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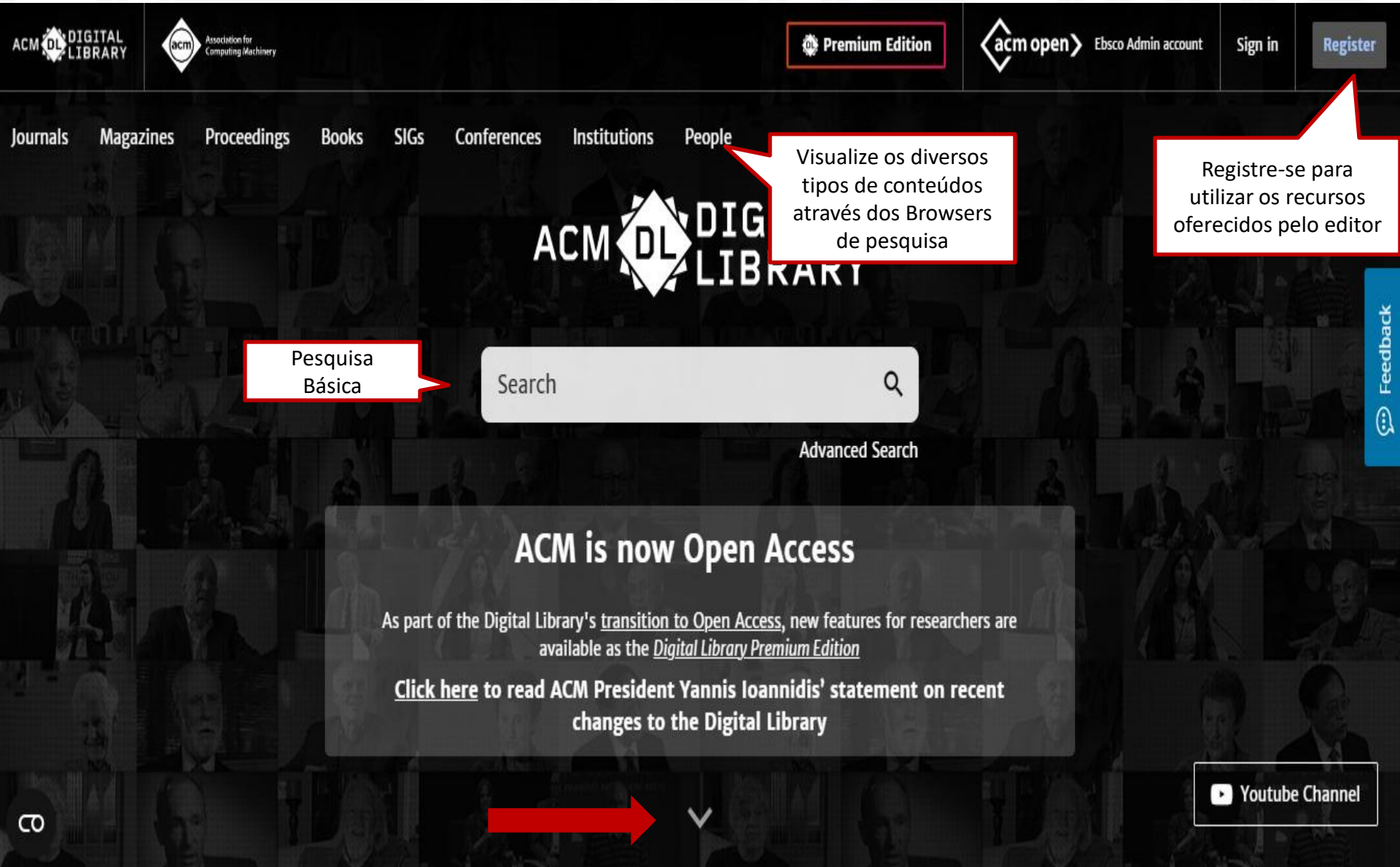

