

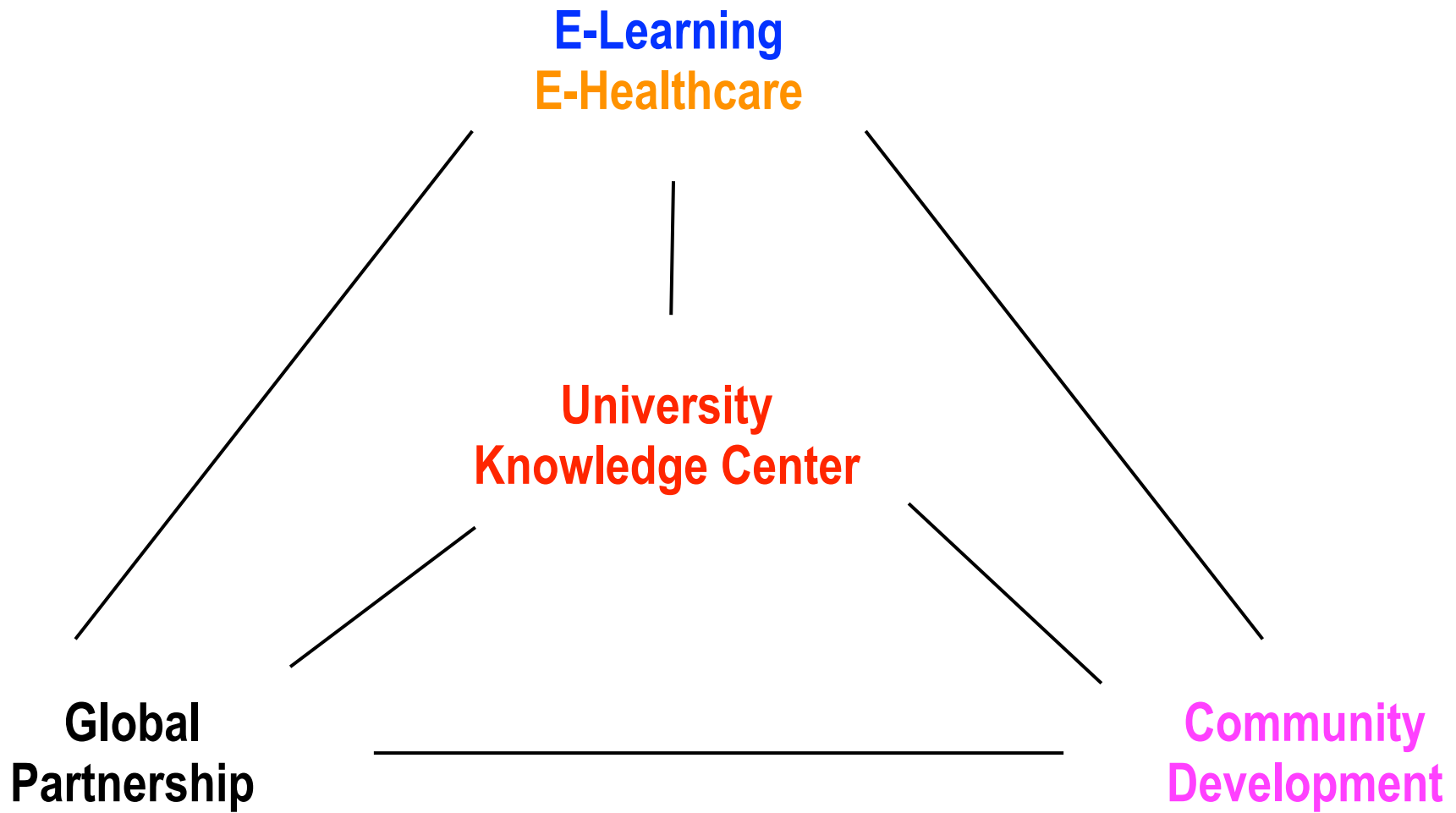
Subjects to Discuss

How to Apply Cloud Computing

during our visit to IBM on November 3rd, 2009

- **Global University System (GUS)**
<http://tinyurl.com/sfgm7>
- **Globally Collaborative Environmental Peace Gaming (GCEPG)**
<http://tinyurl.com/k2c7a>
- **Global Early Warning System (GEWS) as the extension of GCEPG project**
- **IBM's possible support of iLab Consortium and a pilot project to verify Al Gore's proposition**
<http://tinyurl.com/yckvqtp>
<http://tinyurl.com/yermnpx>

University: Leader of Community in the Knowledge Society in the 21st Century



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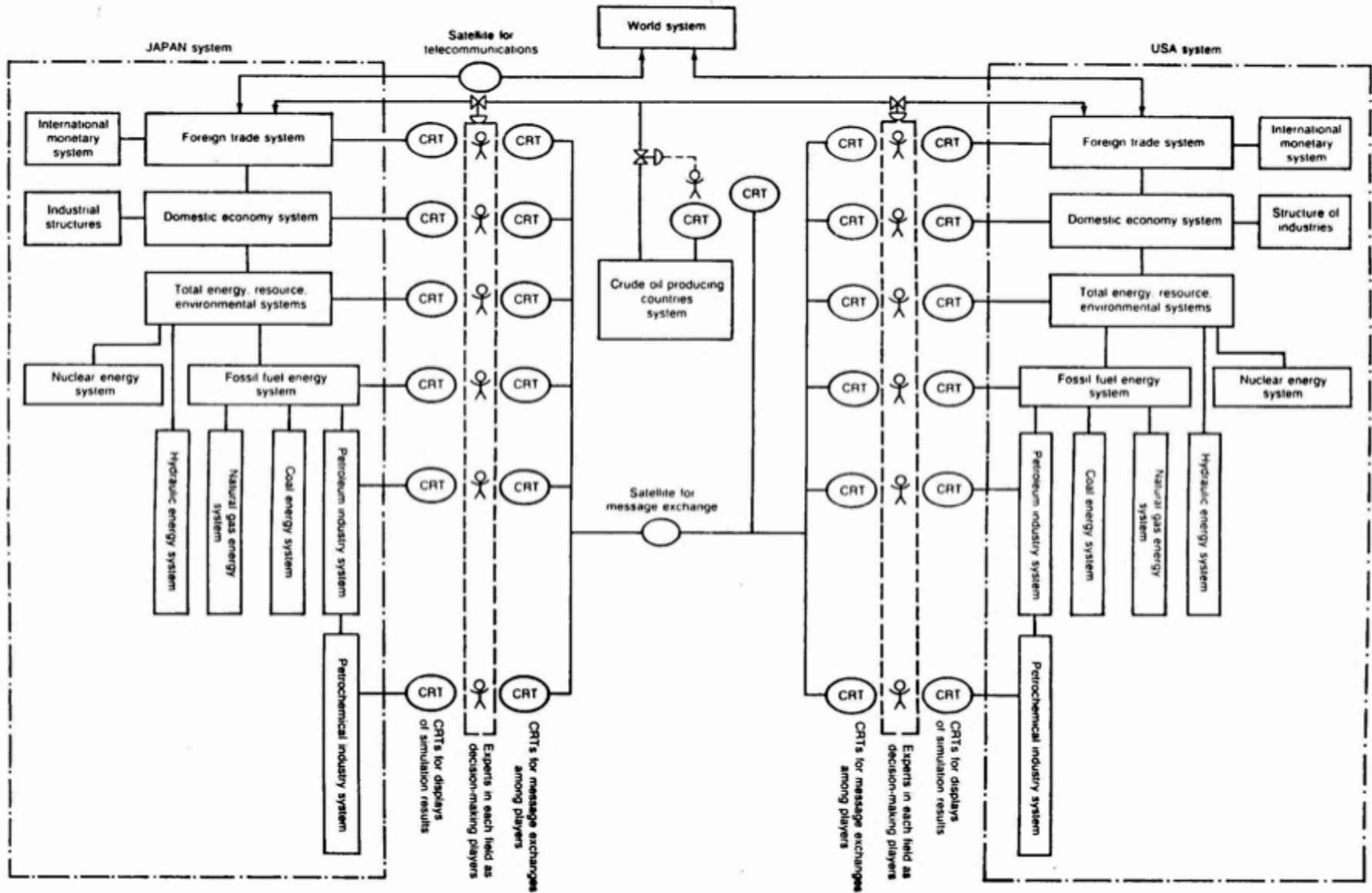
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Iron Rule #1 of Simulation

