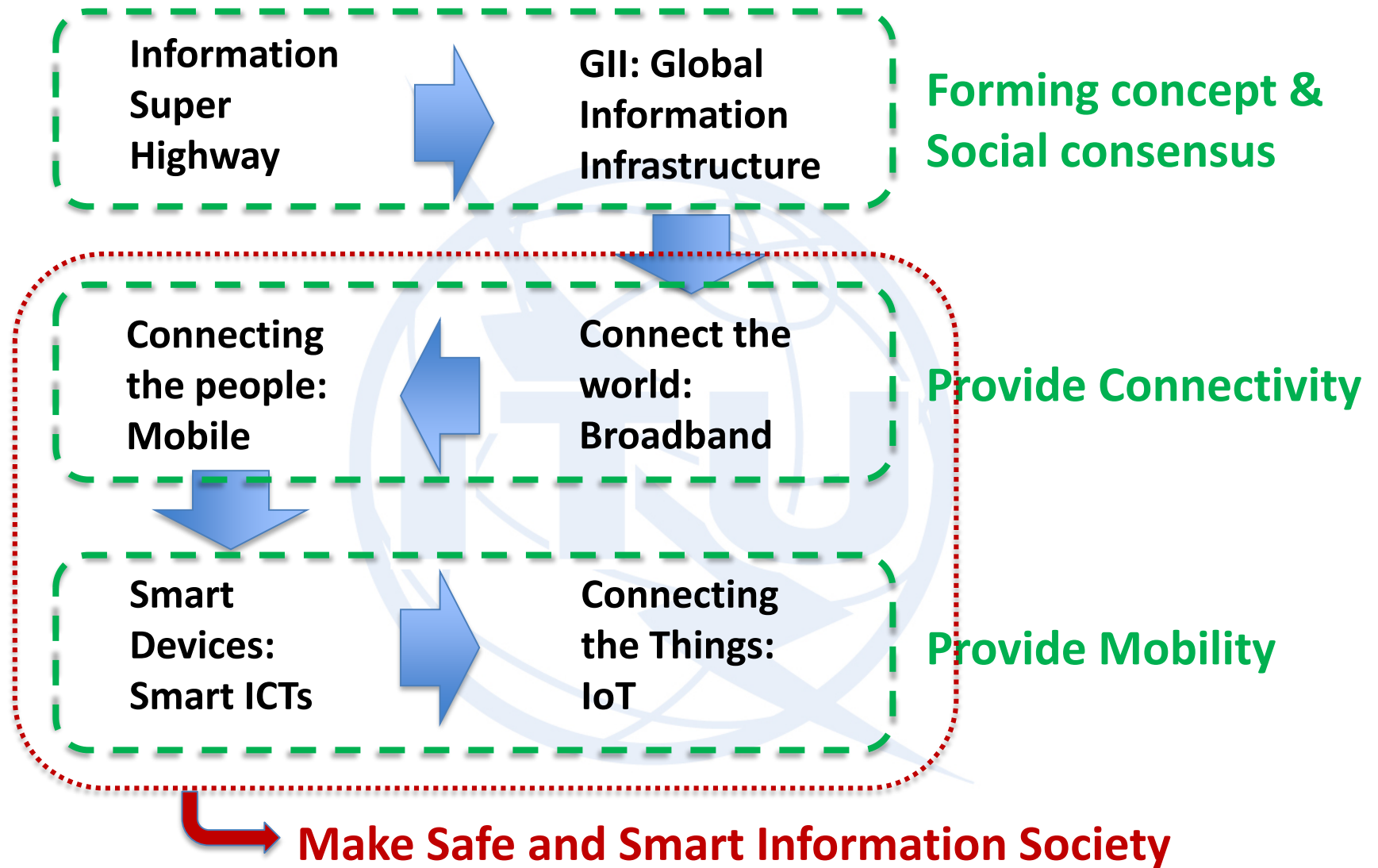
GII: Global
Information
Infrastructure

Connect the
world:
Broadband

Connecting
the Things:
IoT

???

