

Vanguard Applications Ware Technical Glossary

Overview

This glossary contains terms, and their definitions, that you will encounter in the Vanguard Applications Ware Feature Protocols Documentation Set. This section is provided to help you familiarize yourself with data communication terminology.

A

| Term | Definition |
|-----------------------------|---|
| AAA | Authentication, Authorization, Accounting. |
| AAL-x | ATM Adaptation Layer x. |
| ABM | See Asynchronous Balanced Mode. |
| AC | Access Concentrator. |
| Access Network | A network or subnet that serves as an access point to another network. |
| ACK | See Acknowledgment. |
| Ack TPDU | Acknowledge Transport Protocol Data Unit. |
| Acknowledgment | A message that is sent that an earlier message had been received at its intended destination without error. |
| ACTLU | Activate Logical Unit. |
| ACTPU | Activate Physical Unit. |
| Adapter | A device linking parts of systems, subsystems, hosts, or networks. |
| Address Mask | A bit mask that identifies network and subnetwork portions of a complete IP Address. Because the subnet portion can be determined by comparing the binary version of the mask to an IP address in that subnet, this is also called a Subnet Mask. |
| Address Resolution | A method of mapping low level physical network hardware addresses which correspond to higher level addresses when both correspond to the same device. (See ARP.) |
| Address Resolution Protocol | This is a processes which maps Internet Protocol addresses to Ethernet physical addresses. It is limited to physical networks that support broadcast packets sent to all hosts on a network. |

| Term | Definition (Continued) |
|--|---|
| Address Space | A collection of addresses that form a unified collection such as an internetwork or that portion of a protocol header that contains an address. |
| AEC | Advanced Encryption Card. Vanguard 7300 Series. |
| AES | Advanced Encryption Standard. |
| Aggregate | Behavior Aggregate, a component in the Quality of Service (QoS) feature. |
| AH | Authentication Header. |
| AIO | An Asynchronous Input/Output card used in the 6500 ^{PLUS} . |
| AIX | Advanced Interactive eXecutive; IBM's version of UNIX. |
| American National Standards Institute (ANSI) | A private organization that coordinates and approves US standards. |
| API | A Programming Interface. |
| AppleTalk | A networking protocol designed to support communication between Apple Computer products and other computers. |
| Application Layer | In the OSI model, this is the top layer that supports communication features such as e-mail and file transfer. See OSI. |
| ARE | All Routes Explorer. |
| ARP | See Address Resolution Protocol. |
| AS | Autonomous System. |
| ASBR | Autonomous System Border Router. |
| ASN | AS number. A community value is normally represented as "ASN:value", value is the community attribute value. |
| ASN.1 | Abstract Syntax Notation One. The language used by ISO protocols, such as SNMP and MIBs. |
| Asynchronous Balanced Mode | A service used in SNA and in the data link layer IEEE 802.2 standard. Indicates that only one side of a connection can communicate. |
| Asynchronous Communication | A method of transmitting data where spaces between packets do not need to be of equal length without the need for timing data or synchronization. |
| Asynchronous Mode | An OSI model for virtual terminal operation where either side may communicate at anytime. |
| Asynchronous Transmission (Async) | A method of transmitting data where the time intervals between transmitted characters may be of unequal length. Transmission is controlled by start and stop bits at the beginning and end of each character. |

| Term | Definition (Continued) |
|----------------|--|
| ATM | <ul style="list-style-type: none"> • Automatic Teller Machine. • Asynchronous Transfer Mode, a cell-switching and multiplexing protocol. |
| Authentication | The verification of a process identity, or the code used to identify a process. |
| Auto-Answer | A feature that allows device to automatically respond to a call an incoming call. |

B

| Term | Definition |
|----------------------|---|
| BA | See Behavior Aggregate. |
| Back-up Link | An alternate link that is used when the primary link fails. |
| Backbone | The main connectivity device in a distributed system. All systems that have connectivity to the backbone will communicate with each other. |
| Bandwidth | The difference between the highest and lowest frequency of a transmission channel. Often used to identify the amount of data that can be sent through a circuit. |
| Bandwidth on Demand | The capability to activate additional incremental Wide Area Bandwidth for IP traffic. This is done on a packet-by-packet basis, when congestion thresholds are exceeded on the primary SVC. |
| Baseband | A medium for transmitting digital signals without complicated frequency changing. |
| Basic Rate Access | A Canadian term that is synonymous with BRI (Basic Rate Interface). |
| Basic Rate Interface | A type of ISDN 144 Kbps service that includes: <ul style="list-style-type: none"> • Two 64 Kbps B-Channels for voice, data, or video transmission. • One 16 Kbps (B-Channel) for control information. |
| BCD | See Binary Coded Decimal. A binary-coded alphanumeric notation in which each decimal digit is represented by a four bit binary number. |
| BECN | Backward Explicit Congestion Negotiation. A bit used in a frame relay network to notify the source of the traffic that there is congestion in the frame relay network. |
| BER | Basic Encoding Rules. |
| Behavior Aggregate | Behavior Aggregate is a component on the Quality of Service (QoS) feature, and refers to a group of data flows that exhibit similar behavior such as a group of packets with the same DiffServ Code Point (See DSCP) crossing a link in a particular direction. |

| Term | Definition (Continued) |
|--|---|
| BGP | Border Gateway Protocol. |
| Billing | The process of accumulating and reporting cost data on individual calls. |
| Binary Coded Decimal | A binary-coded alphanumeric notation where a decimal digit is represented by a four-bit binary number. |
| Binary Synchronous Communication (BSC) | An IBM defined byte controlled communication protocol (also called Bisync) which uses control characters and synchronized transmission of binary coded data. |
| Bind | An SNA or Novell term indicating that a session has been established between two logical units. |
| Bit Oriented Protocol | A transmission procedure or protocol that uses standard control information encoded in fields of one or more bits. Generally used with full duplex links and synchronous communication. |
| BN | See Branch Node. |
| BoD | See Bandwidth on Demand. |
| Boot | An abbreviation of bootstrap. The process by which new operating software is loaded into a Vanguard device. |
| BOP | See Bit Oriented Protocol. |
| BPDU | Bridge Protocol Data Unit. |
| BRA | See Basic Rate Access. |
| Branch Node | A term used to describe the Vanguard 6520. |
| BRI | See Basic Rate Interface. BRI is a two-wire interface between the customer premises equipment (CPE) and the telco end office (EO), and a four-wire interface at the customer premises. |
| Bridge | A device that is used to expand a LAN by forwarding frames between data link layers associated with two cables and usually carrying a common protocol. Bridges can usually be configured to filter packets. |
| Broadband | A medium that supports a range of frequencies greater than that required for a single communication channel. Simultaneously carries multiple signals by dividing its total capacity into multiple, independent broadband channels. Each channel operates on a specified range of frequencies. |
| Broadcast | A feature that allows a single transmission to be simultaneously sent to multiple receiving stations. |
| Router | A Bridging/Routing device that can bridges some packets while it routes others. |
| BRT | Border Gateway Protocol (BGP) Routing Table. |

| Term | Definition (Continued) |
|------------------------|---|
| BSC 2780/3780 | A model of remote batch terminals used in IBM bisynchronous environments use the BSC2780/3780 serial protocols. |
| BSC 3270 | IBM's interactive communications terminal standard for communicating an IBM mainframe of compatible system. (Sometimes referred to as SNA.) |
| BSR | