

Porter's Laws and Disruptive Technologies

NBAY 1620

February 29, 2016

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Lecture 1

Course Website

- <http://www.graphics.cornell.edu/academic/nba6120/>

Required Reading

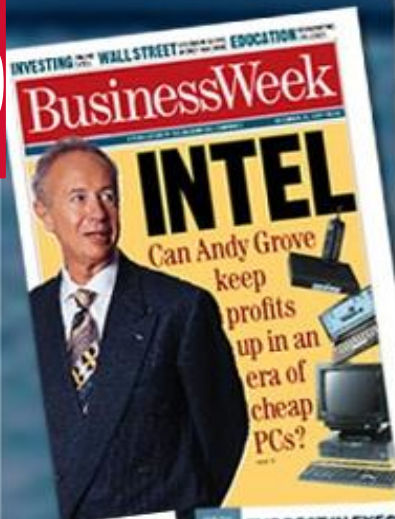
- Michael E. Porter. How Competitive Forces Shape Strategy, Harvard Business Review, March-April 1979, pp. 137-145.(Search <http://erms.library.cornell.edu/>)
- Joseph L. Bower and Clayton M. Christensen. Disruptive Technologies: Catching the Wave, Harvard Business Review, January-February 1995, pp. 43-53. (Search <http://erms.library.cornell.edu/>)

Optional Reading

- Jill Lepore. “The Disruption Machine,” The New Yorker, June 23, 2014.
http://www.newyorker.com/reporting/2014/06/23/140623fa_fact_lepore?currentPage=all

NBA 6120

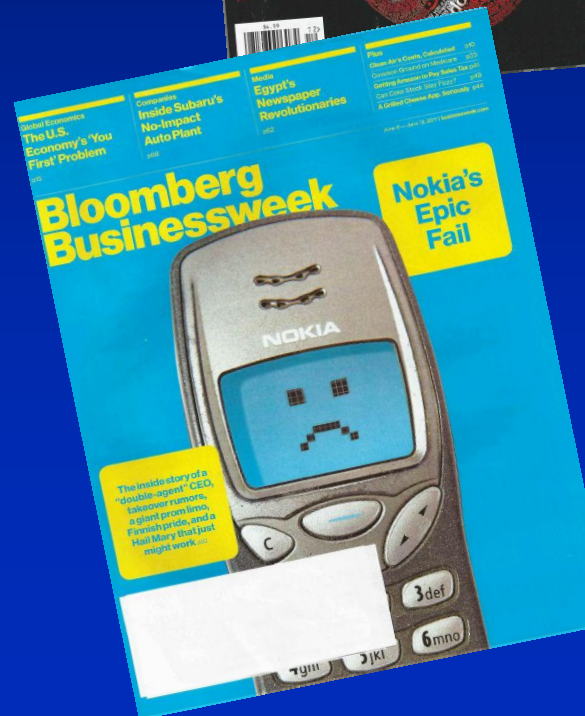
DISRUPTIVE
TECHNOLOGIES



NBA

6120

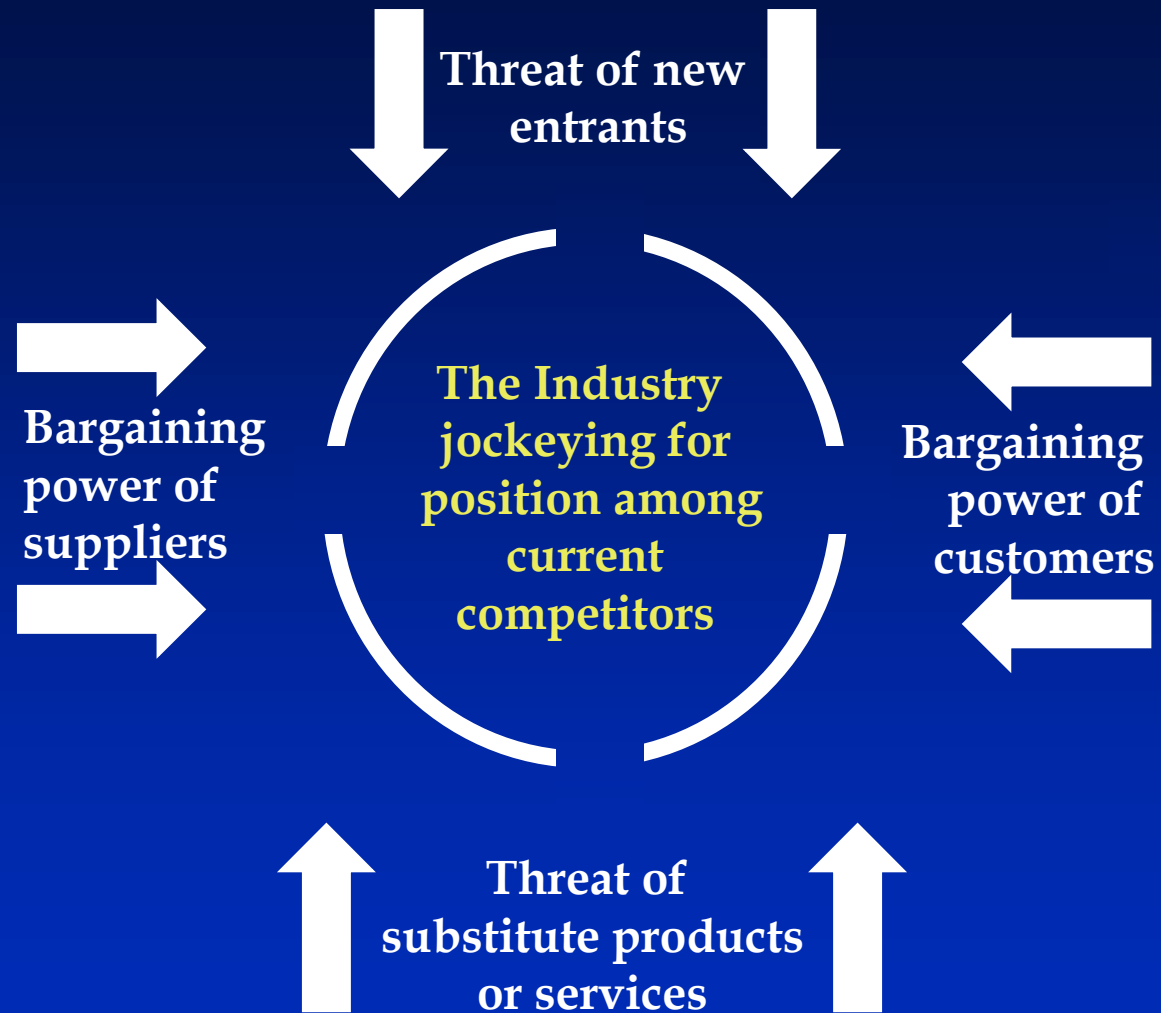
DISRUPTIVE TECHNOLOGIES



Porter's Rules

“The essence of strategy
formulation is coping with
competition”

Professor Michael Porter
Harvard Business Review
March/April 1979



Technology Threats (Opportunities?)

- New substitutes with different attributes
- New substitutes based on technology changes:
- Exponentially increasing price/performance ratio
- Relative rates of change
- Knowledge of where the system bottlenecks exist

Stack Fallacy



If only a few companies dominate - increases supplier power easier to integrate forward



Bargaining power of suppliers



Threat of new entrants



Internet - increases threat reduces barriers to entry easy distribution channels low cost



Bargaining power of customers



Who are your competitors?

Technology changes - increases substitution threat with rapidly changing price/performance



Threat of substitute products or services



Internet - increases customer power comparison shopping, search engines, auctions

Porter's Suggestions:

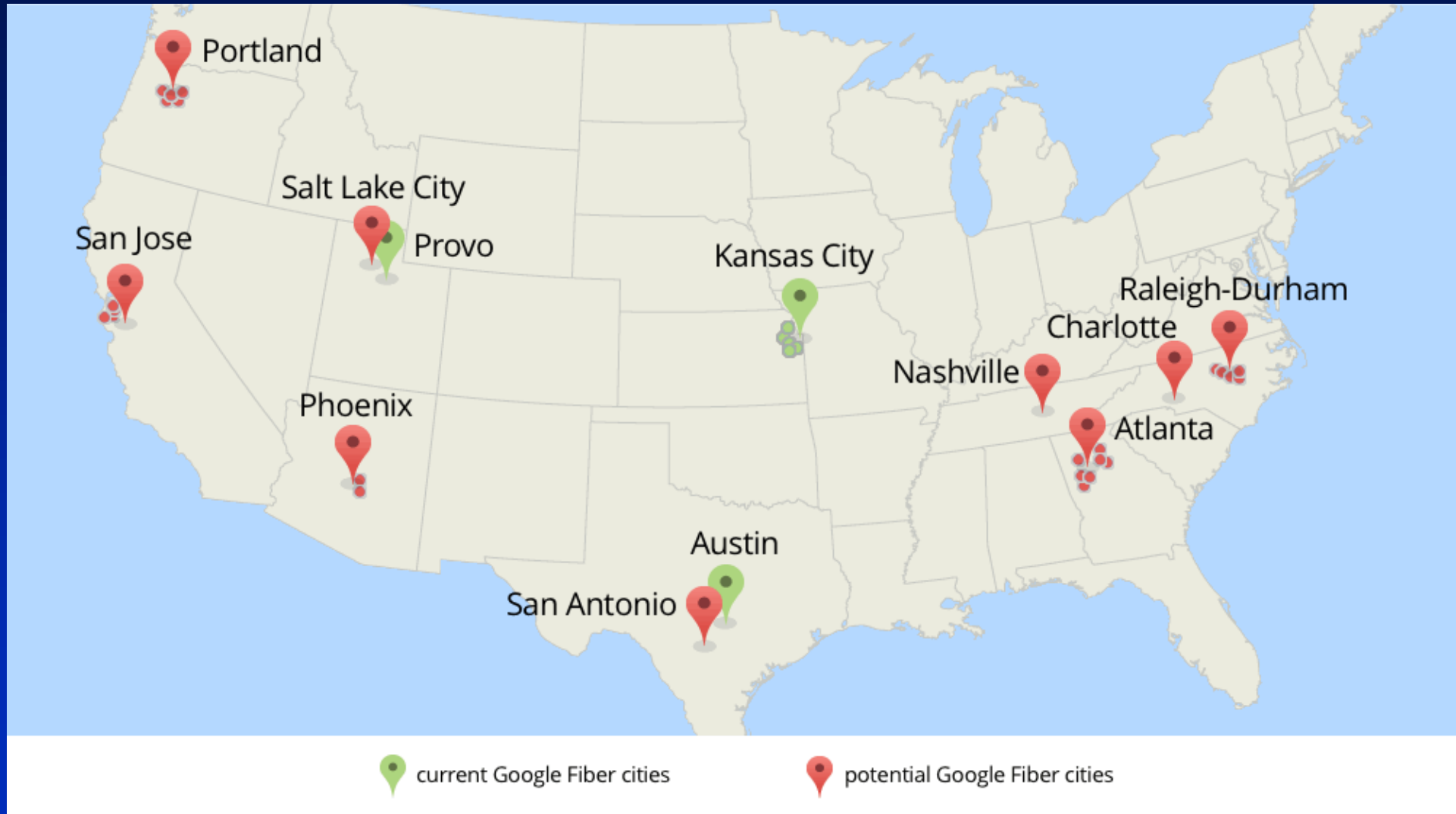
1. Position company to provide best defense
2. Influence balance of forces through strategic moves
3. Anticipating shifts in the underlying forces and responding

Examples

- Oracle buying Sun
- Intel buying McAfee (security) and SySDSoft (wireless software firm)
- Qualcomm buying chip manufacturer, Atheros
- Google adding fiber around selected cities

Google Fiber Plans

Smart Cities



Examples

- Facebook buying Instagram and Oculus
- Dish trying to acquire Sprint Networks
- Google buying Motorola Mobility
- Amazon buying The Washington Post
- Comcast buying NBC

What Do You Do With The Unexpected?

- Unionization of Uber Drivers?
- Legislation Barring Uber
- Instantaneous Price Changes Based on Demand Which Create Unethical Cancellations

Moore's Law

The number of transistors that the industry would be able to place on a computer chip would double every year.

— Gordon Moore
1965

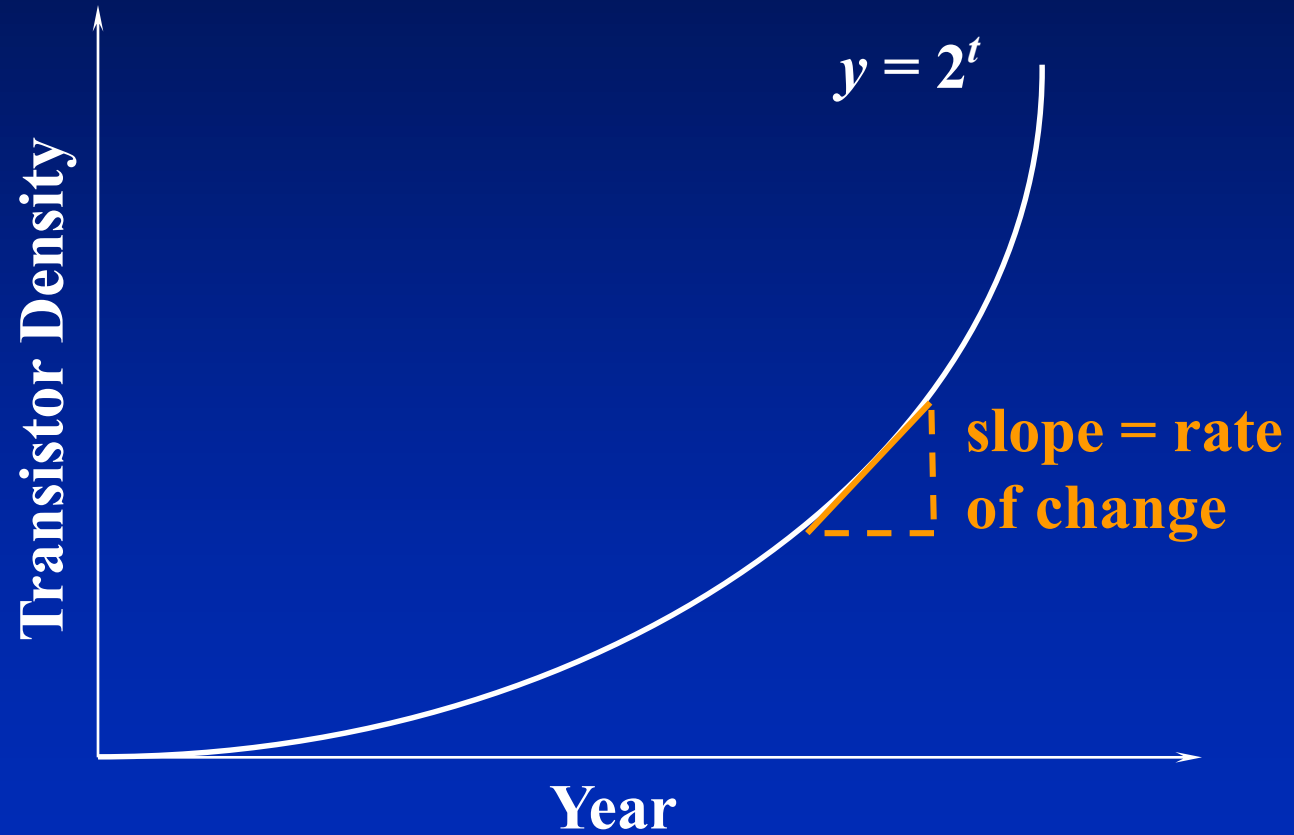
Moore's Law

“Chip density doubles every 18 months.”

