



EIGHTH REGIONAL 3R FORUM IN ASIA AND THE PACIFIC

NEXT GENERATION 3R TECHNOLOGIES FOR MANAGING WASTE

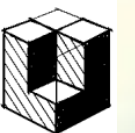


URBANETIC

SOFTWARE FOR SUSTAINABLE CITIES PLANNING

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CEO & Co-founder

HOW MANY EARTHS DO WE NEED ?



ECOLOGICAL FOOTPRINT

Ecological footprint (countries of one million people or more)

Country	Footprint per person	How many Earths?
Kuwait	8.9 global hectares	5.1
Australia	8.3	4.8
United Arab Emirates	8.1	4.7
Qatar	7.0	4.0
United States of America	6.8	3.9
Canada	6.6	3.8
Sweden	6.5	3.8
Bahrain	6.2	3.6
Trinidad and Tobago	6.0	3.5
Singapore	5.9	3.4

IF THE WORLD'S POPULATION LIVED LIKE...

PER SQUARE MILE

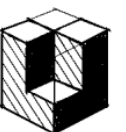
How much land would 7 billion people need to live like the people of these countries?



Illustration ©2010 Tim De Cleen
Data from Global Footprint Network (<http://www.footprintnetwork.org/>)

Source: GFN (2011 data)

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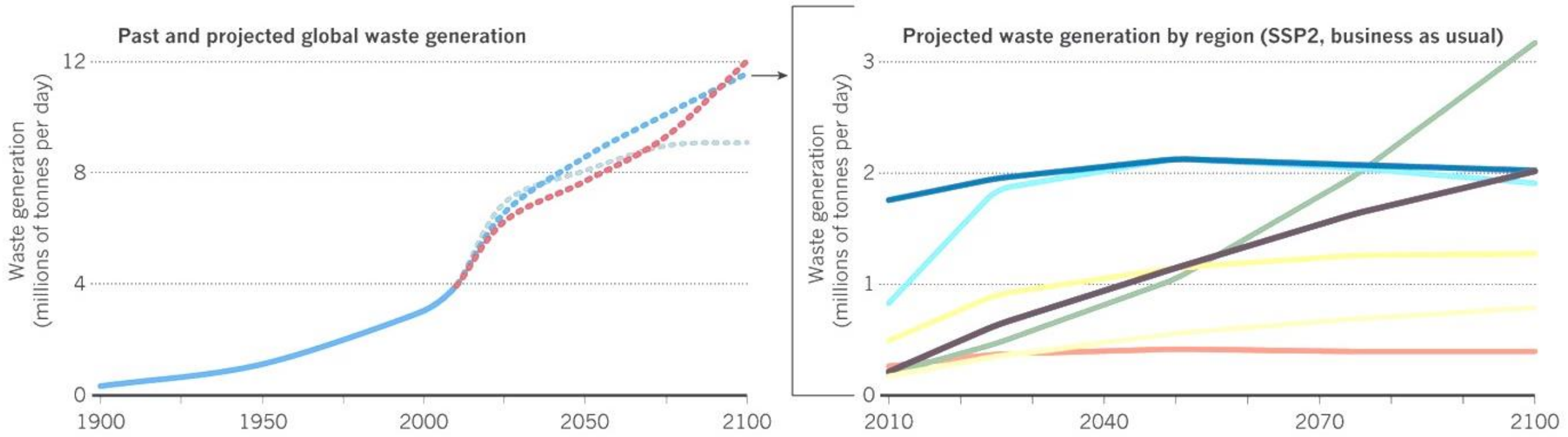
GLOBAL WASTE PRODUCTION

Three projections to 2100 for waste generation spell very different futures. In the first Shared Socioeconomic Pathway⁹ scenario (SSP1), the 7-billion population is 90% urbanized, development goals are achieved, fossil-fuel consumption is reduced and populations are more environmentally conscious. SSP2 is the 'business-as-usual' forecast, with an estimated population of 9.5 billion and 80% urbanization. In SSP3, 70% of the world's 13.5 billion live in cities and there are pockets of extreme poverty and moderate wealth, and many countries with rapidly growing populations.

