Regional Development Forum 2008

"Bridging the Standardization Gap in Developing Countries" for the Asia-Pacific Region
Hanoi, Vietnam, 15-17(am) September 2008

OLPC: One laptop Per Child

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One Laptop Per Child

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CTO Office - International Standards



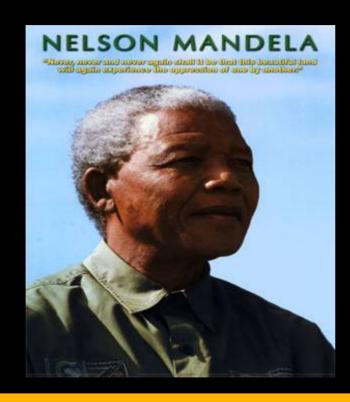


ITU Regional Development Forum 2008:

"Bridging the ICT Standardization Gap in Developing Countries" Vietnam, 15-17 September 2008

Education





"Education is the single most powerful weapon you can use to change the world."

Nelson Mandela

- In sub-Saharan Africa, more than one-third of primary school-age children are not enrolled in school at all
- Those who do enter the first grade, fewer than half will complete primary school.
- Schools lack resources
 & qualified teachers
- Over 100 million children desperately want to go to school!

One Laptop per Child A Nortel-Sponsored Project





Pain Point

Availability and cost of devices







Background

 OLPC Foundation's mission is to stimulate local grassroots initiatives designed to enhance and sustain over time the effectiveness of XO laptops as learning tools for children living in lesser-developed countries

Solution

- Advanced Technology Collaboration on 802.11s Mesh Technology
- OLPC is a proof point of Hyperconnectivity
- Wi-Fi / WiMAX fundamental to educating the next generation





Five Principles:

- Child ownership
- Low ages
- Saturation
- Connection
- Free and open source







- One Laptop Per Child (OLPC)
 - Vision of Nicholas Negroponte and members of the MIT Media Lab,
 a Non-profit organization
 - Education for all children
 - Opportunity for children of developing nations to:
 - Learn new technology
 - Develop new ideas
 - Collaborate with other children around the world
 - OLPC has created the XO laptop

Principles

Child Ownership
Rugged exterior
Low power consumption
Connectivity & Apps
Free and open source











Software

- Open Source
- Operating system is Fedora Core
- Special version of Firefox as web browser
- Word processor application
- E-Mail application
- Games
- Instant Messaging

Hardware

- AMD LX-Geode CPU at 700 MHz and 256 MB of RAM
- No hard disk. 1 GB flash memory
- Specialized LCD screen
 (Monochrome and Color mode) for saving power
- Built-in wireless network interface
- Color camera









XO – More Details

- High-resolution screen that can be read in direct sunlight
- Connectivity via WiFi or mesh network
 - Mesh turns each laptop into a full-time router
 - Router connects each laptop to allow for easy Internet access
- Low power consumption (10-20% of typical laptop; <1 watt as e-book)
- Can be powered without electricity, by using pull chords, solar panels, and hand cranks
- Contains no hazardous materials
- No moving parts, except for the rabbit ears and the hinge
- Rugged durability to withstand severe weather and environmental conditions: can be used outdoors in the rain, sitting in a puddle of water after a downpour, or in a cloud of dust. Fully water resistant, rubber sealed keyboard. Can withstand falls to 5 ft / 1.5 meters





XOs Interconnected

- Mesh network provides free, robust wireless connectivity between laptops within the community around each school
 - Typical connection between 200 and 1000+ children
- "School Server" provides a gateway for the school's Internet connection and manages the IP address space within the schools
 - Point-to-multi-point, WAN links between schools.
 - Low-cost, point-to-point and done through terrestrial wireless links, such as Wi-Fi, or WiMAX.
 - The school servers themselves also form a mesh network that enables groups of schools to share the cost of Internet connectivity.
 - Designed for flexible interconnect: to an optional satellite up-link, fiber, DSL, cellular packet, etc. The specific choice is a local or regional one.