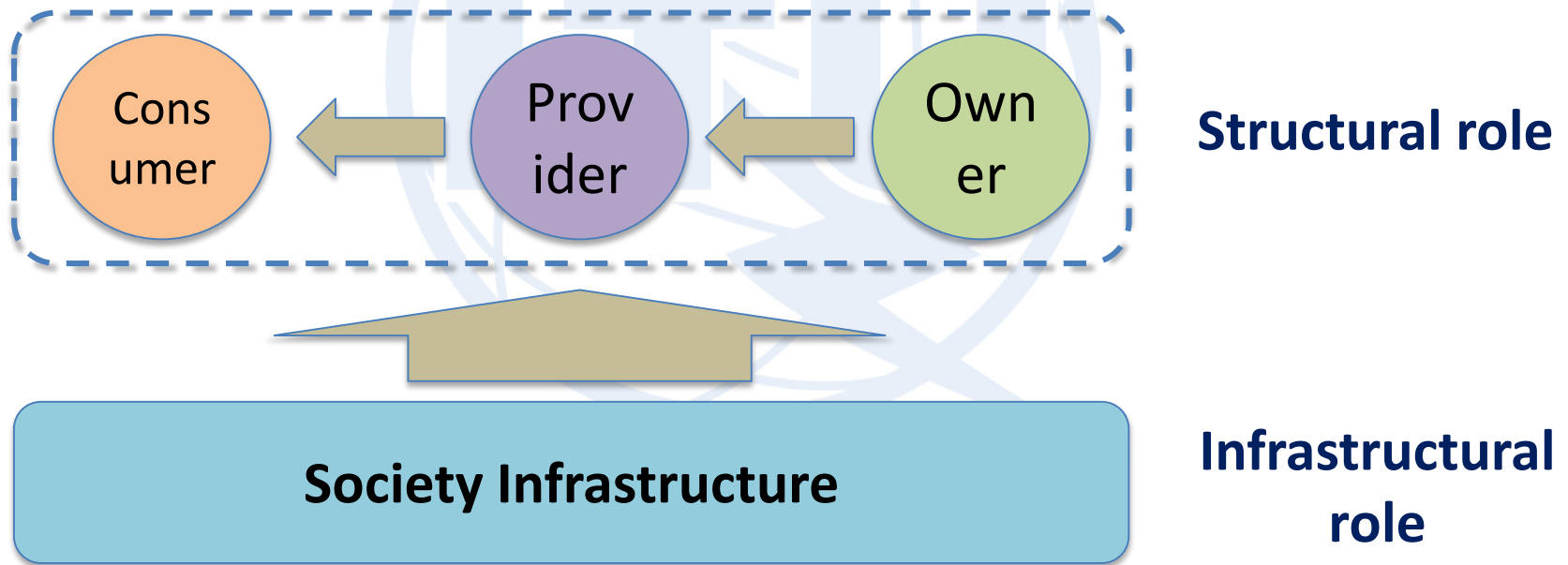
II. Information Society



III. Features of Infrastructure

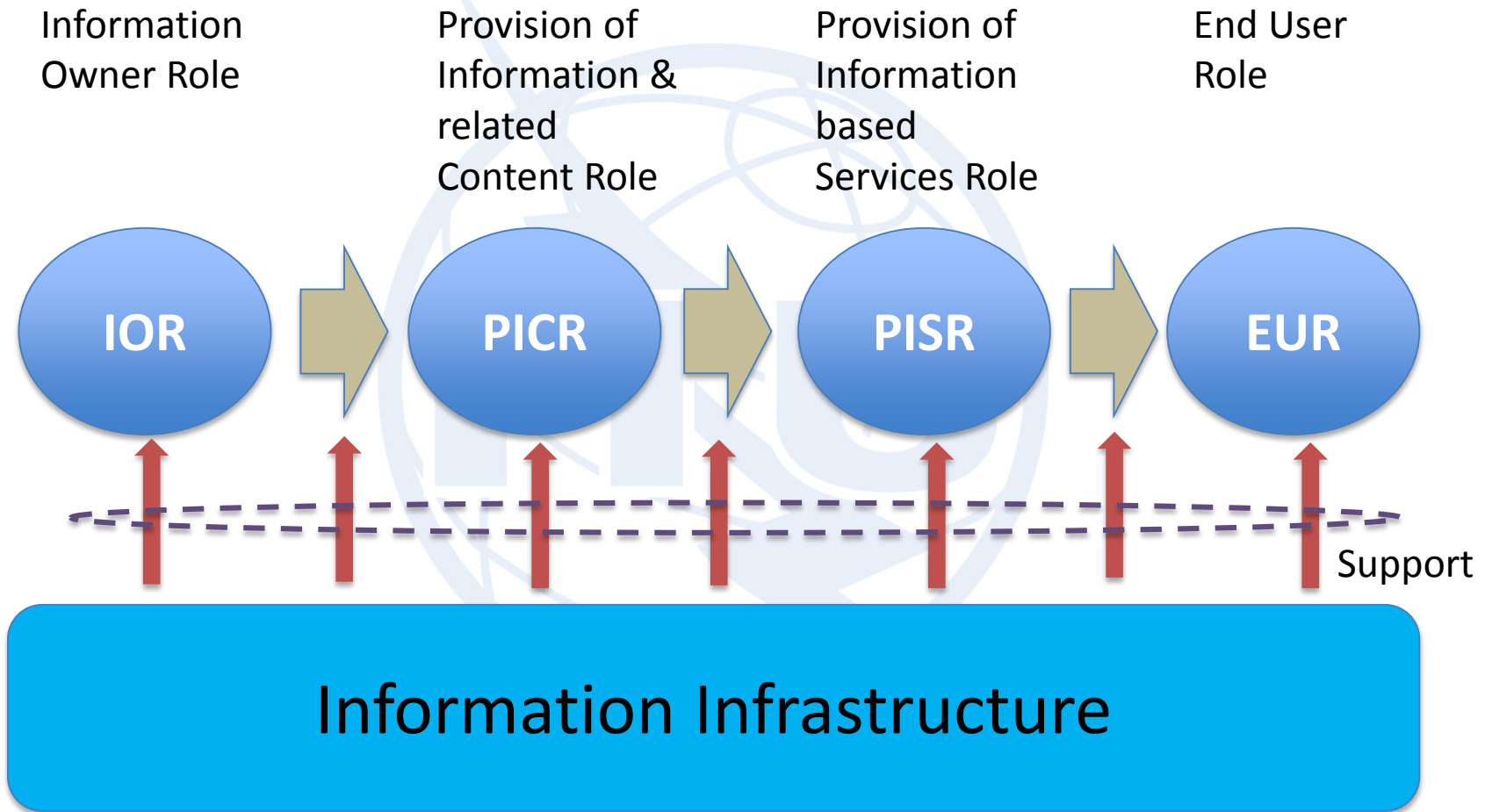
Structural Role and Infrastructural Role

- high level views of Society using enterprise model (**ITU-T Y.110**)
 - Structural role: a role in the primary value chain of an industry and will involve a business activity
 - Infrastructural role: not in the primary value chain of the industry → supplies goods/services



