

Digital Twins in environmental governance & the human in Digital Twins



Background Paulan

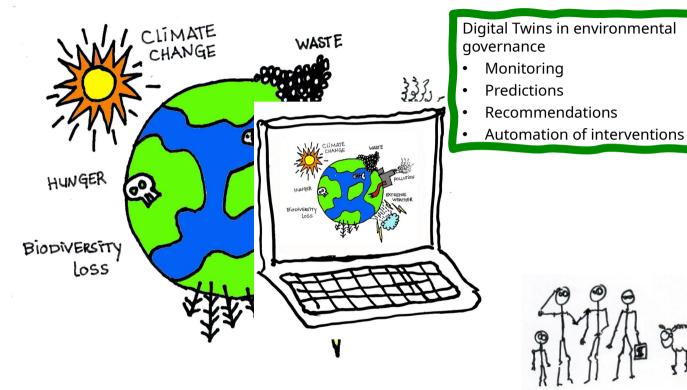
Background in philosophy of technology, law, and art academy.

Lifelong interest in the materialisation of information: how does the medium affect the message?

Focus on the politics, power relations, materialities and narratives involved in information production processes and infrastructures.

Since 2020: research Digital Twins for environmental governance @ Environmental Policy Department, Wageningen University, the Netherlands.







Example: digital twin city



3D map of the city where buildings can be added/remove d.

Include citizens in exploring the implications of change (e.g., implications of building and tree shade for heat stress and solar panels).



Example 2: Destination Earth

DESTINATION EARTH



ANALYSE

VISUALISE

PREDIC

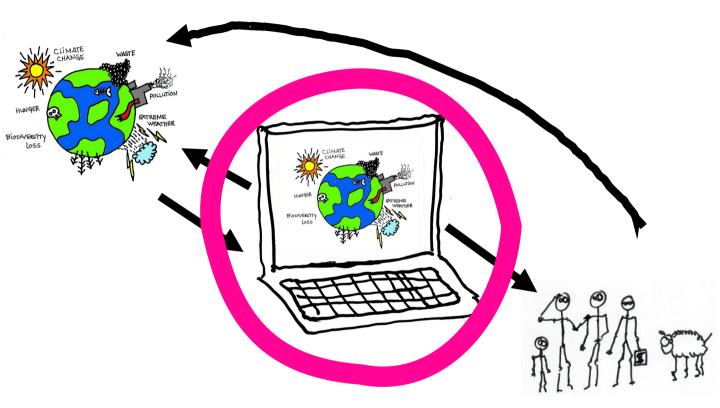
UNLOCKING THE POTENTIAL OF DIGITAL MODELLING

Utilising high-performance computing, machine learning and satellite data, the digital twins of **Destination Earth** will provide us with an accurate representation of the past, present and future changes of our world.



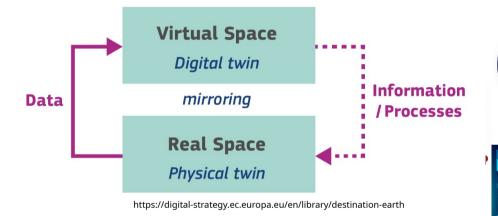
Cesa EUMETSATIVW.esa.int/ESA_Multimedia/Images/2022/03/ What_is_Destination_Earth







Digital twins: common conceptualisation



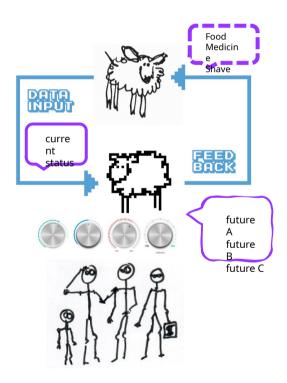
The idea is that a Digital Twin is a highly accurate - often framed as "realistic" - digital model (or set of models) that mirrors a specific physical twin as it changes and offers actionable information by means of predictions and simulations.



