

Glossary

2G: 2nd generation mobile networks (GSM, CDMA 1x)

3G: 3rd generation mobile networks (WCDMA/HSPA, TD-SCDMA, CDMA EV-DO, Mobile WiMAX)

3GPP: 3rd Generation Partnership Project

4G: 4th generation mobile networks (LTE, LTE-A)

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

5G: 5th generation mobile networks (IMT-2020)

AI: Artificial intelligence

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

ARPU: Average revenue per user

CAGR: Compound annual growth rate

CAMARA: An open-source project to develop APIs.

Cat-M1: A 3GPP standardized low-power wide-area (LPWA) cellular technology for IoT connectivity

CDMA: Code-division multiple access

EB: Exabyte, 10¹⁸ bytes

FDD: Frequency division duplex

FWA: Fixed wireless access

Gaussian splatting: A 3D rendering technique that uses millions of tiny, translucent ellipsoids (or “splats”) to represent a scene

GB: Gigabyte, 10⁹ bytes

Gbps: Gigabits per second

GHz: Gigahertz, 10⁹ hertz (unit of frequency)

GSA: Global mobile Suppliers Association

GSM: Global System for Mobile Communications

GSMA: GSM Association

HSPA: High speed packet access

IoT: Internet of Things

Kbps: Kilobits per second

LTE: Long-Term Evolution

MB: Megabyte, 10⁶ bytes

Mbps: Megabits per second

MHz: Megahertz, 10⁶ hertz (unit of frequency)

MIMO: Multiple Input Multiple Output is the use of multiple transmitters and receivers (multiple antennas) on wireless devices for improved performance

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)

Mobile broadband: Mobile data service using radio access technologies including 5G, LTE, HSPA, CDMA2000 EV-DO, Mobile WiMAX and TD-SCDMA

Mobile PC: Defined as laptop or desktop PC devices with built-in cellular modem or external USB dongle

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)

MR: Mixed reality. Immersive technology in which elements from both the real world and a virtual environment are fully interactive with each other

NB-IoT: A 3GPP standardized low-power wide-area (LPWA) cellular technology for IoT connectivity

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

Neural radiance fields: A deep learning method for creating 3D representations of scenes from 2D images

NR: New Radio as defined by 3GPP Release 15

NR-DC: NR-NR Dual connectivity

NSA 5G: Non-standalone 5G is a 5G Radio Access Network (RAN) that operates on a legacy 4G/LTE core

PB: Petabyte, 10¹⁵ bytes

RedCap: Reduced capability

SA: Standalone

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

Sunsetting: The process of closing down older mobile technologies

TD-SCDMA: Time division-synchronous code-division multiple access

TDD: Time division duplex

VoIP: Voice over IP (Internet Protocol)

VoLTE: Voice over LTE as defined by GSMA IR.92 specification

VR: Virtual reality

WCDMA: Wideband code-division multiple access

Wide-area IoT: Segment made up of devices using cellular connections or unlicensed low-power technologies like Sigfox and LoRa

XR: Extended reality. An umbrella category for virtual or combined real/virtual environments, which includes AR, VR and MR