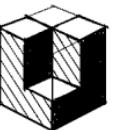
- Sub-Saharan Africa
- East Asia and Pacific
- Europe and central Asia
- South Asia
- Latin America and the Caribbean
- Middle East and North Africa
- High-income and OECD* countries

— SSP1 — SSP2 — SSP3

*Organisation for Economic Co-operation and Development



Source: nature.com



3R / CE PRINCIPLES ARE WELL KNOWN

1

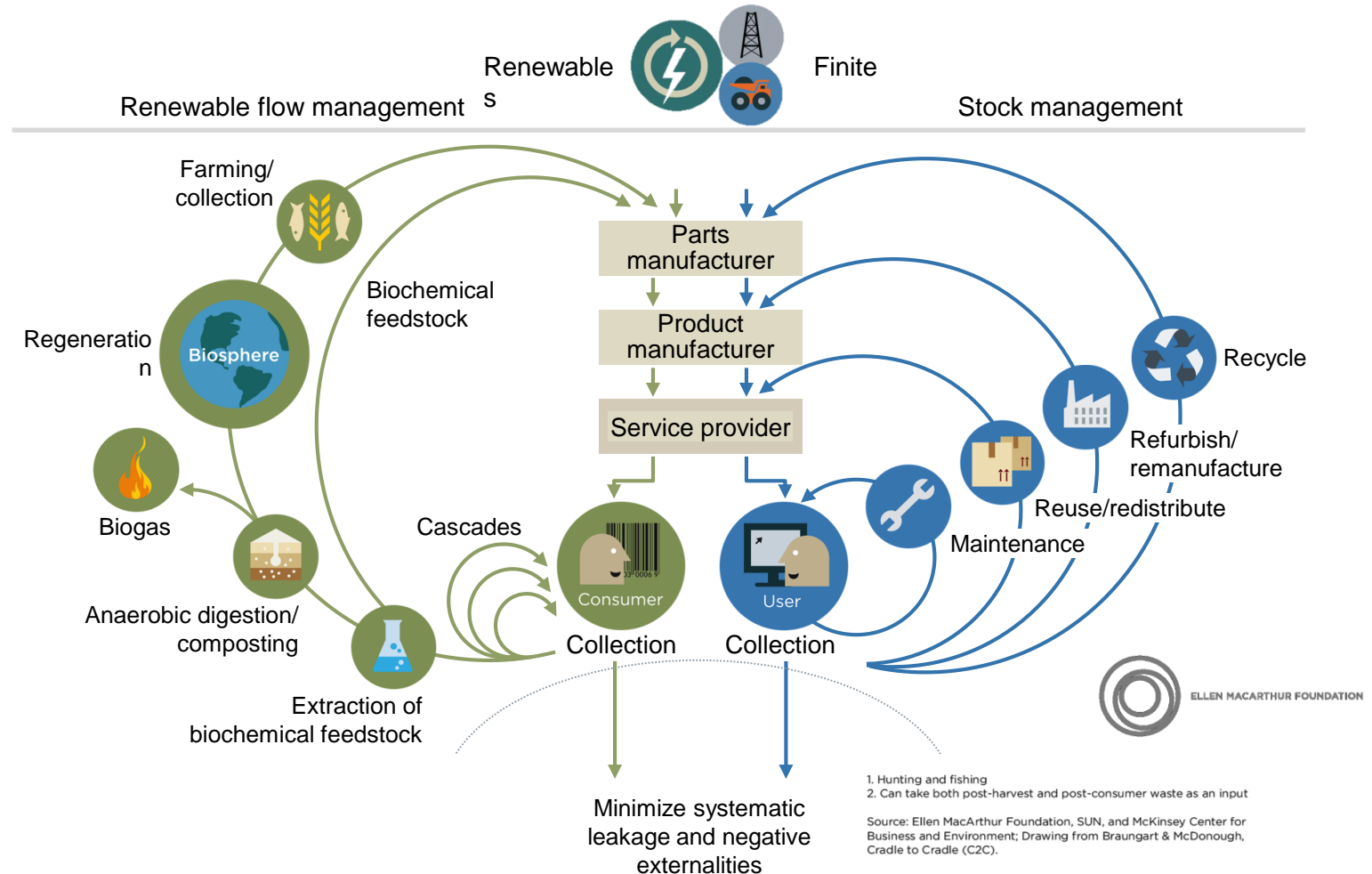
Serve and enhance natural capital by controlling finite stocks and balancing renewable resource flows

2

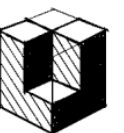
Optimise resource yields by circulating products and materials at the highest utility at all times in both the technical and biological cycles.

3

Foster system effectiveness by revealing and designing out negative externalities.