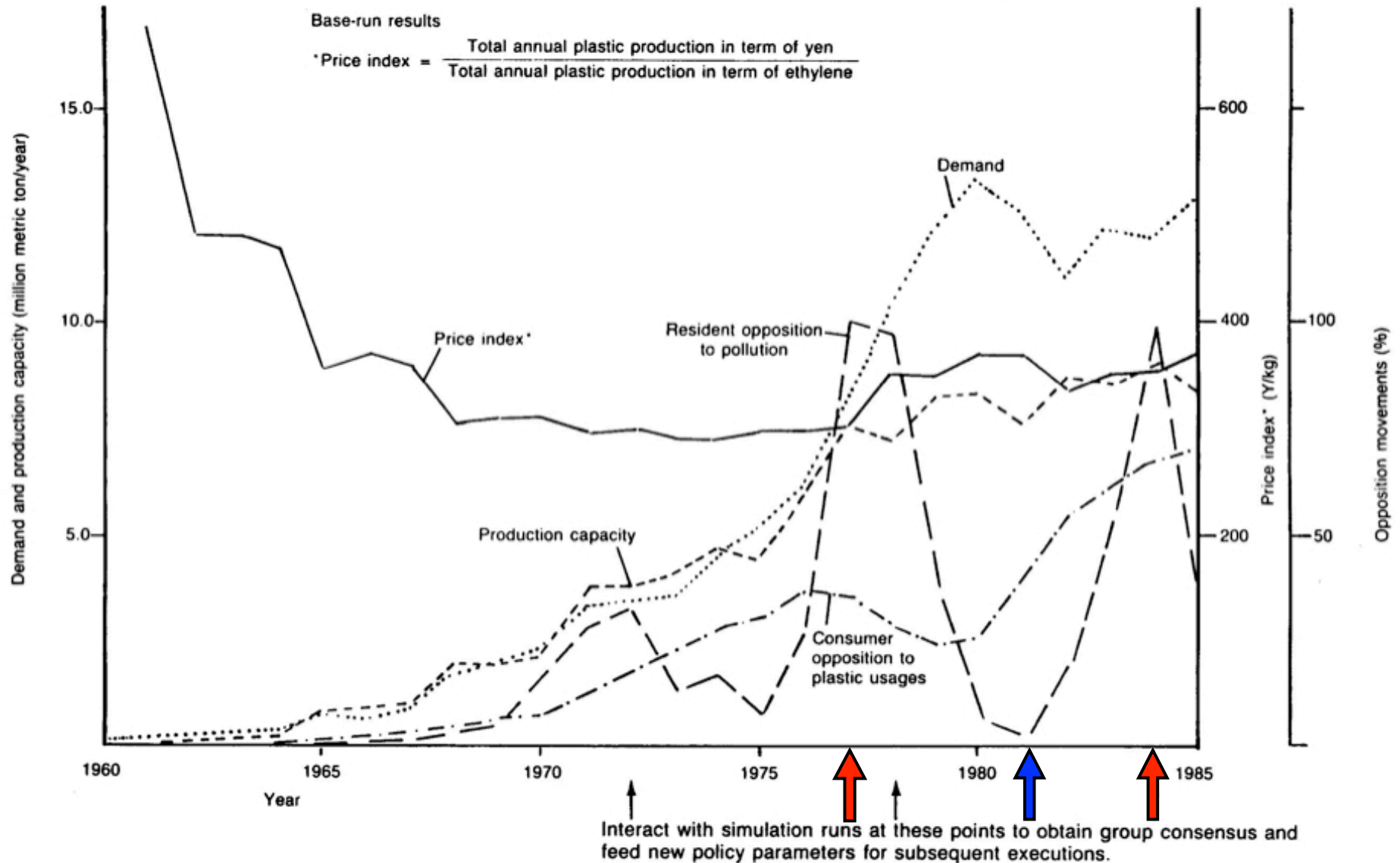
**Make Simulation
close to SIMULAND
as much as possible.**