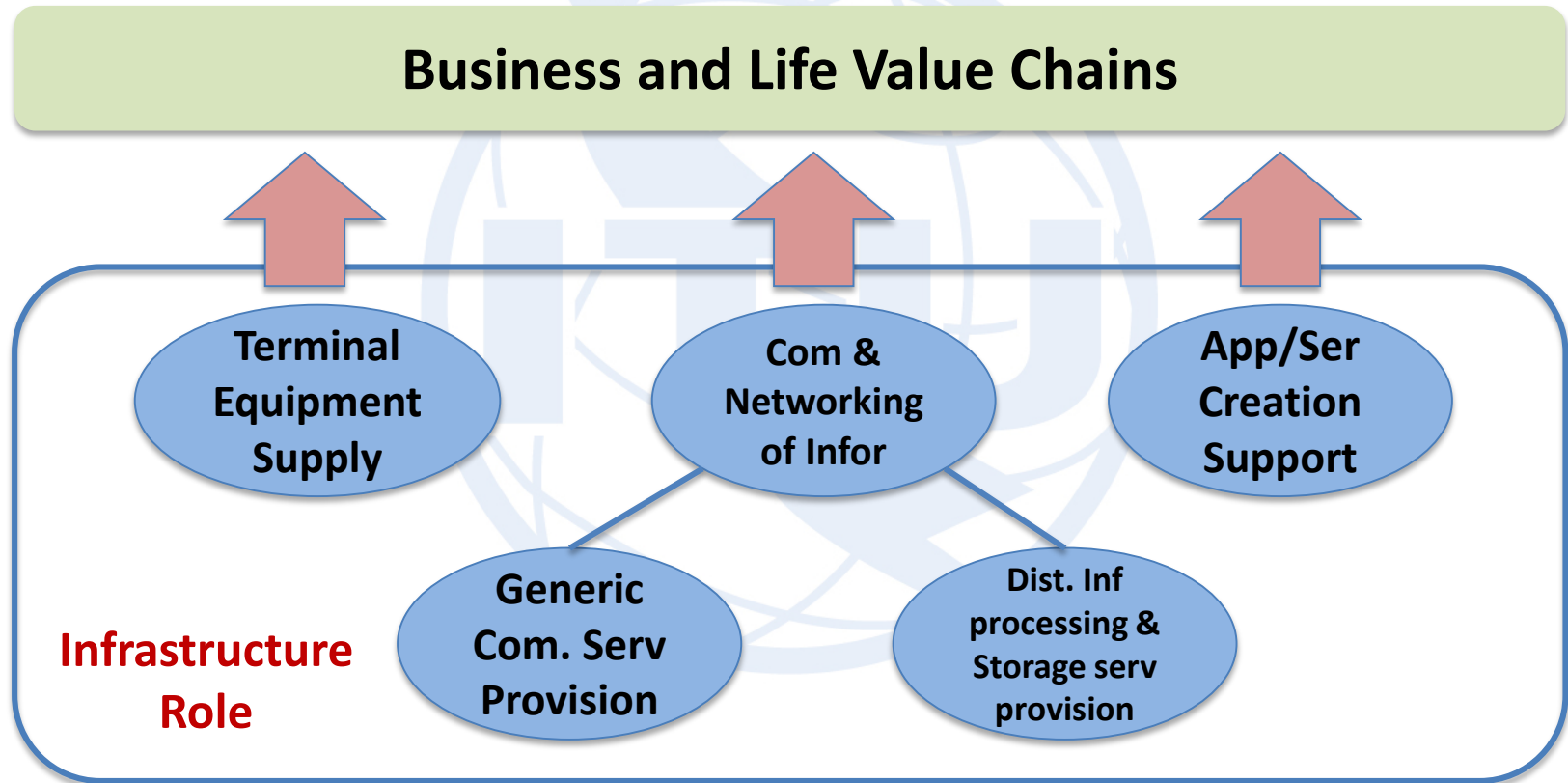
III. Features of Infrastructure

- Different roles in Structural role: IOR → PICR → PISR → EUR



III. Features of Infrastructure

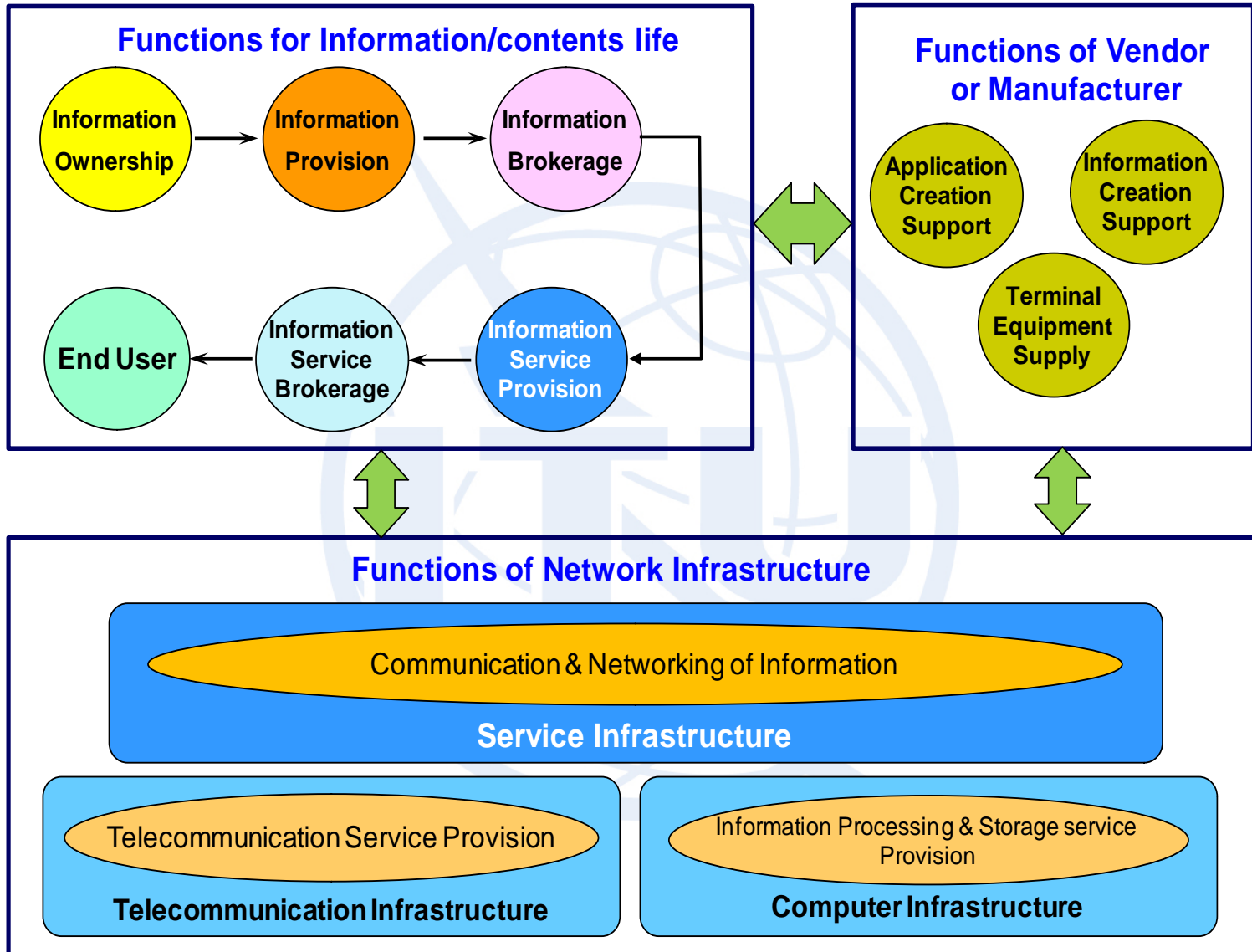
- Infrastructural Role: infrastructural “goods and services” to the information industry and supply “goods and services” to other industries or directly to end users with several Roles