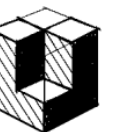
But implementing them have always been hard and slow



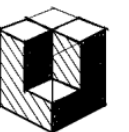
IN THE MEANWHILE



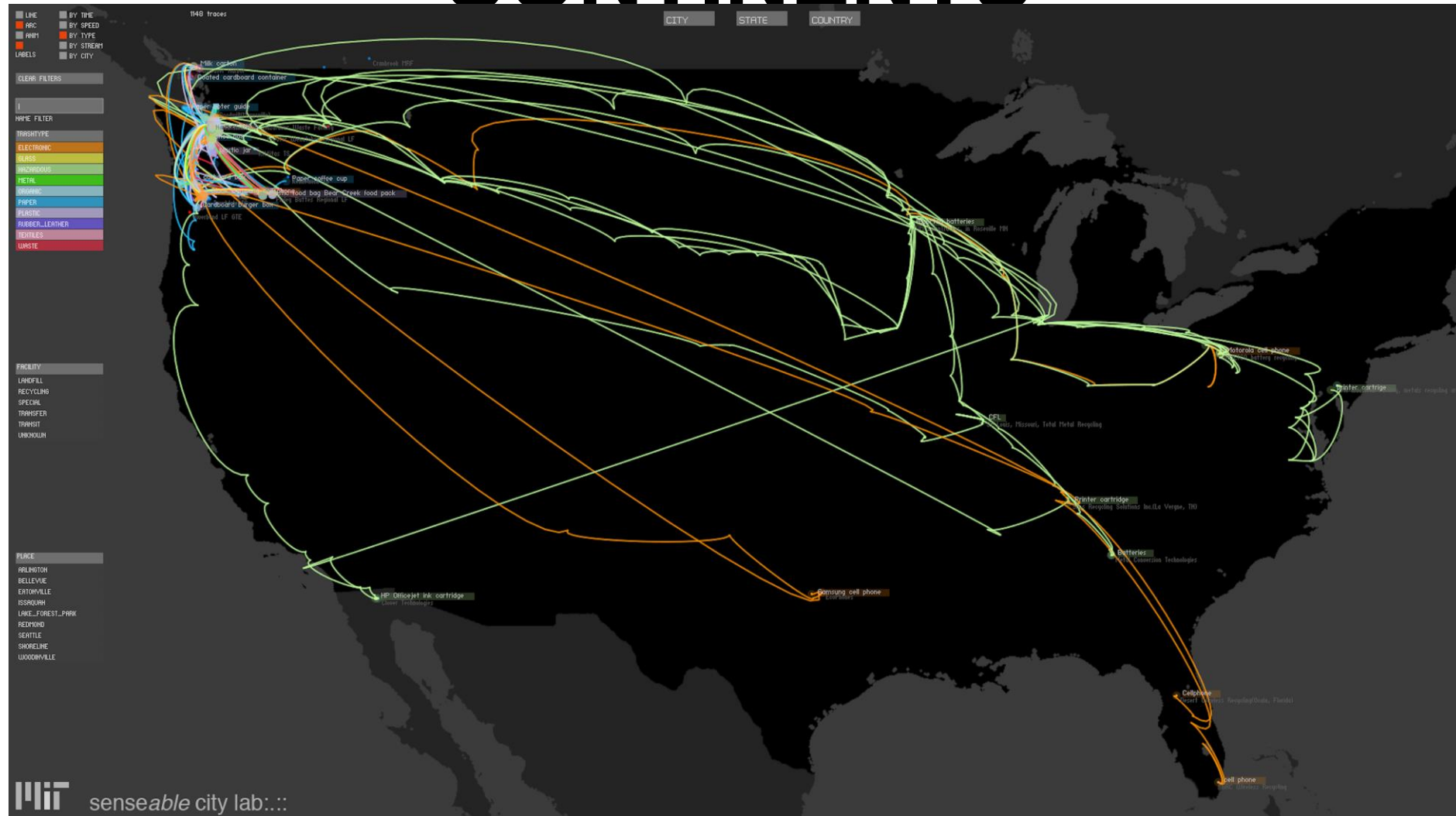
The breathtaking pace of digital innovation - AI, ML, BD...



WE ARE NOW ABLE TO PREDICT ENVIRONMENTAL DAMAGE

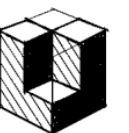


AND TRACK OUR TRASH ACROSS CONTINENTS

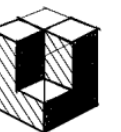


Source : Senseable City Lab. MIT

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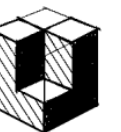
But we have yet to realize the full potential of Information Communication Technology in reducing waste



TECHNOLOGY AS ENABLER OF REGENERATIVE ECONOMY

...keeping products, components and materials at their highest utility and value, at all times, for an extended period of time

...eliminating the concept of waste, with materials ultimately re-entering the economy, efficiently at end of use as valuable technical or biological nutrients



