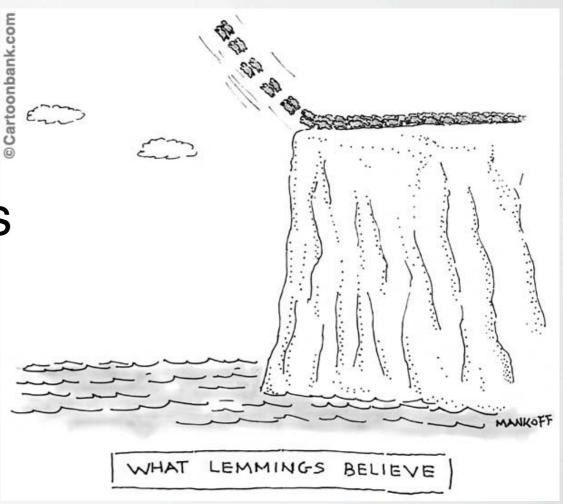
CFP 2.0: Proximal Networking

Mobile Devices

- Tapering power
- Increasing penetration
- Integration with spaces
- Third cloud



Third Cloud

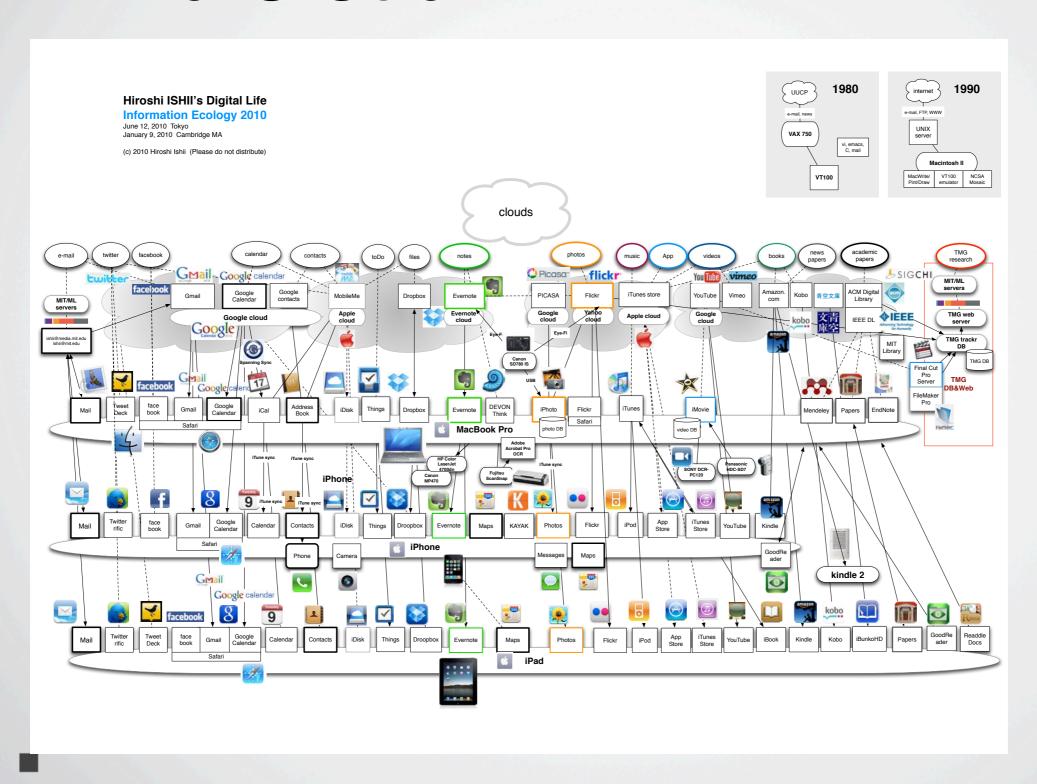
Defined by Interaction

Bandwidth between people and processes

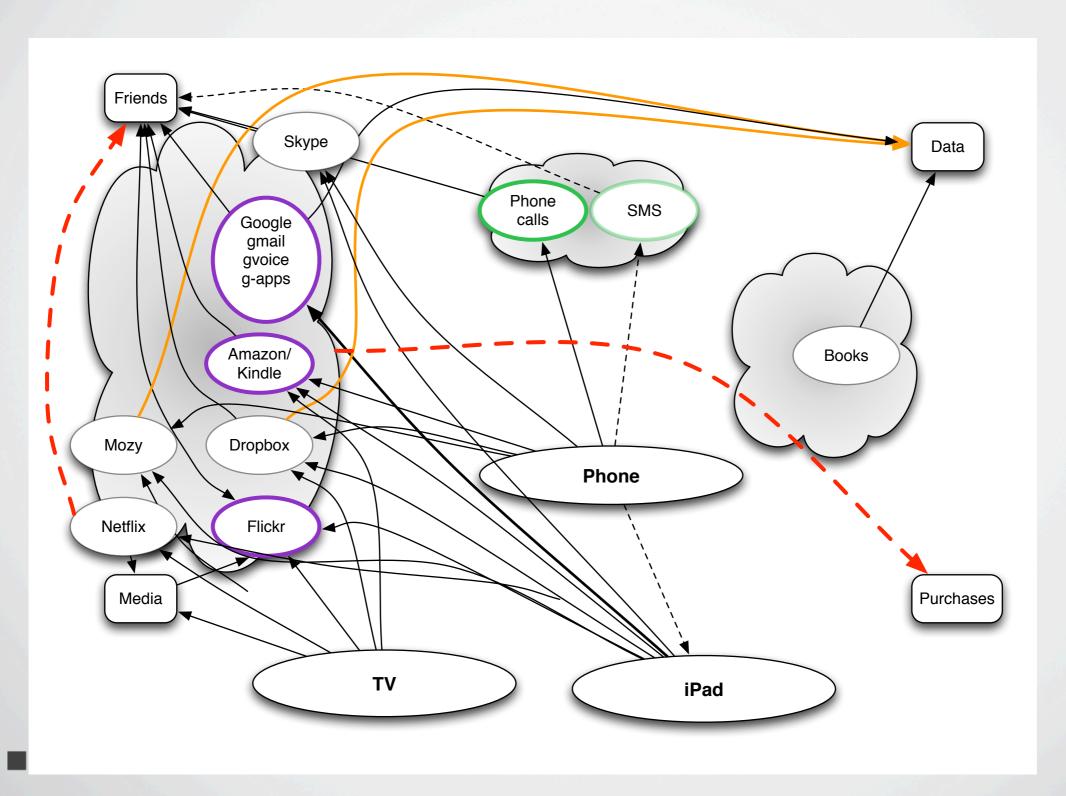
Result of a nexus: Sensors, Mobility, lightweight but not flyweight nodes

Portable identity

Third Cloud



Third Cloud



Proximal Networking

Mobile devices are becoming a distributed system instead of a collection of personal nodes

Fluid interconnection between diverse wireless networks is becoming the norm

We have to intersect making a better business with making a better world

Proximal Networks

Implemented as a network architecture

Based on place, not geography

Relationships

Infrastructure-free

Contribution-oriented: the next overload?

Mixes social and technical goals

A place for viral invention

Migration path to scale

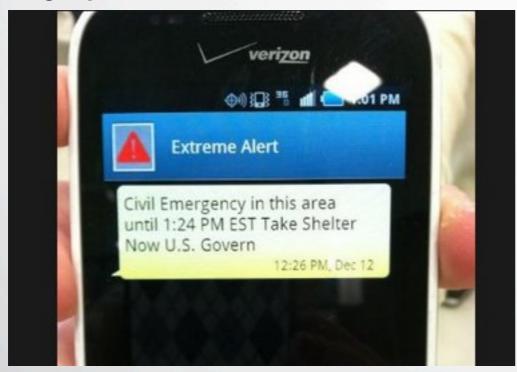
CMAS, D911

CMAS: a digital, carrier-based follow-on for EBS/EAS

Ten years, 90 chars, no URLs, three tiers

Architecture will open

Built-in





CMAS in ten years

An open, extensible, public system. A flow of messages; the "state of society" version of twitter, with apps by the users.

