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Napoleon writes to Maria Walewska

54352



Invited lecture held on 14 May 2013 at the University of the Chinese Academy of Sciences (UCAS),

Beijing, P.R. China

by

F. G. Filip

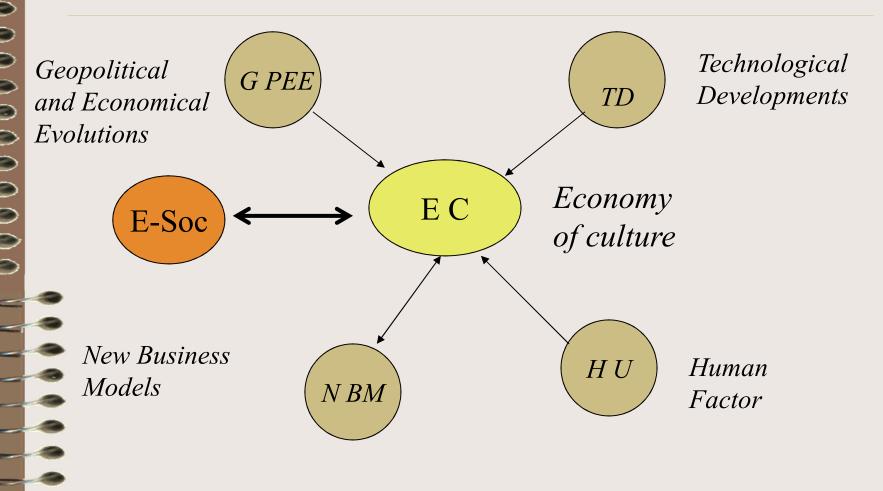
Adjunct Professor 2013-2016 of School of Management, UCAS

CONTENT

- Context
- Perceived evolutions
- Convergences
- Conclusions
- Bibliography

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Interactions



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Geopolitical and Economical Evolutions

- General
 - Globalization or regionalization or isolationism?
 - Democracy and collaboration or terrorism and dictate?
 - Peace or wars?
 - Global financial and economic crisis
- Specific to our region
 - Transition to market economy
 - Emigration of young[and educated] people

Technological and Conceptual Developments

- Virtual and augmented reality
- Broadband, "social" nets
- Web Science

- Ambient Intelligence
 - Incorporation of IT in environment: ubiquity, discretion
 - Usability: personalization according to needs, adaptation to the level of knowledge, anticipation of the user's requests
- RFID =>Internet of things
- Big data
- Everything as a service(pay per usage)=> cloud computing,
- Mobile society
- Zuhandenheit (M. Heidegger, Sein und Zeit, 1927): "Everything at hand"

Cloud Computing -CC(Mell, Grance, 2011)

- Definition: "CC is a model for enabling ubiquitous, convenient, on-demand network access to a shared pool of configurable computing resources (e.g., networks, servers, storage, applications, and services) that can be rapidly provisioned and released with minimal management effort or service provider interaction "
- Service Models
 - Infrastructure as a Service (IaaS).
 - Platform as a Service (PaaS).
 - Software as a Service (SaaS)

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Software as a Service-SaaS

Steps toward SaaS

- ·Mainframe centralized computing
- •APS (Application Service Providers) to reduce costs through administration centralization and specialization

SaaS characteristic features

- •The providers develop and manage the own software
- Access through browsers
- Multi-tenant architecture serving multiple users and businesses
- A growing business: Sales -\$12Bn /2011 [Gartner Group,]

Cloud Computing/SaaS

Advantages

Pay per service

Easy instalation of new SW releases

"Freemium" pricing system

Facilitated by web technology and broadband penetration

Open problems

Data security and protection

Latency -not suitable for RT applications

Difficult customization for large applications

Captive clients of the Service providers

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Virtual Reconstruction of Prince Castle of Suceava (Capital of Moldova)



