CMPT 320: Social Implications of a Computerized Society A Course Overview

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1 Introduction

- Positive impacts of development:
 - Improved quality of life (e.g. ability, convenience, efficiency)
 - * E.g. Travel, communication
 - Reliability of work
 - New types of jobs
- Negative impacts of development:
 - Job loss
 - Increased ability to exploit, damage, and perform criminal acts
 - Physical and mental health deficiencies
 - Higher possible error rates/severities due to complexity
 - Externality: An unintended side effect on an unrelated party

1.1 Case Studies

- Cell phones:
 - Currently over 5 billion devices worldwide
 - Benefits:
 - * Ease of communication
 - * Access to information
 - * Remote management or manipulation of assets
 - Problems created:
 - * Loss of privacy due to location tracking
 - * Loss of concentration
 - * Usage during driving
 - * Ease of communication for criminal parties
- Social networks:
 - Benefits:
 - * Share information
 - * Connect people/organizations
 - * Organize and recruit people remotely
 - * Crowd-funding abilities
 - Problems created:
 - * Cyber-bullying
 - * Loss of privacy
 - * Correlation with decrease in mental health
- Internet communication:

- Benefits:
 - * Read when convenient
 - * Time-efficient
 - * Many options for communication
- Problems created:
 - * Computer crime
 - * Loss of privacy
 - · Facilitates government surveillance
 - * Enables violation of copyright
 - * Decrease in customer service
- E-commerce:
 - Benefits:
 - * Allows remote auctions and sales
 - * Facilitates peer-to-peer sales
 - * Increases supply
 - Problems created:
 - * Concerns about trusting financial details online
 - * Untrusted sellers
- Benefits of technology in medical computing:
 - Pacemakers
 - MRI and CT scans
 - Joystick surgery
 - Telemedicine
 - Record keeping and access
- Benefits of technology in reducing paper use:
 - Digital documents sent and received
 - Editable documents
 - Storage is reusable
- Challenges of new technology:
 - Problem and solution is natural
 - How to approach old problems in a new context
 - Trade-offs (e.g. security vs. convenience)
 - How to adapt to new technology
 - Governance of technology usage or prevention

2 Privacy

Privacy:

- Core aspects:
 - * Control of your information and other entities publishing
 - * Freedom from surveillance
 - * Freedom from intrusion
- Threats to privacy:
 - External access (through theft, leakage, personal mistakes, etc.)
 - Inappropriate/nonconsensual surveillance
 - Intentional secondary usage by insiders with access
 - * By private companies for uses such as marketing
 - * By governments for uses such as law enforcement

• Fair information principles:

- Information collection:
 - * Inform people when collecting, about the content, and how it will be used
 - * Data is accurate and secure
 - * Only the data required
 - * Data kept only while needed
 - * Offer opt-outs
 - * Develop policies for responding to law enforcement requests (e.g. see Twilio)
- Organizational privacy:
 - Audit trail: Record of who accessed what information when
 - Chief Privacy Officer: Company position which manages privacy policy and its application
 - Privacy audit: Scan for information leakage, privacy policy health and compliance, and other privacy-related issues

2.1 Legal Aspects

- Legal systems:
 - Case law: Legal system used by England in which laws are general principles and judges rule on details for applying a law
 - Positive law: Legal system used by many European countries in which rules cover as many specific situations as possible
- Legal documents:
 - US Constitution Amendment 4 protects against unreasonable search and seizure except upon a warrant with probable cause
 - Canadian Charter Clause 8 protects against unreasonable search or seizure
- Secondary use: Application of personal information to a different purpose than its collection purpose

- Free market viewpoint on privacy: Users should have access to informed consent and freedom of choice to use of their information in exchange for benefits/services
 - E.g. Companies inform users about secondary uses and obtain informed consent, trading benefits for personal information
- Consumer protection viewpoint on privacy: Users have the right to privacy and are entitled to control over their information
- Information is generally protected when there is a reasonable expectation of privacy
- Canadian privacy laws vs. US:
 - More information control
 - More enforcement and regulation
 - Less governmental access
 - Provincial/federal Privacy Commissioners supervise activities
- European Union privacy laws vs. US:
 - Stronger privacy protections
 - Sending European personal data to US requires US recipient to follow Privacy Shield rules
 - Right to be Forgotten: European Court of Justice decreed that a person can require companies to remove links to certain kinds of personal information
- Related acts and legislations (in alphabetical order):
 - Bill C-51 (2015, Canada): Increased information access by law enforcement
 - Communications Act (1934): Interception of messages not allowed
 - Communications Assistance for Law Enforcement Act by FCC (1994): Telecommunications must allow governmental interception
 - **Electronic Communications Privacy Act (1986):** Extended OCCSSA wiretapping laws to electronic communications; restricts government access to email
 - Foreign International Surveillance Act (1978): Rules on communications between Americans and foreigners
 - Omnibus Crime Control & Safe Streets Act (1968): Electronic surveillance by law enforcement with court order allowed
 - Personal Information Protection and Electronic Documents Act (Canada)
 - Privacy Act (Canada):
 - * Restricts governmentally-collected data to only that which is relevant and necessary
 - * Requires government notice of record system
 - * Allows access of your own records and correction of inaccurate information
 - * Requires procedures to secure data
 - * Prohibits unconsented information disclosure
 - Unnamed (2009): International call surveillance without court order allowed