DRIVERS FOR CHANGE



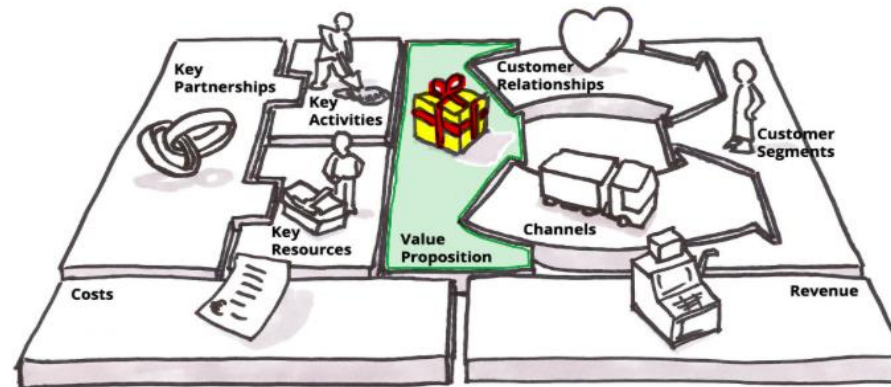
The new urban matrix and the green regulatory environment

FUTURE CITIES

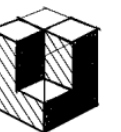
1. **CONNECTED**
2. **AUTOMATED**
3. **SHARED**
4. **ENVIRONMENTALLY FRIENDLY**



Pace of technology innovation



Acceptance of new business models

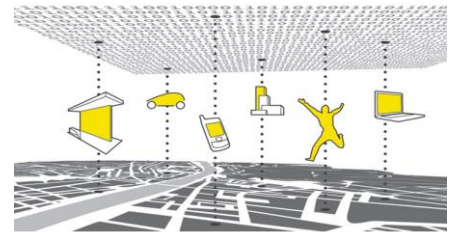
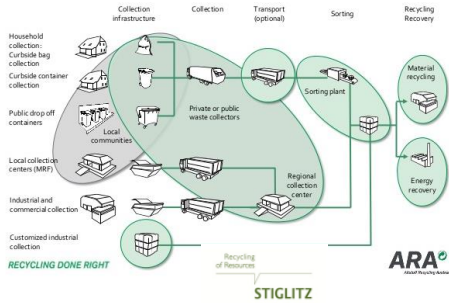
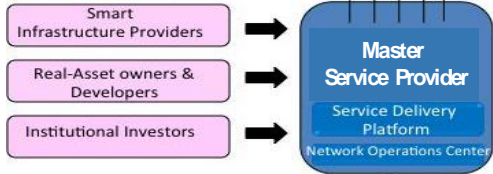
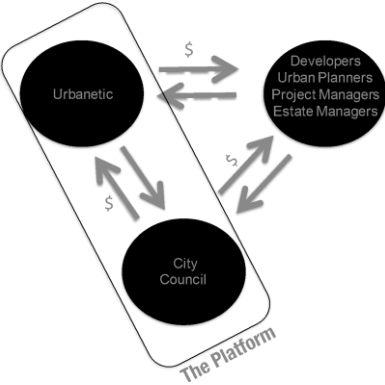
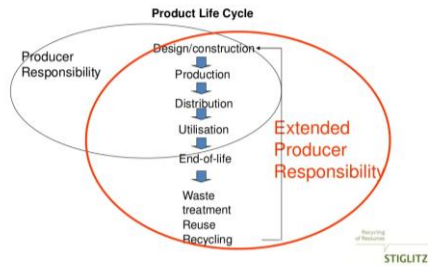
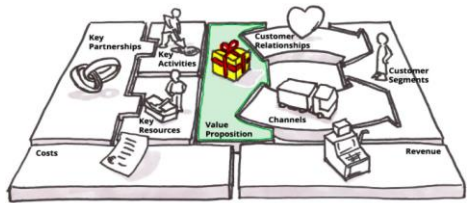


DIGITAL IDEAS THAT DRIVES DOWN WASTE

Preserve and enhance natural capital

Optimize resource yields

Foster System effectiveness



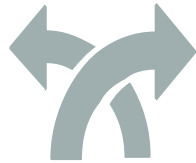
THE ReSOLVE FRAMEWORK



ReGENERATE
Regenerate and restore
natural capital

EXPLORE

Select new resources and
technologies

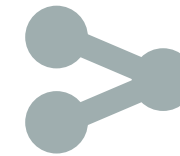


VIRTUALISE

Avoid resource use and
deliver utility virtually

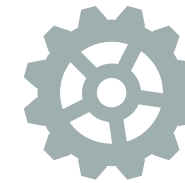


LOOP
Keep products and
materials in productive
cycles



SHARE

Maximize asset utilisation

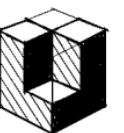


OPTIMISE

Optimise system
performance

SOURCE: Adopted from: 'Growth Within: a circular economy vision for a competitive Europe', Ellen MacArthur Foundation, SUN, McKinsey Center for Business and Environment