Prince Chamber



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Suceava: The Chapel



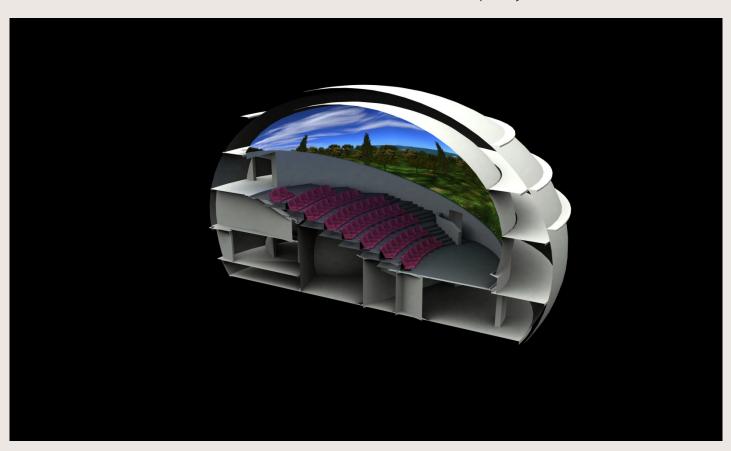
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Foundation for Hellenic World Virtual Theatre (I)



Foundation for Hellenic World Virtual Theatre (II)



Foundation for Hellenic World Virtual Theatre (III)



Market Trends in ITC

- Merger mania" (mergers, acquisitions, partnerships, strategic aliances of IT providers);
- A clear dominance of few database management systems (Oracle, Microsoft SQL Server, IBM DB2);
- Increased usage of Internet and web technologies
- "IT/Software as a service" (ITaaS.SaaS) model; Example:
 - http://msdn.microsoft.com/en-us/library/aa905332
- Exhaustive services for Project management are available
 - http://www.projectperfect.com.au

New Business Models

- Characteristics of new knowledge:
 - Absence of frontiers
 - High perishability
 - High risks and possible malitious activities
- *Knowledge industry* [F. Machlup of Harvard University], *Knowledge work/worker* [P. Drucker], Information and The Society of Conscience [M. Draganescu]
- Characteristics:
 - Unisex jobs (ex. Maria Montesori vs Florence Nightingale)
 - New paradigms of enterprise (extended, virtual, networked...)
 - Noble domains (education, health, culture) become lucrative
- Culture in a *broad sense*: social and scientific [Draganescu]

Human Factor

- Increase of the life duration & ageing of the active population [P. Drucker]
 - Activity up to the age of 70
 - Decline of the model "one job & work: from 8 hrs. to 18 hrs."
 - Changing job several times during lifetime
- Change in knowledge dissemination: corporate training gains ground
- Increased mobility
- Multicultural societies and "networked" people
- Attenuation of loyalty towards the company
- Personnel fluctuations
- New capitalists: owners of advanced knowledge

E-Society

Advantages

- More effective time usage
- Facilitation of communication
 between people placed in different contexts
- More comfortable work conditions
- Good ecological impact

Debatable impacts

- Uniformization of human behaviour
- Limiting direct human contacts
- Laziness tendencies
- High risks of manipulation
- Functional opacity
- High vulnerability of private life

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A Question

- Is there a change in the paradigm of European behavior based on individualism?
 - Is the bus replacing the automobile?
 - Again centralization of computer power ??
 - Individual user vs "Networked" user
 - PC vs "Thin client"?

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Forerunners of Digital Library (I)

• H. G. Wells "World Brain" (1937)"...to create a sort of mental clearing house for the mind, a depot where knowledge and ideas are received, sorted, summarized digested, clarified and compared, accessible to everybody" and reproduced "exactly and fully", in a distributed fashion "in several locations all over the world".