3 Ethics

- Fundamental ethical principles/frameworks: Ethical systems by which to judge the morality of an act
- Universalizability: Judging an act by the theoretical consequences of everyone performing that act
 - **Immanuel Kant's categorical imperative:** Act according to the maxim that you would wish all other rational people to follow, as if it were a universal law
- Consequentialism: Judging an act purely by the resulting consequences, rather than a sense of intrinsic duty or the character of the behaviour
 - Utilitarianism: Judging an act by maximizing the consequences, defined in terms of the sum of the individual utility to specific parties
 - * Not based on selfish motivations; calculated with greater good
 - * To evaluate, use an arbitrary quantitative analysis of utility for each party (e.g. see table 1)

Table 1: Utilitarian Analysis of Killing Hitler

	Entity			
Options	You	Hitler	Rest of the World	Total
Shoot	100	-1000	100,000	99,100
Don't shoot	-100	0	-100,000	-100,100

- **Deontology:** Judging an act purely by a sense of intrinsic duty and the character of the behaviour, rather than the resulting consequences
 - Associated with basic rights
 - E.g. The Ten Commandments are intrinsic behavioural rules
 - Immanuel Kant's deontic morality: Using the categorical imperative and our reasoning to determine morality and to treat people as ends, not means
- Fairness: Judging an act by the equality of how people are treated
 - Equality: Distribution which is quantitatively the same for each entity
 - **Need:** Distribution based on what each entity requires or is lacking
 - Merit/equity: Distribution based on the effort and contribution by each entity
- Social contract: Agreement for the rules of a group of people, made between rational people who are free not to join
 - Veil of ignorance: Concept of decision-making while imagining they do not know anything about their own characteristics in a social order
 - * Preserves impartiality
- Rights-based: Basic system of rights and freedoms relating to yourself or others
 - Negative right: Entitlement to act freely without interference (e.g. freedom of speech or assembly)
 - Positive/claim right: Entitlement to a service or benefit (e.g. health care, education)
- Canadian Charter of Rights and Freedoms protects the freedoms of:
 - Conscience and religion

- $\,$ $-\,$ Thought, belief, opinion and expression, including freedom of the press and other media of communication
- Peaceful assembly
- Association
- UN Declaration of Child Rights upholds the principles that a child shall:
 - $-\;$ Be given opportunities to develop physically, mentally, morally, spiritually and socially in conditions of freedom and dignity
 - Be entitled from his birth to a name and nationality
 - Enjoy the benefits of social security
 - Be given care including prenatal and postnatal care
 - Be provided with nutrition, housing, recreation and medical services

4 Freedom of Speech

- Freedom of speech: Ability to express opinions without restraint
 - Distinguished from action (e.g. inciting illegal acts, libel, or threats are not allowed)
 - Chilling: Inhibition of a natural or legal right
 - * Laws cannot chill charter rights such as freedom of speech
 - Allows discussing and debating to improve social welfare
 - Be minimally restrictive (e.g. adults should not be restricted to child-appropriate content)
- Software protection:
 - $-\,$ In 1990s, US government restricted publishing encryption software; judge decided that the source code was classified as speech
- Publisher/broadcaster: Service which creates and manages content
 - Liable for content
 - Holds the right to freedom of expression and right not to publish
- Common carrier: Service which hosts content or provides benefits from other entities
 - Not liable for content
 - Is required to give universal access
- Generally, providers are not liable for illegal uses as long as the service has substantive legal use
- Improvement in technology and stronger government presence allows for greater censorship
- Spam: Unwanted targeted electronic communication
 - Free speech is not an issue
 - Possible economic method for deterrence: Charging a sender to pay
 - * Deters lower-income groups
 - Technological method for deterrence: Filters
 - Can-Spam bill by US Congress: Requires opt-out option, cannot disguise From field

