

Glossary

“ATM”	Asynchronous Transfer Mode, a high-bandwidth packet switching and multiplexing technique. Each cell in a stream is presented to the network on a “start-stop” basis (asynchronously), rather than having a circuit or a regular time slot reserved for the stream. This protocol is deployed both within core networks and as an access technology.
“base station”	Transmitter and receiver which serve as a bridge between all cellular users in a cell and connect cellular calls to the cellular switching centre.
“CDMA”	Code Division Multiple Access technology, which is a digital transmission technology that accommodates higher throughput by using various coding sequences to mix and separate voice and data signals for wireless communication.
“Circuit Switch”	A point-to-point network connection maintained only while the sender and recipient are communicating.
“CDMA2000”	CDMA2000 is the name used by the TIA standards body (The Telecommunications Industry Association-a US Telecoms standards body) to refer to Third Generation CDMA. The TIA spec for 3G CDMA is called IS-2000; the technology itself is called CDMA2000.
“CDMA 1X”	The first phase of CDMA2000. CDMA2000 is backward compatible to IS-95 CDMA. The more correct term is CDMA2000 1X.
“DWDM”	Dense Wave Division Multiplexing technology, a means of increasing transmission capacity by transmitting signals through multiple wavelengths through a single fibre.
“FR”	Frame Relay, a high speed open protocol offering both access to a network and carriage of data across a network. This protocol is used by customers that have significant amounts of data traffic.
“Gbps”	One billion bits per second.
“GPRS”	General Packet Radio Service, the packet data service for the GSM Standard.
“GSM”	Global cellular system for cellular communications, a digital cellular telephone system operating in the 900 MHz frequency band based on digital transmission and cellular network architecture with roaming.
“IP”	Internet Protocol, the open protocol used for the Internet and on many LANs and WANs.

“IP telephony”	A general term for the technologies that use the Internet’s packet to exchange data, voice, fax and other forms of information.
“ISDN”	Integrated Service Digital Network, a protocol which offers high capacity dial-in access to public networks; this protocol allows simultaneous handling of digitalised voice and data traffic on the same digital links via integrated switches across the public network.
“Kbps”	One thousand bits per second.
“Mbps”	One million bits per second.
“MHZ”	Megahertz, a unit of measure of frequency; 1 MHz is equal to one million cycles per second.
“MPLS”	Multiple Protocol Label Switching.
“roaming”	A service offered by cellular communications network operators which allows a subscriber to use his or her handset while in different service areas of the same, carrier or in the service area of another carrier. International roaming requires an agreement between operators of different individual markets to permit customers of either operator to access the other’s system.
“QoS”	Quality of Service.
“SDH”	Synchronous Digital Hierarchy architecture, a self-healing system that allows for instantaneous rerouting of signals in the event of a fibre cut.
“PSTN”	Public Switched Telephone Network.
“VISP”	Virtual Internet Service Provider.
“VPN”	Virtual Private Network.
“W-CDMA”	Wideband CDMA, one of the principal standards for third generation cellular technology. It supports both packet- and circuit-switched communications and has been designed for high speed data services.
“WAP”	Wireless Application Protocol, WAP technology will enable Internet access through cellular handsets.