Processing Power (P) in 15 years:

$$\begin{aligned} P &= P_{today} (2)^{\frac{15 \text{ years}}{18 \text{ months}}} = P_t (2)^{\frac{15}{1.5}} \\ &= P_t (2)^{10} = 1000 P_t \end{aligned}$$

Understanding Exponential Growth



Understanding Exponential Growth

$$y = 2^t$$

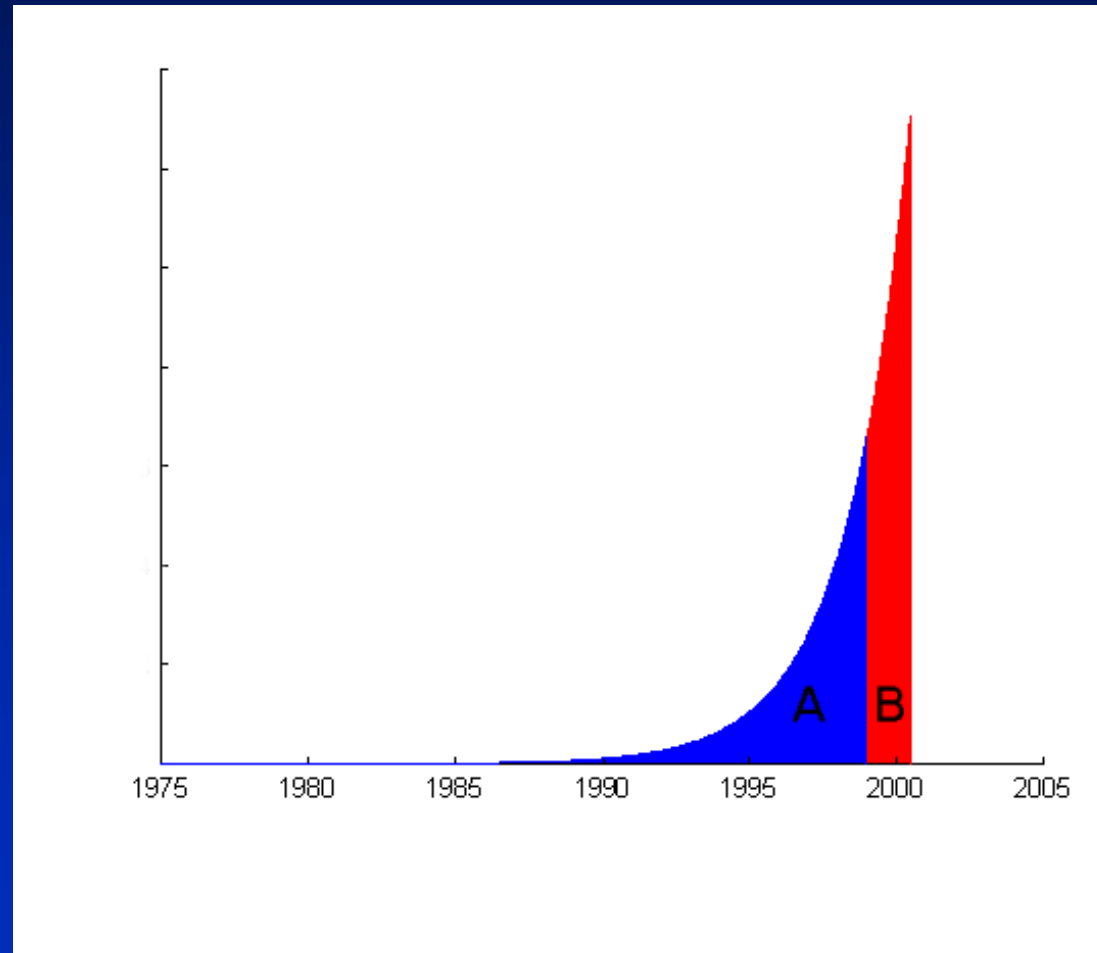
$$\frac{dy}{dt} = \frac{d}{dt}(2^t) = 2^t \log 2$$

y = Performance
(transistor density,
bandwidth, etc.)

t = in measured doubling
time periods

dy/dt = slope = rate of
change

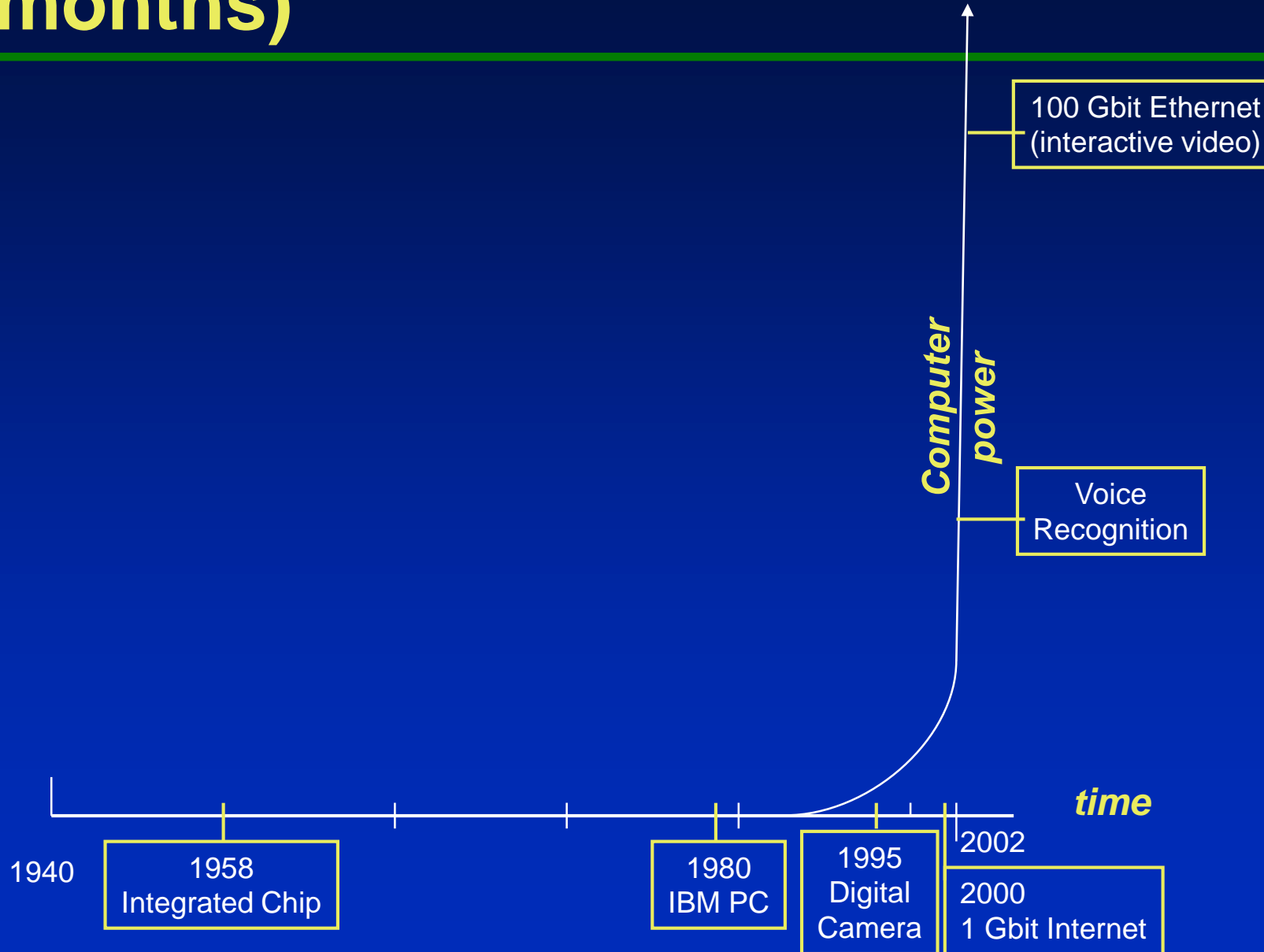
Understanding Moore's Law



Understanding Moore's Law

- In 2014 Semiconductor production facilities made approximately 250 billion billion (250×10^{18}) transistors.
- More transistors were made in 2014 than in all the years prior to 2011.

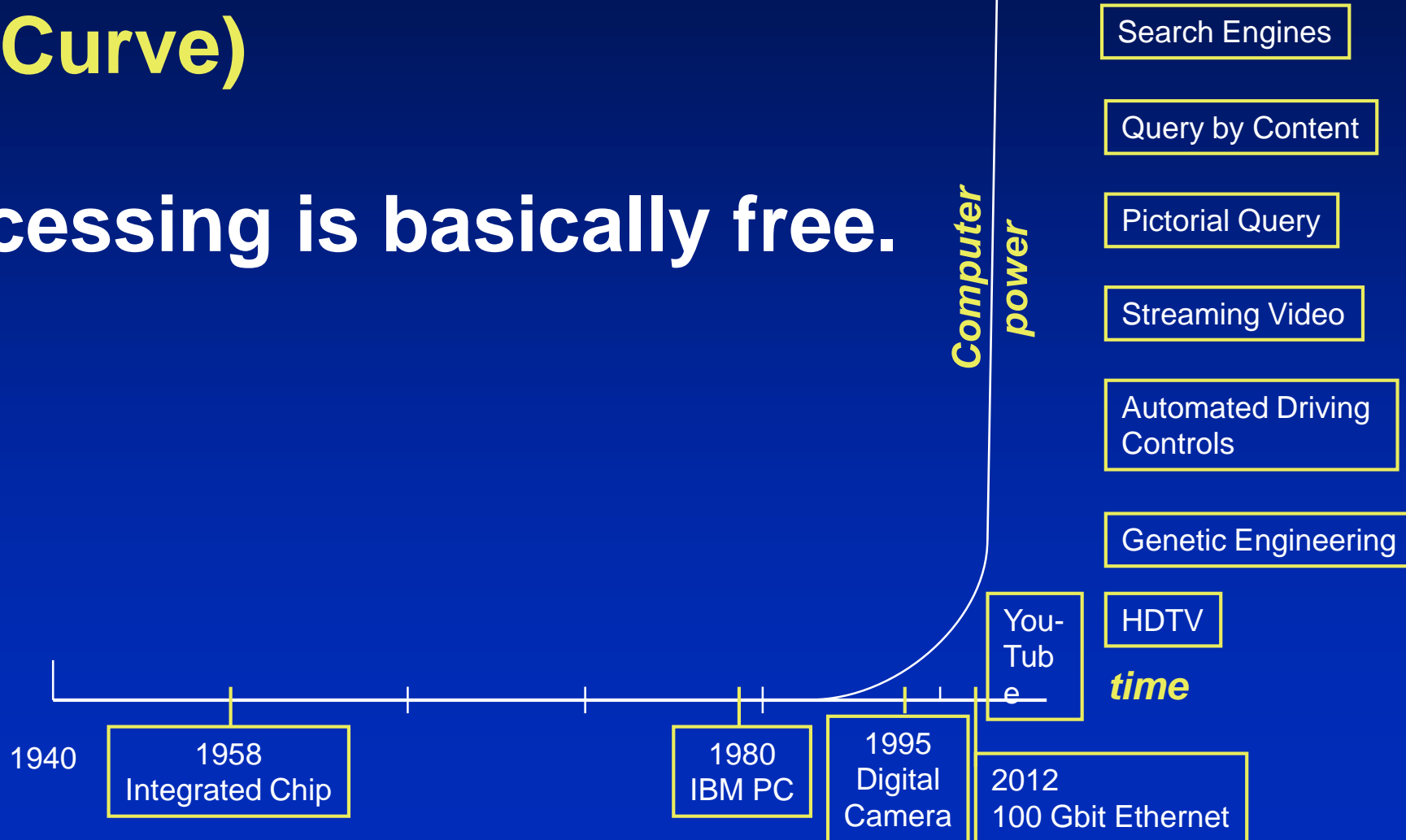
Growth In Computer Power (2x / 18months)



Growth In Computer Power (2x / 18months)

(Top of Curve)

Processing is basically free.



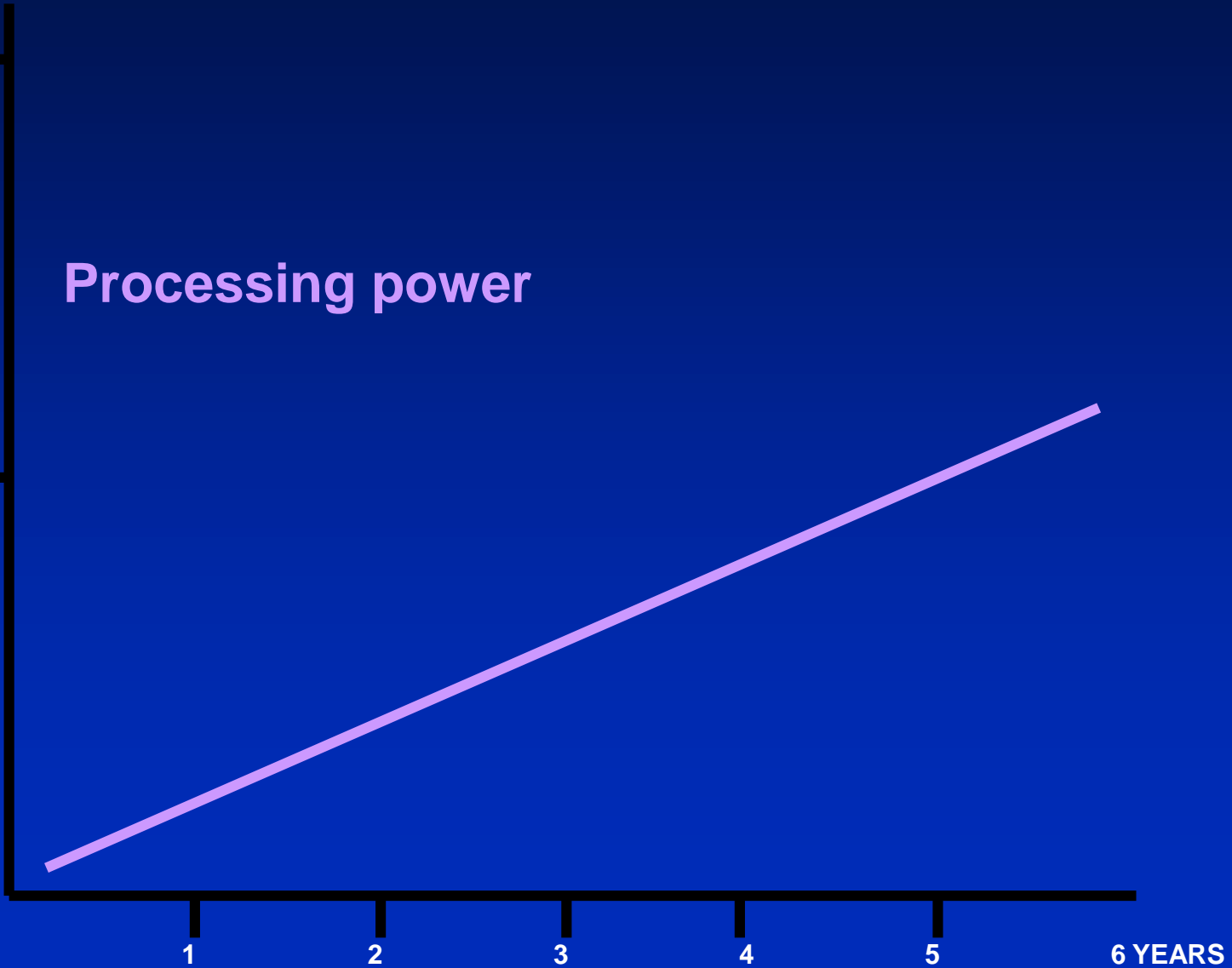
Impact of Abundant Computer Power

- Needles in a “Haystack” (security monitoring, focused advertising, etc)
- The internet of things (omnipresent sensors)
- Digital health care (remote medical diagnosis)
- MOOCs (Massive open online courses)
- Autonomous driving vehicles
- 3D data acquisition
- 3D printing

Understanding Moore's Law – Log Scale

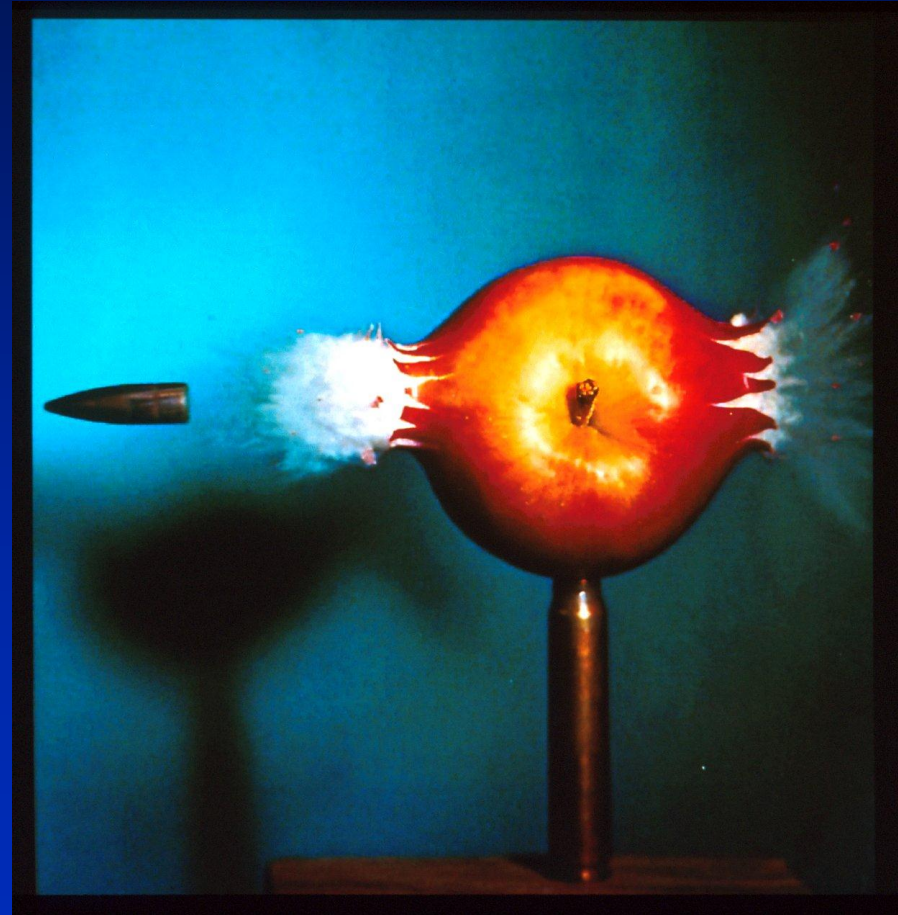
LOG
SCALE

Processing power



How many instructions are completed in a 3.6 Ghz PC in the time it takes for the bullet to pierce the apple?