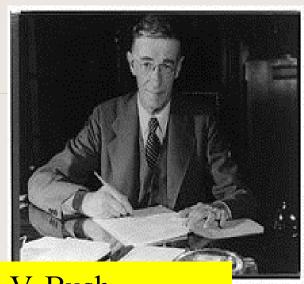
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Forerunners of DL (II)

- Vannevar Bush (1945): "Memex", a system for creating and retrieving information based on microfilm technology and the analogy with the way the humans make associations
- J.C. R. Licklider (1965): "Libraries of the Future"
- Clifford Linch: "Where Do We Go from Here? The Next Decade for Digital Libraries"
- R. Kan & V. Cerf: "The Digital Library Project; volume 1; the World of Knowbots"



H. G. Wells



V. Bush



F. G. Funp V. Cerf



J. C. Licklider



C. Linch

Evolutions: Early Times

- The academic world:
 - an attempt to democratize the access to knowledge
 - an effort for preservation of the original cultural goods
- Business sector: "For Europe cultural goods are similar to what oil means to Arab countries" (De Michelis, EVA Conference, Florence, 1996)
- Government initiatives
 - NSF/DARP/NAS Research in Digital Libraries
 - Bangemann Report & Content Industry (1996).
 - G7 Pilot projects: #3"Education and learning in the Global Information Society", #4"Electronic Library"

Subsequent Evolutions: Initiatives

- DARPA/LOC/NASA/NEH "Digital Libraries II" (1998)
- EU Initiatives:
 - e-Europe (Fereira, 2000)
 - *e-Europe* + (2005):
 - "to stimulate the development and dissemination of the digital content; to support the exploitation of the information to be found in the public and private sectors; to set up European collections of key data bases"
 - "to facilitate the access to the digitized cultural heritage"
 - i 2010 (2005), FP7 (challenge 5)

European Digital Library Initiative-DLI

"The technology enables us to find and work with information in many forms. Information about Leonardo da Vinci can exist in the form of his work, books about him, documents with drawings, films, etc. in different Member States. The challenge is to create a European Digital Library that combines these sources "

http://ec.europa.eu/information_society/activities/digital_libraries/index_en.htm

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DLI

- "The initiative aims at making Europe's diverse **cultural and scientific heritage** (books, films, maps, photographs, music, etc.) easier and more interesting to use online for work, leisure and/or study. It builds on Europe's rich heritage combining multicultural and multilingual environments with technological advances and new business models.
- It consists of two strands:
 - Cultural heritage: to build a common European Digital Library which would serve as a multilingual internet access point to cultural collections from all Member States.

 (Communication "i2010, Digital Libraries", September 20, 2005)
 - (Communication "i2010: Digital Libraries", September 30, 2005).
 - Scientific heritage: to ensure current and future access for research and innovation purposes. (<u>Communication</u> on access to scientific information in the digital age (14 February 2007).

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DL Federation: Definition

- "DL are organizations that provide the resources including the specialized staff to select, structure, offer intellectual access to interpret, distribute, preserve the integrity and ensure the persistence over time of collections of digital works, so that they are readily and economically available for use by a defined community or set of communities"
 - http://www.diglib.org/about/dldefinition.htm

Recent Evolutions: Public-Private Partnerships

- Virtual Library "Miguel de Cervantes "
- Bibliothèque Nationale de France French publishers partnership
- British Library Thomson Gale Partnership around "Historical Newspapers"
- University of Michigan Google
- The case of Broadcast and Audiovisual Archives: Ina's experience
- The Canada Project: Library and Archives Canada
- Open Content Alliance

http://ec.europa.eu/information_society/activities/digital_libraries/index_en.htm

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Recent Evolutions: New Concepts:

- Librarians "sans frontières"
- Library 2.0 [M. Casey, 2005]
 - Reader centric & Technology is of a secondary importance
 - Analogy with "web 2.0"
- Digital convergencies [Culture in the Digital Age: http://ec.europa.eu/information_society/tl/soccul/cult/index_en.htm]
- Setting up Digital Library (DL) Federation

http://www.diglib.org

Recent Evolutions:Several European Projects and Networks

- eContentplus Programme (2005-2008) =>ICT-PSP("Policy Support Programme"), a part of IST CIP(Communications Technologies Policy Support Programme 2007-2013).
- Europeana http://www.europeana.eu/portal/