5 Intellectual Property

- Intellectual property: Right to owning the underlying concept of a creation
 - Positive right (see Positive/claim right)
 - Contrasted with the owner of a product having a negative right and property right over their physical copy
- **Copyright:** Automatic exclusive legal right to (re)produce, distribute, create derivatives of, and perform work (i.e. the expression of the idea)
 - Protects creative works and creative expression (but not the physical copy)
 - Promotes innovation by allowing creator to benefits
 - Expires over time and work enters public domain
 - E.g. Books, articles, movies, songs, art
 - Does not protect facts, concepts, processes, algorithms, ideas
 - Enforcement tactics:
 - * Software: Activation numbers, expiration dates, DRM
 - * Suing ISPs with subscribers who violate copyright
 - * Suing new technology to suppress or delay it (e.g. CD burners)
 - * Taxing products which can make copies
 - EU approved copyright law requiring media platforms to detect copyright material using filters during upload
 - Modern software alternatives to copyright:
 - * Open source, freeware, shareware
 - * Licences (e.g. Creative Commons)
 - * Copyleft: Right to use, modify, and distribute software as long as the same permissions are given to their products
- Patent: Approved right to make, use, and sell an invention
 - Laws of nature/mathematics cannot be patented
 - Software can be patented (e.g. encryption, compression, copy protection)
 - E.g. A CPU with a specific architecture, a phone with a specific screen design, one-click shopping, personalized product recommendations, privacy controls
 - Cons: New innovations are only usable by one group; new products have difficulty avoiding infringement
- Fair use: Limited ability to use copyrighted material without permission
 - 4 key factors:
 - * Purpose (must be educational, not for profit)
 - * Nature of work (fiction vs. factual report)
 - * Amount and substantiality
 - * Effect on value or potential market
 - E.g. Criticism, parodies, news, teaching, research

- Arguments against international patent enforcement to support global development

6 Life With Technology

- Luddite: People who burned factories due to losing their jobs in the 1800's Industrial Revolution in England
 - Neo-Luddite: People who disagree with technology
 - * Reasons:
 - Unemployment
 - De-skilling
 - Removal of social structure
 - Social isolation
 - Lack of intellectual development
 - Environmental damage
 - · Largest benefits to businesses and governments
- Information on the internet:
 - Increased information consumption
 - Ability to be selective with news
 - Fake news and external manipulation (e.g. fake websites by Macedonian teenagers in 2016 US presidential election, Facebook removal of pages during 2018 US midterm elections)
 - Comment moderation is difficult, expensive, and biased
 - $-\,$ 10-point loss in IQ due to distractions by emails and phone calls; check phones every 12 minutes on average
- Computers in community:
 - Efficient surface-level communication and connections
 - * Greater quantity, less quality
 - * Difficult to develop trust (less time off-line)
 - Increased transparency and oversharing
 - Information available about a person is misleading
 - Facebook negatively associated with well-being (American Journal of Epidemiology)

7 Computer Crime

- Anonymity:
 - Allows impersonation and identity theft
 - Facilitates fraud, deception
- Hacking: Unauthorized access to a system
 - Possible differentiation between access and modification
 - E.g. Kevin Mitnick was imprisoned for social engineering, software copying, password theft
- Virus: Malicious program hidden within a file or program
 - E.g. Melissa was an email worm and virus distributed as an e-mail attachment which disabled safeguards in Word
 - E.g. Love Bug was an email worm and virus which caused billions of dollars in damage
- Methods of access:
 - Social engineering: Misleading people to voluntarily release information
 - * Phishing: Request for sensitive information disguised as a legitimate message
 - Backdoor: Method of access designed by the creator
 - Worm: Self-propagating program which copies itself to other computers
 - Trojan horse: Malicious software which appears benign
 - **Bot/botnet:** Computer controlled by malicious software
- Purposes of a malicious program:
 - Pharming: DNS manipulation to change URLs to a false website
 - Ransomware: Malicious software which encrypts files and demands payment for decryption
 - Spyware: Malicious software which records user activities
- Miscellaneous areas of cybercrime:
 - White-hat, grey-hat, and black-hat
 - Political hacktivism
 - Phone phreaking: Hacking into the telephone networks for free calls, wiretapping, etc.
 - **Denial-of-service:** Attack which overloads a server with many requests
 - * Hacker mafiaboy shut down websites such as Yahoo, eBay, Amazon
 - Identity fraud
 - Online market scams, auction fraud
 - Ad click fraud
- Security:
 - Methods: Firewalls, authentication and authorization, biometrics, encryption
 - Trade-off between security and convenience
 - Goals:
 - * Confidentiality of private data

- * Integrity of access only through authorization
- * Availability of system and data when necessary

