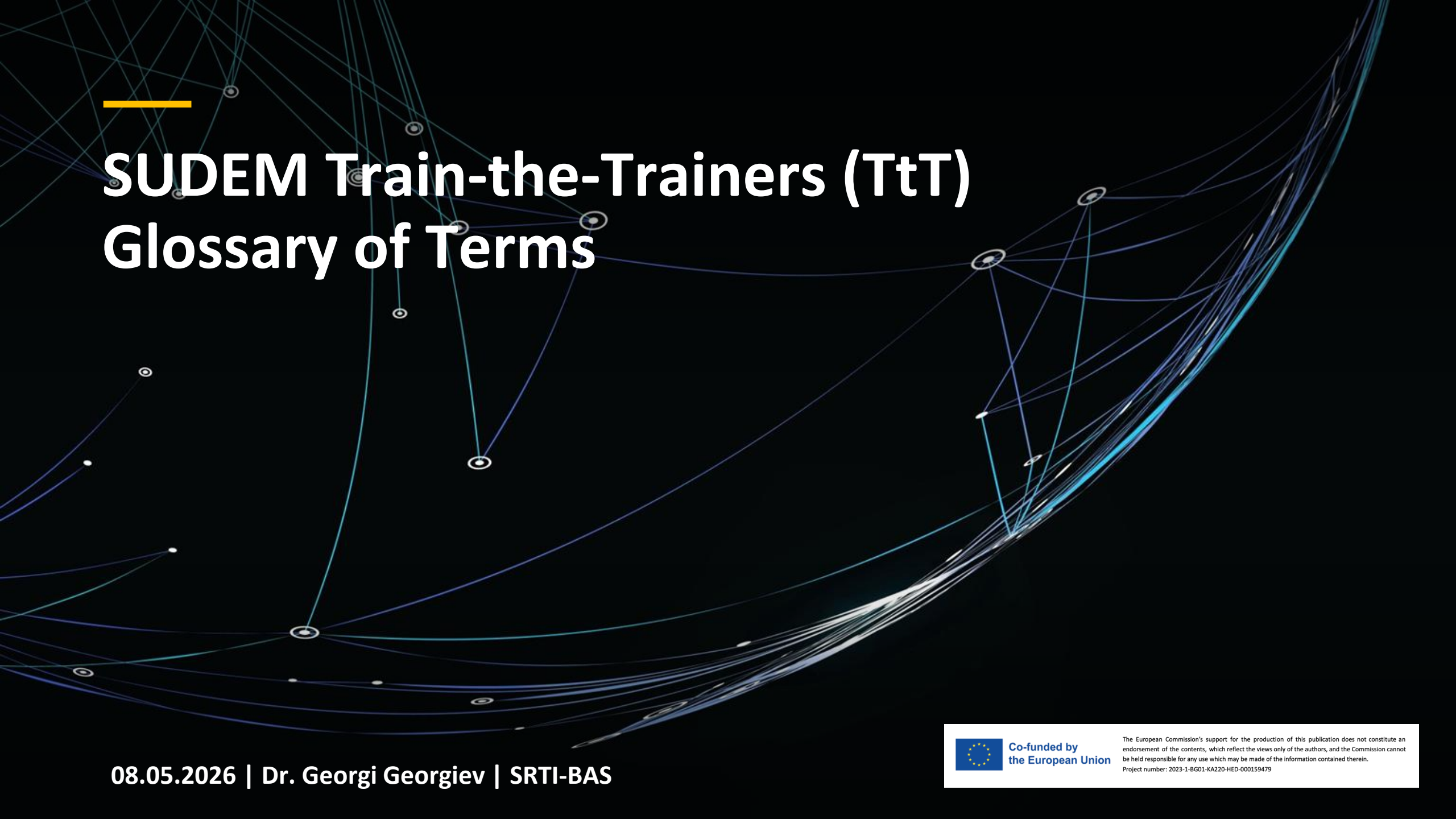




SUDEM Train-the-Trainers (TtT) Glossary of Terms

08.05.2026 | Dr. Georgi Georgiev | SRTI-BAS



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List of terms (part 1)