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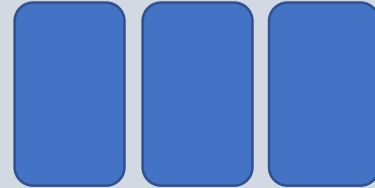


PUTTING THE IDEAS IN A FRAMEWORK

AN ENGAGED COMMUNITY

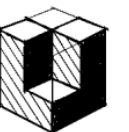
CITY
ADMINISTRATION

CITY INFO-STRUCTURE



BUSINESS
ENTERPRISES

THE BUILT AND THE
NATURAL ENVIRONMENT

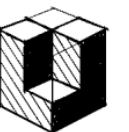


BUT THERE ARE CHALLENGES TO OVERCOME

Willingness to share data

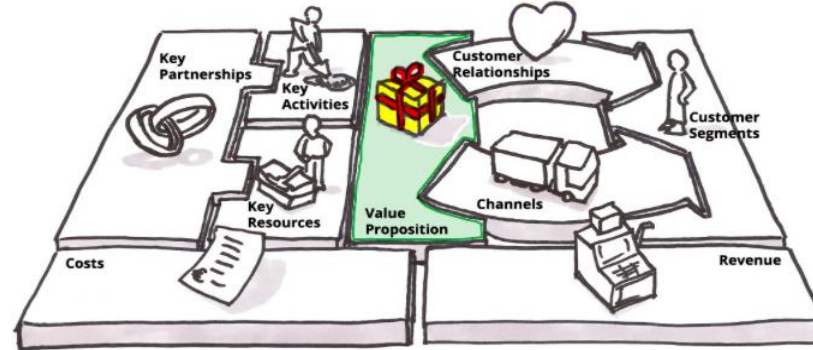
Lack of investment in public infrastructure
And utility services

Lack of experience and leadership

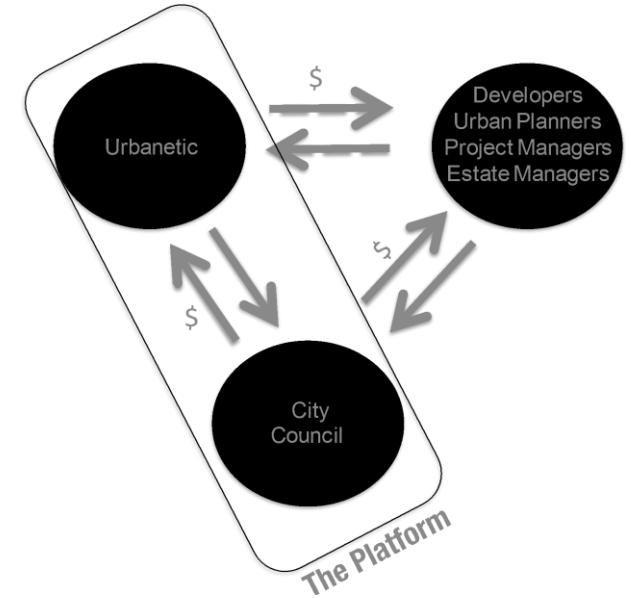


RECOMENDATIONS FOR ZERO WASTE MISSION AND SWACHHH BHARAT

- Types
- Basemap
 - ▼ City
 - ▼ District
 - ▼ Block
 - ▼ Lot
 - Feature
 - ▼ Infrastructure
 - Rail
 - Road
 - Utility
 - ▼ Natural
 - Open Space
 - Vegetation
 - Water
 - ▼ Regulatory
 - Overlay
 - Zone



ADOPT NEW BUSINESS MODELS IN CITIES

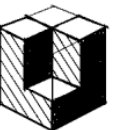


DESIGN IMPLEMENT AND MONITOR PROJECTS AND PARTNERSHIPS

BUILD A CENTRAL CITY DATA INFOSTRUCTURE AND SHARE SPATIAL + NON-SPATIAL

<https://data.melbourne.vic.gov.au/>
<https://www.onemap.sg/home/>

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THANK YOU

NEXT GENERATION 3R TECHNOLOGIES FOR MANAGING WASTE

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