III. Features of Infrastructure

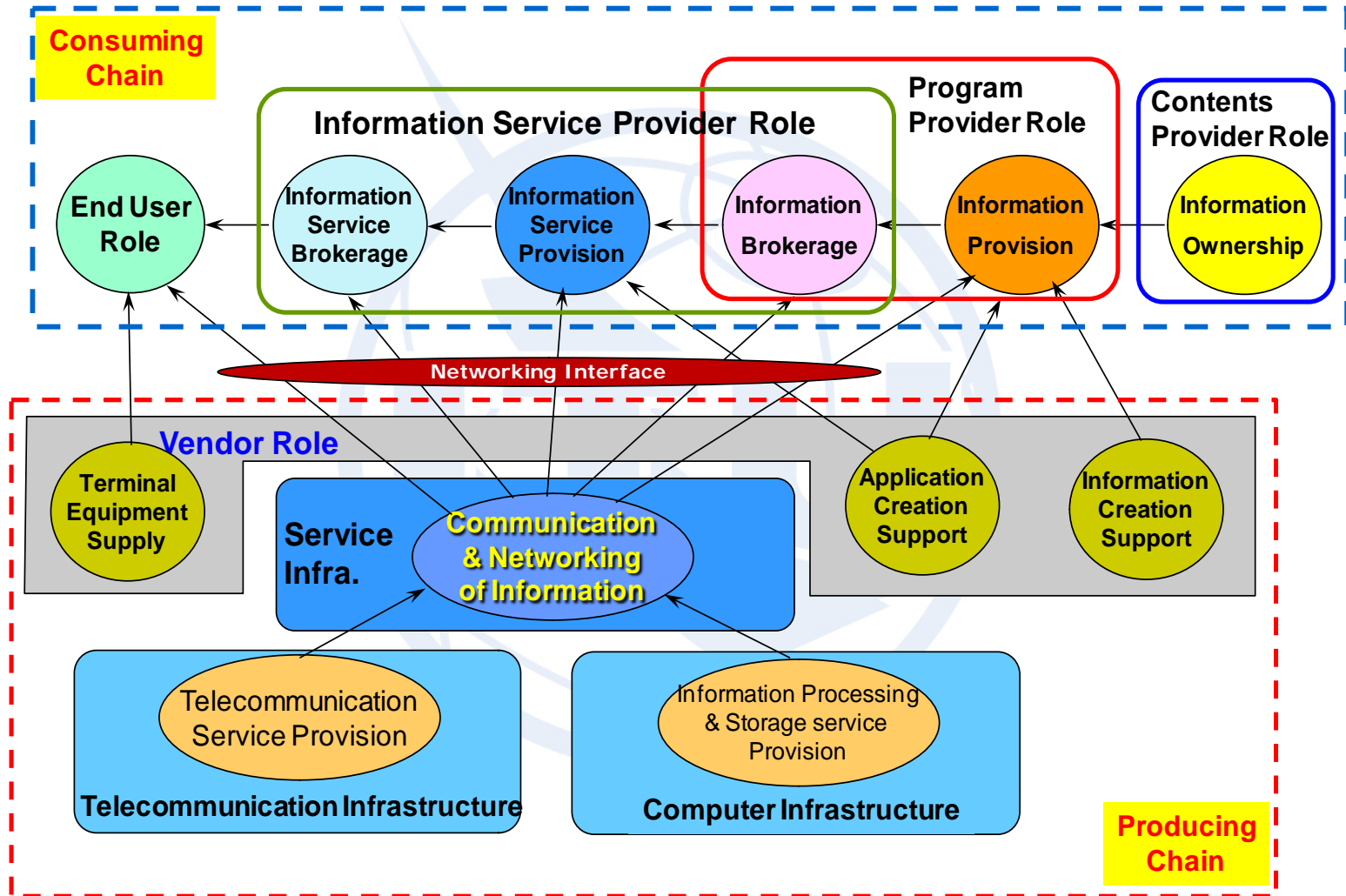
- Basic features of Information Society:
 - information is **an object** as well as **a mean** for social life
 - all relevant infrastructures should be enough to support **creation and dissemination** of such information **by on-line manner** which means over connected environment
- Key functions:
 - Functions for **information and contents: creation** of contents/ information and **transform** into services and applications
 - Functions of **network infrastructures: forming** of underground networks provided **connectivity** and **transported**
 - Functions of **vendor/manufacturer: providing necessary systems and tools** such as software