How do we participate? Partner Ecosystem



Computing



Digital Content & Teacher Support





Education Solutions

Nortel
Applications
e.g., Multimedia
Communications

Open Source & Standards e.g., 802.11s

Networks
e.g., Broadband
Wireless

Funding & Guidance

Applications:

"Learning without Borders" enables...





The Potential

Global Classroom

(Students can interact with students anywhere in world)

Tutors-on-Call/

Content-on-Demand

(Volunteers can support students; online content promotes learning on demand)

Teacher Mentors-on-Call

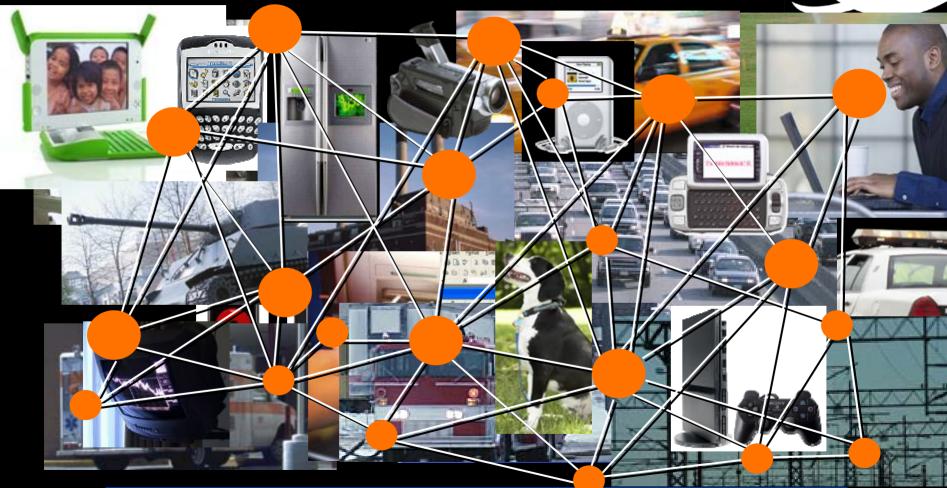
(Volunteers can provide support to teachers)



Multi-Media Communications Enrich the Online Collaboration

Hyperconnectivity





Anything that *can* be connected and would benefit from being connected *will* be connected

Hyperconnectivity is Real and **Happening Now**

Person to Person



- Europe mobile phones now outnumber people (>100% penetration)
- Global mobile IM continues to grow at double digit rates
 - One Laptop
 Per Child

Person to Machine

- By 2010, worldwide:
 - 4-fold growth in Internet Commerce to 100B transactions
 - 1-2 billion A-GPSenabled handsets
 - 150 million iPods sold (March 2008)
 - iPhone sales to hit 10M in 2008; hyperconnectivity at applications level

Machine to Machine



- 98% of all CPUs today are embedded (by 2010 – 14 billion connected, embedded devices)
- 70%+ of all 2007 cars in U.S. had iPod connectivity
 - Sensor pocket in Nike shoes