- MinervaEC: a Thematic Network in the area of cultural, scientific information and scholarly content http://www.minervaeurope.org/about/minervaec.htm
- ATHENA (http://www.athenaeurope.org/) and ATHENA PLUS
 - DC-NET: Digital Cultural heritage NET http://www.dc-net.org/
 - MICHAEL —Multilingual Inventory of cultural heritage in Europe http://www.michael-culture.org/
 - Dacoromanica—biblioteca digitala a Romaniei

http://www.dacoromanica.ro/detalii-articol.aspx?articleId=637

Four Generations in DL Evolution

- **G#1:** the traditional library
- **G#2:** computerisation of the library system
 - Manual card system becomes digital;
 - Collections are indexed and searched via library software
 - OPAC: On-line Public Access Catalogue software
 - ANSI/ISO Z39.50 for access to distributed and heterogeneous resources via a standard interface (1995)
 - **G#3**: resources go digital
 - New roles: a)data-providers –to create and collect data sets for well defined user classes, b) data consumers, c) data managers (librarians)
 - **G#4**: enables indexing and retrieval of resources beyond alphanumeric data video, audio, multimedia..)[Teng et al , p. 362]

What DL and Virtual Museums Can Do

- Display virtual objects in case there is not enough space for physical objects;
- Enable setting up large collections of digital copies of the objects placed in different locations
- Ensure an "any-time", "any place" access;
- Can stimulate the interest for the genuine culture and for visiting actual cultural institutions;
- Create the premises for preservation of rare and high value cultural objects;
- Minimize the displaying costs (Filip, 1996).

What DL and Virtual Museum Cannot Do

- You cannot touch and feel the scent of a rare book or choose the place from which admire a painting or a carving;
- One cannot share the same emotion with the visitors /readers in the same hall/reading room;
- You can be easily manipulated through the selection of the objects and /or by visual effects on the screen;
- Are sensitive to fast change of the technology for storing digital objects.

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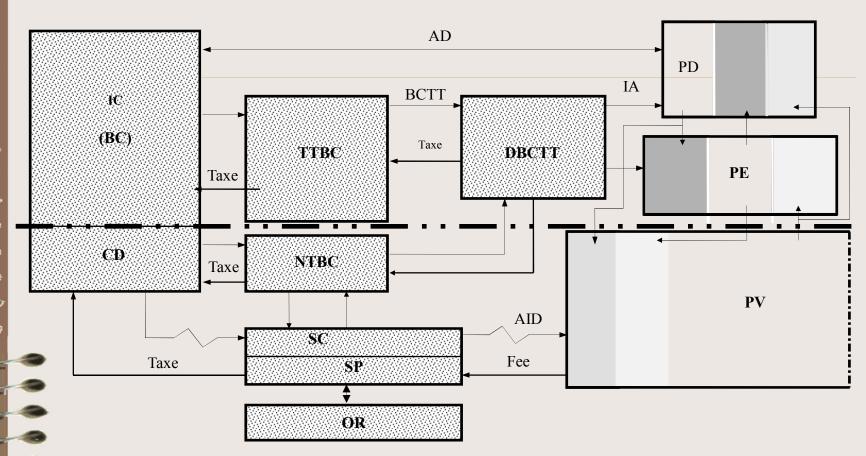
Convergences

Interacting factors:

- Cultural institutions (IC), holders of cultural goods (BC): libraries, museums, archives;
- Traditional and new transformers of the cultural goods (TTBC and NTBC), which produce albums, films, CD ROM...
- Distributers of transformed cultural goods (BCT): bookshops, kiosks
- Service providers (SP)
- Governments

Impact on several domains

- Education (more attractive and effective)
- Tourism (more diversified services offered)
- Direct electronic commerce [of digital content]
- Appliance industry.....