III. Features of Infrastructure



III. Features of Infrastructure

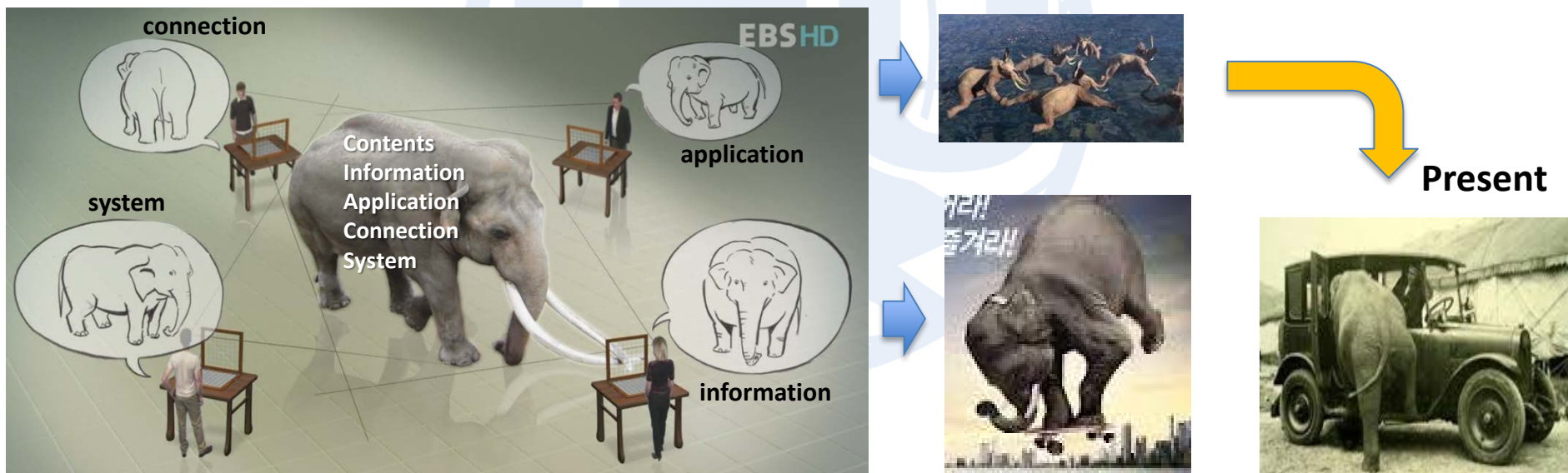
● Value Chain Model of Information Society



IV. Problem Spaces

● Problem Space 1: Convergences

- Intra convergence (FMC) → Inter convergence (IPTV) → External convergence (ITS, Smart Grid, e-health)
- Led by Technology Innovation concluded by business success
- Differences: culture, environment, eco-systems



IV. Problem Spaces

● Problem Space 2: Complexity and Heterogeneity

- **Functions and capabilities** getting complex: System/Functions
→ Intelligent → Smart → **Next (???)**
- Integrate various functions/capabilities into a system/function
 - Codecs: voice, video, multimedia, including Related PF
 - Connecting capabilities: WiFi (802.11 a/g/ab)+3G+4G+5G
 - Security platforms and protocol stacks