8 Computers in the Workplace

- Remote work/telecommuting:
 - Benefits for employees:
 - * Flexibility in hours and locations
 - * Increased productivity, satisfaction
 - * No commuting expenses
 - Benefits for employers:
 - * Less office space and equipment required
 - * Allows work to continue regardless of weather
 - Benefits for society:
 - * Less traffic, pollution, stress
 - Cons:
 - * Difficulty in communication, coordination
 - * Less loyalty
 - * Unnatural work hours
 - * Office space costs paid by employee
 - * Security risks of personal and work material on same computer
- Issues created by techology in the workplace:
 - Increased distraction, anxiety, email load
 - Increased work load, possible sleep deprivation (average American worker puts in 200 hours more per year than in 1973)
- Employee crime:
 - Embezzlement: Theft of company property by an employee responsible for the property
 - Logic bomb: Software which destroys critical files or data after the departure of an employee
- Types of work and connections:
 - Sharing economy: Network of people providing goods and services (e.g. Craigslist, AirBnB, Car2Go)
 - Contractor: Temporary worker who is not entitled to employee benefits but may have higher pay
 - * Company has relatively less responsibility to control and direct the operation of the task
- Miscellaneous effects of technology on work:
 - Ability to research company beforehand and apply remotely
 - Increased hiring screening
 - Ability to monitor employees during work through data entry, phone records, surveillance cameras
 - * Rules against specific employee communications exist (e.g. working condition discussions, union activities, whistle blowing)
 - Ability to monitor employees' social media outlets and punish them for inappropriate behaviour

9 Economic Impact of Technology

9.1 Fundamentals of Economics

- Model of profit:
 - Market share × price = revenue
 - Revenue production costs input costs (e.g. labour, materials, machines) processing costs
 profit
- Productivity: Output per input hour of work
- Collusion: Illegal secret agreement between two entities to limit competition
 - E.g. Silicon Valley's anti-poaching agreement
 - Legal penalties exist (e.g. Canada's Competition Bureau)
 - Legal alternative: Merging
 - * Creates a monopoly
 - * Decreases competition
 - * Increases prices
- Median family income has increased by 10% from 2005 to 2015
- Natural monopolies:
 - Technology allows for greater networking abilities which may lead to first-mover advantages
 - Companies grow to dominate a market (e.g. Google)

9.2 Economic Models

- Smith's ideal competitive market/free market/classical model: Economic model driven by rational self-interest where:
 - All agents understand all possible products and prices,
 - No barriers to market entry exist, and
 - No transaction costs exist
- Bertrand competition: Economic model of competition where sellers setting prices and customer buying products creates an equilibrium of prices slightly above production costs
 - Any seller which sells below cost will lose money
 - Any seller which sells at cost will have no profits
 - Any seller which is undercut by another seller will have no market share and must match the price
 - Can be unbalanced by collusion
- Marxist conflict due to the means of production: Economic model in which those who contribute value to a product conflict on the share of profits
 - Means/factors of production include land, capital (e.g. money to purchase and maintain equipment), labour
 - $\,$ $-\,$ Destructive class struggle between the advantageous owners of the capital and the workers who provide labour

- **Keynesian demand-side economics:** Economic model where increased spending creates increased income with which to spend more
 - Contrary to Bertrand's model, demand occurs externally and is not fixed
 - Feedback loop: Increased investment increases wages which increases demand which increases profit which increases investment
 - Demand weakness: Net saving in the economy which creates increased unemployment and triggers a recession
 - * Should be fixed by government spending more and going into debt to create demand
 - · E.g. Henry Ford raising wages
 - · E.g. Roosevelt's New Deal
 - **Golden Rule:** Target of wages growing by productivity + inflation rate
- Schumpeter's innovation and enterprise model: Economic model where disruptive innovation against large entities is prioritized by economic policies to promote economic growth
 - Strengthens the first-mover advantage to create temporary monopolies
 - E.g. Apple's disruption of the cell phone market
 - E.g. Uber's disruption of taxi services

9.3 The Impact of Technology

- Less 'friction' in the market due to:
 - Lower transaction and processing costs
 - Greater connections between customers/vendors
- Globalization of employment:
 - Outsourcing: Contracting an external company to create components of a product or service
 - Offshoring: Moving business processes to other countries to reduce costs
 - **Inshoring:** Domestic workers being employed by a foreign company
- Production and employment changes:
 - Job churn: Period between 1993 and 2002 in the US when 310 million jobs ended and 328 million jobs were created (resulting increase of 18 million jobs)
 - Reduction of employment due to technology:
 - * Agricultural workers
 - * Telephone operators
 - * Mid-level managers
 - * Bank tellers
 - Technology eliminates dirty, dangerous, and/or difficult jobs
 - Productivity paradox: Increases in IT have not increased productivity or growth
 - * Parkinson's Law: "Work expands to fill the time available for its completion"