3GPP - 3rd Generation Partnership Project

4G - 4th Generation

5G - 5th Generation

5GS - 5G System

6G - 6th Generation

6GS - 6G System

AAM - Advanced Air Mobility

ACS - Advanced Communication System

AF - Application Function

AI - Artificial Intelligence

API - Application Programming Interface

BS - Base Station

BVLOS - Beyond Visual Line of Sight

C2 - Command and Control

CP - Control Plane

DM - Disaster Management

E2E - End-to-End

eMBB - Enhanced Mobile Broadband

ETSI - European Telecommunications Standards Institute

eVTOL - electric Vertical Take-Off and Landing aircraft

FPV - First Person View

GBR - Guaranteed Bit Rate

GBRSS - Guaranteed Bit Rate Streaming Service

GEO - Geostationary Earth Orbit

GNSS - Global Navigation Satellite System

GSMA - Global System for Mobile Communications Alliance

HAP - High Altitude Platform

HDLLC - High Data Rate and Low Latency Communications

HMTC - High-Performance Machine-Type Communications

IoT - Internet of Things



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List of terms (part 2)

ISAC - Integrated Sensing and Communication
ITS - Intelligent Transport System
ITU - International Telecommunication Union
KPI - Key Performance Indicator
LAP - Low Altitude Platform
LEO - Low Earth Orbit
LLM - Large Language Model
MEC - Multi-access Edge Computing
MEO - Medium Earth Orbit
MIMO - Multiple Input Multiple Output
MMTC - Massive Machine Type Communications
NEF - Network Exposure Function
NTN - Non-Terrestrial Network

PPDR - Public Protection and Disaster Relief
QoS - Quality of Service
RAN - Radio Access Network
RIS - Reconfigurable Intelligent Surface
SoS - System of Systems
TCO - Total Cost of Ownership
TN - Terrestrial Network
TSN - Time-Sensitive Networking
UAS - Unmanned Aircraft System
UAV - Unmanned Aerial Vehicle
UP - User Plane
URLLC - Ultra-Reliable Low-Latency Communication
UTM - Unmanned Aircraft Systems Traffic Management
V2X - Vehicle to Everything



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3GPP - 3rd Generation Partnership Project

3GPP is an international collaboration of telecommunications standards organizations responsible for developing global mobile communication standards, including 3G, 4G, 5G, and future 6G systems. It defines the technical specifications for mobile networks, radio technologies, core network architecture, and communication protocols.



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4G - 4th Generation

4G is the fourth generation of mobile communication technology, providing high-speed wireless broadband connectivity, improved network capacity, and lower latency compared to previous generations. It enables reliable mobile internet access, multimedia communication, and real-time data exchange.



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5G - 5th Generation

5G is the fifth generation of mobile communication technology designed to provide ultra-fast data transmission, very low latency, massive device connectivity, and highly reliable wireless communication. It supports advanced services such as real-time data processing, autonomous systems, IoT integration, and mission-critical communications.



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5GS - 5G System

The 5G System is the complete architecture and operational framework of 5G mobile networks, including radio access networks, core network functions, service management, security mechanisms, and communication services.



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6G - 6th Generation

6G is the next generation of mobile communication technology currently under development, envisioned to provide extremely high data rates, near-instantaneous latency, integrated AI capabilities, ubiquitous connectivity, and advanced sensing and communication functions. It is expected to support highly autonomous, intelligent, and interconnected digital ecosystems.



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6GS - 6G System

6GS refers to the complete 6G communication system architecture, including radio access networks, core network functions, AI-integrated services, sensing capabilities, and terrestrial and non-terrestrial communication infrastructures. It represents the operational ecosystem supporting future intelligent and fully connected digital services.



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AAM - Advanced Air Mobility

Advanced Air Mobility refers to the use of highly automated and digitally connected aircraft systems, including drones and eVTOL aircraft, for transporting people, goods, and services in urban, regional, and emergency-response environments. AAM integrates aviation, communication systems, automation, and intelligent traffic management technologies.



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ACS - Advanced Communication System

Advanced Communication Systems are integrated communication infrastructures combining mobile networks, satellite systems, IoT connectivity, AI-supported networking, and resilient communication technologies to provide reliable, secure, and real-time information exchange across complex operational environments.



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AF - Application Function

Application Function is a network component within modern communication systems that provides application-specific logic and interacts with network functions to support service delivery, policy control, data processing, and operational coordination.



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AI - Artificial Intelligence

Artificial Intelligence refers to computer systems and algorithms capable of performing tasks that normally require human intelligence, such as learning, reasoning, pattern recognition, prediction, decision-making, and problem solving.



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API - Application Programming Interface

An Application Programming Interface is a set of rules, protocols, and tools that allows different software systems, applications, and services to communicate and exchange data with each other.



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BS - Base Station

A Base Station is a fixed communication node in a wireless network that provides radio connectivity between user devices and the core communication infrastructure. It enables data transmission, network access, and mobile communication services within a defined coverage area.



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BVLOS - Beyond Visual Line of Sight

Beyond Visual Line of Sight refers to unmanned aircraft operations in which the UAV is flown beyond the direct visual observation range of the remote pilot, relying on communication systems, sensors, navigation technologies, and automated control functions.