Apple diameter = 3.36"
Bullet velocity = 2800ft/sec
photograph by Harold Edgerton



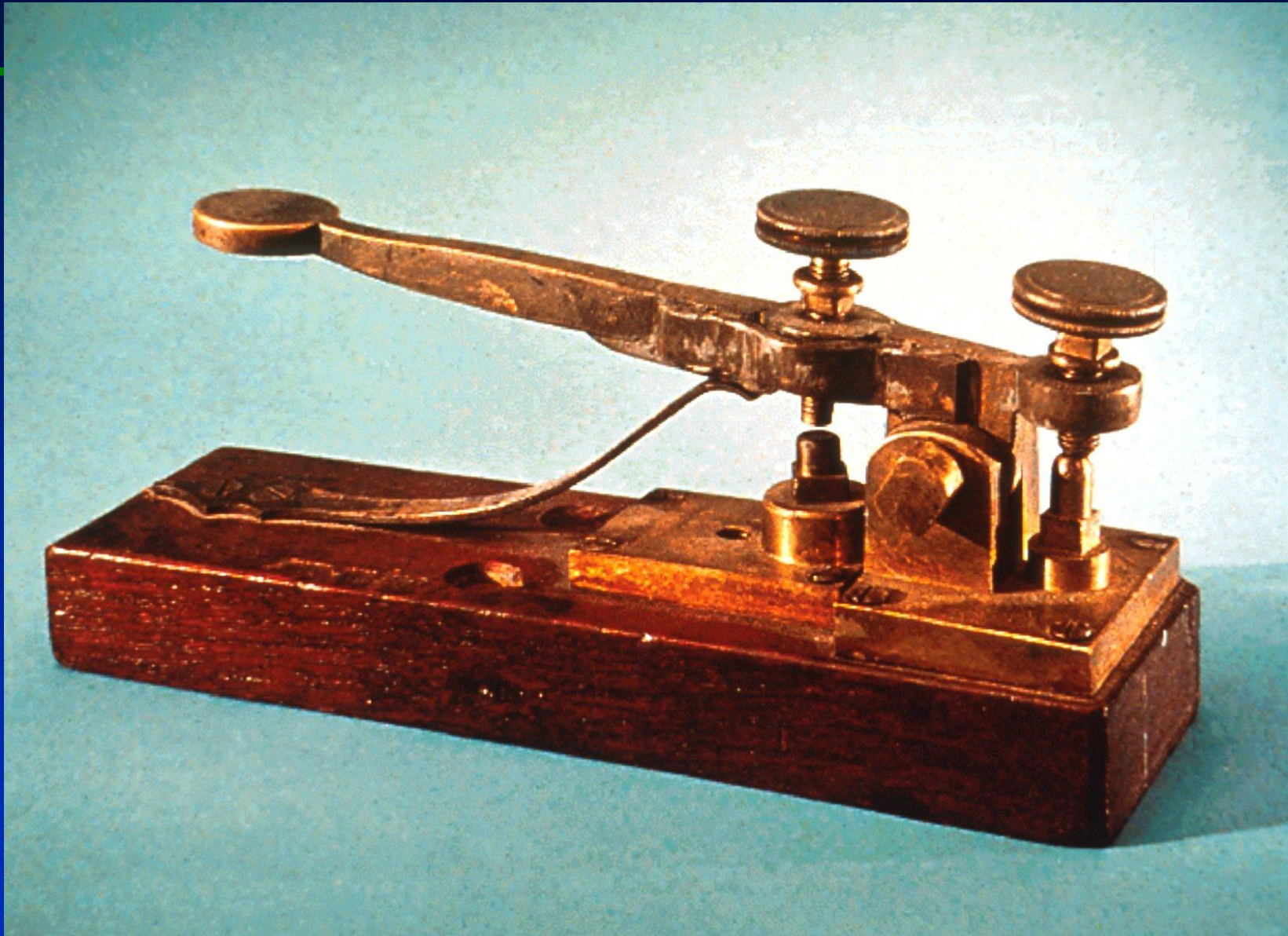
International Technology Roadmap for Semiconductors

	2001	2004	2007	2010	2013	2016
Technology (nanometers)	130nm	90nm	65nm	45nm	32nm	22nm
Functions per Chip (millions)	97	193	386	1546	3092	6184
Clock Speed (Ghz)	2.5Ghz	4.1Ghz	9.3Ghz	15Ghz	23Ghz	40Ghz
Wafer Size (millimeters)	200mm	300mm	300mm	300mm	450mm	450mm
Chip Size (mm²)	140 mm ²	140 mm ²	140 mm ²	140 mm ²	140 mm ²	140 mm ²

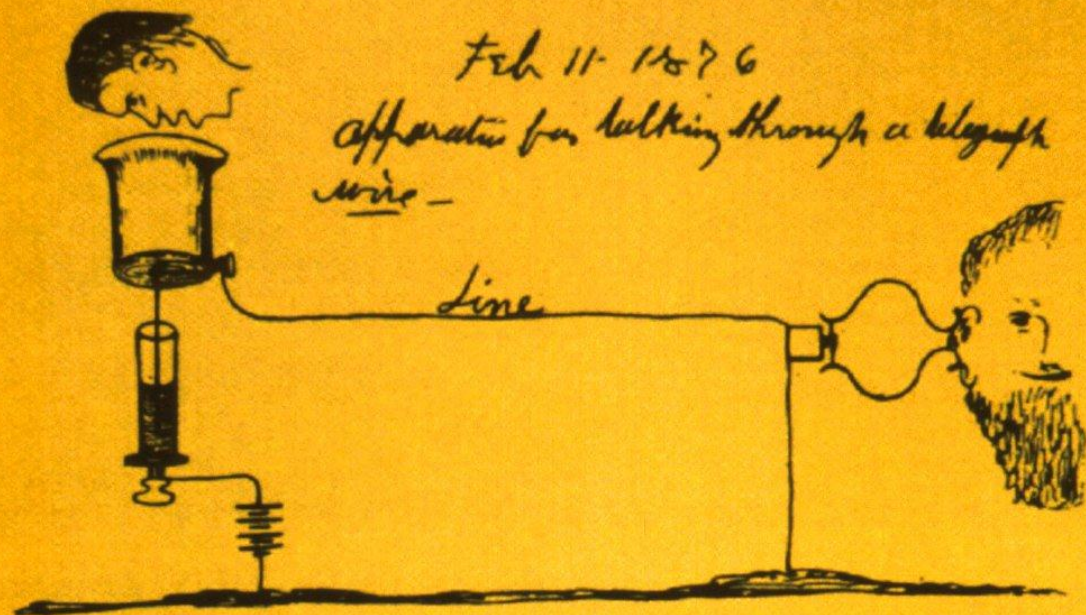
Roughly 0.5 shrink every 3 years 29% cost/reduction/function/yr.

Technology Outlook

High Volume Manufacturing	2008	2010	2012	2014	2016	2018	2020	2022
Technology Node (nm)	45	32	22	16	11	8	6	4
Integration Capacity (BT)	8	16	32	64	128	256	512	1024
Delay Scaling	>0.7			~1?				
Energy Scaling	~0.5			>0.5				
Transistors	Planar			3G, FinFET				
Variability	High			Extreme				
ILD	~3			towards 2				
RC Delay	1	1	1	1	1	1	1	1
Metal Layers	8-9	0.5 to 1 Layer per generation						



Telegraph Key (Smithsonian)



Gray vs Bell et al
 Speaking Telephone Interference
 a & L
 Exhibit Gray Speaking Telephone
 Cannot original sketch

Edward H Beebe
 Notary Public

May 7th 1880.

Alexander Graham Bell



“This ‘telephone’ has too many shortcomings to be seriously considered as a means of communication. The device is inherently of no value to us.”

~ Western Union Internal Memo,
1876

*My achievements occurred,
not because of my skating skill,
but my innate ability to skate to where
“the puck will be”!*

~ Wayne Gretzky

Everything is a System

Large Scale:

Google → Internet → Mobile device

Desktop:

CPU → Memory/Hard drive → Display

Chip Level:

Memory → Data Movement →

Cache → Instruction Execution

Digital Photography

For digital photography to succeed, it needed:

- Camera
- Storage
- Battery Power
- Printers
- Transmission



Growth Rates of System Components of the Electronic Age

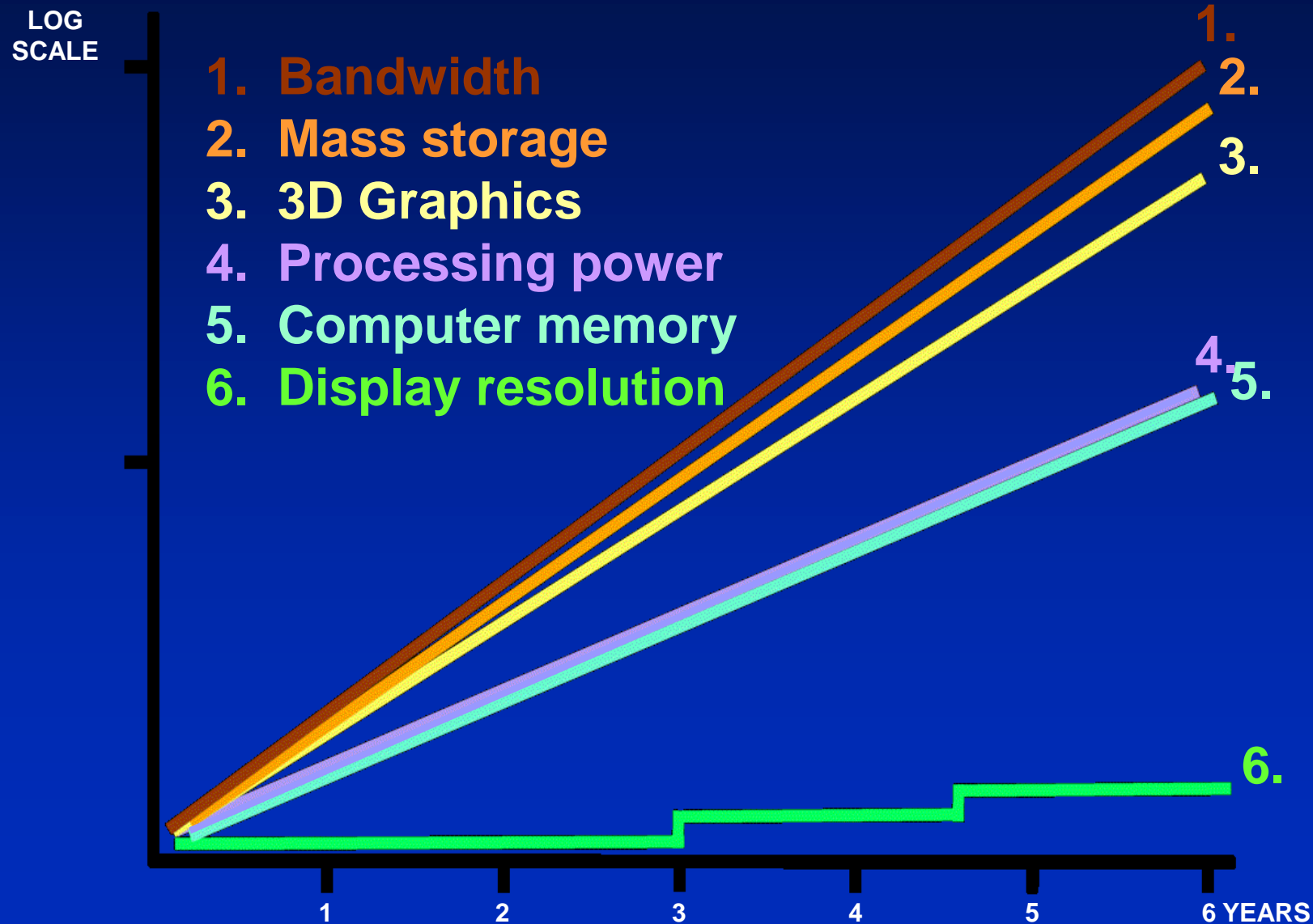
- Processing Power. 2x /18months
- Computer Memory. 2x /18months
- Mass Storage. 3x /18 months
- Bandwidth. 10x /3 years

Growth Rates of System Components of the Electronic Age

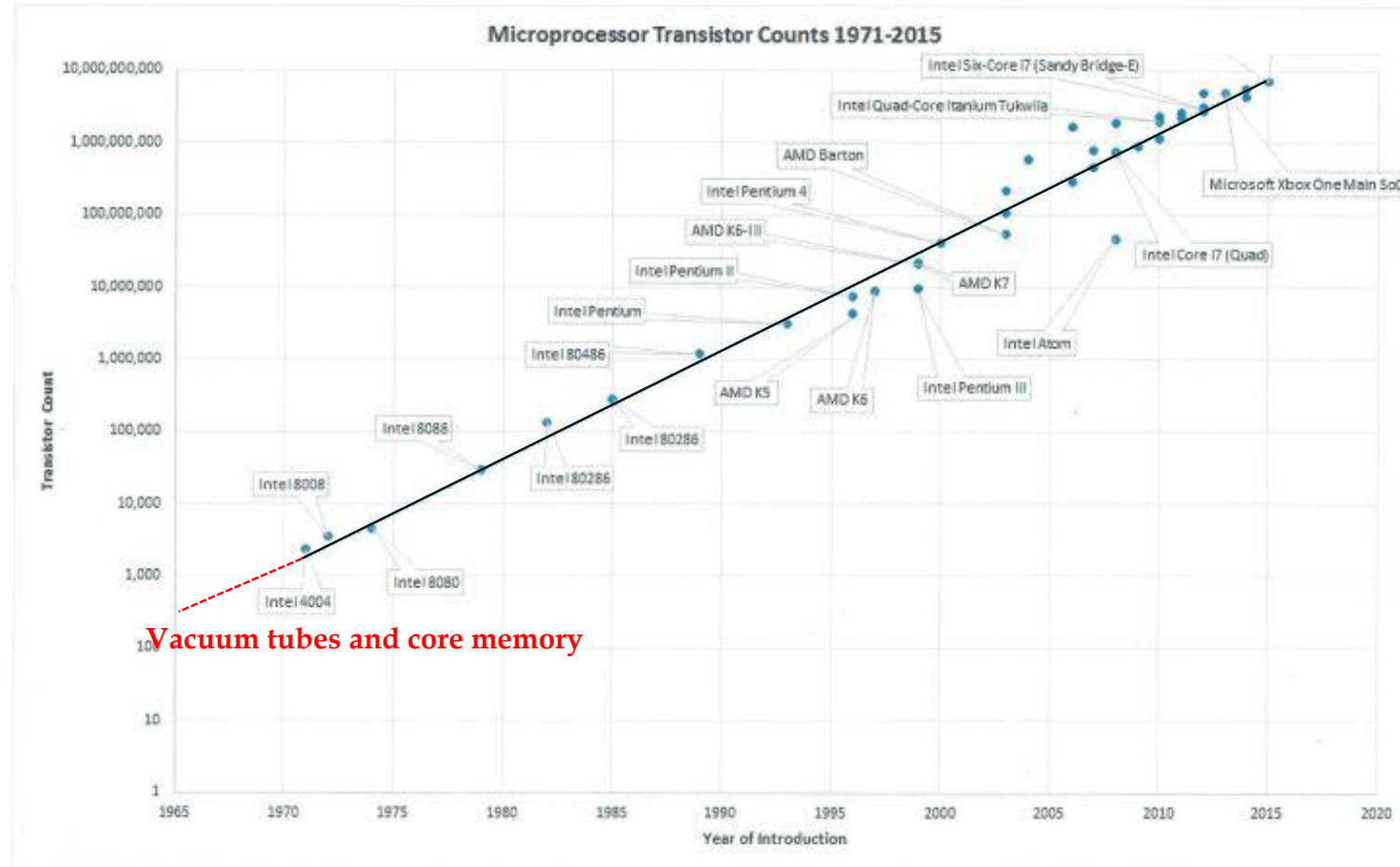
- 3D Graphics
 - Image Capture..... 2x / 18 months
 - Image Display..... 2x / year

(Hardware, Software)
- Display Resolution..... 2x/50 years
- User Interface
- Product Design