Current Deployments





Rwanda Nigeria

Asia



Thailand Mongolia

Latin America



Uruguay

Brazil

Peru

Combination of Government Led and Corporate / Public Partnerships



green country planned to pilot

red country planned to be included in the post-launch phase

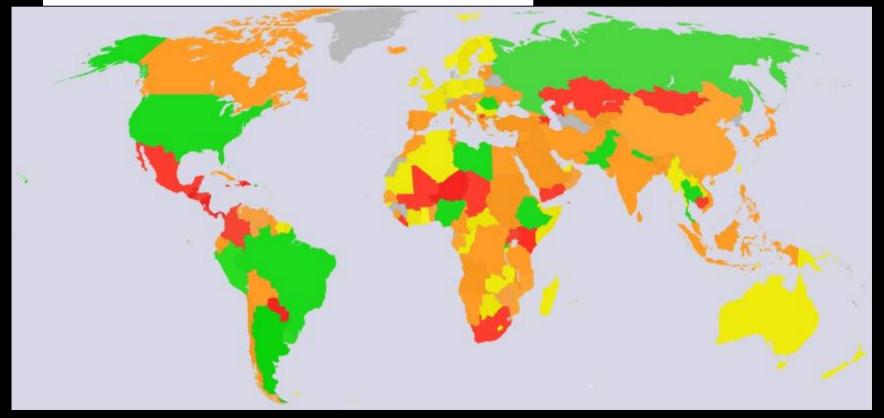
orange country has expressed interest at the Ministry-of-Education level or higher

yellow country currently seeking government support

gray no-information

white could not determine status





Ref: http://wiki.laptop.org/go/lmage:Olpcmap.jpg

OLPC Momentum

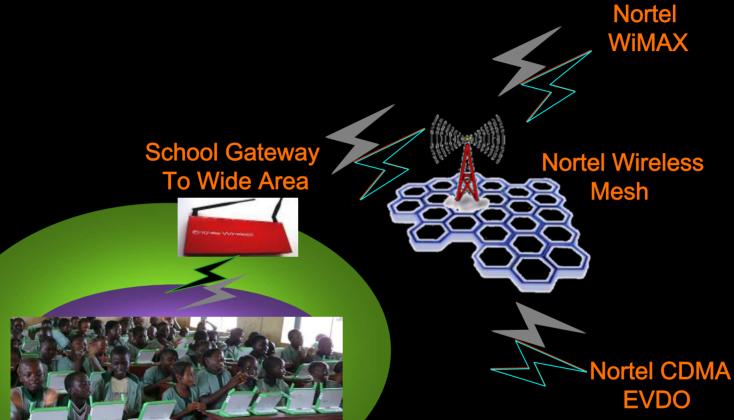
Visit http://en.wikipedia.org/wiki/One Laptop per Child



- Currently participating countries
 - Africa: Ethiopia, Rwanda
 - Americas: Colombia, Haiti, Mexico, Peru, USA
 - Asia: Afghanistan, Cambodia, Mongolia
 - Pacific: Papua New Guinea
- Small scale projects:
 - Africa Middle-East: Iraq, Nigeria, Tanzania, Yemen
 - Americas: Brazil, Suriname
 - Asia: India, Nepal, Pakistan, Philippines, Thailand
- As of June 2008, trial deployments have started or are in preparation in at least 8 countries in Oceania
- OLPC TechFest June 2008 Australia

Networks: Connecting Schools







School WLAN Mesh

Connecting OLPC School to the Internet via Broadband Wireless



Networking Scenarios

Scenario #1

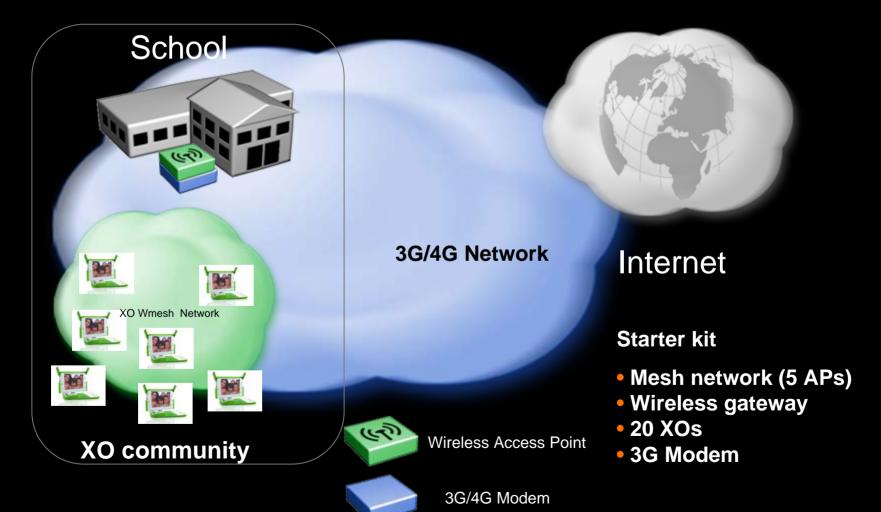
- XOs deployed in a school in an urban environment in a developing nation
 - Good cover from mobile 3G data networks
 - Solution
 - Wi-Fi access to the school and then connect the school to the mobile data network