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C2 - Command and Control

Command and Control refers to the processes, systems, and organizational structures used to direct, coordinate, monitor, and manage operations, resources, and decision-making activities within complex operational environments.



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CP - Control Plane

The Control Plane is the part of a communication network responsible for managing network operations, signalling, routing decisions, authentication, session control, and coordination between network components.



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DM - Disaster Management

Disaster Management is the coordinated process of preventing, preparing for, responding to, and recovering from natural, technological, and human-caused disasters in order to reduce risks, protect lives, and minimize damage to infrastructure and the environment.



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E2E - End-to-End

End-to-End refers to the complete communication, processing, or operational chain between the origin and destination of data, services, or workflows, covering all intermediate systems, network components, and functional processes.



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eMBB - Enhanced Mobile Broadband

Enhanced Mobile Broadband is a key 5G service category designed to provide very high data rates, increased network capacity, and improved mobile broadband performance for data-intensive applications and services.



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ETSI - European Telecommunications Standards Institute



The European Telecommunications Standards Institute is an independent international standards organization responsible for developing technical standards for telecommunications, broadcasting, cybersecurity, IoT, and advanced digital communication systems.



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eVTOL - electric Vertical Take-Off and Landing aircraft

An electric Vertical Take-Off and Landing aircraft is a highly automated electric-powered aircraft capable of taking off, hovering, and landing vertically without the need for traditional runways. eVTOL systems are designed for urban, regional, and emergency mobility applications.



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FPV - First Person View

First Person View is a method of remotely operating a UAV or other vehicle using live video transmitted from an onboard camera to the pilot or operator, creating the experience of viewing from the vehicle's perspective.



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GBR - Guaranteed Bit Rate

Guaranteed Bit Rate is a network communication service model that reserves a fixed minimum data transmission rate for a specific application or connection to ensure stable and predictable performance.



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GBRSS - Guaranteed Bit Rate Streaming^{S▼DEM} Service

Guaranteed Bit Rate Streaming Service is a communication service designed to provide continuous data streaming with a guaranteed minimum transmission rate, ensuring stable quality and predictable network performance for streaming applications.



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GEO - Geostationary Earth Orbit

Geostationary Earth Orbit is a high-altitude orbit approximately 35,786 km above the Earth's equator in which a satellite rotates at the same speed as the Earth, appearing fixed relative to a specific location on the ground.



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GNSS - Global Navigation Satellite System

Global Navigation Satellite System refers to satellite-based navigation systems that provide positioning, navigation, and timing information to users anywhere on Earth. Examples include GPS, Galileo, GLONASS, and BeiDou.



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GSMA - Global System for Mobile Communications Alliance

The GSMA is an international industry organization representing mobile network operators, technology providers, and companies involved in the global mobile communications ecosystem. It supports the development, standardisation, and promotion of mobile communication technologies and services.



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HAP - High Altitude Platform

A High Altitude Platform is an aerial communication or observation platform operating at high altitudes in the stratosphere, typically using balloons, airships, or unmanned aircraft to provide wide-area coverage and communication services.



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HDLLC - High Data Rate and Low Latency Communications



High Data Rate and Low Latency Communications refers to advanced communication capabilities that combine very high-speed data transmission with extremely low communication delays to support real-time and data-intensive applications.



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HMTC - High-Performance Machine-Type Communications S▼DEM

High-Performance Machine-Type Communications refers to advanced communication technologies designed to support highly reliable, efficient, and large-scale communication between machines, devices, sensors, and automated systems.



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IoT - Internet of Things

The Internet of Things refers to a network of interconnected physical devices, sensors, systems, and objects capable of collecting, exchanging, and processing data through communication networks.



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ISAC - Integrated Sensing and Communication

Integrated Sensing and Communication is an advanced communication concept in which sensing, monitoring, positioning, and wireless communication functions are combined within the same network infrastructure and radio systems.



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ITS - Intelligent Transport System

An Intelligent Transport System is an integrated system that uses communication technologies, sensors, data processing, and automation to improve the efficiency, safety, coordination, and management of transportation networks and mobility services.



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ITU - International Telecommunication Union

The International Telecommunication Union is a specialized agency of the United Nations responsible for coordinating global telecommunications and information and communication technology (ICT) standards, radio spectrum management, and international communication policies.



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KPI - Key Performance Indicator

A Key Performance Indicator is a measurable value used to evaluate the effectiveness, performance, efficiency, or success of a system, process, operation, or objective.



