



Standardizing service platforms for 5G: A view from the Web

Dominique Hazaël-Massieux – dom@w3.org

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W3C is where the Web is shaped


Developer Relations

Payments &
e-commerce

Digital
Publishing

IoT / Web of Things

Telecommunications

HTML5 **WebRTC**
CSS  JavaScript APIs **AR/VR**

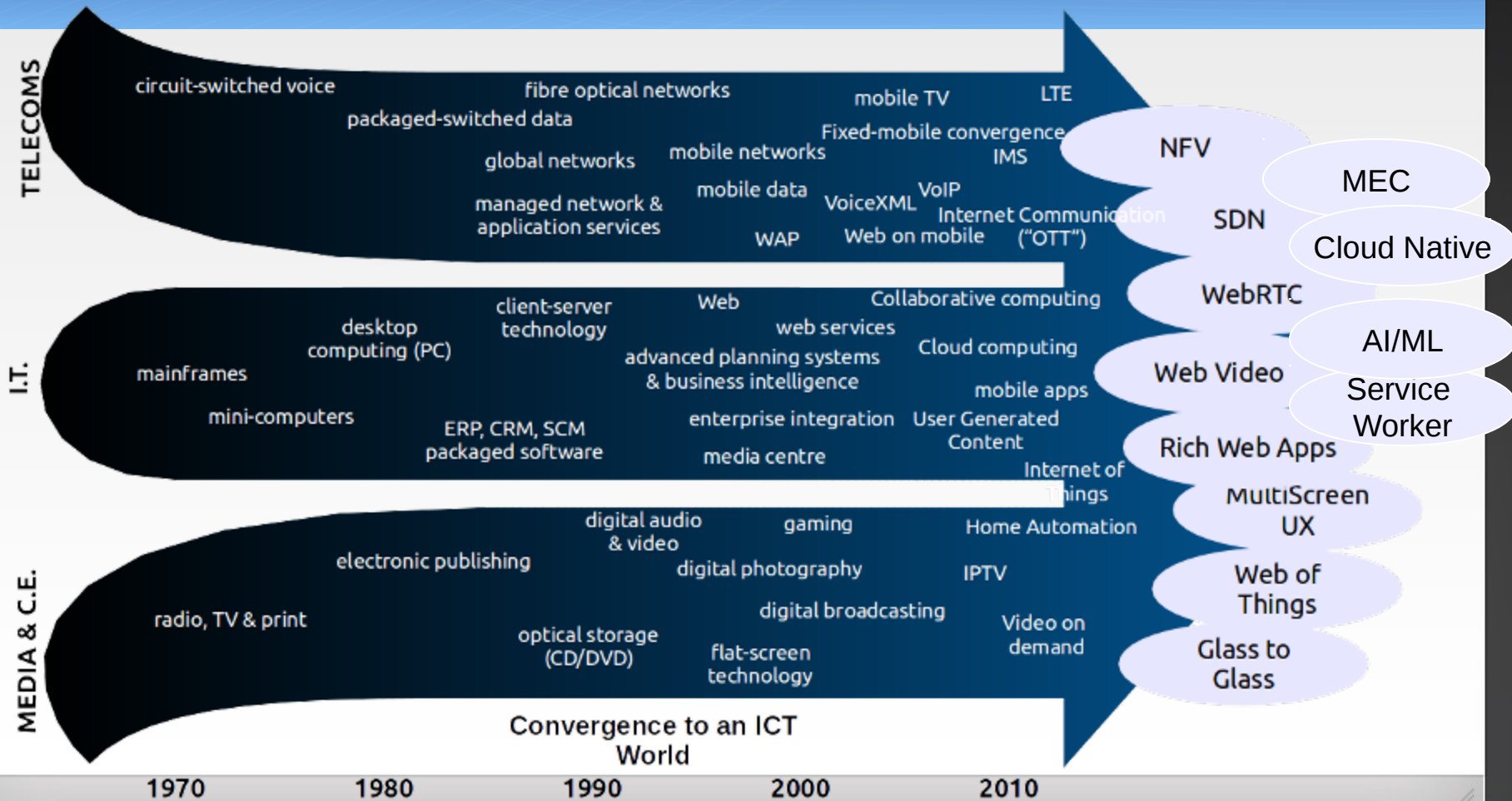
Progressive Web Apps

Automotive

Media & Entertainment



















IT & Telcos Industry have converged





Yet not everyone has realized

	Web / IT	Telcos	Developers	End users
Web / IT				CTR/CPC 
Telcos	 OTT			ADBU 
Developers				
End users				