Relative Rates of Growth of Computer System Components

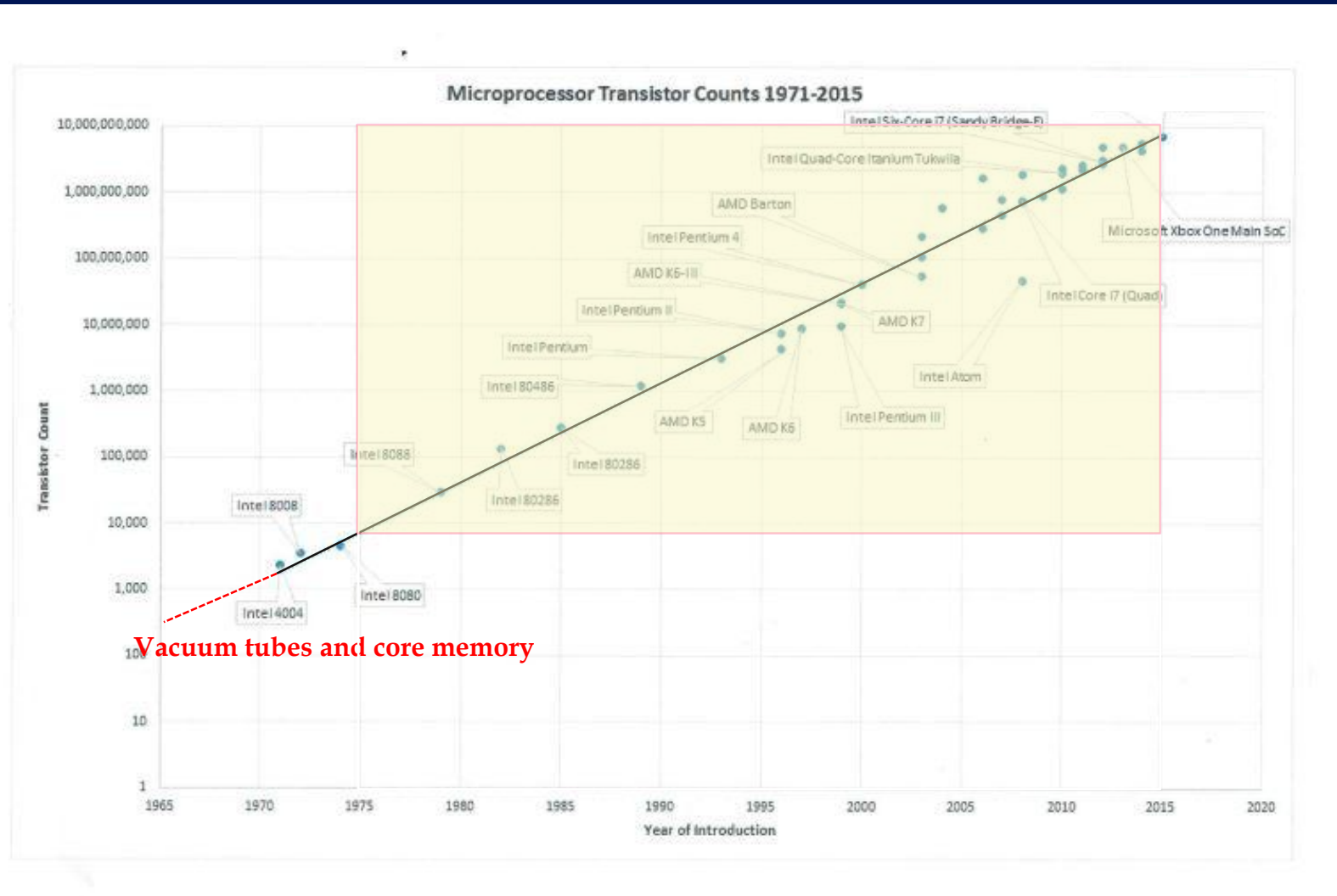


Transistor Density (Processing Power)