LEGEND. IC-cultural institution; PD- direct visitors; BC-: AD-direct access;; IA -indirect access; CD-digital content; PE-extended number of visitors; SC- server of content; AID-remote indirect access; TTBC- traditional transformers of BC; PV: number of virtual visitors; BCTT-traditionally transformed BC; NTBC-new transformers of BC; DBCTT-distributors of DCTT; FS-service providers; OR- network operators

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$$x_{1}(k+1) = \sum_{\tau=1}^{\theta_{11}} a_{11}^{\tau} x_{1}(k-\tau) + \sum_{\tau=0}^{\theta_{12}} a_{12} x_{2}(k-\tau) + \sum_{\tau=1}^{\theta_{13}} a_{13}^{\tau} x_{3}(k-\tau) + w_{1}(k)$$

$$x_{2}(k+1) = \sum_{\tau=0}^{\theta_{21}} a_{21}^{\tau} x_{1}(k-\tau) + \sum_{\tau=1}^{\omega_{21}} b_{21}^{\tau} u_{1}(k-\tau) + w_{2}(k)$$

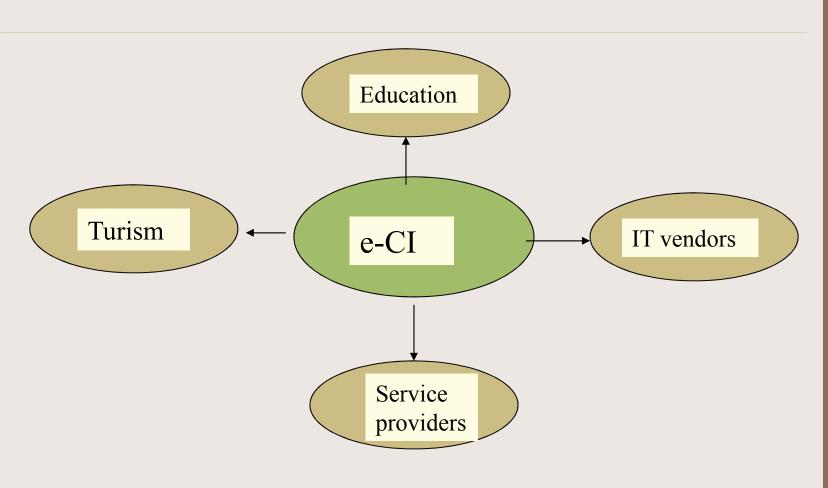
$$x_3(k+1) = a_{31}x_1(k) + a_{32}x_2(k) + w_3(k)$$

$$x_4(k+1) = a_{42}x_2(k) - u_1(k)$$

Legend: k – month; x1 – number of direct visitors; x2 – number of buyers of de BCTT; x3 – monthly income of IC; x4 – monthly profit of TTBC; u1 – production cost of BCTT; a11- proportion of those who visit the IC again; a12-proportion of buyers of BCTT which are stimulated to visit the IC again; a13-proportion of IC income spent to improve the quality of cultural services; a21 – proportion of direct visitors who buy BCTT as souvenirs; b21 –the influence of the new editions of BCTT on BCTT sales; a31 –visit fee; a32 –royalties; a42 – mean price of BCTT; w—season influence.

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Influences



Legend: e-CI = e-Cultural Institutions

Concluding Remarks

- Virtual access to cultural goods can add a touch of humanism meant to counterbalance the effects of uniformisation and depersonalization induced by e-activities and globalization;
- Improving access and valorizing the cultural heritage are already under way by using new ITC technologies and tools;
- A fair collaboration of various factors is necessary; so far the effort is mostly financially supported by public authorities;
- New Business models are needed !!!

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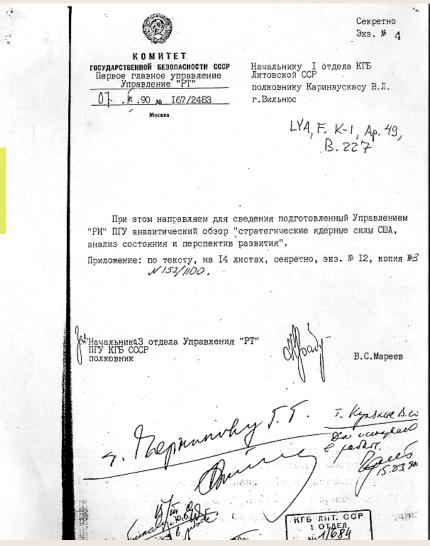
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Bibles-British Library (BL)