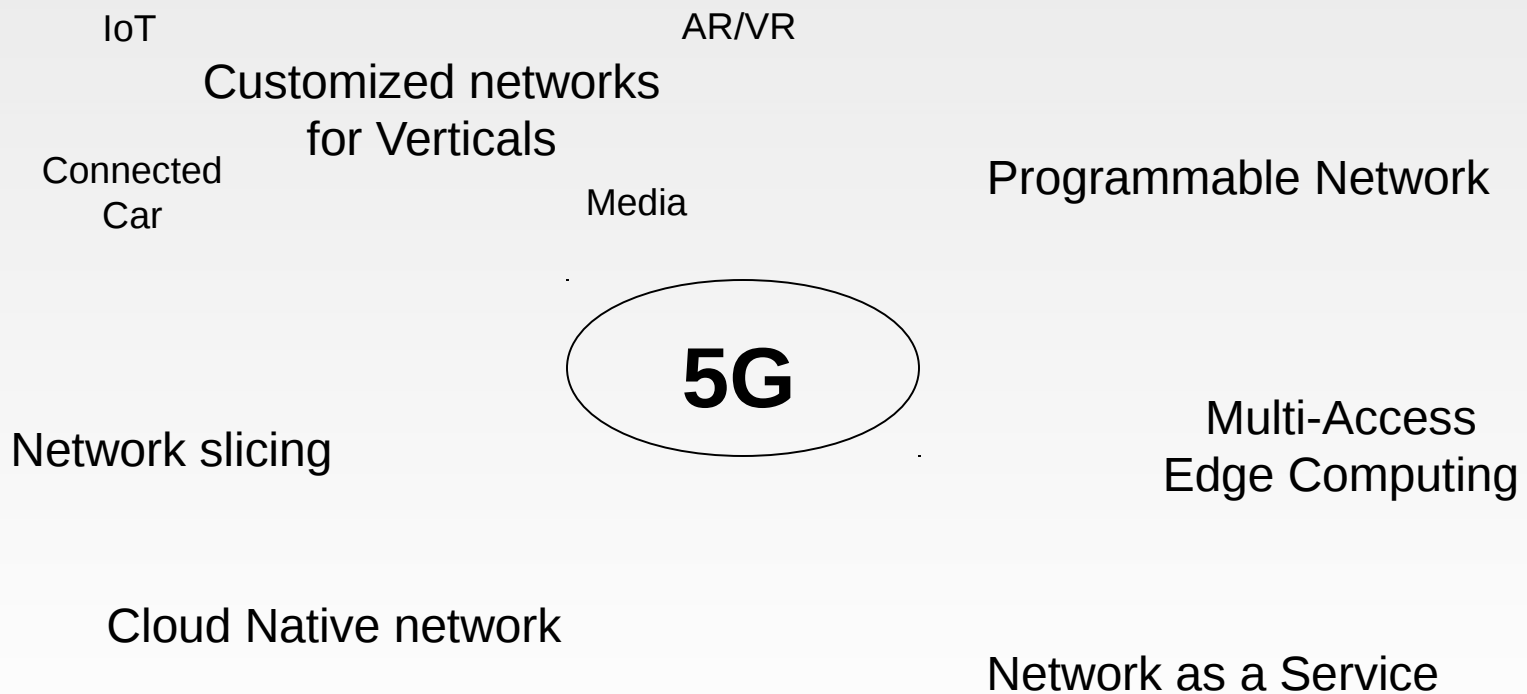
Conway's Law (paraphrased)

