# **History of Communication in Computer Networks**

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# Introduction

In the last 20 years, we have seen a massive commercialization of the Open Internet. A future of control in large part exercised by technologies of commerce backed by the rule of law (or at least what's left of the rule of law).

# **Historical review**

## Internet Services in the 1980s

- Electronic Mail (1980) https://www.ietf.org/list/
  - Centralised Addressing
  - One-To-One, but identity of the recipient is known before message is sent
  - One-To-Many
     <u>1980: Identifiable messages on The Internet</u>
     <u>2014: Still massively used</u>
- File Transfer Protocol (1980) https://www.ietf.org/rfc/rfc959.txt
  - Centralised Addressing
  - One-To-Many
  - File Sharing
    - 1980: Identifiable files on The Internet
    - 2014: Still used to uploading web pages to authentificated servers.
- Usenet (1980) <u>https://tools.ietf.org/html/rfc850</u>
  - Centralised Addressing
  - Text Broadcasting
  - Subscriptions
     <u>1980: Identifiable discussion groups on The Internet</u>
     <u>2014: Declining usage. Replaced by web-based groups / chat</u>
- Internet Relay Chat (1988) <u>https://www.ietf.org/rfc/rfc1459.txt</u>
  - Real-Time with Decentralised #Hashtag Addressing
  - One-To-Many Texting
  - Many-To-Many Texting
  - Channel Operator Privileges such as Topics, Banning, Kicking
  - Private Chat with Online users.
  - One-To-One File Sharing
     <u>1988: Real time Texting between Text terminals on The Internet</u>
     <u>2014: Declining usage. Replaced by WWW/Instant Messaging</u>

## Public Internet in the 1990s

- World Wide Web (1990) http://www.w3.org/
  - Real-Time & Offline with Decentralised URL and #Hashtag Addressing
  - One-To-Many Broadcasting
     <u>1990: Graphical terminals on The Internet</u>
     <u>2017: Total usage, but reduced by proprietary apps</u>
- Instant Messaging (1995) https://en.wikipedia.org/wiki/Instant\_messaging
  - Real-Time & Offline Communication with Central Addressing
  - One-To-One Text Comments and File Sharing with Registration
  - Friend Lists
  - Avatar photos
  - Resumable One-To-One File Sharing
     <u>1995: Private chat with Emoticons</u>
     <u>2017: Still relevant (but replaced by Skype, Facebook and Google Hangouts)</u>
- Wiki Wiki Web (1996) http://wiki.c2.com/
  - Real-Time & Offline with Decentralised Page Addressing
  - One-To-Many Page Broadcasting
  - Many-To-Many Page Comments <u>1996: Wiki-idea</u> 2017: Still relevant (Wikipedia)
- Napster (1999) <u>http://www.napster.com/</u>
  - Real-Time Network with Decentralised Addressing
  - Peer-To-Peer File Sharing without registration
     <u>1999: MPEG audio compression</u>
     <u>2017: Not relevant (replaced by Youtube and Spotify)</u>

## The Internet in the 2000s

- MultiMedia Messaging Service (2000) <u>https://en.wikipedia.org/wiki/MMS</u>
  - Offline Network with Centralised Addressing
  - One-To-One
  - One-To-Many
     <u>2001: Mobile phone cameras</u>
     2017: Still relevant with GPRS
- Bittorrent (2001) http://www.bittorrent.com/
  - Real-Time File Sharing Protocol, Decentralized Peer-To-Peer addressing
  - Peer-To-Peer Large File Sharing
     <u>2001: High-Speed Internet, Always Online</u>
     2017: Still relevant, used for sharing large files
- Skype (2003) http://www.skype.com/
  - Real-Time Voice & Video Communication, Centralized Peer-To-Peer
  - One-To-One
  - One-To-Many
  - Peer-To-Peer
     <u>2003: High-Speed Internet, Always Online, Voice and audio terminals</u>
     <u>2017: Not relevant. Pay service replaced by Google Hangouts/Facebook</u>
- LinkedIn (2003) http://www.linkedin.com/
  - Real-Time
  - Business Profile Templates with Text Search
  - Social Member Lists
  - Subscription Feeds <u>2003: Social networking for business types</u> <u>2017: Still Relevant</u>
- Podcasting (2004) <a href="https://soundcloud.com/for/podcasting">https://soundcloud.com/for/podcasting</a>
  - One-To-Many Audio & Video Broadcast One-To-Many
  - Subscription Feeds <u>2004: High-speed Internet. Mobile Audio Players connected to The Internet.</u> <u>2017: Still relevant</u>
- Facebook (2004) <u>http://www.facebook.com/</u>
  - Real-Time & Central Addressing
  - Social Graph
  - Real-Time & Offline with Textual Search on friend graph
  - One-To-Many Texting, Photo & Video Broadcasting
  - Subscription Feeds
  - Photo + Video Sharing
  - Real-Time & Offline Texting
  - Places: Geolocation checkin service <u>2004: Friend lists and page profiles</u> <u>2017: Massive usage</u>

- Youtube (2005) http://www.youtube.com/
  - Real-Time & Offline Storage
  - One-To-Many Broadcasting
  - One-To-Many Text & Video Comments
  - Subscription Feeds
  - Text Search
     <u>2005: Video terminals connected to The Internet</u>
     <u>2017: Total Usage</u>
- Google Talk/Hangouts (2005) <a href="http://hangouts.google.com/">http://hangouts.google.com/</a>
  - Real-Time & Offline with Textual Search
  - One-To-One Texting, Voice, and Video
  - Text Search
     <u>2005: Free Texting & Voice Chat</u>
     <u>2017: Still Relevant</u>
- Spotify (2006) <u>http://www.spotify.com/</u>
  - Real-Time & Offline Music Templates with centralised addressing space
  - Textual Search
  - Social Graph
  - 2006: Largest legal music catalogue on smart mobile phones with Internet
    - 2017: Total usage
- Twitter (2006) <u>http://www.twitter.com/</u>
  - Real-Time Texting with Textual Search
  - Photo sharing
  - Decentralised #hashtag addressing
  - Subscription Feeds
  - One-To-One
  - One-To-Many
     <u>2010: Mobile Smart Phones</u>
     <u>2017: Still verv much used.</u>
- AirBnB (2008) <u>http://www.airbnb.com/</u>
  - Geolocation search for private housing <u>2008: Housing bubble in the U.S.</u> 2017: World Wide usage
- Uber (2009) http://www.uber.com/
  - Geolocation search for private transportation <u>2009: Smart Mobiles</u> 2017: World Wide usage
- Foursquare (2009) http://www.foursquare.com/
  - Real-Time Communication with decentralised addressing space
  - Geolocation Search
     <u>2009: Smart Mobile terminals with GPS</u>
     <u>2017: Relevant for geolocation search</u>

#### The Internet in the 2010s

- Google Buzz (2010) <u>http://www.google.com/buzz/</u>
  - Real-Time Communication with decentralised addressing space
  - One-To-One
  - One-To-Many
  - Text Search
  - Subscription Feeds
  - 2010: Sharing Geolocation on Mobile Terminals
  - 2014: Service closed, replaced by Google+, Twitter, Facebook Chat
- Google+ (2011) <u>http://plus.google.com/</u>
  - Avatar photos
  - $\circ \quad \text{One-To-One} \\$
  - One-To-Many
  - Subscription Feeds <u>2011: Friend Circles</u> <u>2017: Still relevant</u>