

# Open Source & Pandemic Influenza

common success strategies

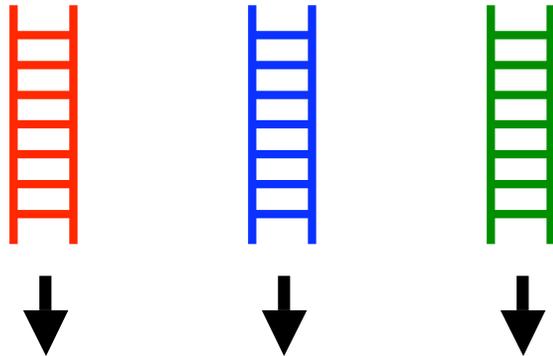
by

Florian Burckhardt

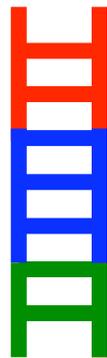
<http://www.burckhardt.de/22c3>

# Meatspace

Genetic Code

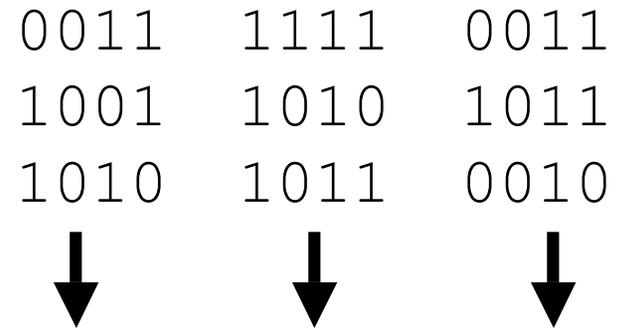


SEXual  
reproduction



# Cyberspace

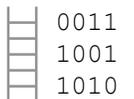
Program Code



# Code Sharing

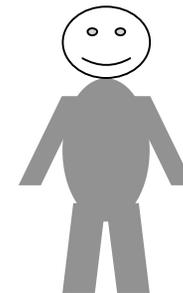
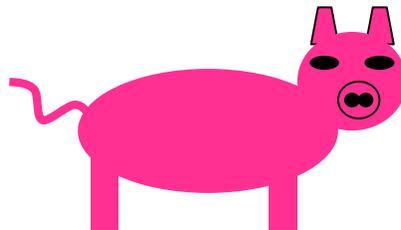
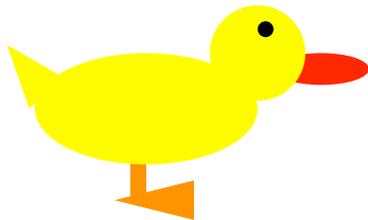
Open Source

0011  
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# Influenza A Virus

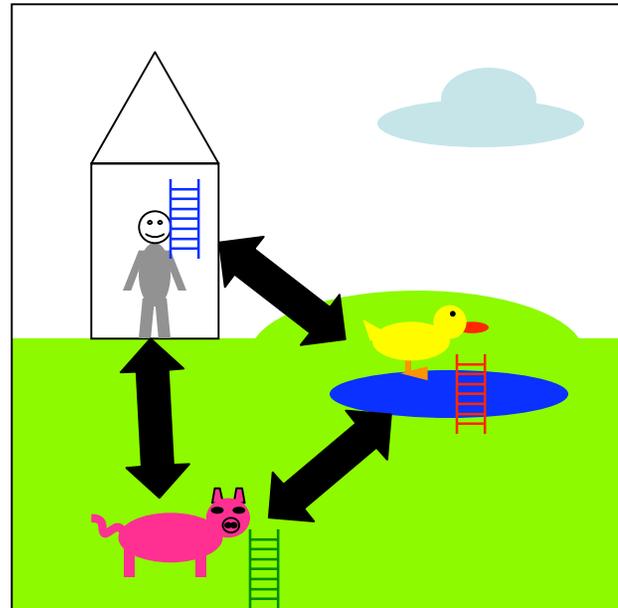
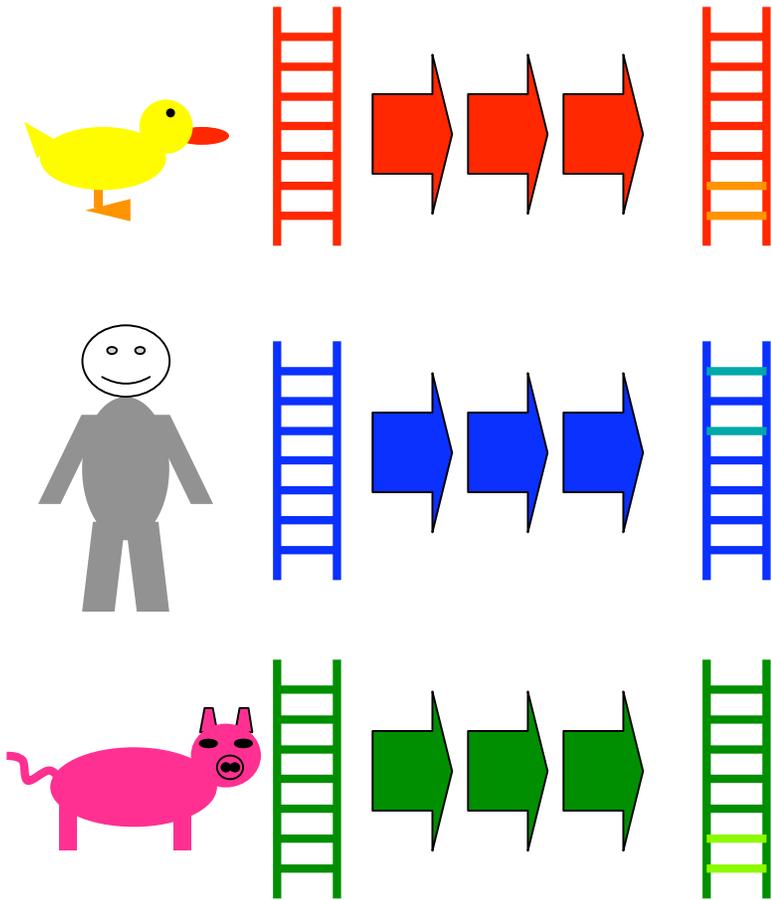
- You become infectious before you get sick; quarantine as control measure does not work since sick people are not recognised
- Virus has high mutation rate, resulting in ever new variants
- Genome is segmented rather than one big chunk
- Influenza A has a broad host range: birds, mammals



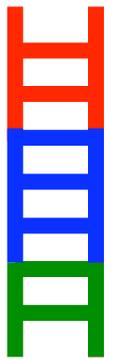
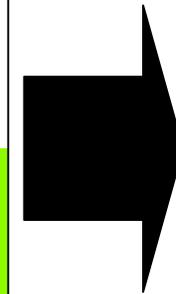
viral genome

2005

2006 < t < 201?



code sharing of whole genome segments



# Superbugs & P2P

- Plasmids are mobile, quasi independent genetic elements that „live“ in a bacterial cell
- Broad host range
- Plasmids are costly for a bacterium: cells without plasmids grow faster
- **But:** they confer additional capabilities such as antibiotic resistance
- Plasmids provide bacterial population with a sort of „genetic“ P2P sharing network

# Summary

Code Sharing is a (million year old)  
tested and proven strategy to optimize  
your biological or digital program code

Thanks and have a nice 22C3