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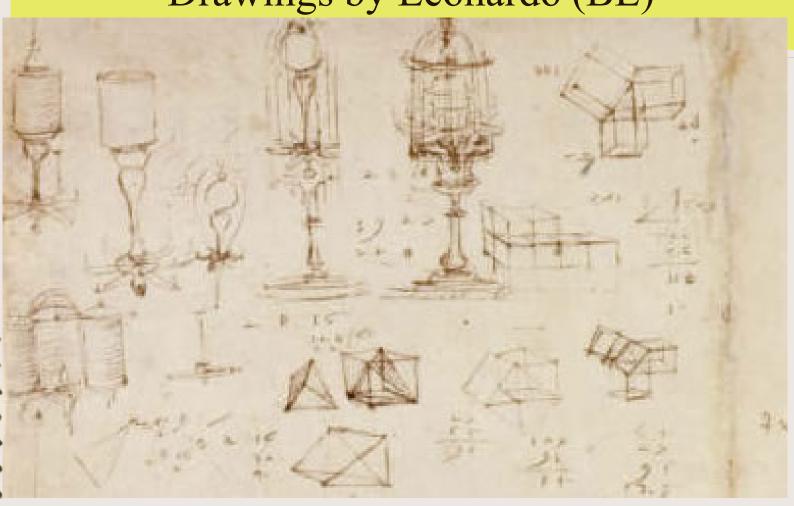


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Drawings by Leonardo (BL)



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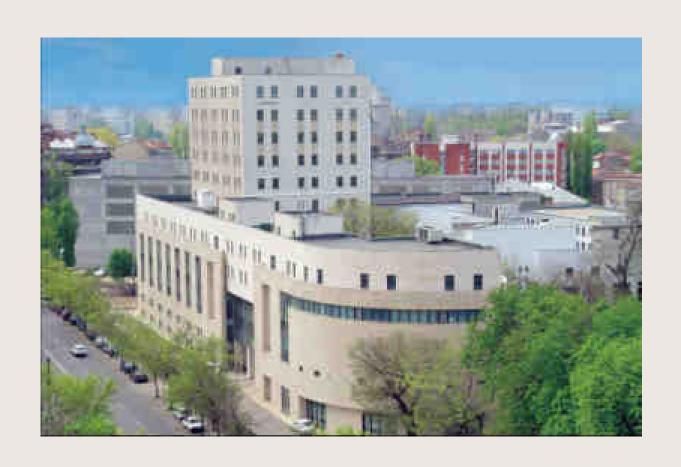
The Library of the Romanian Academy (I): General Info.

- *Founded* on August the 6th, 1867, one year after the foundation of the Romanian Academic Society,
- *Mission*: gathering and preserving the national fund of manuscripts and printed documents illustrating the Romanian and universal history, culture, and civilization,
- Caracteristic feature :
 - An encyclopaedic library (model: BNF);
 - Beneficiary of the Legal Deposit since 1885,
 - Legal Status : a national library

The Library of the Romanian Academy (II): the Collections

- BAR shelters over 14 million library units
 - 10,000 volumes of manuscripts, over 500,000 correspondence and archive records,
 - 138,000 engravings and drawings,
 - about 300,000 photographs,
 - 53,112 cartographic documents,
 - 190,000 coins, medals, and engraved stones, and 40,000 stamps,
 - 55, 000 musical scores, 20,775 AV items,
 - 5,3 million monographs
 - almost 7 million serials

The Library of the Romanian Academy (III): The New Building



The Library of the Romanian Academy (IV):

The Library in the Information Society era

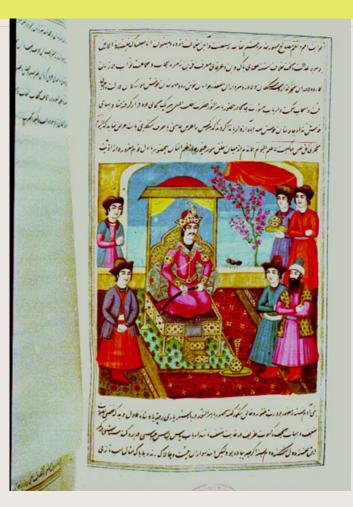
Access facilitated for everybody, from any place of the world, at any time since 1992 through the website (www.biblacad.ro);