Could be
OK



But



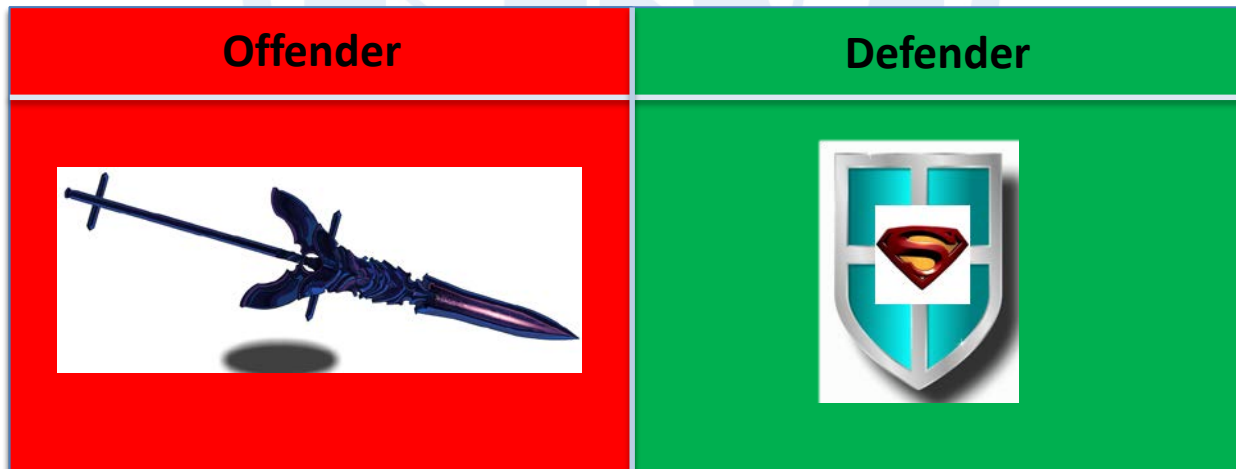
Too
difficult
and cost



IV. Problem Spaces

● Problem Space 3: Cybercrimes

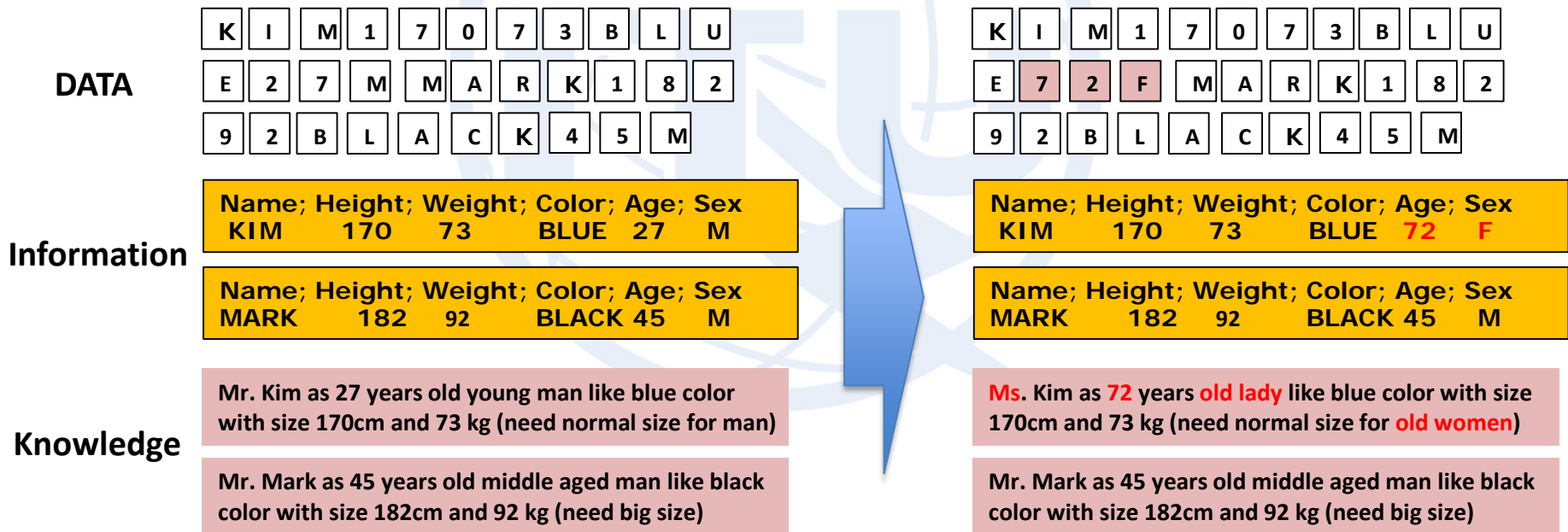
- exposing our societies to the threat of cybercrimes
- cyber-attacks on ICTs are **borderless** (anywhere)
- Status of today cybercrimes:
 - 12 cybercrime victims/second, 1 M victims/day
 - 50% on-line adults have been victims of cybercrime
- Additional **costs** but very few impacts to raise **income**
- **Divide** the world in **two groups**, so never ending (Spear & Shield)



IV. Problem Spaces

● Problem Space 4: Lost trust

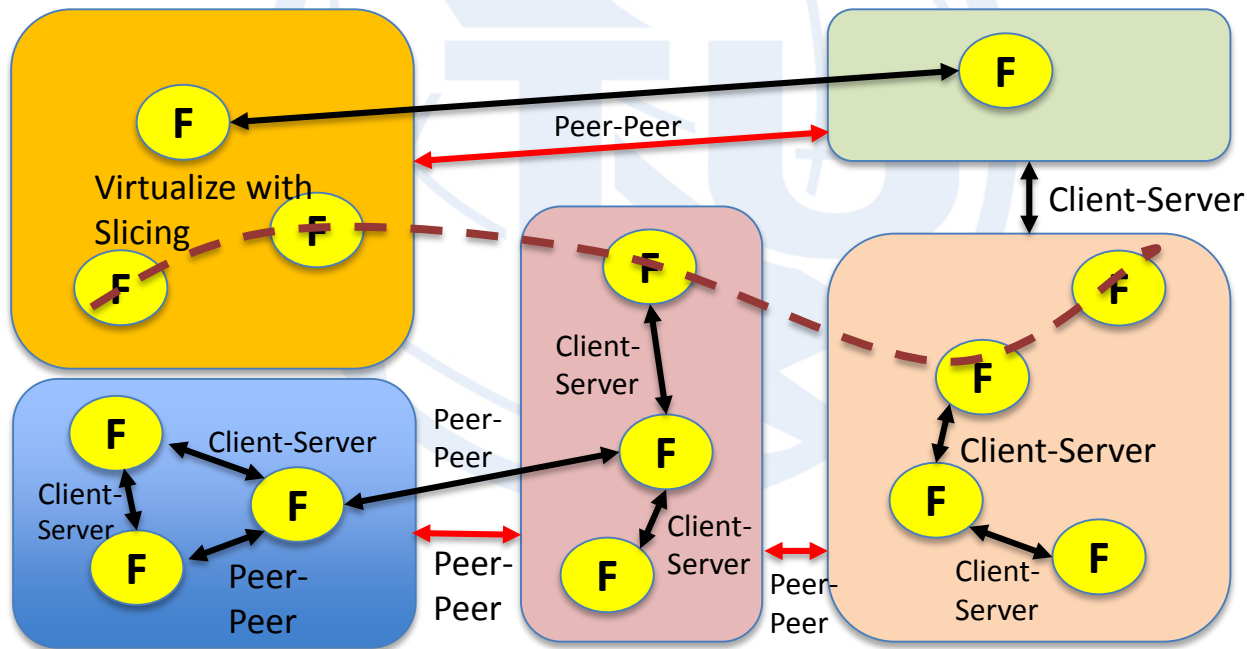
- How to ensure trust of **sources from on-line** (data, information, knowledge, providers, contents, brokers etc.)
- **Less trust data** → **Incorrect** information → **Poor** knowledge
- **waists huge time**: productivity, efficiency and effectiveness
- no guidelines and reference to indicate the **level of trust**



