

Glossary

2CC: Two component carrier	GHz: Gigahertz, 10^9 hertz (unit of frequency)	NB-IoT: A 3GPP standardized low-power wide-area (LPWA) cellular technology for IoT connectivity
2G: 2nd generation mobile networks (GSM, CDMA 1x)	GSA: Global mobile Suppliers Association	
3CC: Three component carrier	GSM: Global System for Mobile Communications	Net Zero: Defined in ITU standards as a future state where all emissions that can be reduced are reduced, with like-for-like or permanent removals applied by carbon-removal technologies to balance the remaining emissions
3G: 3rd generation mobile networks (WCDMA/HSPA, TD-SCDMA, CDMA EV-DO, Mobile WiMAX)	GSMA: GSM Association	
3GPP: 3rd Generation Partnership Project	HSPA: High speed packet access	NR: New Radio as defined by 3GPP Release 15
4CC: Four component carrier	IoT: Internet of Things	NR-DC: NR-NR Dual connectivity
4G: 4th generation mobile networks (LTE, LTE-A)	Kbps: Kilobits per second	NSA 5G: Non-standalone 5G is a 5G Radio Access Network (RAN) that operates on a legacy 4G/LTE core
4K: In video, a horizontal display resolution of approximately 4,000 pixels. A resolution of 3840×2160 (4K UHD) is used in television and consumer media. In the movie projection industry, 4096×2160 (DCI 4K) is dominant	LTE: Long-Term Evolution	PB: Petabyte, 10^{15} bytes
5G: 5th generation mobile networks (IMT-2020)	MB: Megabyte, 10^6 bytes	RedCap: Reduced capability
AI: Artificial intelligence	Mbps: Megabits per second	SA: Standalone
AR: Augmented reality. An interactive experience of a real-world environment whereby the objects that reside in the real world are "augmented" by computer-generated information	MHz: Megahertz, 10^6 hertz (unit of frequency)	Short-range IoT: Segment that largely consists of devices connected by unlicensed radio technologies, with a typical range of up to 100 meters, such as Wi-Fi, Bluetooth and Zigbee
ARPU: Average revenue per user	MIMO: Multiple Input Multiple Output is the use of multiple transmitters and receivers (multiple antennas) on wireless devices for improved performance	Sunsetting: The process of closing down older mobile technologies
CAGR: Compound annual growth rate	mmWave: Millimeter waves are radio frequency waves in the extremely high frequency range (30–300GHz) with wavelengths between 10mm and 1mm. In a 5G context, millimeter waves refer to frequencies between 24 and 71GHz (the two frequency ranges 26GHz and 28GHz are included in millimeter range by convention)	TD-SCDMA: Time division-synchronous code-division multiple access
Cat-M1: A 3GPP standardized low-power wide-area (LPWA) cellular technology for IoT connectivity	Mobile broadband: Mobile data service using radio access technologies including 5G, LTE, HSPA, CDMA2000 EV-DO, Mobile WiMAX and TD-SCDMA	TDD: Time division duplex
CDMA: Code-division multiple access	Mobile PC: Defined as laptop or desktop PC devices with built-in cellular modem or external USB dongle	VoIP: Voice over IP (Internet Protocol)
dB: In radio transmission, a decibel is a logarithmic unit that can be used to sum up total signal gains or losses from a transmitter to a receiver	Mobile router: A device with a cellular network connection to the internet and Wi-Fi or Ethernet connection to one or several clients (such as PCs or tablets)	VoLTE: Voice over LTE as defined by GSMA IR.92 specification
EB: Exabyte, 10^{18} bytes	MOCN: Multi-operator core network	VR: Virtual reality
EN-DC: EUTRA-NR Dual connectivity	MORAN: Multi-operator Radio Access Network	WCDMA: Wideband code-division multiple access
FDD: Frequency division duplex	MR: Mixed reality. Immersive technology in which elements from both the real world and a virtual environment are fully interactive with each other	Wide-area IoT: Segment made up of devices using cellular connections or unlicensed low-power technologies like Sigfox and LoRa
FWA: Fixed wireless access		XR: Extended reality. An umbrella category for virtual or combined real/virtual environments, which includes AR, VR and MR
GB: Gigabyte, 10^9 bytes		
Gbps: Gigabits per second		