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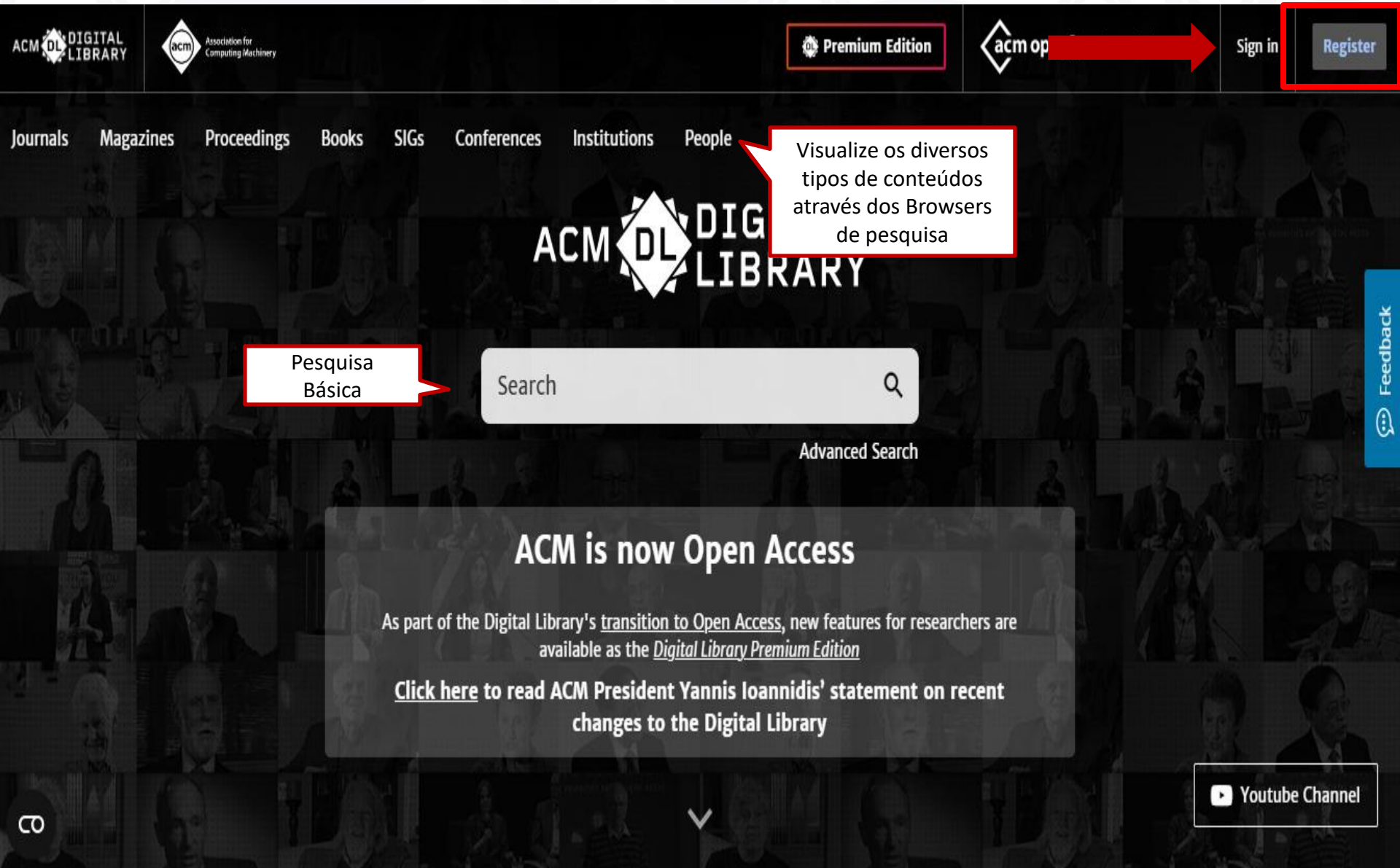

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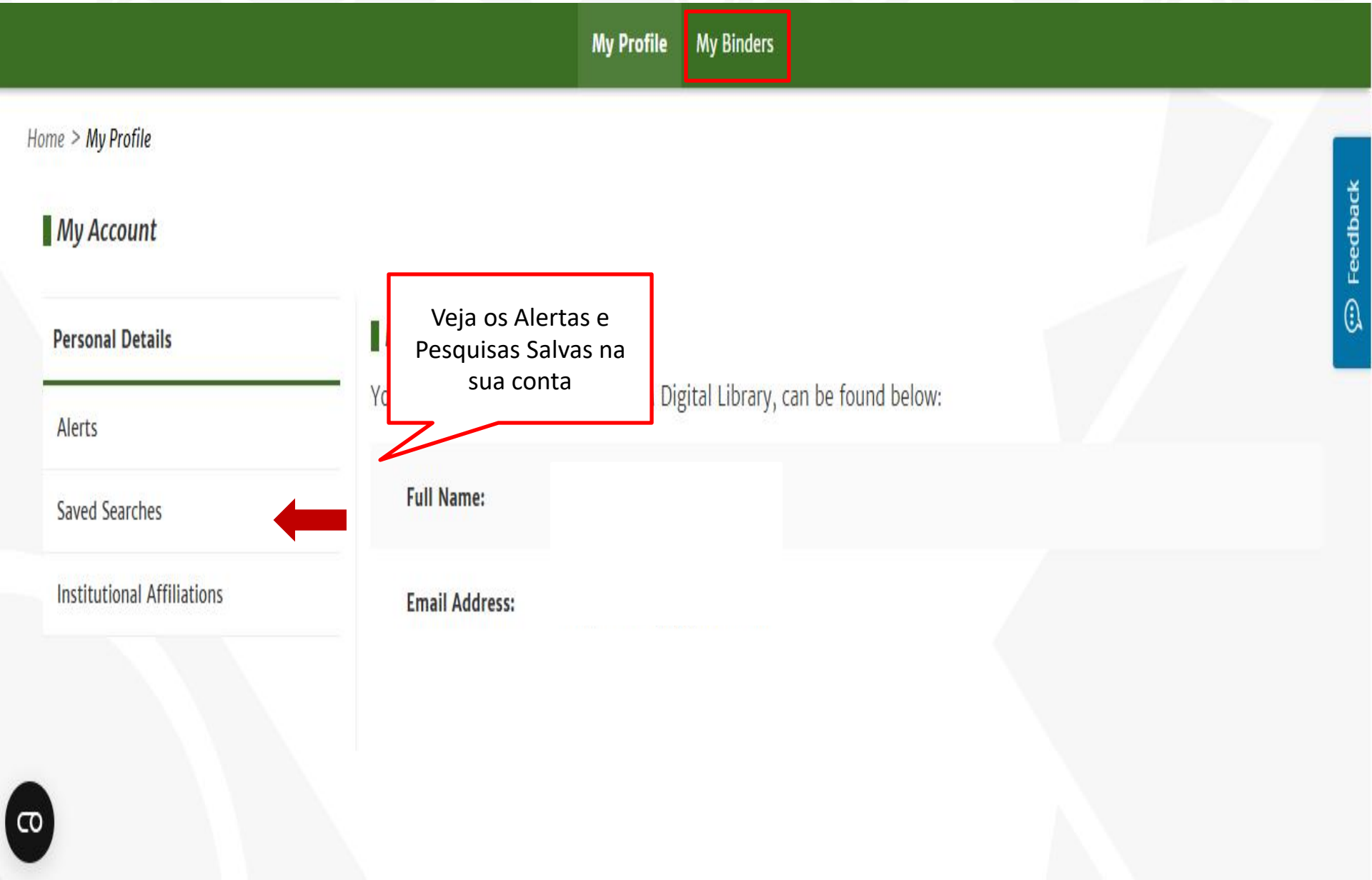