IV. Problem Spaces

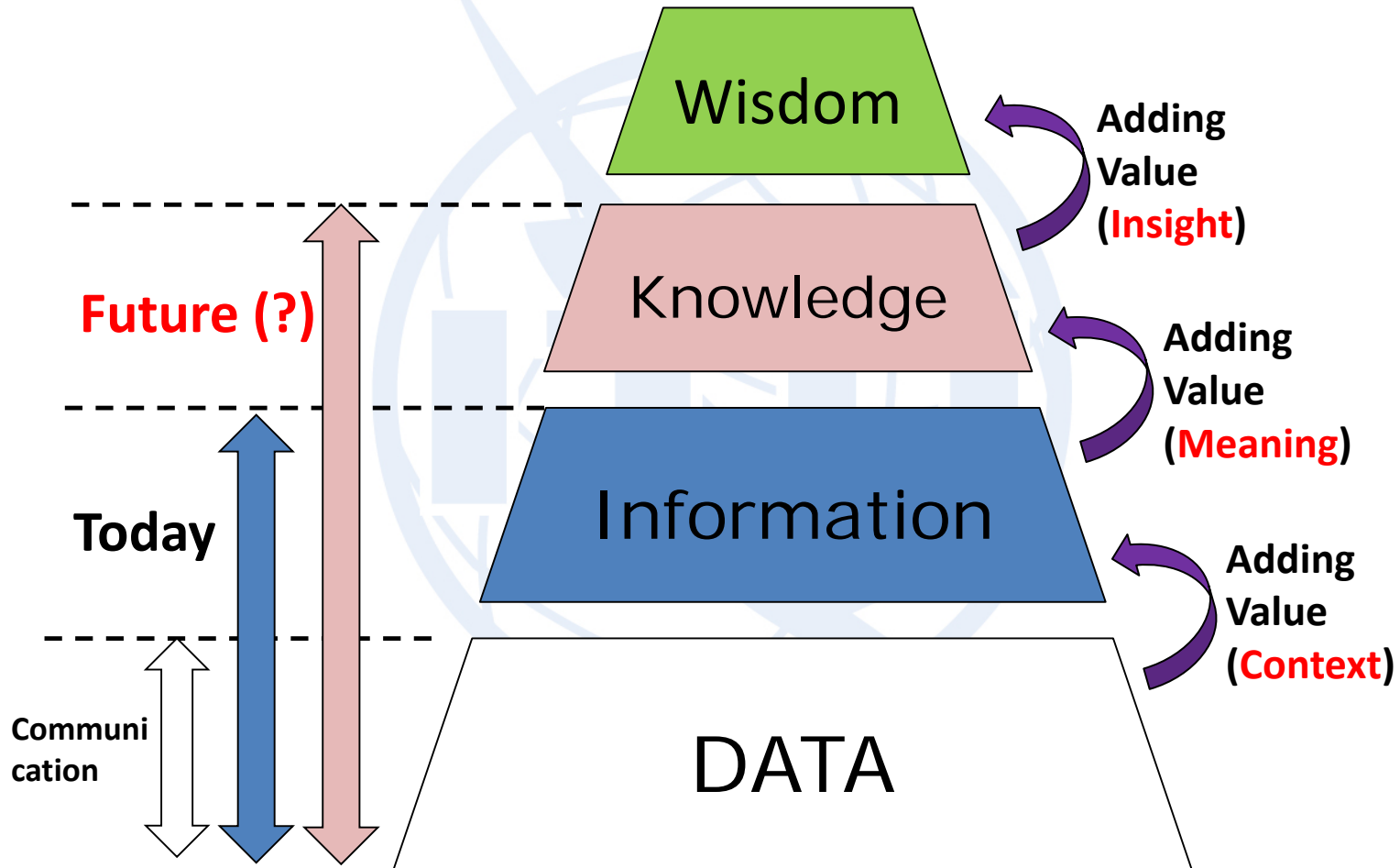
● Problem Space 5: Autonomy

- **Distributed** processing and computing even communication
- Increase of **autonomy** functions and systems even **under distributed and software** based environments
- Increase **sharing** resources and emerge **binding** as one among **different** resources (slicing and virtualization)