Globally Collaborative Environmental Peace Gaming (GCEPG)

Structure of Integrated Models and Communication Network
Boxes are dispersed, dissimilar computers around the global Internet.



Growth of Japanese Petrochemical Industry



Deregulation of Japanese Telecom Policy for the Use of Email



UNITED STATES DEPARTMENT OF COMMERCE
International Trade Administration
Washington, D.C. 20230

APR 6 1982

April 6 1982

Dr. Takeshi Utsumi
Global Information Services
43-23 Colden Street
Flushing, N.Y. 11355

Dear Dr. Utsumi:

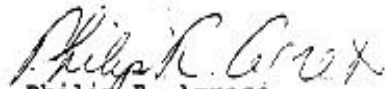
Enclosed are three cables from the U.S. Embassy in Tokyo reporting on the recent move by the Ministry of Posts and Telecommunications (MPT) to remove the usage restrictions on the ICAS system.

According to the Embassy, MPT's action will allow Global Information Services to offer electronic mail, computer conferencing, and word processing services to Japanese customers via the ICAS system. It thus appears that Global's TFC case has been favorably resolved.

← **Electronic Mail**

Please review the enclosed cables and let me know your reaction. If you have no objection, we will close this case.

Sincerely,


Philip R. Agress
TFC Staff Officer

Enclosures (3)

Initiation of GRID Concept

Excerpt from

SIMULATION IN THE SERVICE OF SOCIETY (S3), Simulation, September 2000

John McLeod A Technical Editor

Suzette McLeod A Managing Editor

Power (?) Grid!

As readers may have noticed, this writer has been interested in the desirability/possibility of someone, or some agency, developing a global communication network since my first discussing the matter with **Tak Utsumi** in **1972**. At the time Tak and I were both primarily interested in the use of such a network for the **distributed simulation of "Peace Gaming,"** as contrasted with the war games so widely used by the military of all countries. However, my early enthusiasm had to be redirected from personally contributing to such an undertaking when I realized the enormity of the technical problems. But **Tak has persevered and has successfully demonstrated many components of a necessary infrastructure.**

Tak and his colleagues have had to raise funds from any sources that they could, as well as pushing back the technical frontiers. But recently several powerful publicly funded organizations have entered the picture. NASA of course has a worldwide communication network which is necessary in support of its space program. However, I understand--perhaps mistakenly--that it is to be made available commercially. More on that when I learn more.

And now we have the following article describing a communication network which it seems to me is misnamed, and I wonder how many others, think of a power grid as a network for the distribution of electrical power. Be that as it may, the description seems to be that of an information network, and the list of participants seems to indicate that it is supported largely by the National Science Foundation. -JM

Building an Information Power Grid

<http://makeashorterlink.com/?H241159B9>

Globally Collaborative Environmental Peace Gaming (GCEPG)

Globally Distributed Climate Simulation System



Origin of Beowulf
Mini-Supercomputer

Heterogeneous Element
Processor (HEP)

Max Gilliland of
Beckman Instrument
and Hybrid Computer

Two Tier System

- One for training young would-be decision makers in crisis management, conflict resolution, and negotiation techniques basing on “facts and figures,”
- The other for helping decision makers construct a globally distributed decision-support system for positive sum/win-win alternatives to conflict and war.