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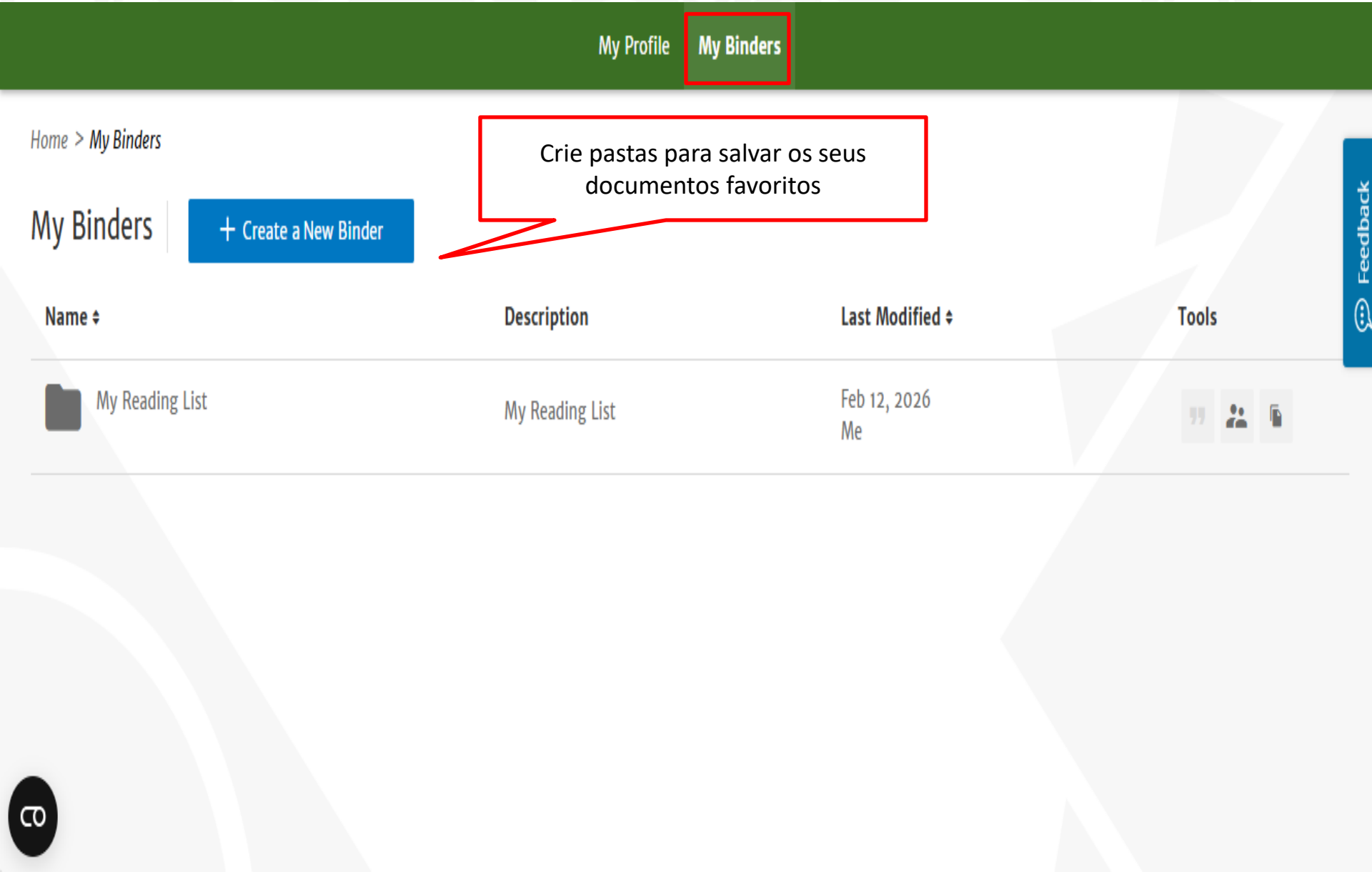