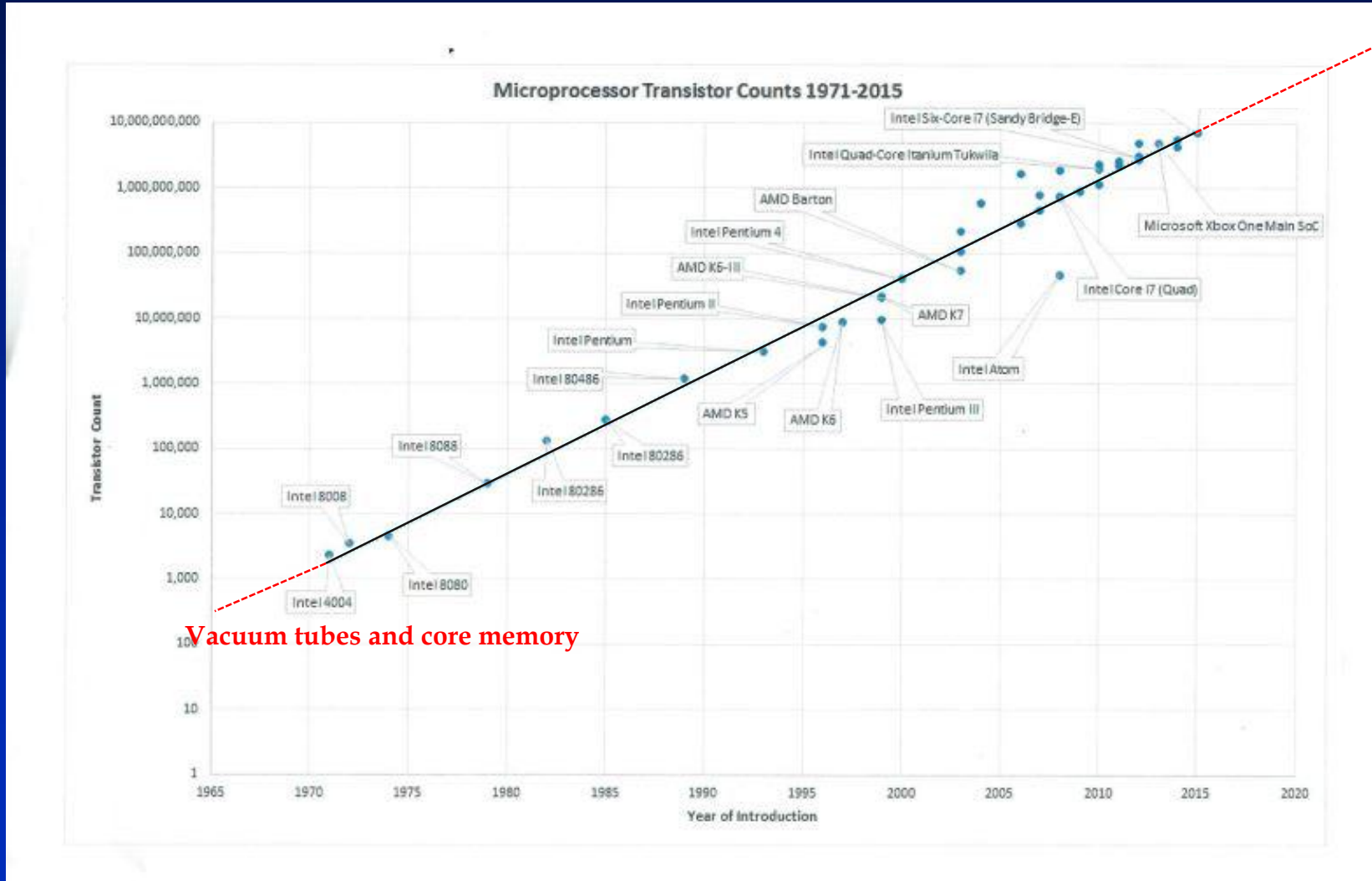
Processing Power

100 Million X



Processing Power

One Trillion X

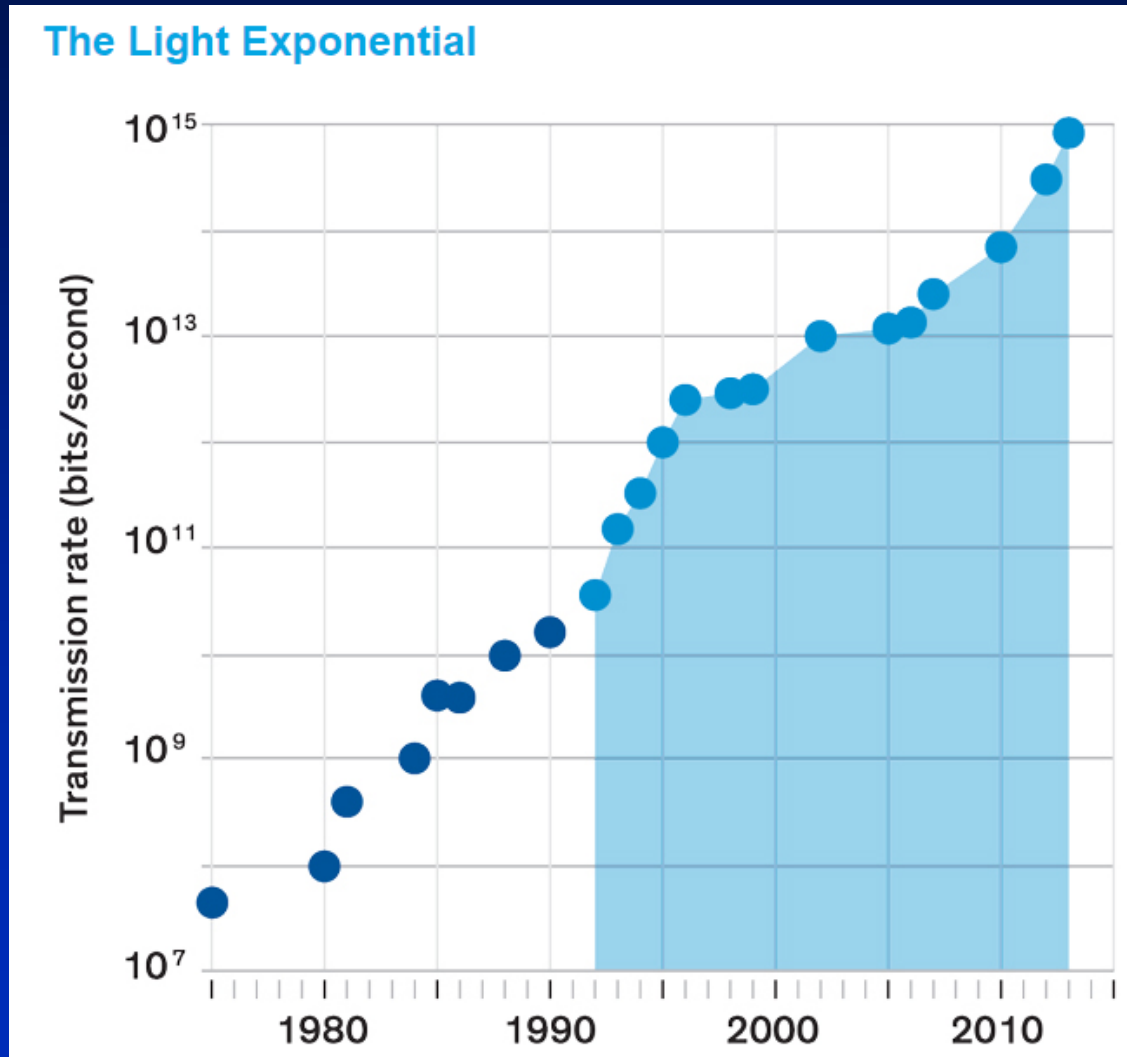


1,000,000,000,000

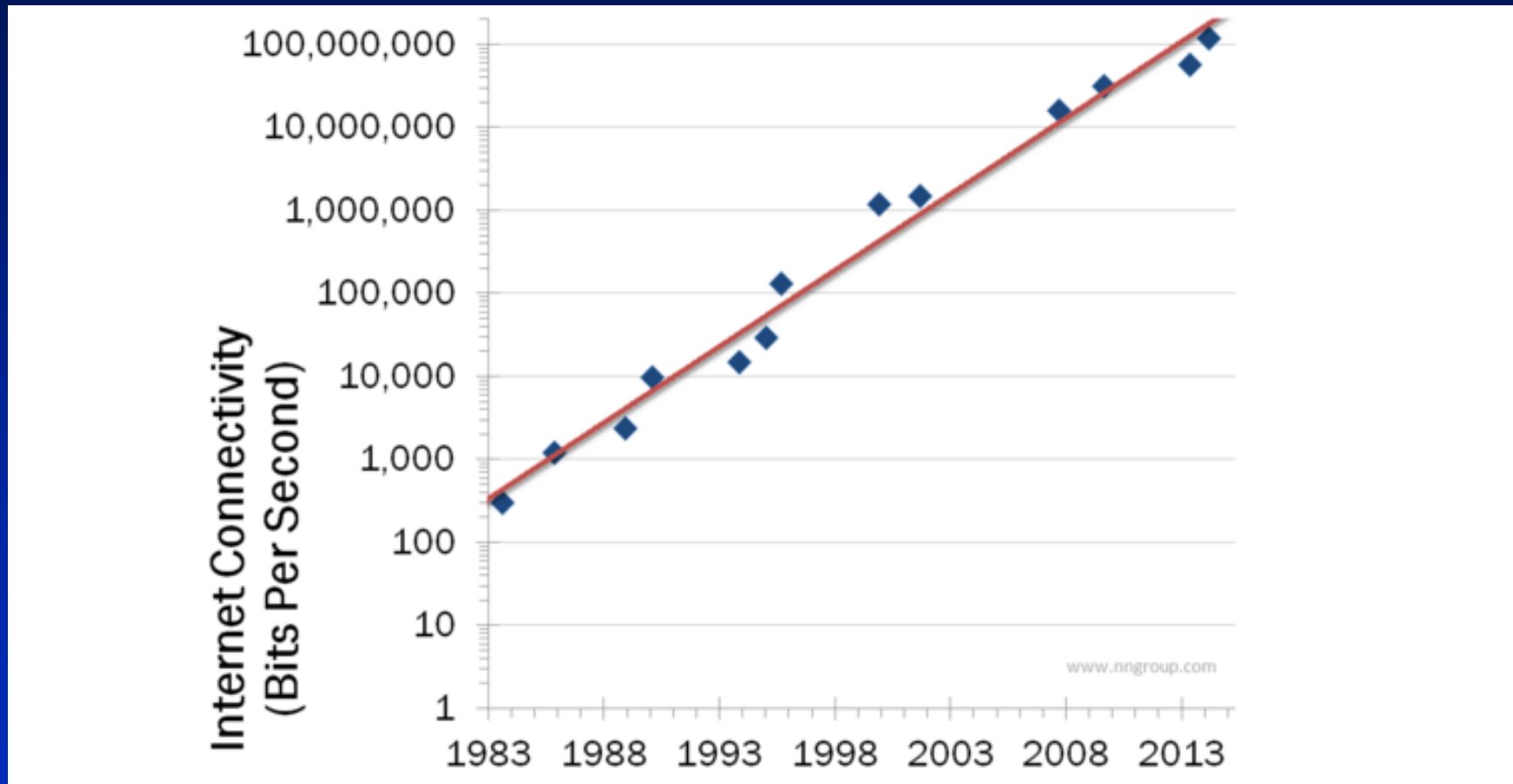
2025

Vacuum tubes and core memory

Keck's Law



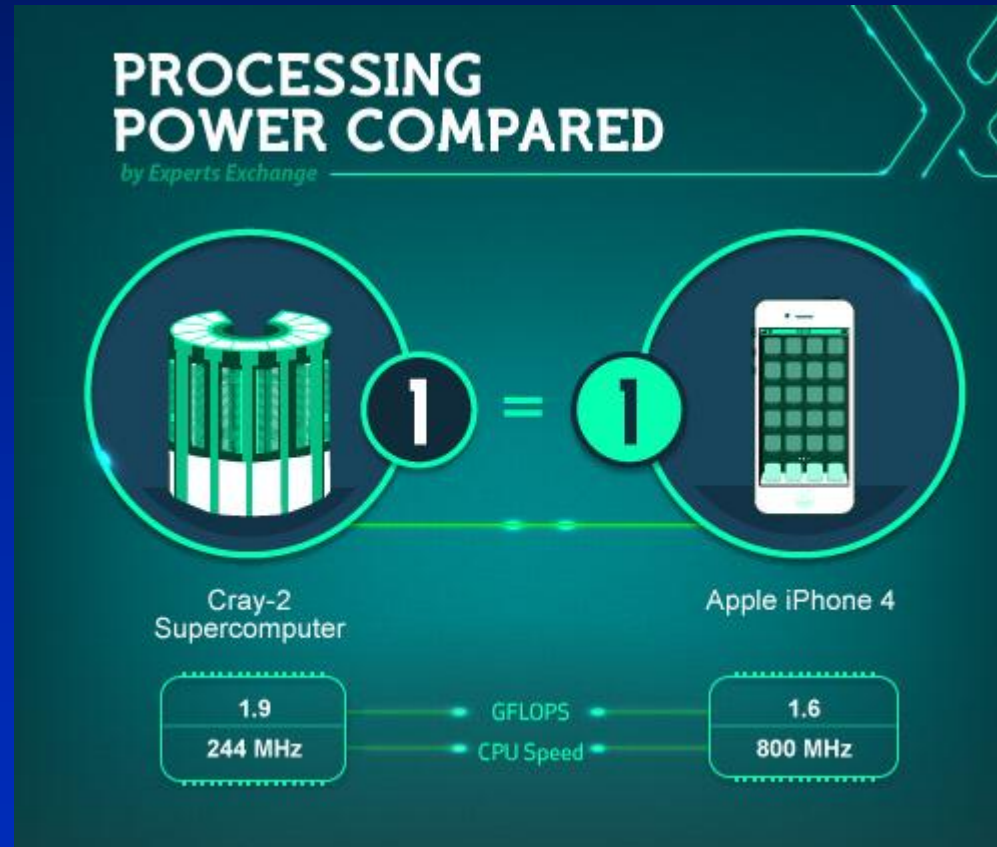
Nielsen's Law



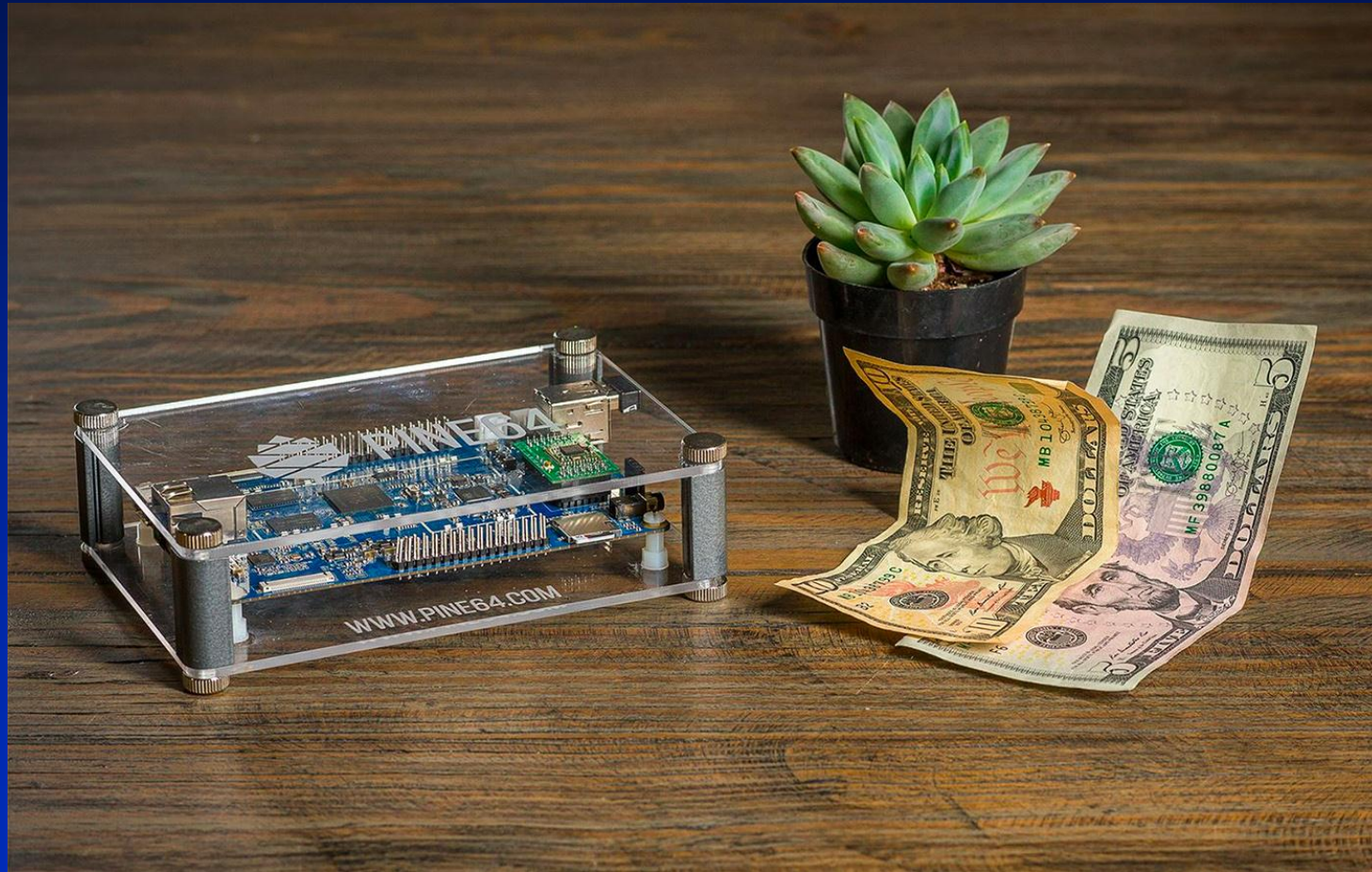
Processing Power Compared

- 2015: iPhone 5 > 1985 Cray-2

(2.7x)



Pine A64



Powers of 10 Dykstra



Leather Balls stuffed with hair or wool were used to ink type.

Vertical Wood Screw lowered or raised platen when turned.

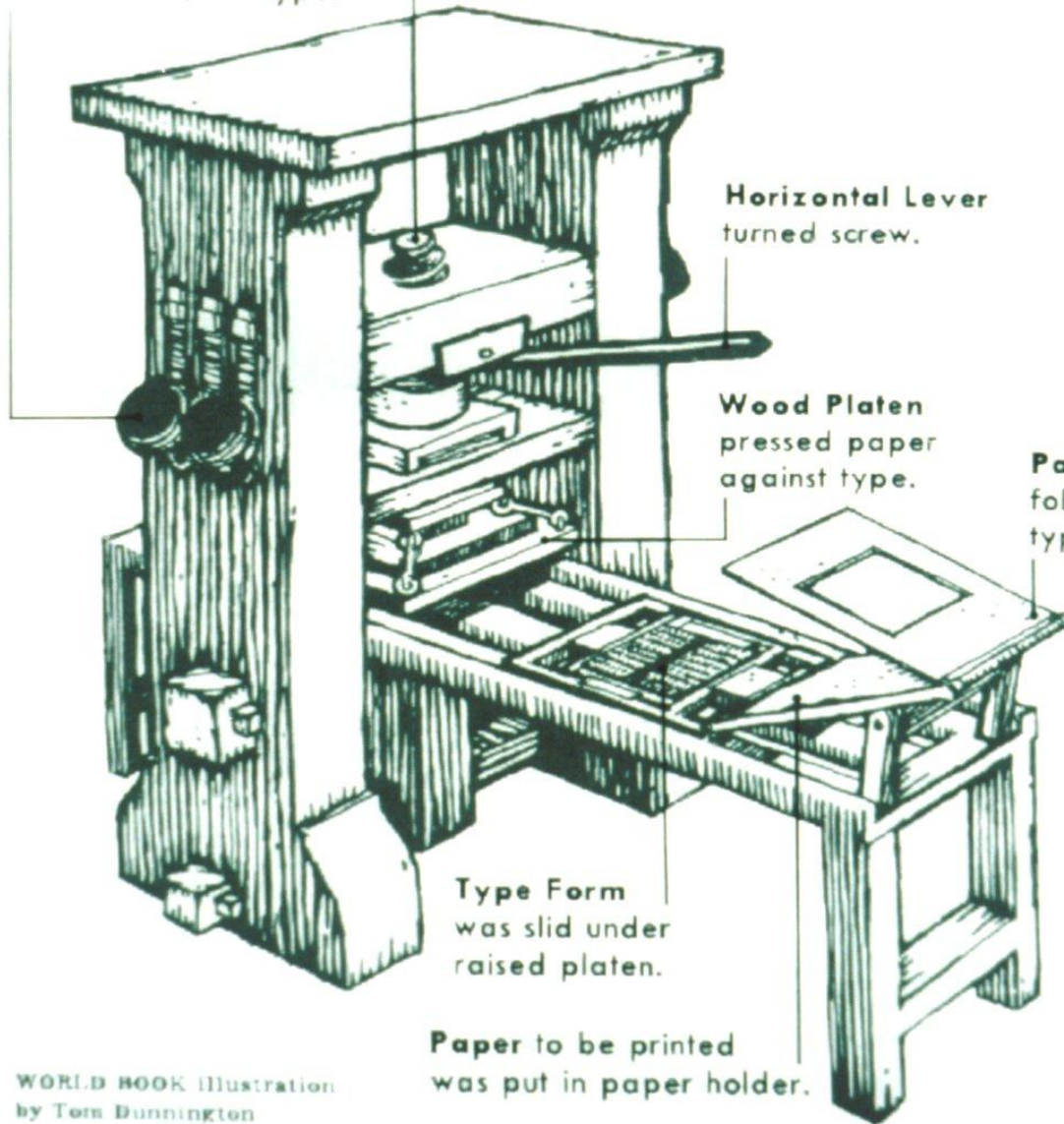
Horizontal Lever turned screw.

Wood Platen pressed paper against type.

Paper Holder folded over type form.

Type Form was slid under raised platen.

Paper to be printed was put in paper holder.



iPad

- Introduced: 2010 (February)
- Price: starting at \$499



The Impact of the iPad

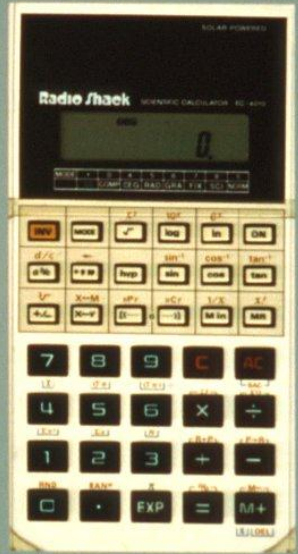
- PC Manufacturers
- Microsoft
- Intel & AMD
- Disk Drive Manufacturers
- Bookstores

Disruptive Technologies

Disruptive Technologies Salient characteristics

- Different package of performance attributes not valued by existing customers
- Performance attributes that are valued can improve at very rapid rates - and invade those established markets







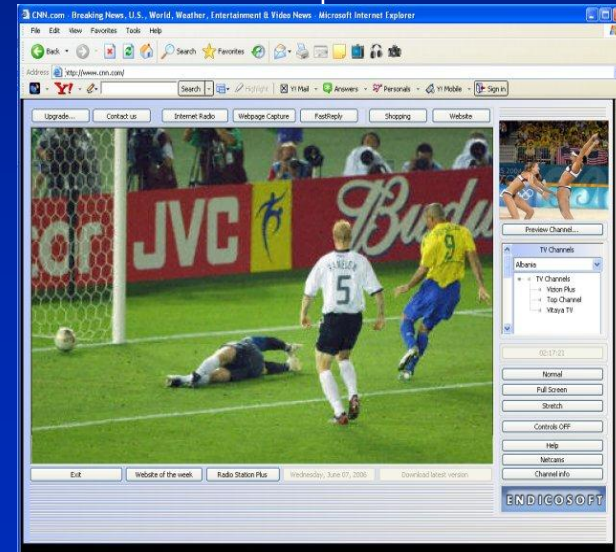
LP



CD or
DVD



iPod or
You Tube

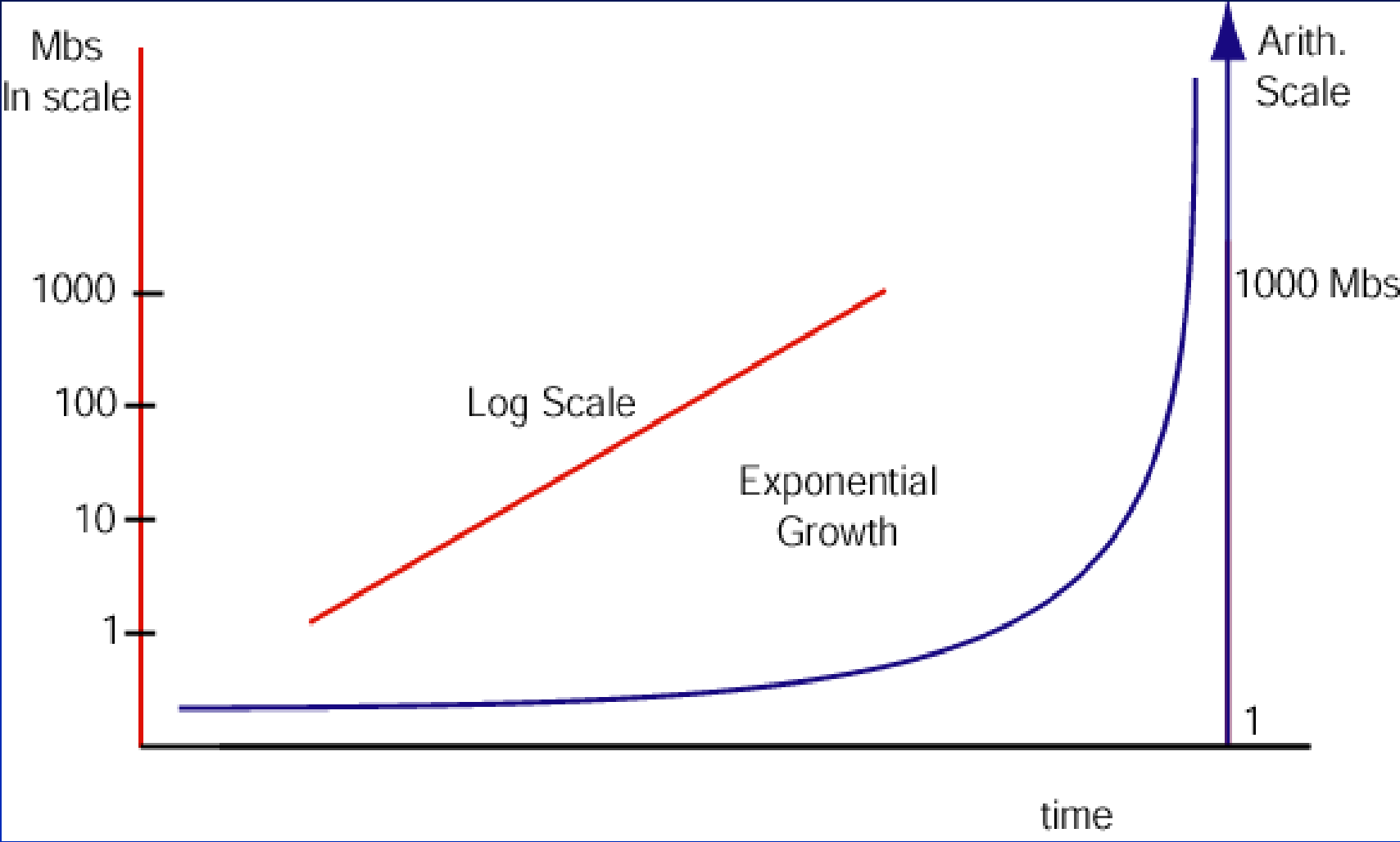


Internet TV

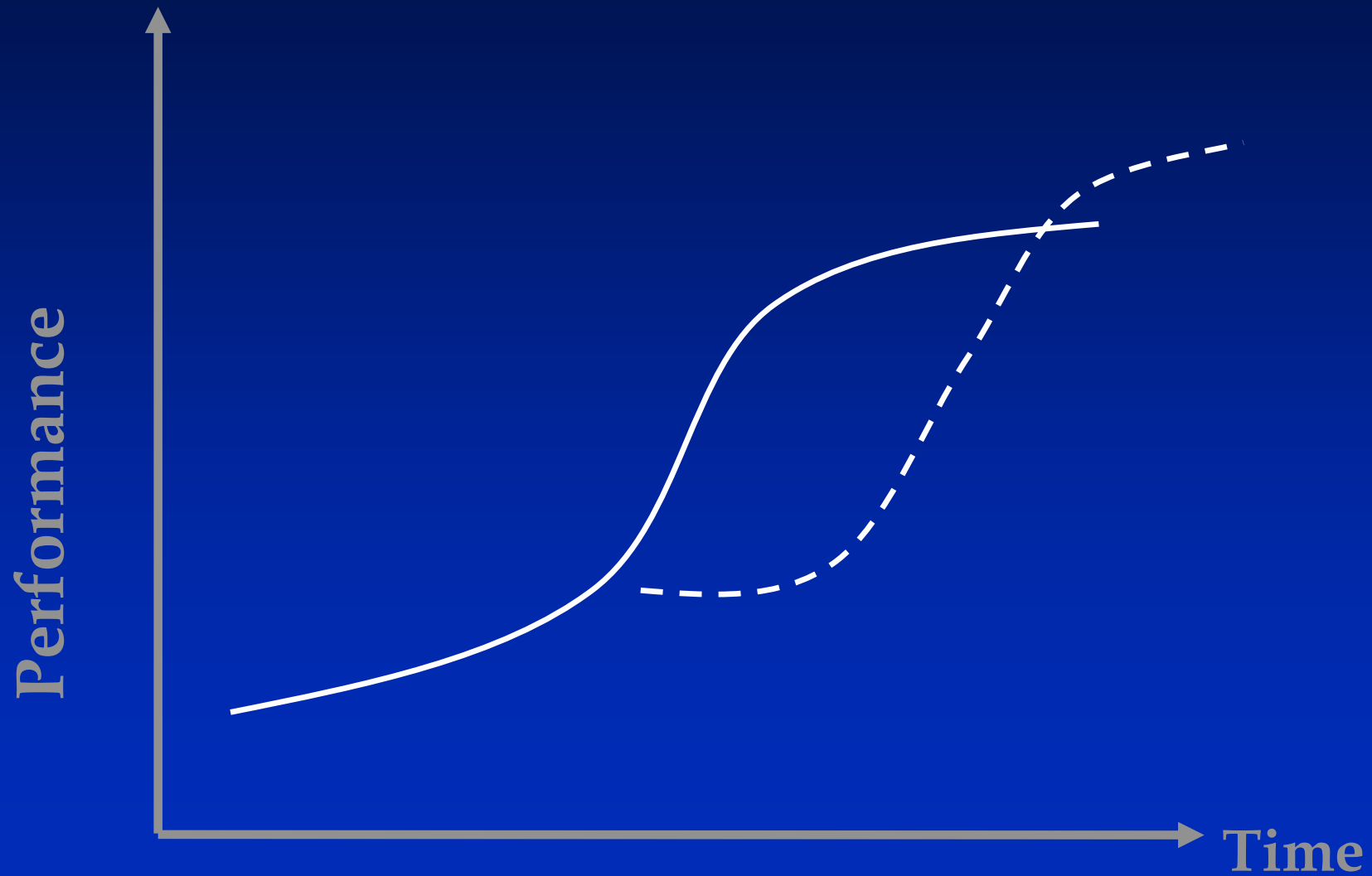
Concept of Performance Trajectories

- Rate at which performance is expected to improve (demand)
- Rate at which performance improves (supply)

