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Acronyms

3GPP Third Generation Partnership Project

5G Fifth Generation

ACIS 3D ACIS Modeler

ANSYS High-frequency structure simulator

AP Angular Profile

BTS Base Station

CA Carrier Aggregation

CST Computer Simulation Technology

D2D Device-to-Device

DKED Double Knife Edge Diffraction Model

EM ElectroMagnetic

FDD Frequency Division Duplexing

GO Geometrical Optics

GTD General Theory of Diffraction

H2D Human-to-Device

H2H Human-to-Human

IMT International Mobile Telecommunications

IMT-Advanced International Mobile Telecommunications Advanced

ACRONYMS

ITU International Telecommunications Union

ITU-R ITU Radiocommunications Sector

KPI Key Performance Indicator

LOS Line-of-Sight

LSP Large Scale Parameter

MATLAB MATrix LABoratory

METIS Mobile and wireless communications Enablers for Twenty-twenty Information Society

MIMO Multiple-Input Multiple-Output

MiWEBA Millimeter-Wave Evolution for Backhaul and Access

MKED Multiple Knife Edge Diffraction Model

MLFMM Multilevel method solver

mMIMO massive MIMO

mmMagic Model created by mmMagic Project

MMSE Minimum Mean Squared Error

mMTC massive Machine Type Communications

mMTC massive Machine Type Communications

mmWave Millimeter Wave

MoM Method of Moments

MPC MultiPath Components

NLOS Non-Line-of-Sight

NR New Radio

NYUSIM NY University model

O2I Outdoor to Indoor

O2O Outdoor to Outdoor

| | |
|-----------------|--|
| PBA | Perfect Boundary Approximation |
| PCB | Printed Circuit Board |
| PDP | Power Delay Profile |
| PEC | Perfect electrical Conductor |
| QuaDRIGa | QUAsi Deterministic RadIo channel GenerAtor |
| RAN | Radio Access Network |
| SL | Spatial Lobe |
| SSP | Short Scale Parameter |
| STMKE | Truncated Multiple Diffraction Model |
| TCSL | Time Cluster Spatial Loop |
| TDD | Time Division Duplexing |
| TST | Thin Sheet Technique |
| UE4 | Video Game Platform called Unreal Engine 4 |
| UMi | Urban Micro-cell |
| uMTC | ultra-reliable Machine Type Communications |
| Unity | Video Game Platform Engine |
| UTD | Uniform Theory of Diffraction |
| UV | UV mapping is the 3D modeling process of projecting a 2D image to a 3D model's surface for texture mapping |
| V2V | Vehicle-to-Vehicle |
| V2X | Vehicle-to-anything |
| VNA | Vector Network Analyzer |
| VSWR | Voltage Standing Wave Ratio |
| WINNER | Wireless World Initiative New Radio |
| WRC | World Radiocommunication Conference |
| xMBB | extreme Mobile Broadband |