Reconceptualising Digital Twins: 'maps' for navigating future change

Digital Twins guide decisions and automated processes:

- Insight into influence of diverse factors
- Finding problems before they occur
- Scenario testing
- Showing possible futures and how to reach them





NEWS

Aditi Bharade May 3, 2023, 10:21 AM CEST

Tourists in Hawaii followed their GPS and drove their car straight into a harbor: 'Pretty sure that was not supposed to happen'

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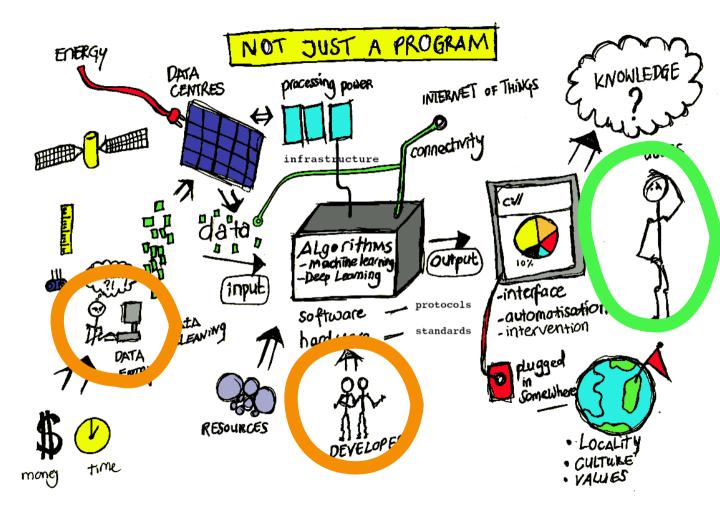
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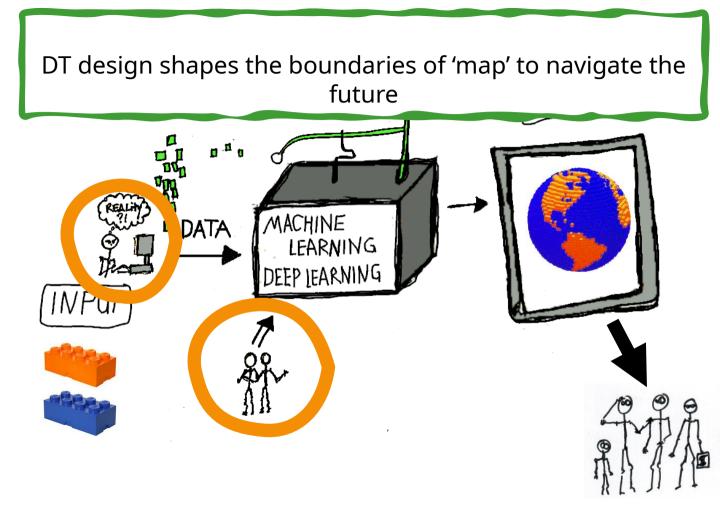
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The map is not the territory: representations of the world are made