An incoming data engine that reacts to alerts and redispatches things

A collection where every agency that has a public franchise participates

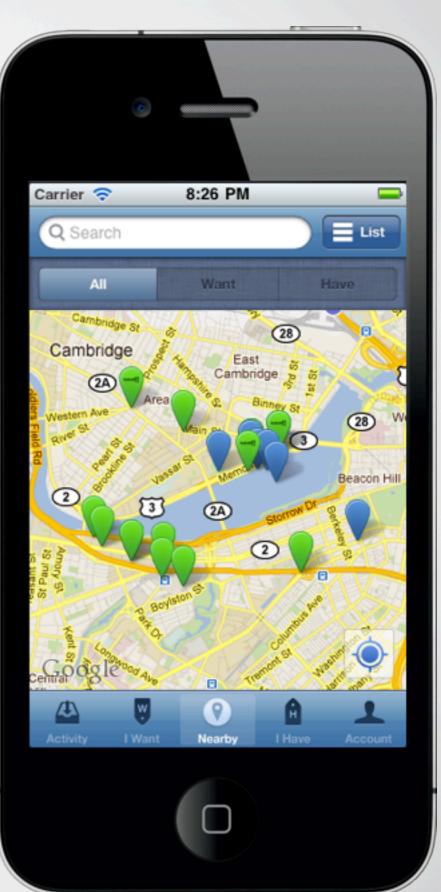
An open channel that works anywhere...

A new Viral Radio

- Point-to-point and multi-point
- Inherently digital and interpreted by a computer
- Zero barrier to entry; universally available
- Infrastructure free
- Integrated with public safety
- A place for viral innovation

Perfect Markets





Perfect Markets

System

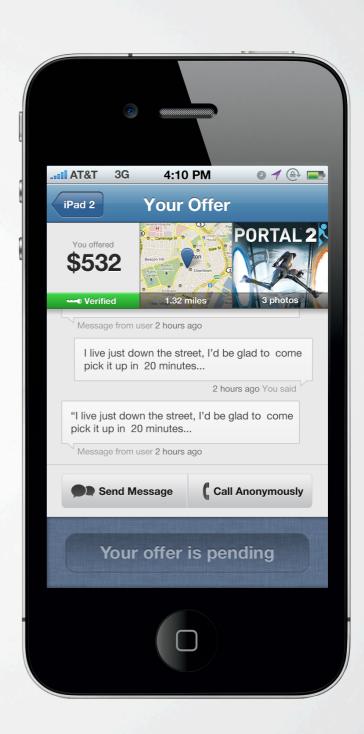
Real-time, proximal listing Driven by wants & haves Algorithmic matching

Transaction

Anonymous calling Integrated messaging

Trust

Social proximity
Verified users
Anonymous activity



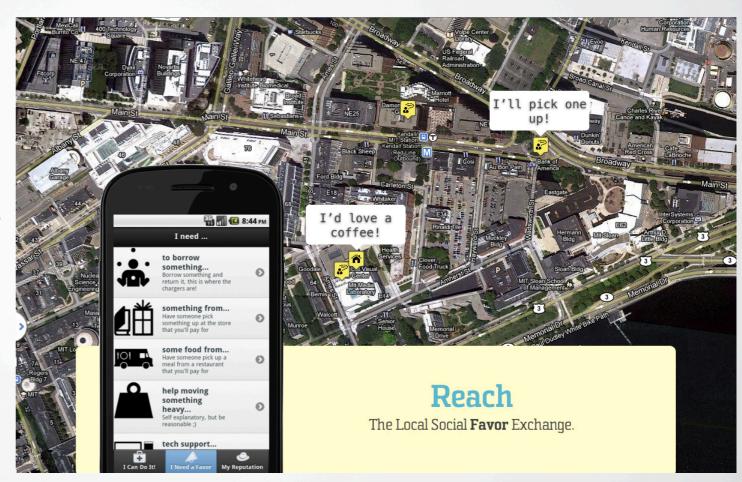
Social Markets

System

Based on favors and friends

No Transaction!

Trust
Up to you



Barter – A Market-incented Wisdom Exchange (Update)

Barter's Economic Tools

- Floating prices: possibility for prices to rise and fall based on supply and demand
- Liquid markets: near zero friction transactions
- Economic Benchmarks:
 Metrics show the health of the
 economy
- Fiscal policy: A way to influence the regulations on the economy
- Monetary policy: Stimulate and cool down the information economy.
- 2nd–ary market with IP law:
 Rewarding people for
 downstream use of their ideas
 gets them to contribute.

What we add to the market

- Serialized currency lets you see information flows and trivially unwind fraud.
- Precise measures of value let you price intangibles.