Globally Distributed Socio-Economic-Environmental Simulation System

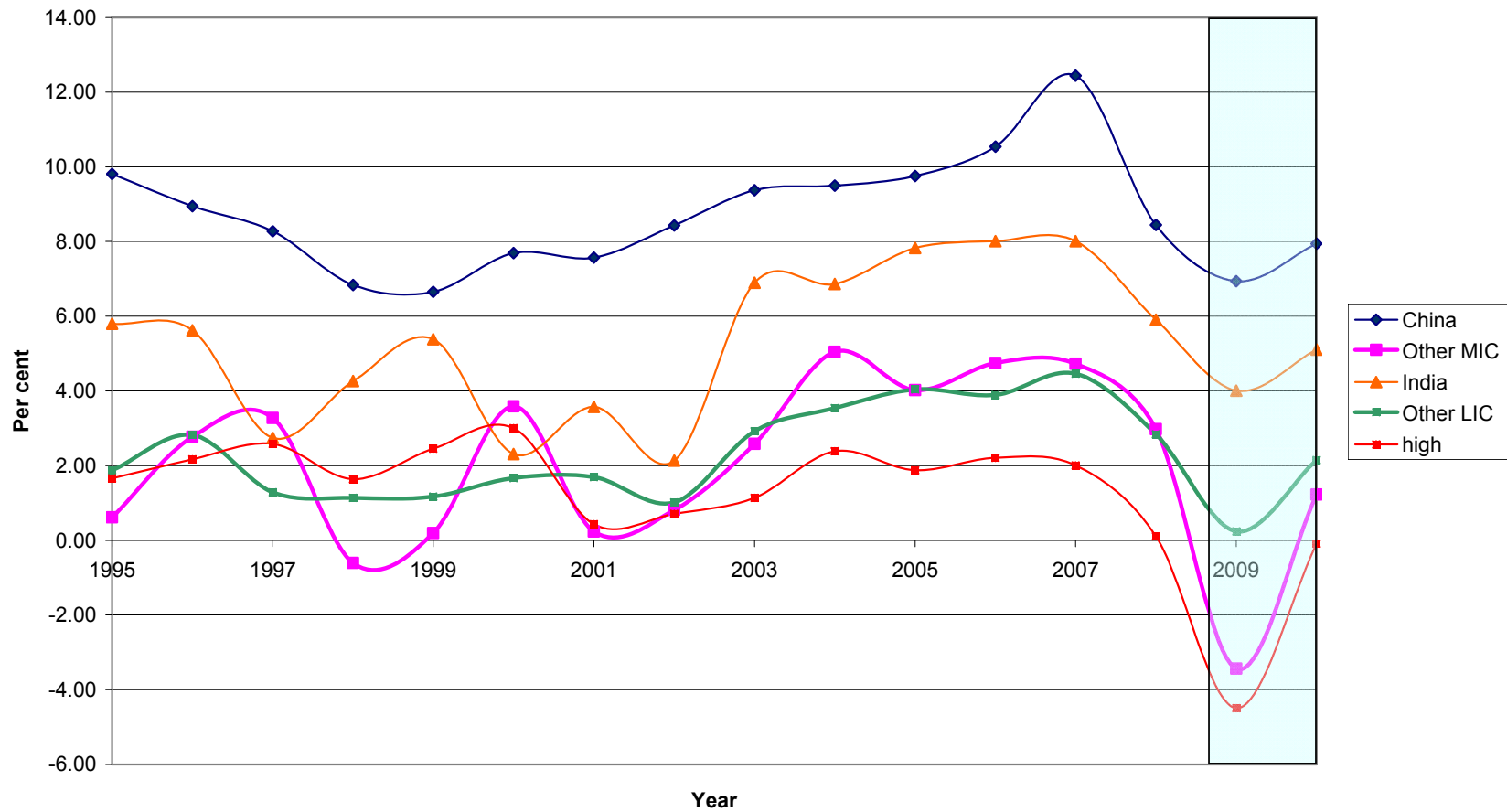
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Real GDP per capita growth rates of selected groups of countries: 1995-2007 + forecasts



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