Scenario #2

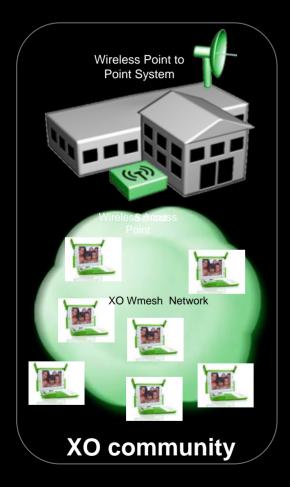
- XOs deployed in rural area in a developing nation
 - No internet connectivity
 - Solution
 - Engage with the ministry of education of the country
 - Determine the closest tertiary educational facility
 - Deploy a server that acts as a top up and offload point for the XOs in the region
 - The solution would focus on the equipment required for the tertiary educational facility and to connect that facility to the internet

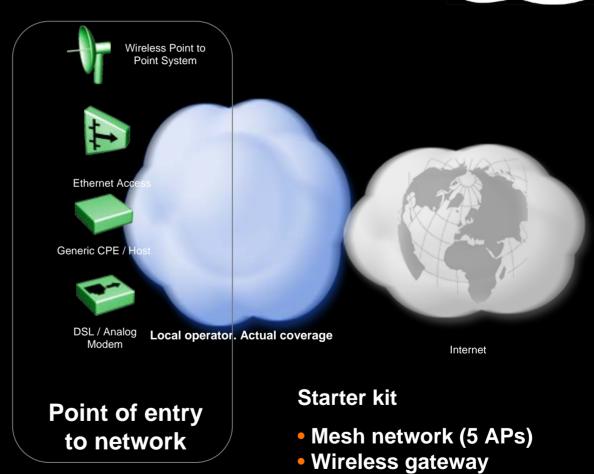






Scenario #2 XO community with no 3G/4G Network coverage





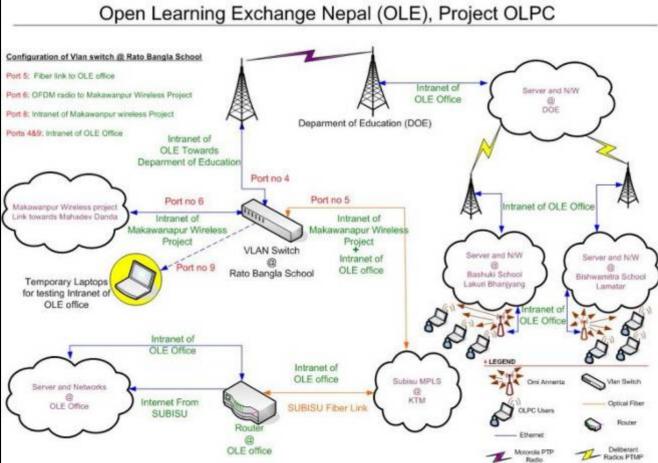
• 20 XOs

• 3G Modem

Nepal







Relevant Links



- OLPC: http://www.laptop.org/
- LearnIT: http://www.nortellearnit.org/
- Curriki: http://www.curriki.org/
- NTSA: http://www.nortel.com/prd/academy
- Mesh FOSS: http://open80211s.com/



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