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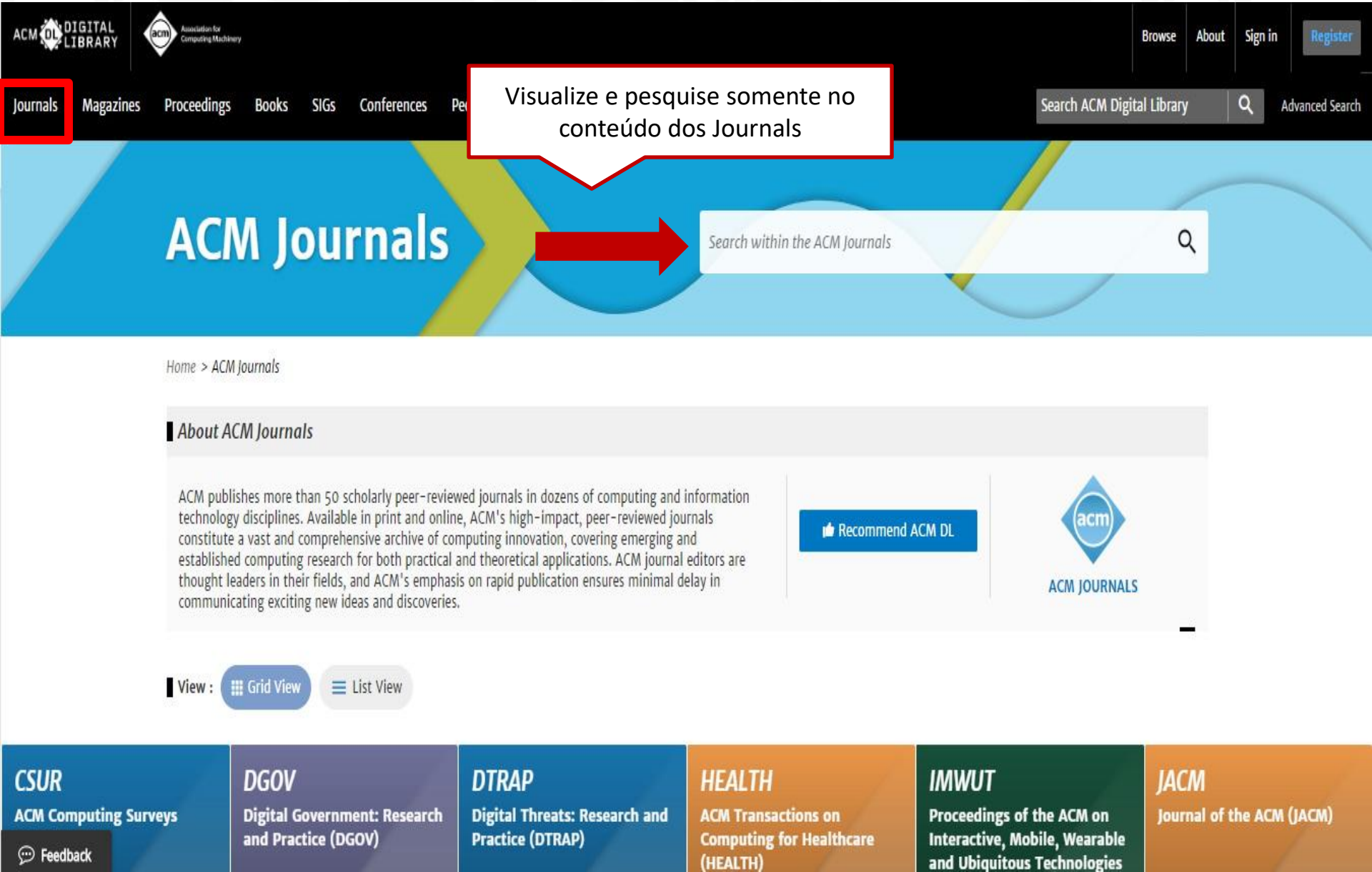

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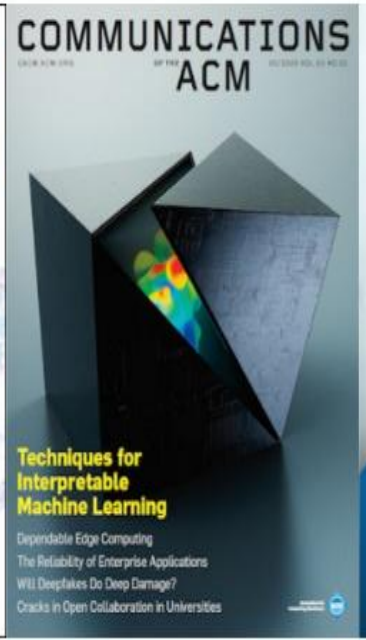