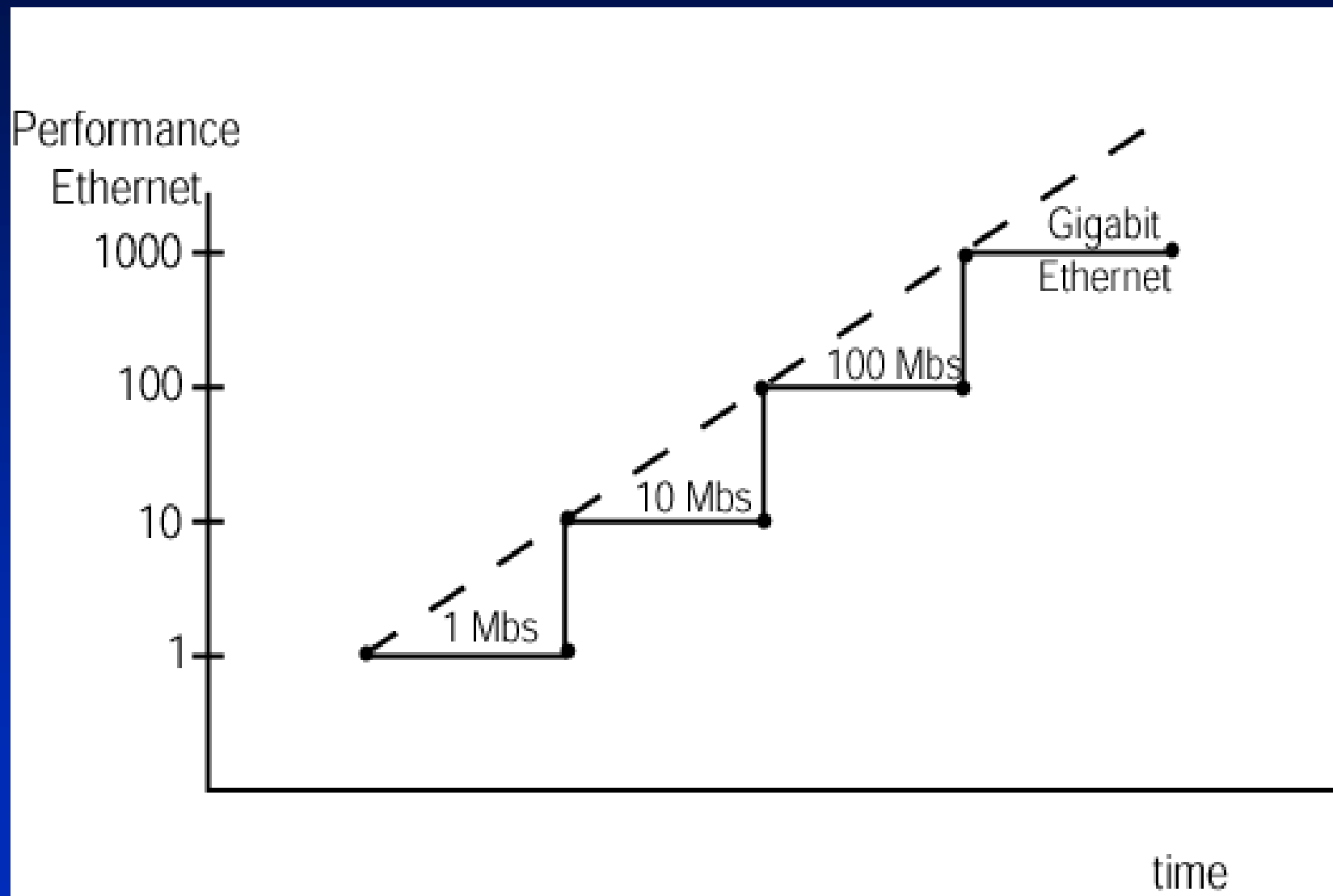
Performance Trajectories: *Log Scale vs. Arithmetic Scale*