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*“[Ecosystems] which design systems
are constrained to produce designs
which are copies of
the **communication structures**
of these [ecosystems].”*

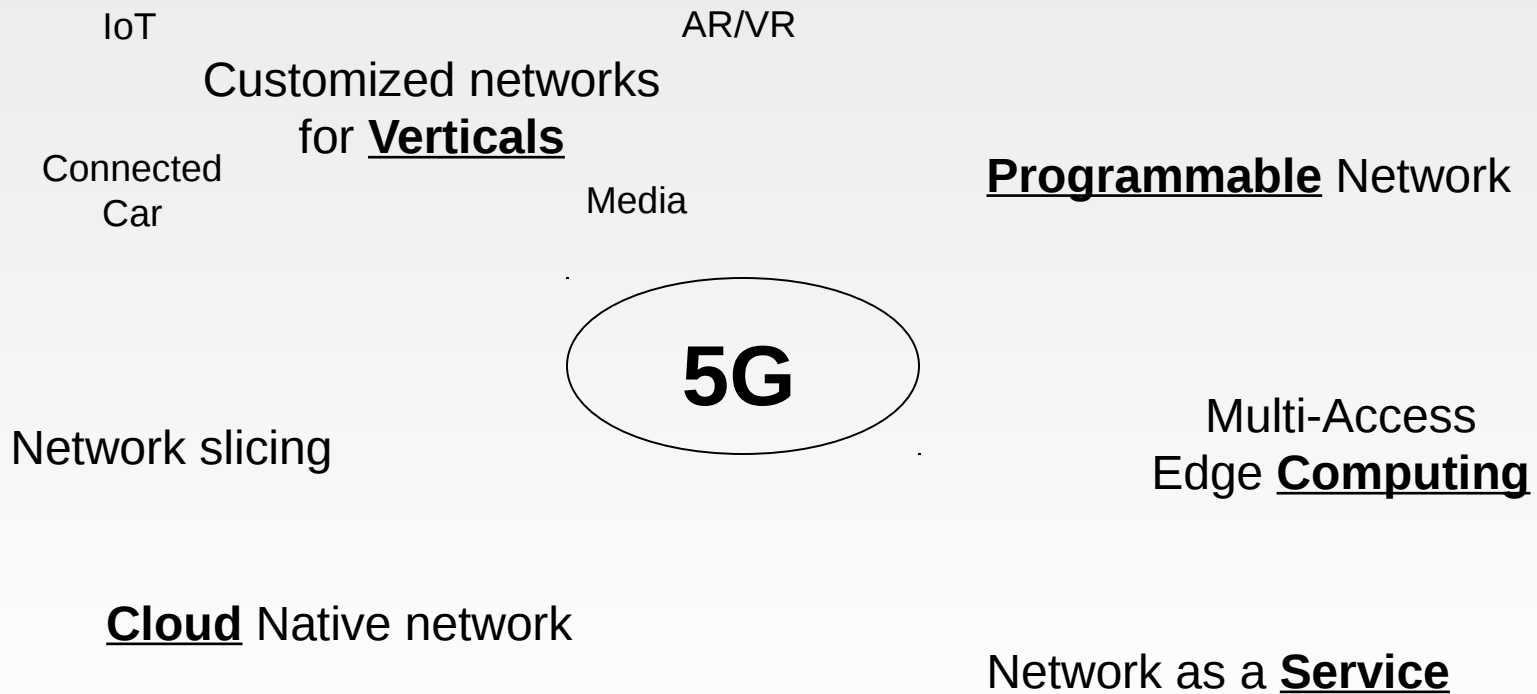


The 5G Promise





5G Needs Developers





5G Seen by Developers

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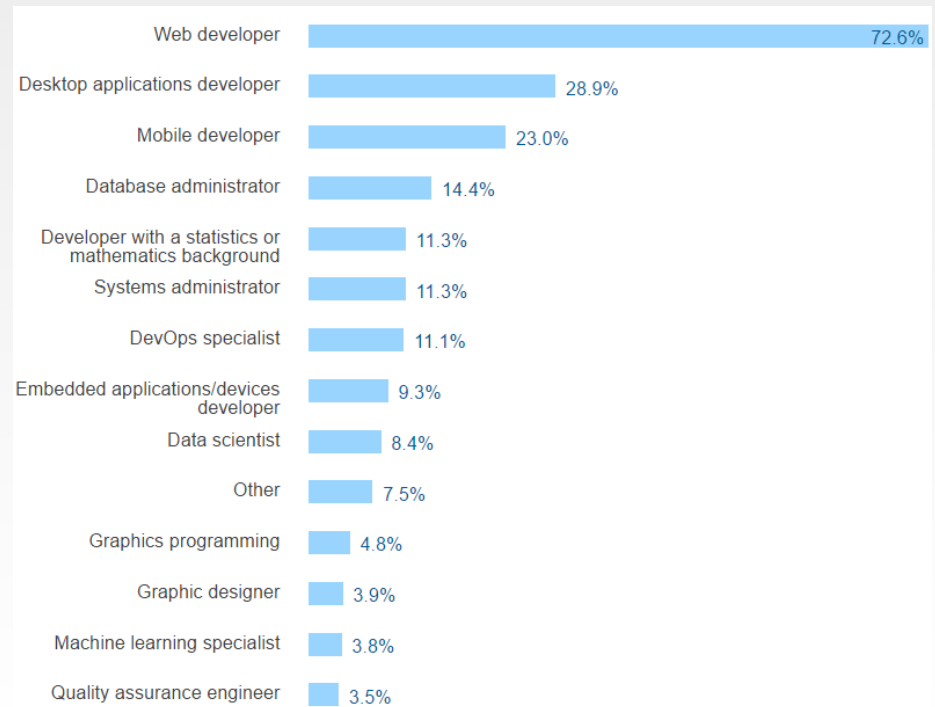
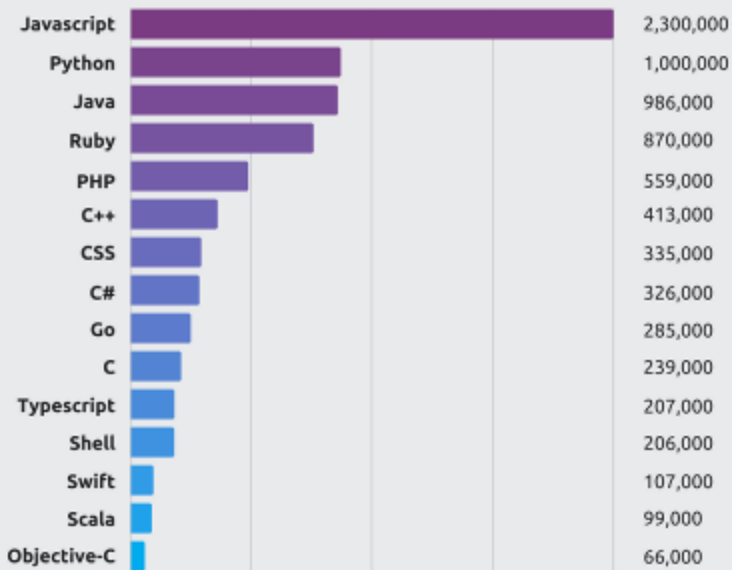
Result from a non-scientific survey



5G Needs the Web

Most Pull Requests 2017

GitHub





5G Architecture Challenge: Web Scale

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- How can I deploy my edge app across operators?
- Can I build a 5G-enabled browser-based app?
- How many lawyers will need to review my app?
- How do I manage fallback when 5G capabilities aren't available?
- How can I adapt my apps capabilities to my remaining 5G budget?
- How much visibility do I get on failures and error conditions?
- How should the AI in my app relate to the AI in the network?
- What security, privacy and performance guarantees do I get when my app operates at the edge?



We need to talk

W3C Web5G Workshop
May 10-11 2018
in London

w3.org/web5g – dom@w3.org