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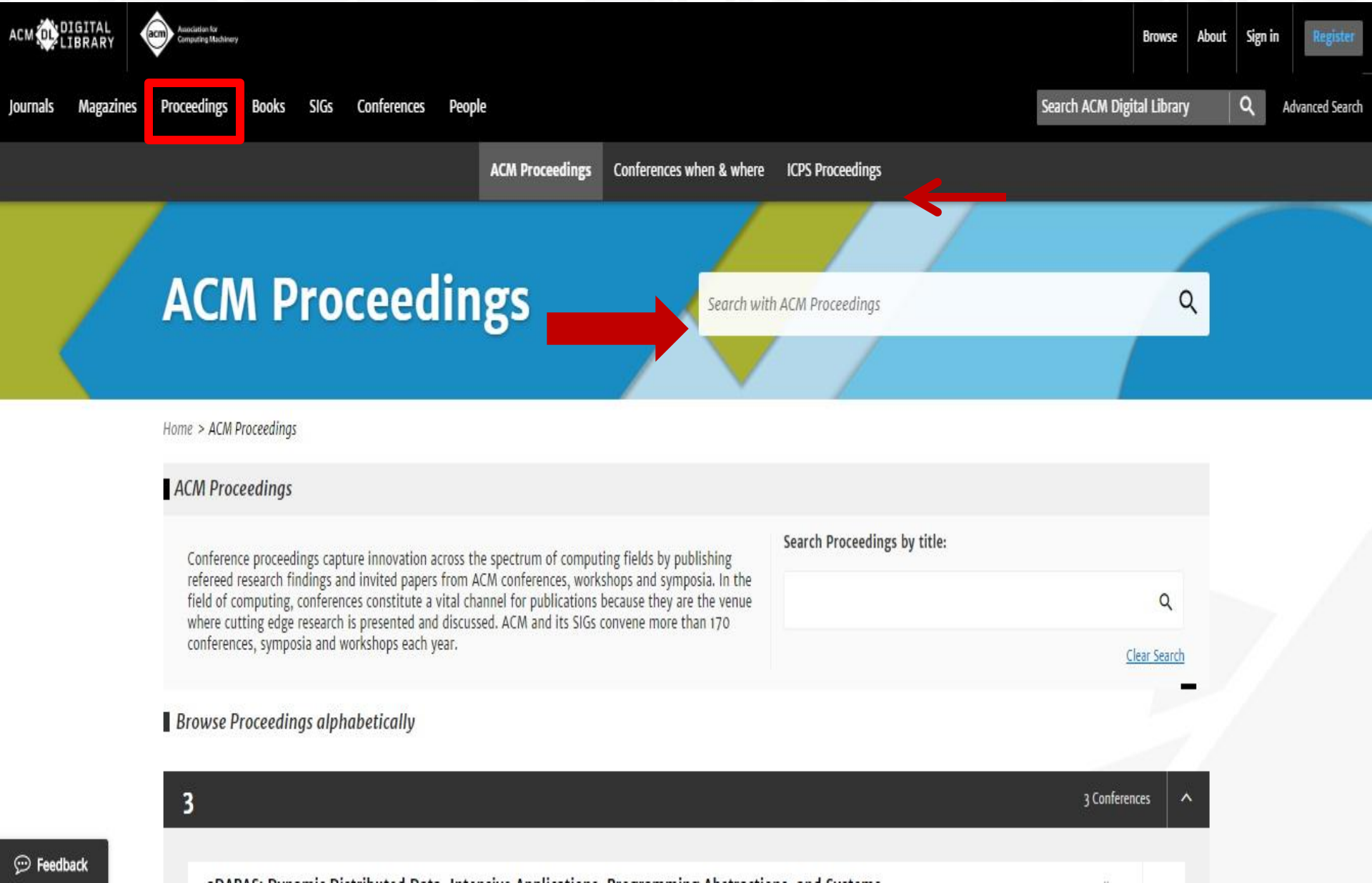

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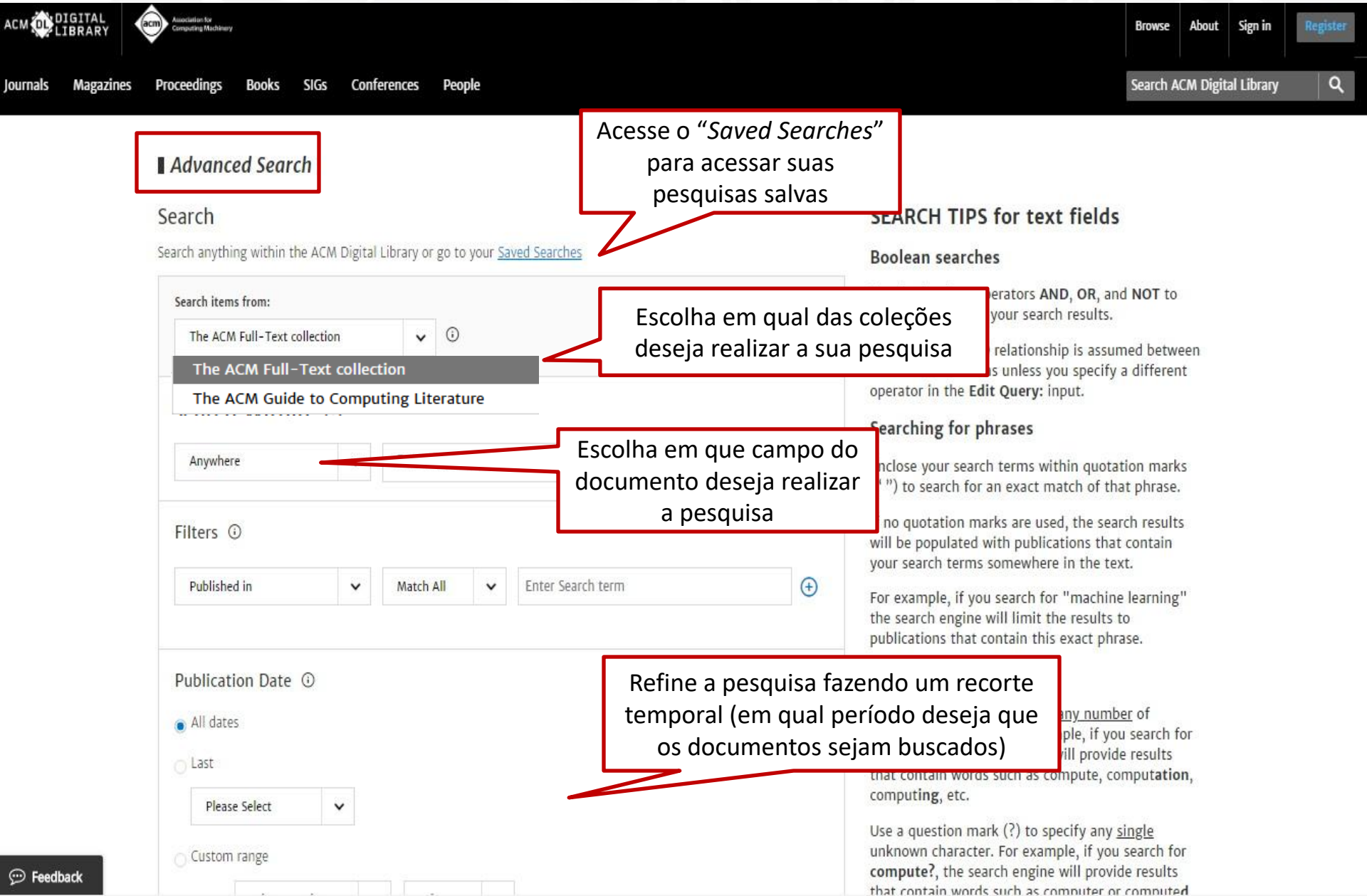