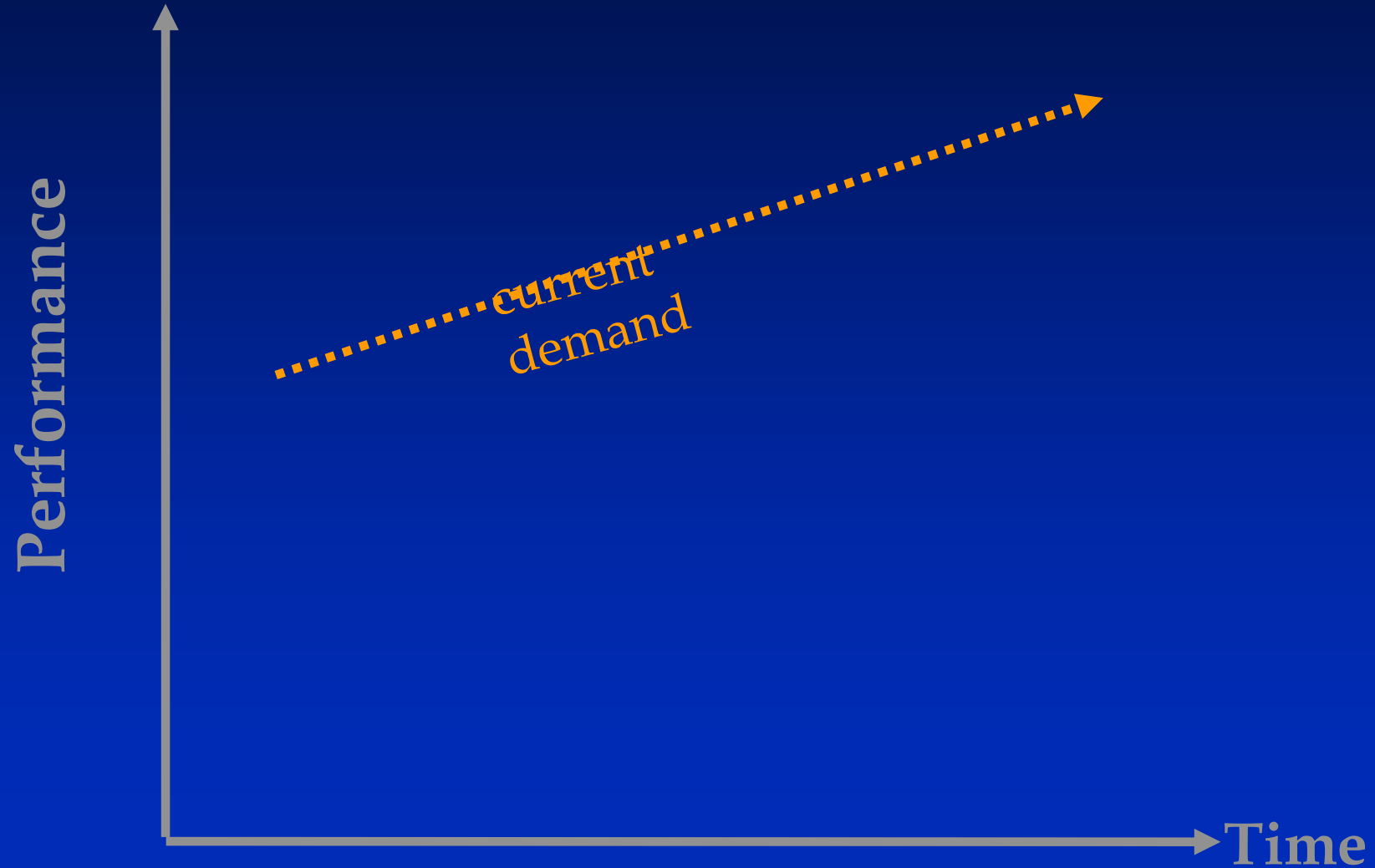
S Shaped Performance Trajectories



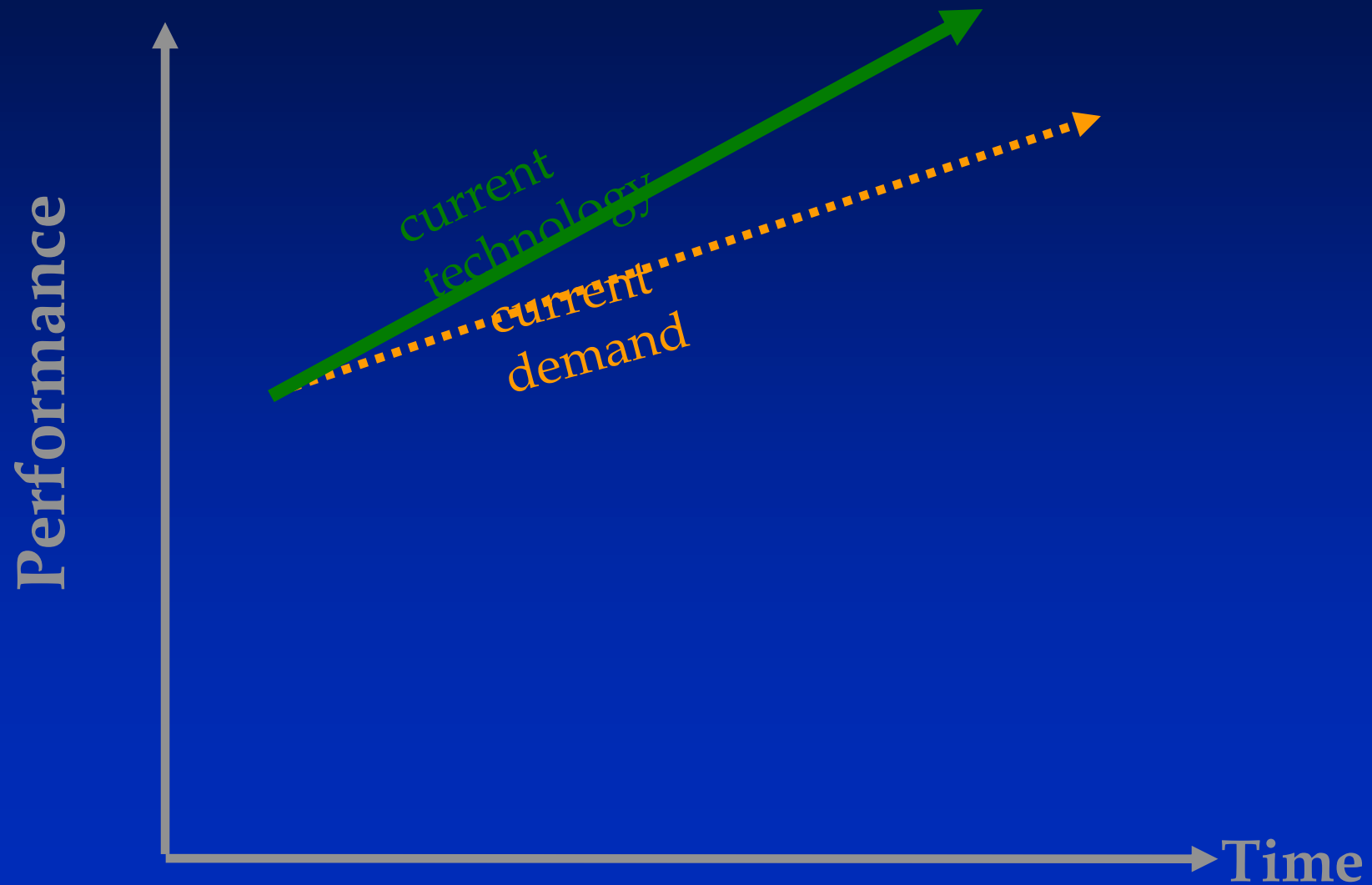
Discrete Performance Trajectories



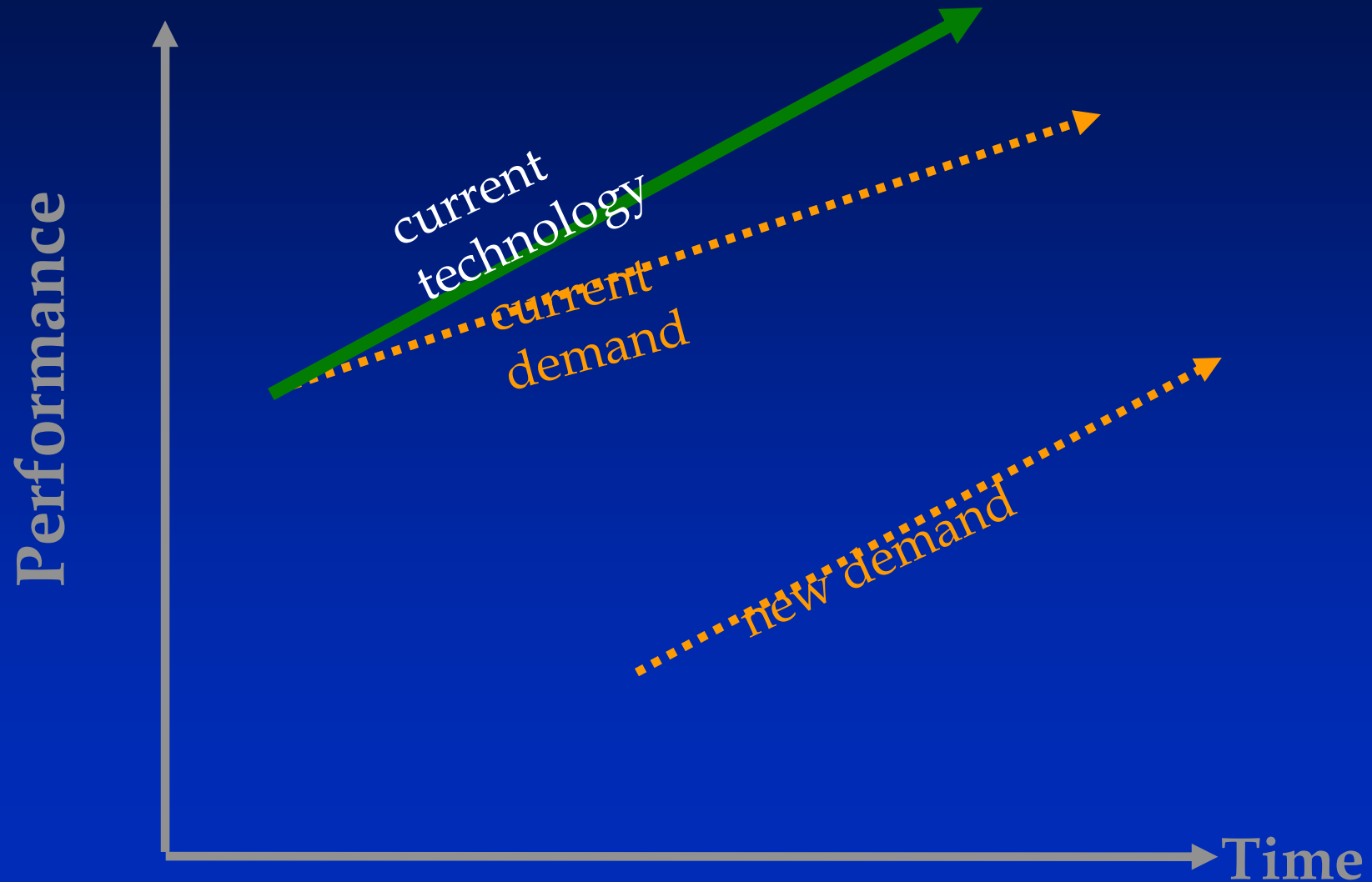
Typical Sustainable Technology



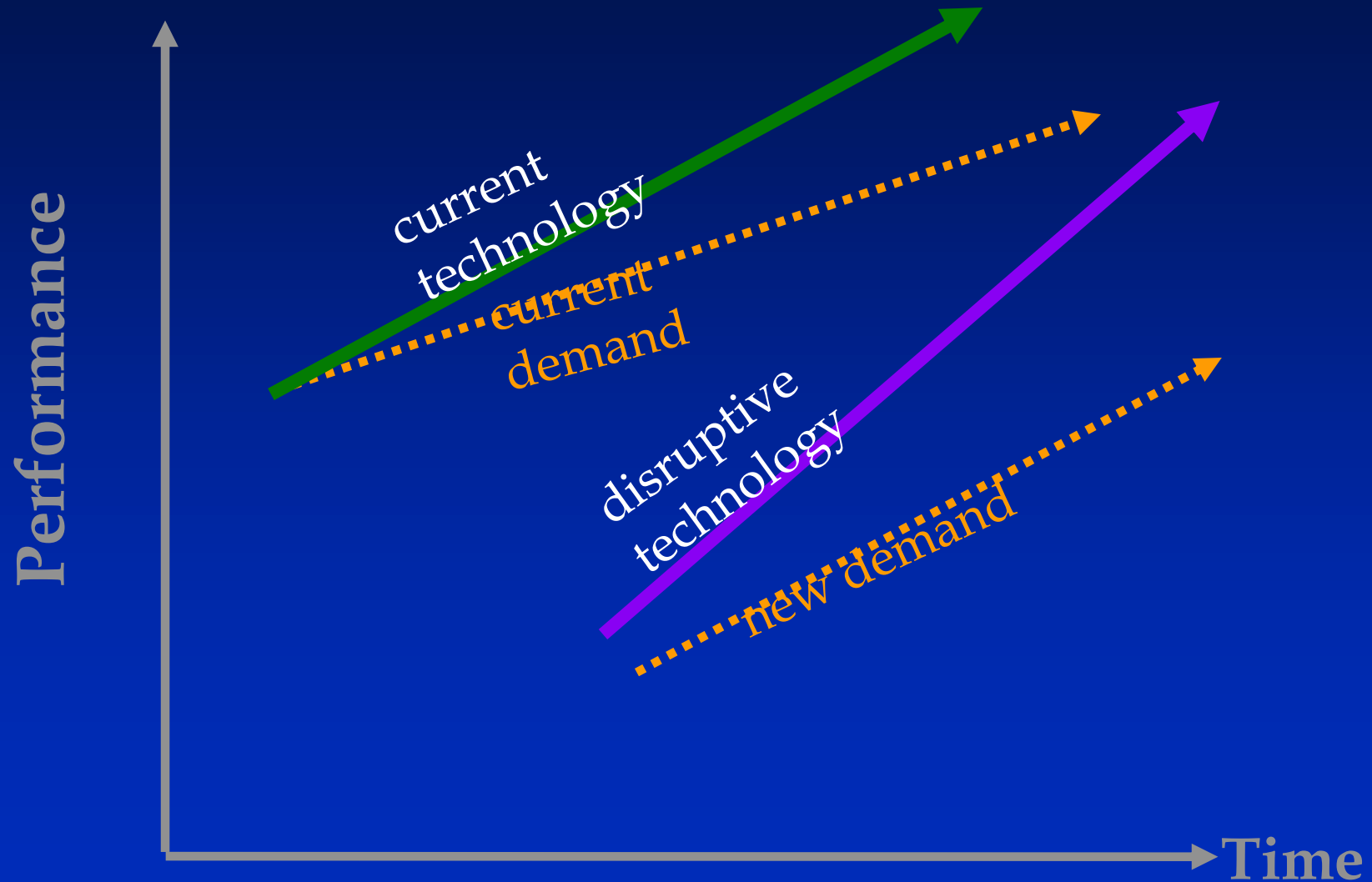
Typical Sustainable Technology



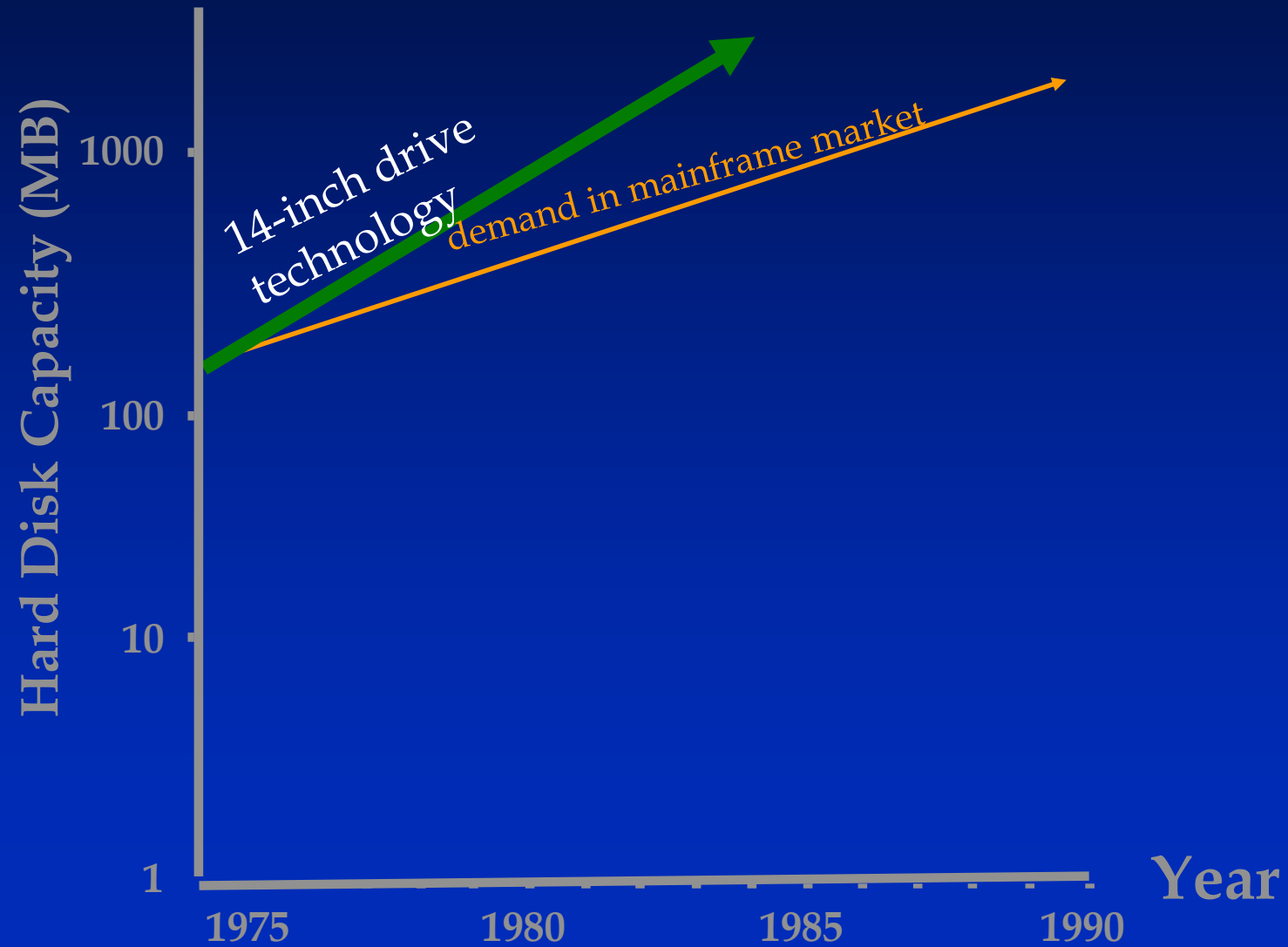
Typical Disruptive Technology



Typical Disruptive Technology



Rigid Disk Drive Industry

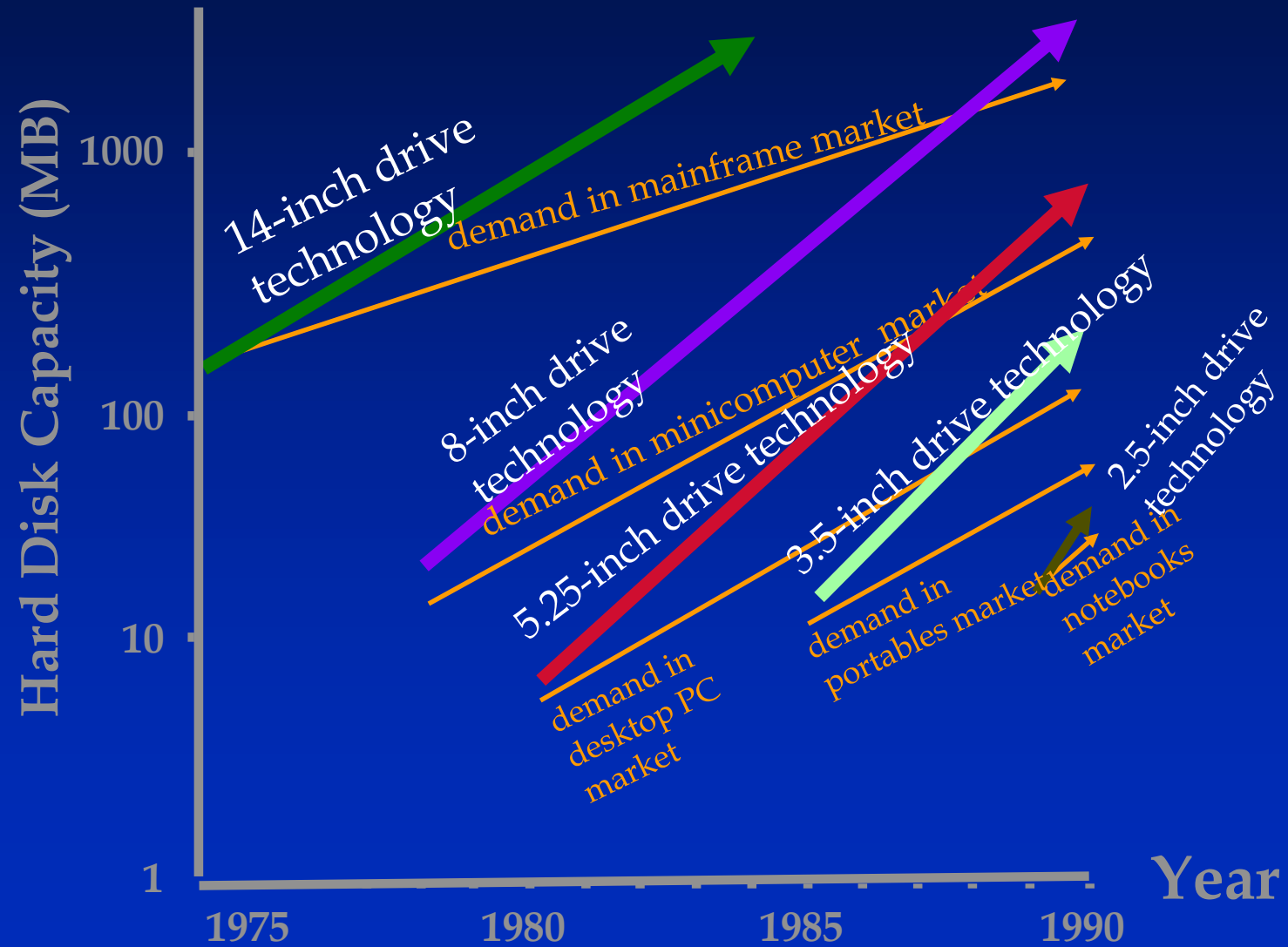


Alan F. Shugart

Developer of Disk
Drive Industry



Rigid Disk Drive Industry



Disk Drives

1957 IBM

24" diameter

50 platters

5MB capacity

12kbs sustained read

Fujitsu (~ 2000)

3.5" diameter

1.1 GB capacity

6.8 MBs sustained read

Today

1.8" drives for mobile platforms

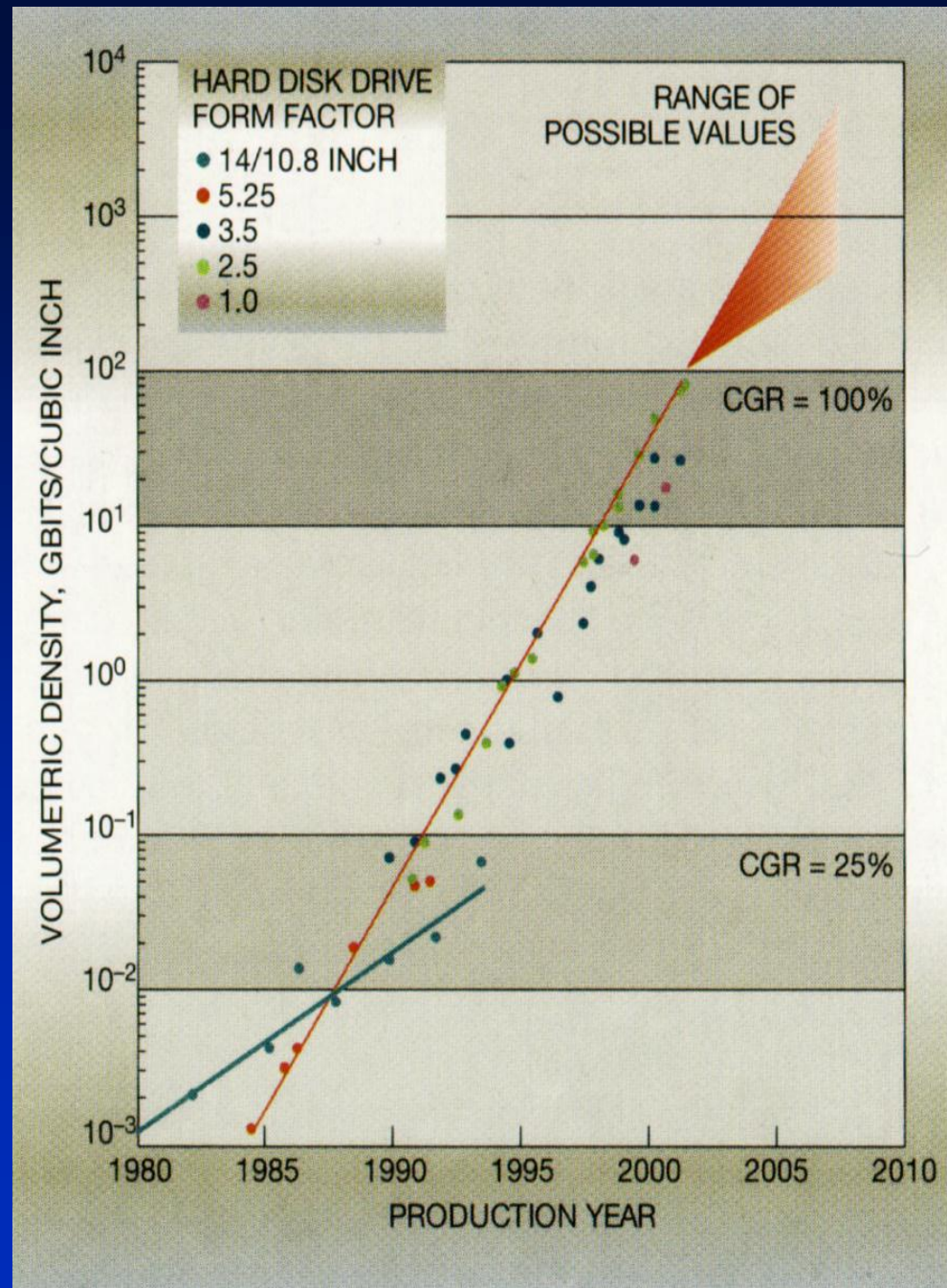
1.3" drives for laptops

Flash memory ?