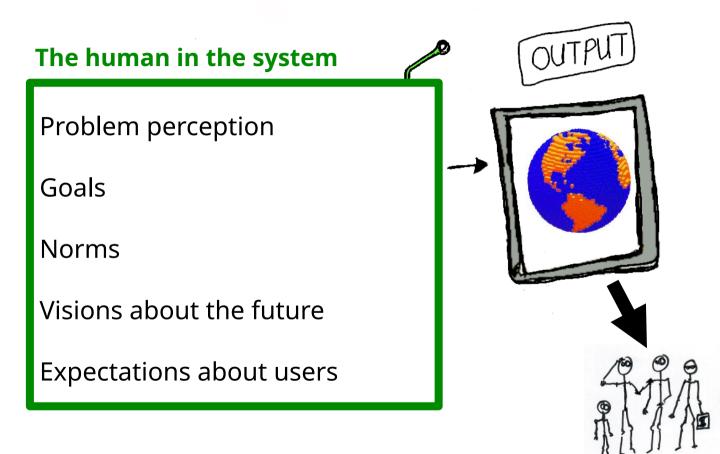




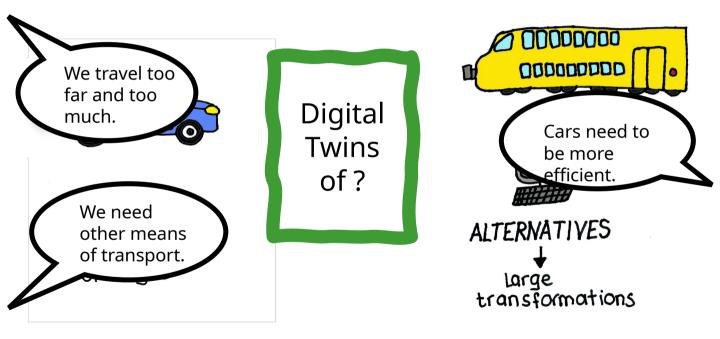
Locked in representation

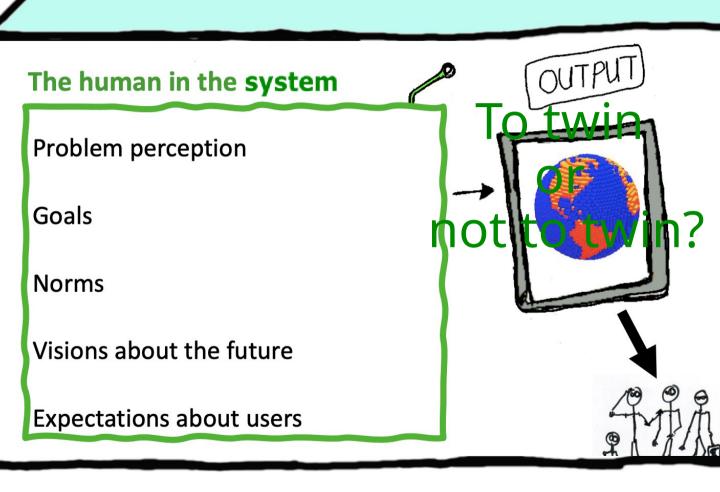
- Digital Twin is made →representations always entails a focus on an entity or selection thereof: political choice materialised in data and parameter selections.
- Choice to twin reveals a problem perception: physical twin as 'problem' → sense that something needs to be improved or controlled.
- Datafication: data and algorithm choices define a particular problem and and prioritise certain types of knowledge: knowledge politics.
- A Digital Twin rests partly on an ideal framing of what constitutes a "good" physical twin and what values are central to it. → this shapes the potential futures a Digital Twin can direct us to.





Problem perception: car emissions and sustainability





Example: Destination Earth project

Destination Earth first models will be adapted and optimised to run efficiently on three of the most powerful European supercomputer infrastructures:



LUMI

LUMI, hosted by Finland's CSC IT Center for Science, with a measured Linpack performance of 309.1 (428.7 peak) petaflops per second.

(Image courtesy of LUMI)



Leonardo

Leonardo, hosted by Italy's Cineca, with a Linpack performance of 174.7 (255.7 peak) petaflops per second.

(Image courtesy of Cineca)



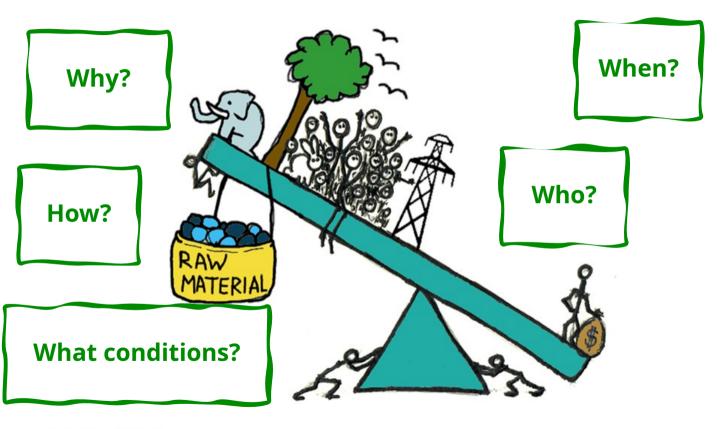
MareNostrum 5

MareNostrum 5 of the Barcelona Supercomputing Centre (BSC).

(Featured image shows new site where MareNostrum 5 is being installed)

https://destination-earth.eu/







Conclusion: the 'problem' with Digital Twins

- There are values and wordlviews built into DTs.
- DTs are productive of (new) power relations.
- DTs bring along shifts in tasks and responsibilities.
- DTs open up new goals and resources (e.g., data economy).
- DTs affects our practices and resource use.

-> Digital Twins are neither neutral, not mere representations. Yet, this is easily obscured by the framing of a Digital Twin as a 'replica'.