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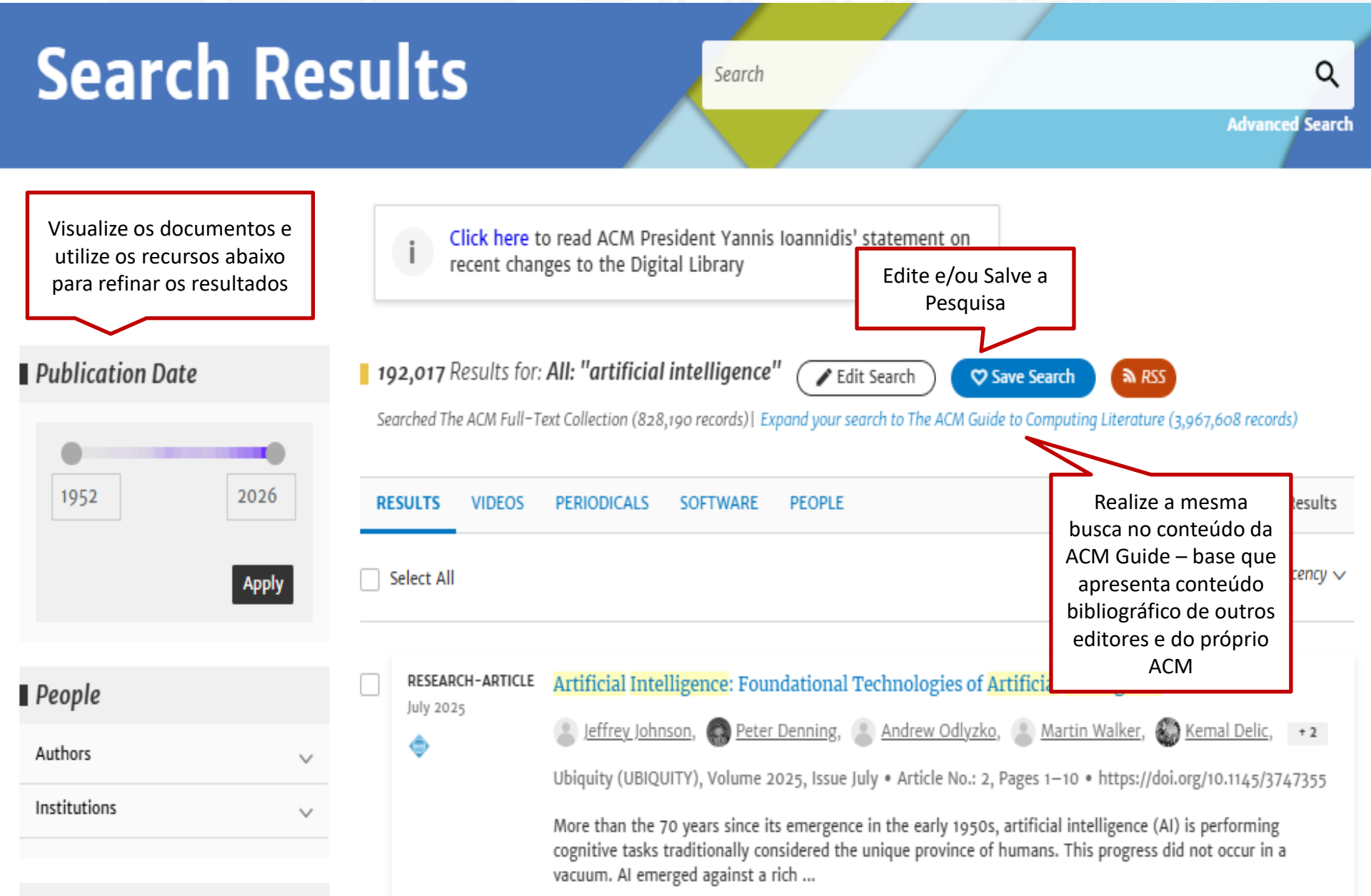