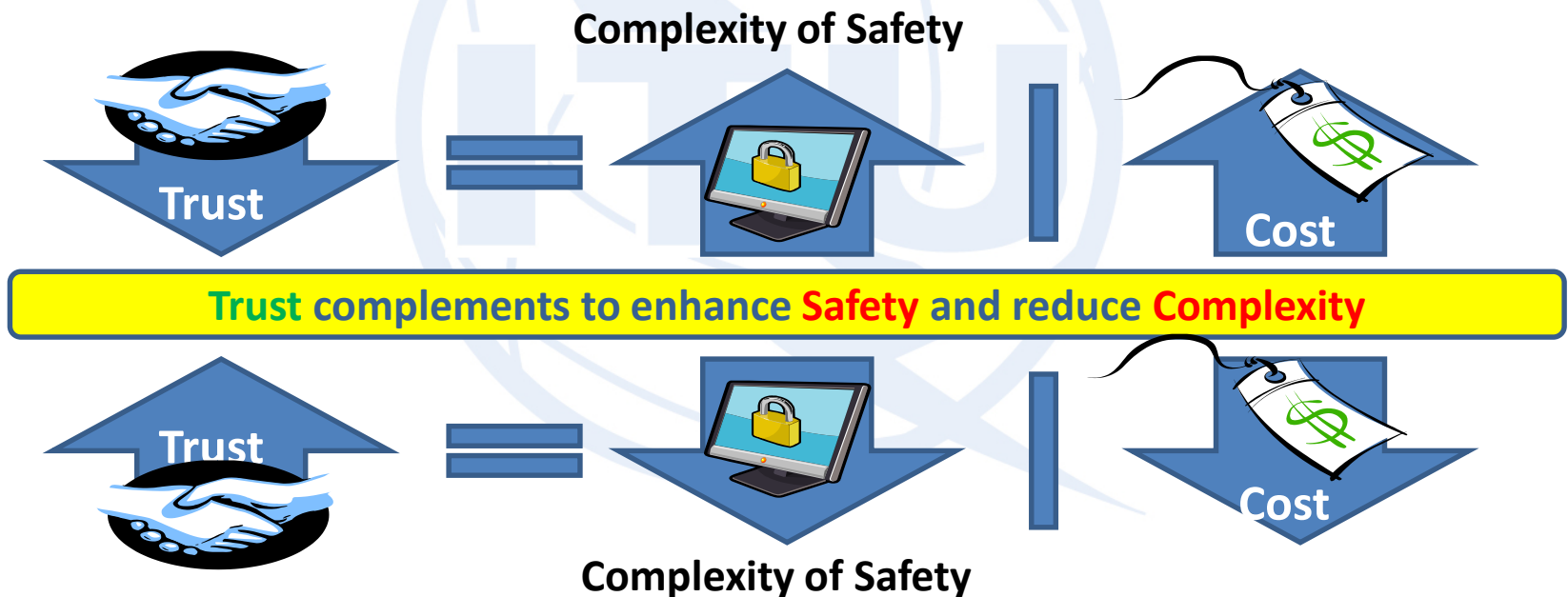
V. Future IS and its Feature

- Continue on developments: Data → Information, then Future will be Knowledge based (**Knowledge Society?**)



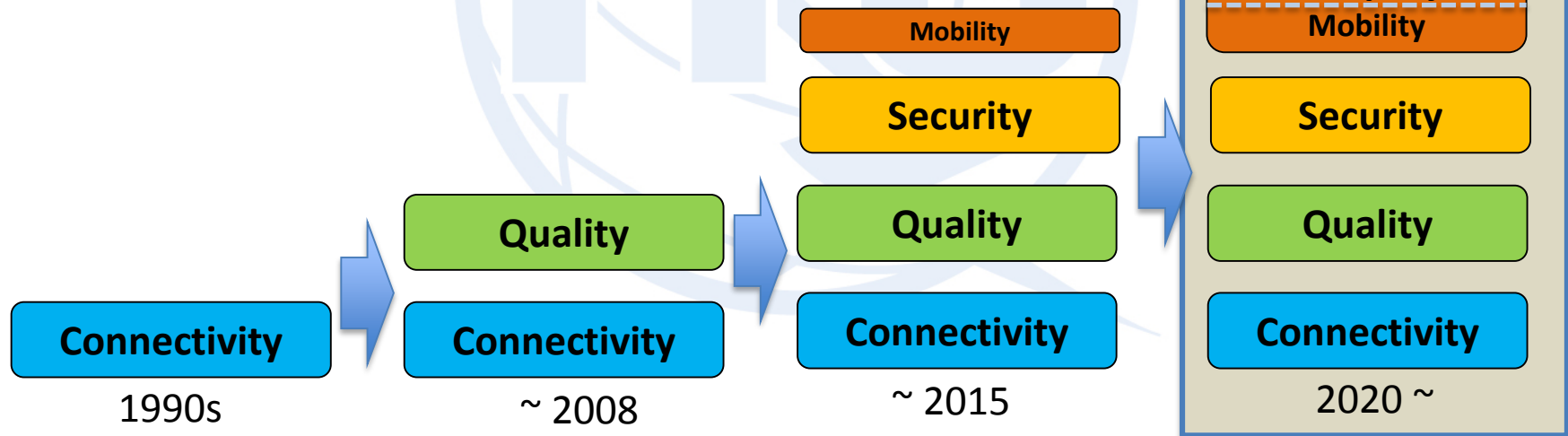
V. Future IS and its Feature

- Connected World → Connecting People → Connecting Things (near future) → **Knowledge Networking**
- Living normal life under **“Echo-Life environments”** by Trust
- **Trust: Solution for resolving Problem Spaces (Convergences, Complexity, Cybercrimes, Lost of Trust and Autonomy)**



V. Future IS and its Feature

- **New Features for the Future Information Infrastructure**
 - Better solution for **Safer and Smarter operation of Infrastructure**, while well enhance quality (with enhanced Broadband)
 - **Ubiquity and Mobility**: need enhancement (e.g. seamless) of mobility and realize **better Ubiquity**
 - **Trust**: new feature for safer society with efficiency and effectiveness (an entity having trust to other entity)



VI. Conclusion

- New life environments
 - New cultures by emerging new generation
 - Review of existing Business Value Chains by ICTs
 - Develop new Echo-systems by collective intelligence
- Future society need better balance among different roles
 - today segmented Eco-Systems → Open & collaborative Eco-Systems
 - Review relationships between Public and Private
- ICT (Information Communication Technology): enough?
 - Impact for convergences (e.g., energy, transport, health...)
 - How to support Knowledge networking (creation, processing, sharing and Echoing)

VI. Conclusion

- **Trust** should be one of **critical word** to identify features of “**Future IS and their infrastructures**”
- **Smart Capabilities for Trustworthy:**
 - For **trustworthiness relationships** between entities, each parties should knew about each other
 - The **level of trust** should be dependent on the level of knowing each other (more knowing, more trust)
 - **Smart capability** used to collect information to help knowing the details not only for that entity but also environments such as network status, communication sessions and others
- **Echo-Capabilities by Knowledge Networking:**
 - **Knowledge** should be **shared cross over** different areas , services and devices
 - **Context/Content-aware Networking Capabilities**

International Telephone and Telegraph Union



International Telecommunication Union



International Trust Union



|

Trust

yoU