The most recent projects are

- 1. "Europeana Libraries" (http://www.europeana-libraries.eu/)
- 2. "ATHENA PLUS" (starting in 2013)

Several images from the website of the Library follow

Images from Roumanian Academy Library



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Ortelius' Map Book (14th century)

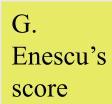


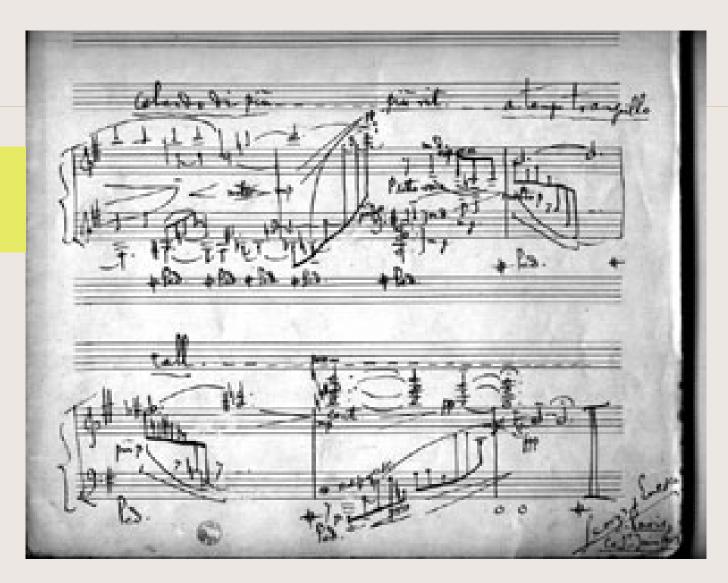
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Canon of
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after John
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(12th
century)



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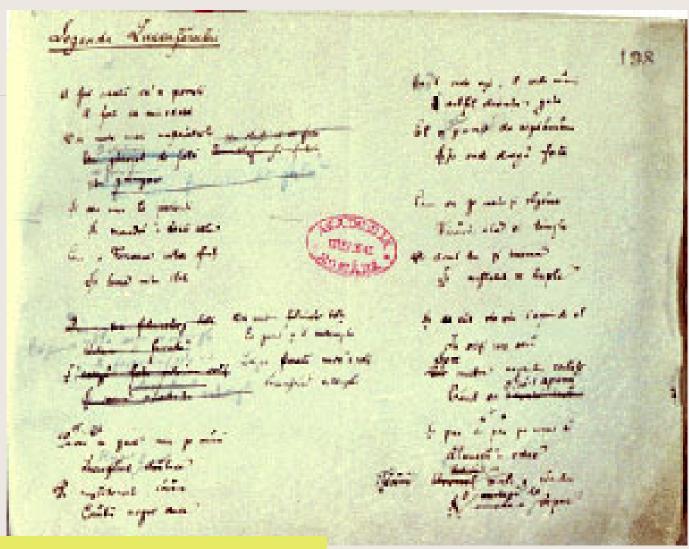


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G. Rossini's score

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M. Eminescu's Legend of the Evening Star

₹ilip

V. Hugo

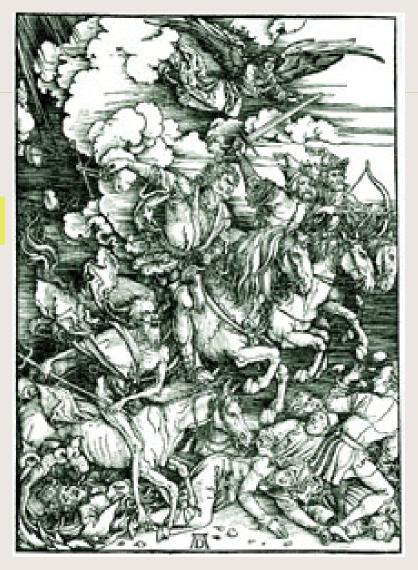
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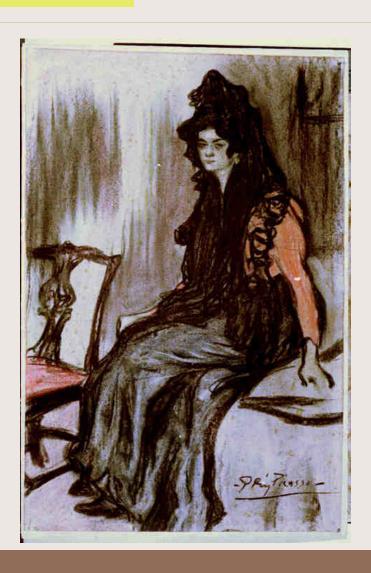