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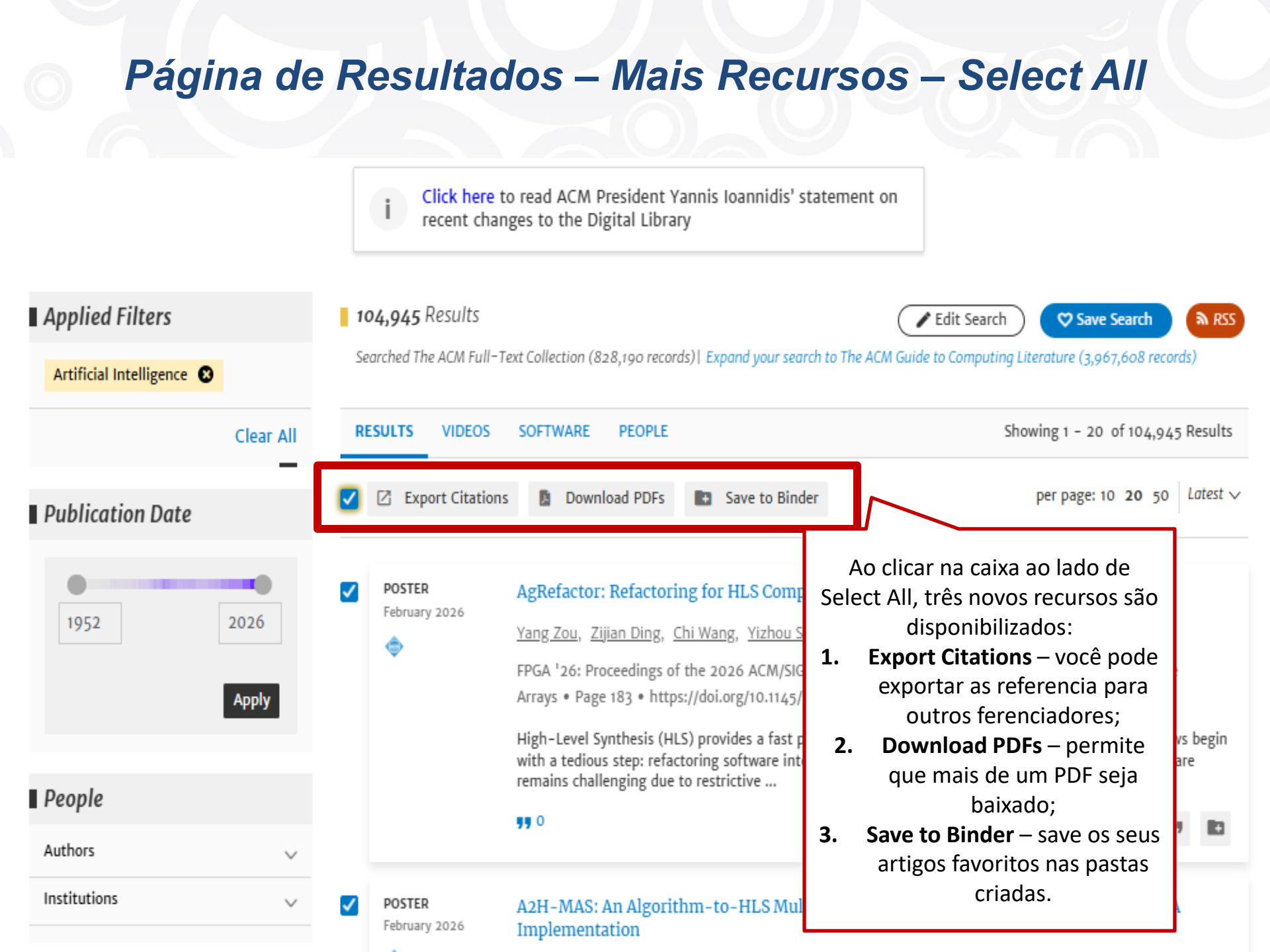

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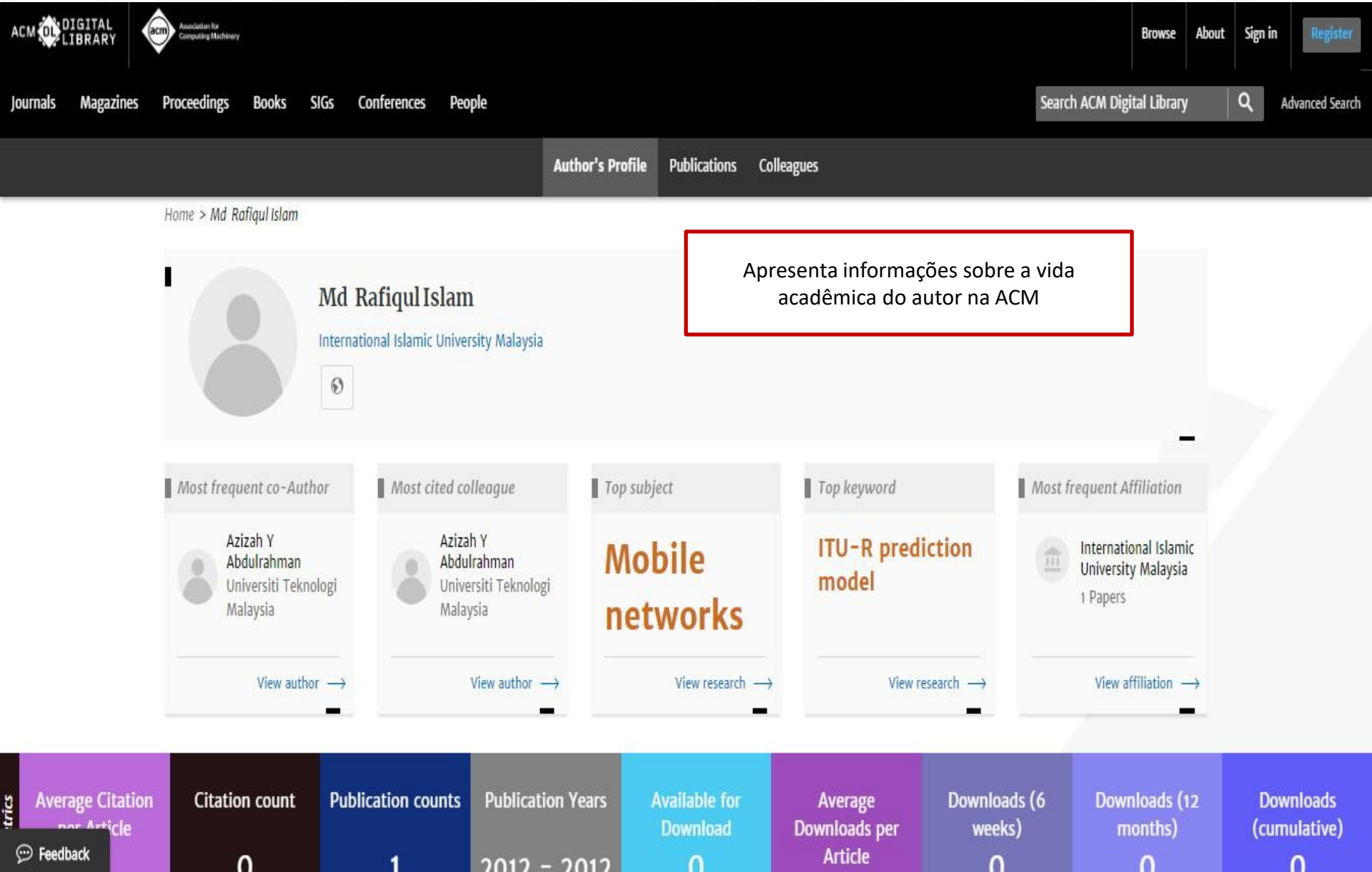