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LAP - Low Altitude Platform

A Low Altitude Platform is an aerial platform operating at relatively low altitudes, typically using drones, tethered balloons, or lightweight unmanned systems to provide localized sensing, monitoring, communication, or operational support services.



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LEO - Low Earth Orbit

Low Earth Orbit is an orbital region located relatively close to the Earth's surface, typically at altitudes between approximately 160 km and 2,000 km, where satellites can provide low-latency communication and high-resolution observation services.



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LLM - Large Language Model

A Large Language Model is an advanced artificial intelligence model trained on large amounts of textual data to understand, generate, summarize, and analyze human language.



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MEC - Multi-access Edge Computing

Multi-access Edge Computing is a distributed computing architecture that places data processing, storage, and computational resources close to end users and devices at the network edge, reducing latency and improving real-time performance.



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MEO - Medium Earth Orbit

Medium Earth Orbit is an orbital region located between Low Earth Orbit (LEO) and Geostationary Earth Orbit (GEO), typically at altitudes between approximately 2,000 km and 35,786 km above the Earth's surface.



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MIMO - Multiple Input Multiple Output

Multiple Input Multiple Output is a wireless communication technology that uses multiple transmitting and receiving antennas to improve data throughput, signal reliability, network capacity, and communication efficiency.



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MMTC - Massive Machine Type Communications

Massive Machine Type Communications refers to communication technologies designed to support connectivity for very large numbers of devices, sensors, and IoT systems operating simultaneously within a network.



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NEF - Network Exposure Function

Network Exposure Function is a network component in modern mobile communication systems that securely exposes network capabilities, data, and services to external applications and platforms through standardized interfaces and APIs.



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NTN - Non-Terrestrial Network

Non-Terrestrial Network refers to communication networks that use space-based or aerial platforms—such as satellites, High Altitude Platforms (HAPs), or UAVs—to provide wireless connectivity beyond traditional terrestrial infrastructure.



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PPDR - Public Protection and Disaster Relief

Public Protection and Disaster Relief refers to communication systems, operational frameworks, and coordinated activities dedicated to protecting the public and supporting emergency-response services during disasters, crises, and security incidents.



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QoS - Quality of Service

Quality of Service refers to the ability of a communication network to provide predictable and prioritized performance characteristics such as bandwidth, latency, reliability, and packet delivery for specific services or applications.



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RAN - Radio Access Network

Radio Access Network is the part of a mobile communication system that connects user devices to the core network through wireless radio technologies, base stations, and communication protocols.



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RIS - Reconfigurable Intelligent Surface

A Reconfigurable Intelligent Surface is an advanced programmable surface composed of smart electromagnetic elements that can dynamically control, reflect, and optimize wireless signal propagation within communication environments.



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SoS - System of Systems

A System of Systems is a coordinated integration of independent systems that interact and operate together to achieve capabilities and functionalities that individual systems cannot accomplish alone.



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TCO - Total Cost of Ownership

Total Cost of Ownership refers to the complete lifecycle cost of a system, technology, or infrastructure, including acquisition, deployment, operation, maintenance, upgrades, energy consumption, and end-of-life management.



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TN - Terrestrial Network

A Terrestrial Network is a communication network that operates through ground-based infrastructure such as base stations, fiber-optic systems, radio towers, and terrestrial wireless communication technologies.



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TSN - Time-Sensitive Networking

Time-Sensitive Networking is a set of networking standards designed to provide deterministic, low-latency, and highly reliable data communication over Ethernet networks for time-critical applications.



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UAS - Unmanned Aircraft System

An Unmanned Aircraft System is a complete system consisting of an unmanned aircraft, control stations, communication links, sensors, software, and supporting operational components used for autonomous or remotely piloted aerial operations.



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UAV - Unmanned Aerial Vehicle

An Unmanned Aerial Vehicle is an aircraft that operates without a human pilot onboard and is controlled remotely or autonomously using onboard systems, sensors, and communication technologies.



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UP - User Plane

The User Plane is the part of a communication network responsible for transporting user data, application traffic, and operational information between devices, applications, and network services.



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URLLC - Ultra-Reliable Low-Latency Communication

Ultra-Reliable Low-Latency Communication is a communication service category designed to provide extremely reliable data transmission with very low communication delays for mission-critical and time-sensitive applications.



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UTM - Unmanned Aircraft Systems Traffic Management

SD-DEM

Unmanned Aircraft Systems Traffic Management is a framework of technologies, services, and operational procedures used to coordinate, monitor, and safely manage UAV and UAS operations within shared airspace.



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V2X - Vehicle to Everything

Vehicle to Everything refers to communication technologies that enable vehicles to exchange data with other vehicles, infrastructure, pedestrians, networks, and surrounding systems in real time.



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