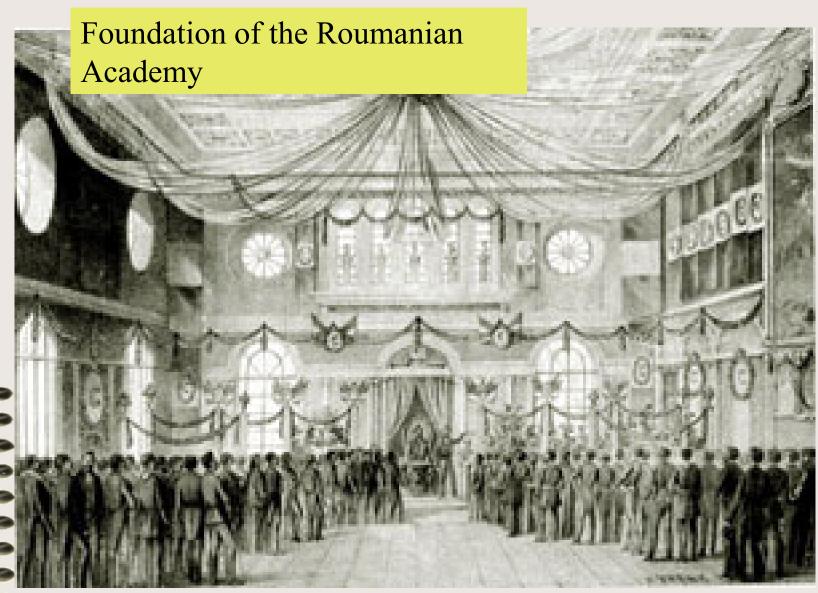
A. Dürer



F. G. Filip

Pablo Picasso: Lola

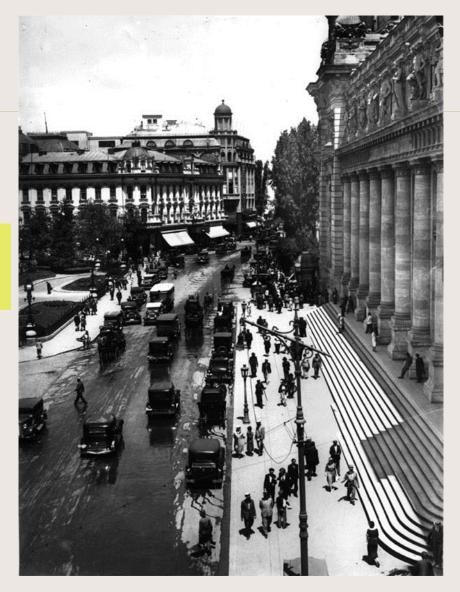




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Bucharest 1930



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UNIFICATION

- · Techies,
- Mind your prescriptions for the world.
- · Humies,

- Tone down your fears for techno-change.
- Step outside your precious castles
- · Look within before the split
- Fill the space that makes you whole
- · Enjoy the sunset
- · And the wheel.

- Argue from logic
- · And emotion.
- Technology is humanity's child
- · As is your quest for human purpose.
- · To love them is to love ourselves.
- There are no differences.
- Only labels.

Michael Dertouzos

What It Will Be. How the New World of Information Will Change Our Lives (1997)

F.G.Filip



Thank you for your attention