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Abstract

More than the 70 years since its emergence in the early 1950s, artificial intelligence (AI) is performing cognitive tasks traditionally considered the unique province of humans. This progress did not occur in a vacuum. AI emerged against a rich background of technologies from computer science and ideas about intelligence and learning from philosophy, psychology, logic, game theory, and cognitive science. We sketch out the enabling technologies for AI. They include search, reasoning, neural networks, natural language processing, signal processing and computer graphics, programming and conventional software engineering, human-computer interaction, communications, and specialized hardware that provides supercomputing power. Beyond these technologies is the notion of Artificial General Intelligence that has or exceeds the capabilities of the human brain. Currently this is completely aspirational and is not expected to be possible

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eISSN	1530-2180
Print	July 15, 2025
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Foundational Technologies of Artificial Intelligence

by Jeffrey Johnson, Peter Denning, Andrew Odlyzko, Martin Walker, Kemal Delic, Phil Yaffe, and Phil Picton

Editor's Introduction

More than the 70 years since its emergence in the early 1950s, artificial intelligence (AI) is performing cognitive tasks traditionally considered the unique province of humans. This progress did not occur in a vacuum. AI emerged against a rich background of technologies from computer science and ideas about intelligence and learning from philosophy, psychology, logic, game theory, and cognitive science. We sketch out the enabling technologies for AI. They include search, reasoning, neural networks, natural language processing, signal processing and computer graphics, programming and conventional software engineering, human-computer interaction, communications, and specialized hardware that provides supercomputing power. Beyond these technologies is the notion of Artificial General Intelligence that has or exceeds the capabilities of the human brain. Currently this is completely aspirational and is not expected to be possible before 2050, if ever. Artificial Intelligence is based on a variety of technologies, none of which seek to emulate human intelligence.

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Experience Building a Prototype 5G Testbed

Xenofon Foukas
The University of Edinburgh
x.foukas@ed.ac.uk

Fragkiskos Sardis
King's College London
fragkiskos.sardis@kcl.ac.uk

Fox Foster
The University of Edinburgh
fox@tardis.ed.ac.uk

Mahesh K. Marina
The University of Edinburgh
mahesh@ed.ac.uk

Maria A. Lema
King's College London
maria.lema_rosas@kcl.ac.uk

Mischa Dohler
King's College London
mischa.dohler@kcl.ac.uk

ABSTRACT

While experimental work in the context of 5G has gained significant traction over the past few years, the focus has mainly been on testing the features and capabilities of novel designs and architectures using very simple testbed setups. However, with the emergence of network slicing as a key feature of 5G, creating larger scale infrastructures capable of supporting virtualized end-to-end mobile network services is of paramount importance for experimentation. In this work, we describe our experience in building such a prototype cross-domain testbed targeting 5G use cases, by enabling multi-tenancy through the virtualization of the underlying infrastructure. The capabilities of the testbed are demonstrated through the use case of neutral-host indoor small-cell deployments, followed by a discussion on the challenges we faced while building the testbed, which open up new research opportunities in this space.

CCS CONCEPTS

• **Networks** → **Wireless access points, base stations and infrastructure**; **Network experimentation**; **Mobile networks**;

strictly on simulations. This change stems from a number of factors, including the appearance and widespread adoption of programmable Software-Defined Radios (SDRs) and the softwarization of the mobile network functions through various open source projects like OpenAirInterface (OAI) [12] and srsLTE [8]. This has made the low-cost deployment of mobile networks over commodity hardware a reality, allowing interested parties outside the telecommunications industry, like academics, to enter into this research space and to experiment with novel ideas, significantly accelerating innovation.

Until now, most research works in the 5G space that rely on prototype system implementations have focused on individual parts of the mobile network architecture (e.g. the RAN [5, 6] or the mobile core [11, 21]). Such systems are usually evaluated using simple small scale deployments comprised of a handful of commodity PCs. However, more recently there has been an increasing research interest towards the realization of more complex mobile network deployments that can support end-to-end multi-tenancy or *network slicing* in 5G parlance to study scenarios with multiple diverse services.

The key concept behind network slicing is the capability of virtualizing the underlying infrastructure and of creating logical networks

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