1.0" drives for digital cameras

0.85" drives for digital cameras

Hard disk drive volumetric density trend

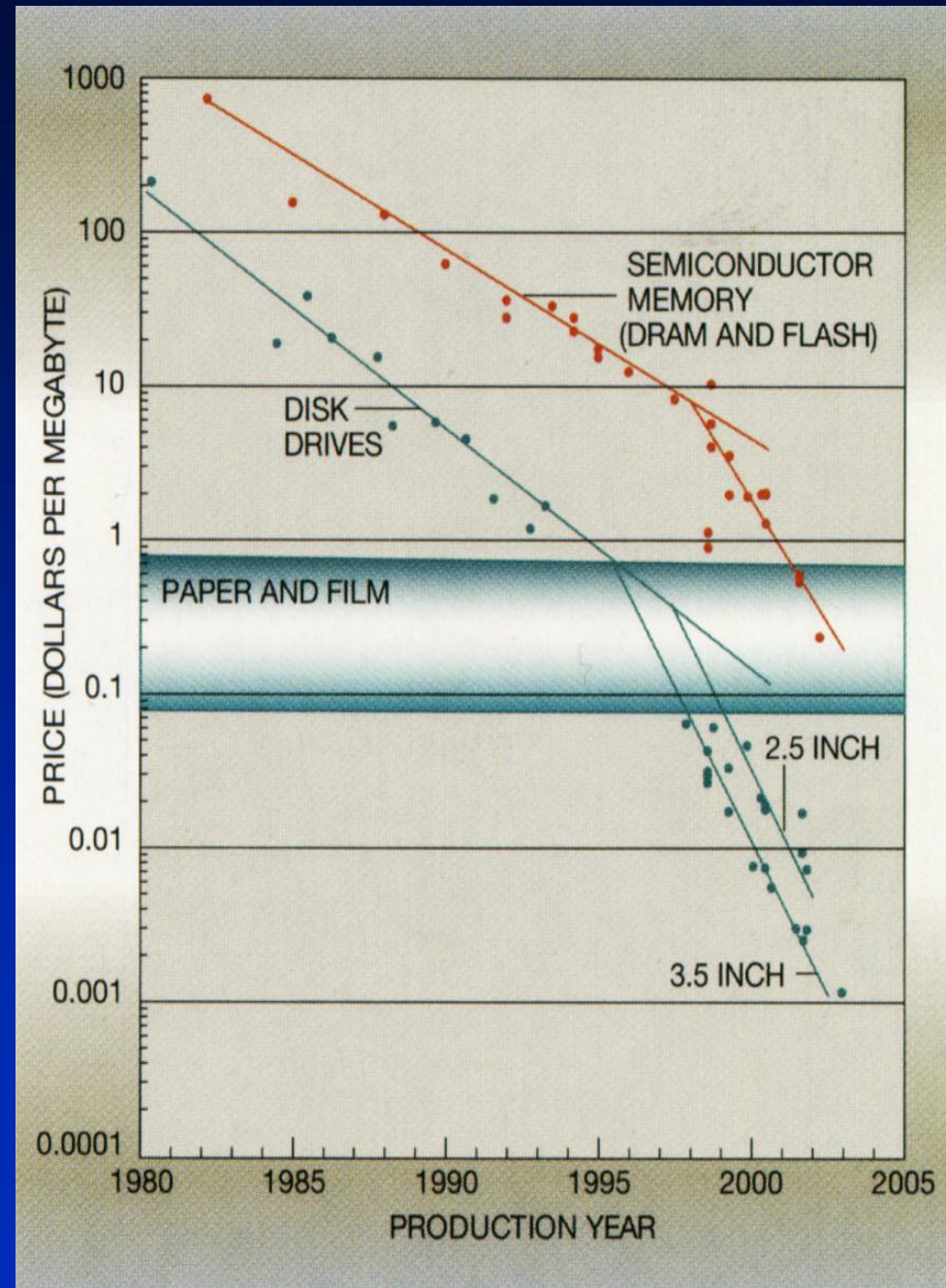


Cost of storage for
disk drive, paper, film,
and semiconductor
memory

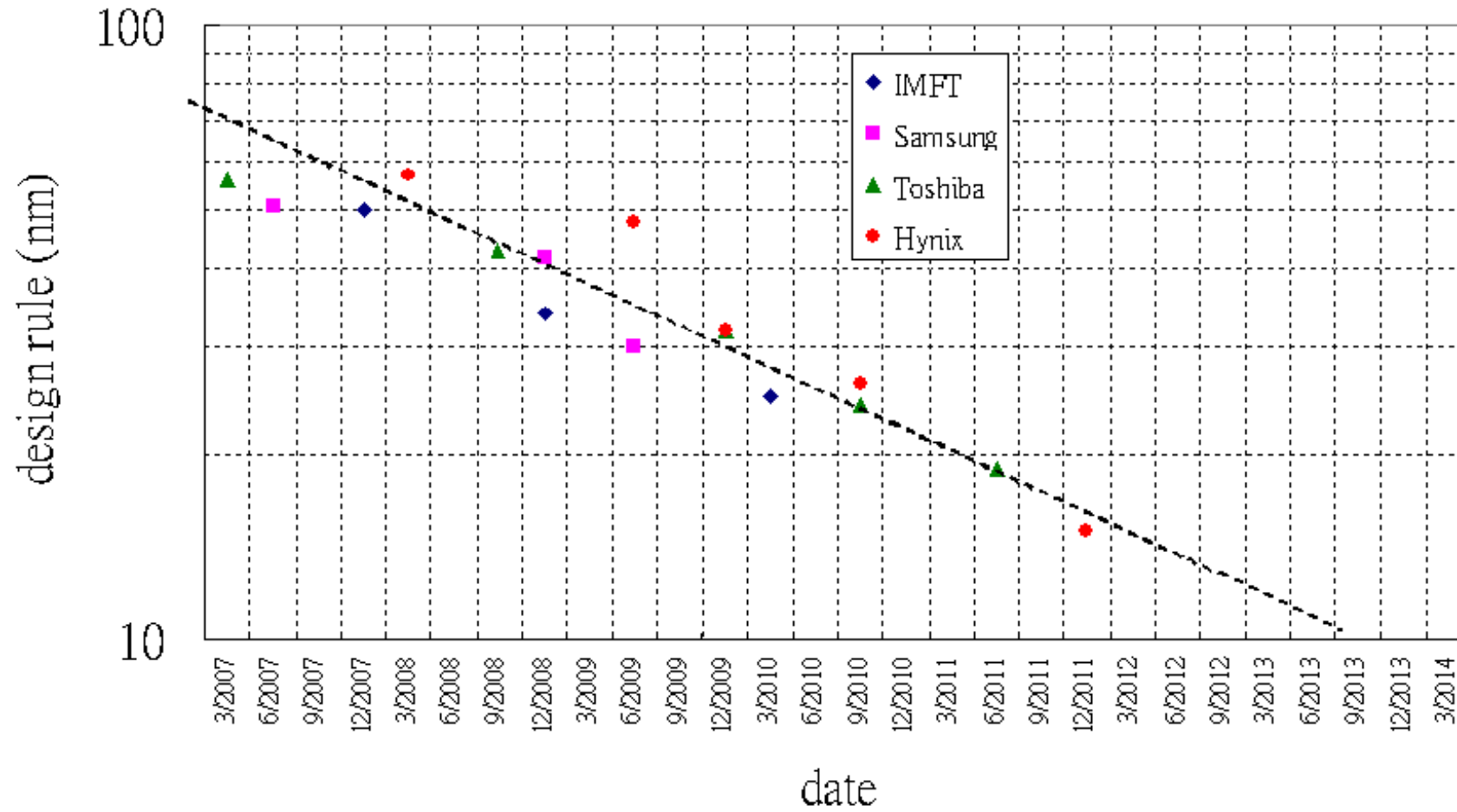
**Will Flash Memory
replace Disk
Storage?**

**Is this a Disruptive
Technology?**

Already with 34nm
technology Intel and
Micron have broken
the \$1/GB barrier



Flash Scalability



Disruptive Technologies

- What is typical management and marketing dogma?
- Stay close to your customers!

Disruptive Technologies

Sony Walkman



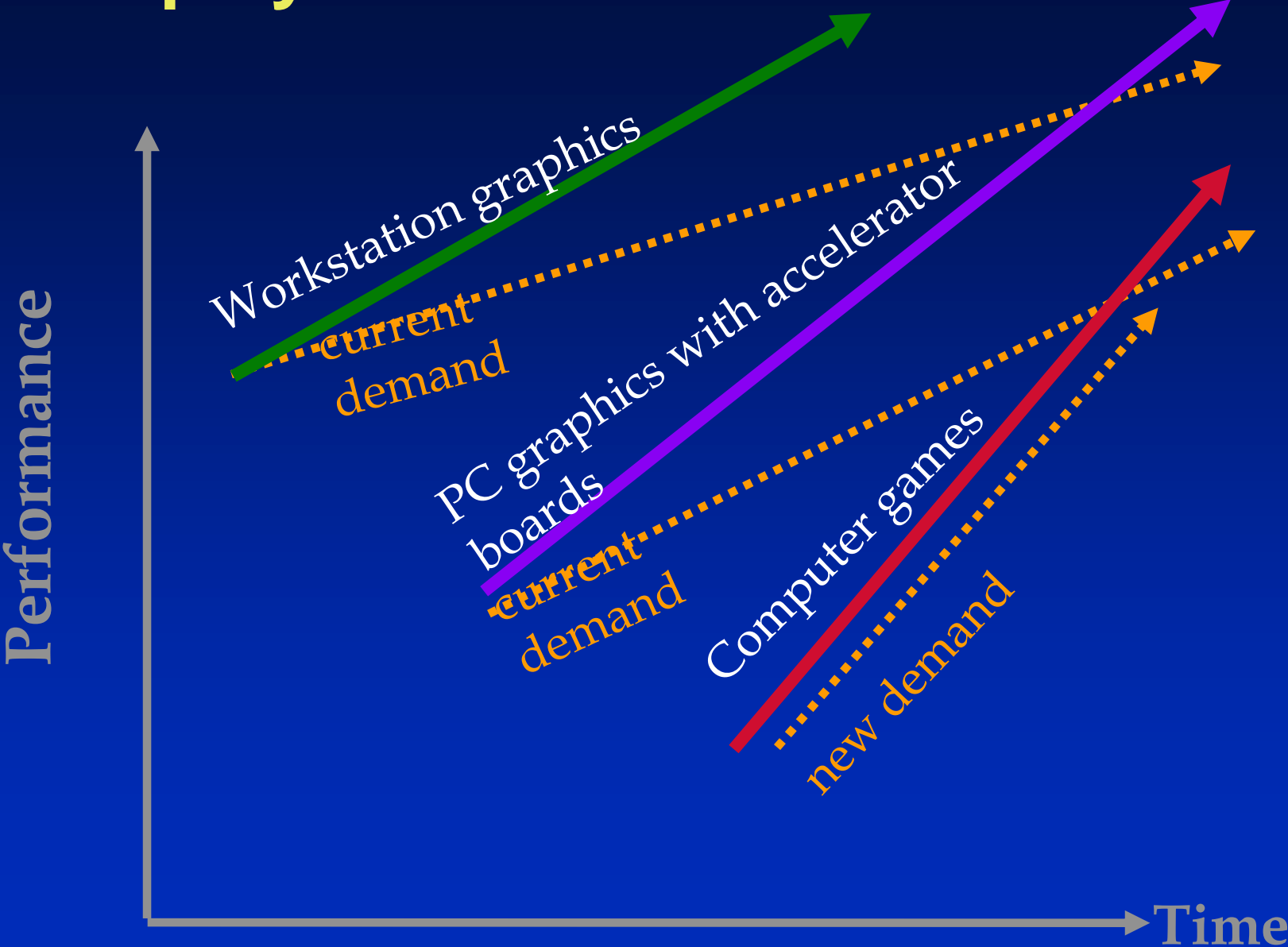
Disruptive Technologies

- What happens when your best customers reject a new technology?
- Xerox's large photocopy centers had no use for small photocopiers
- IBM's large customers had no use for minicomputers

Disruptive Technologies

- What happens when your best customers reject a new technology?
- DEC's minicomputer customers (PDP 11/40-11/70 and VAX 11/780-11/730) had no use for PC's
- SGI's graphics customers had no use for PC graphic boards

Graphics Display Performance



BusinessWeek

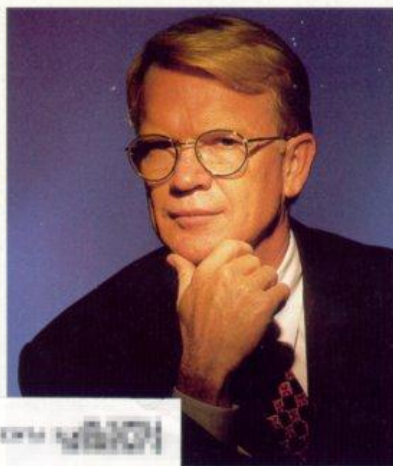
AUGUST 4, 1997

A PUBLICATION OF THE MCGRAW-HILL COMPANIES

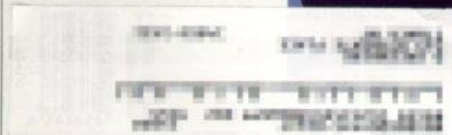
\$3.50

THE SAD SAGA OF SILICON GRAPHICS

Its gee-whiz computer graphics brought fame and fortune. But now, dogged by



troubles, its market value has dropped by half. Here's the untold tale of what went wrong. Can CEO Ed McCracken fix things?



Disruptive Technologies

- Research shows most well managed companies are ahead of their industries (both with incremental improvements or new approaches **PROVIDED THESE TECHNOLOGIES ADDRESS THE NEXT GENERATION NEEDS OF THEIR CUSTOMERS**)
- These same companies make bad decisions when the technologies do not meet the needs of their main stream customers and appeal only to **SMALL OR EMERGING MARKETS**

Disruptive Technologies: What choices?

With established companies managers have 2 choices:

- **Go downmarket** -- accept lower profit margins, initially these emerging markets may be lower cost
- **Go upmarket** -- alluringly high profit margins, e.g., margins of IBM mainframes are higher than PCs

BusinessWeek

OCTOBER 20, 1997

A PUBLICATION OF THE MCGRAW-HILL COMPANIES

\$3.50



CAN GEORGE FISHER FIX KODAK?

PAGE 116

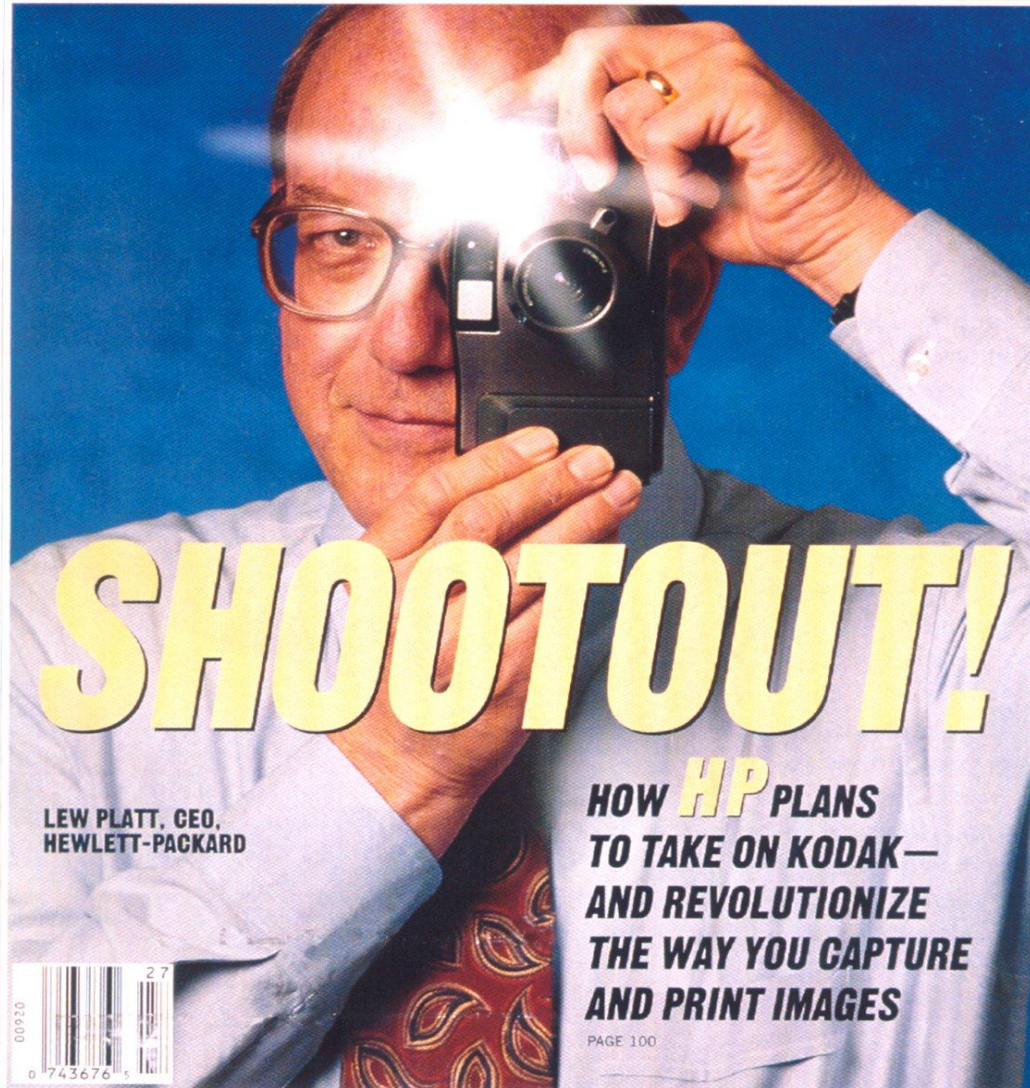
GLOBAL 1000 THE TOP COMPANIES TOBACCO HOW THE DEAL WILL CHANGE U.S. ECONOMY NEW NUMBERS, ROSIER VIEW

BusinessWeek

JULY 7, 1997

A PUBLICATION OF THE MCGRAW-HILL COMPANIES

\$3.50



SHOOTOUT!

LEW PLATT, CEO,
HEWLETT-PACKARD

HOW **HP** PLANS
TO TAKE ON KODAK—
AND REVOLUTIONIZE
THE WAY YOU CAPTURE
AND PRINT IMAGES

PAGE 100



Disruptive Technologies

- How does a company allocate resources?
- Existing processes are designed to “weed out” proposed products/technologies that **DO NOT ADDRESS CUSTOMERS NEEDS**

Netflix

- First CDs, then DVDs
- Then envelope shapes
- Then partnership with Blockbuster refused
- Then streaming video
- Now Comcast

Blockbuster and Redbox



Netflix 5-year stock chart



End. . .
