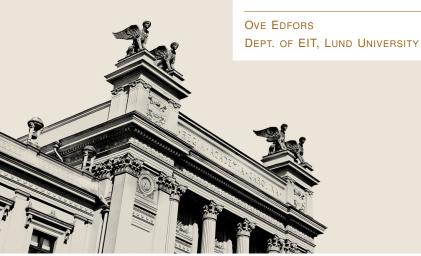


## Chapter 1: History





## Learning outcomes

#### Understand

- which important mechanisms and trends lead to telecom innovations,
- why digital information systems often are preferable,
- different types of information characteristics, and
- what is happening (on a high level) in standardization of 5G.



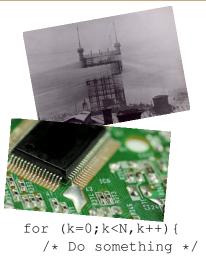
### Hallmarks of telecom innovations

- Usually come out of several places
- A full usable system must be proposed
- A system must be financed
- Must provide a new major service ("Killer app")
- Usually based on old science
- Inventors are problem solvers, not scientists
- Social effects fully felt only after 50 years
- Often monopolies, force standardization



## Technology trends leading to telecom

- Electrical signaling (wires, radio, fiber)
- Microcircuits
- Software
- Scientific understanding (Maxwell, Nyquist, Shannon, et al.)





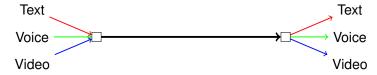
## Why going digital?

- Inexpensive hardware
  - Moore's law:  $Cost = \left(\frac{1}{2}\right)^{\frac{2}{3}years}$
  - VLSI technology (also for analog circuits)
- New services possible
  - E-banking, email, web, travel booking, distributed lifestyle
- Control of quality
  - When there is a chain of steps → Digital better
  - Quality set by number of bits (bit rate)



## Why going digital?

- Flexible transport/switching
  - Same format for all
  - Easier, no quality loss



- Interference rejection
  - A lot of interference in wireless communications, e.g., mobile telephony
- Security
  - Much easier in the digital domain



#### Characteristics of information

- The communication medium
  - Radio (i.e., no medium), electric current, write on paper, smoke
- Delay
  - Letters days
  - Email seconds
  - Live radio milli-seconds
- Quality
  - CD → telephone → military radio
- Measures
  - Nr. of symbols
  - Meaning (of text, of emotions)
  - Shannon: entropy
- Form
  - Symbols (text, programs, ...)
  - Analog waveforms (voice, video)
  - Feelings



## Well known examples

|                 | Telegraph  | Telephone                                 | Radio                                      | τν                                       | Internet                      |
|-----------------|--|---|--|--|-------------------------------|
| Inventor/where  | Morse, USA, 1844   | Bell, Canada/USA,<br>1876                 | Marconi, Italy/Eng-<br>land, 1895          | Many (extend ra-<br>dio)                 | Many (DARPA)                  |
| Full system     | Key, code, wire lines                                      | Telegraph + switch-<br>ing, mic, earphone | Telegraph + spark<br>transm., receiver     | CRT, camera, high freq. networks         | Rules, packets, PC            |
| How financed?   | Line-by-line growth  | Switch-by-switch growth                   | None, set by growth                        | None, set by<br>growth (govern-<br>ment) | None (use existing phone net) |
| Killer app      | Short business messages                                    | same (but per-<br>sonal)                  | same (but-ship-<br>to ship)                | Broadcasting                             | Email & web                   |
| Science base    | None   | None at first, 1915:<br>tube, 1985: fiber | None at first, 1920:<br>tube circuit ideas | Radio & Circuits                         | VLSI                          |
| Inventor's idea | Magnetism "at a distance"                                  | Switching: au-<br>tomation                | Wireless telegraph                         | Radio with pictures                      | Rules (TCP/IP), packets       |
| Social effects  | Wider idea of na-<br>tion & business,<br>military tactics, | same + instant & friendly                 | same + instant & friendly                  | Poplulation control, entertainment       | ???                           |
| Monopoly?       | US: Western<br>Union, PTT                                  | US: AT&T, SE:<br>Televerket PTT           | US: AT&T, SE:<br>Televerket PTT            | US:private, SE:<br>SR/SVT PTT            | Out of control (almost)       |



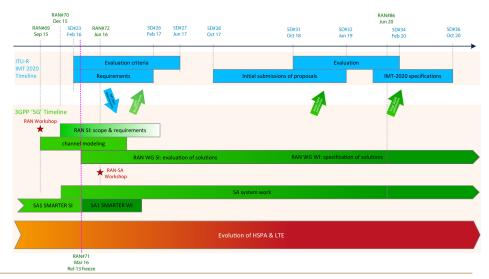
## Today: 5G standardization – what happens?

International Telecommunication Union (ITU) has defined a timeline for 5G standardization, known as IMT-2020, but they are not the only one driving the work.

- 3GPP: The 3rd Generation Partnership Project, contributes to the ITU standard, but they are not alone
- 5G Infrastructure Public Private Partnership (5GPPP): Industry academia research consortia
- Next Generation Mobile Networks (NGMN) Alliance: includes wireless operators like AT&T, U.S. Cellular and Verizon, aims to include operator voices in the 5G discussion,
- FCC, ARIB, ETSI ... : Telecom Standards Institues



## Today: 5G standardization – what happens?





#### LECTURE SUMMARY

- Many things have to be in place for a new innovation to succeed (full system, financed, etc.)
- Trends towards digital: Electrocal signaling, microcircuits, software, ...
- Why digital? Cost, new functionality, control of quality, flexibility, security, . . .
- Information: Medium, delay, quality, measure, form, ...
- Today: 5G standardization: What is happening?





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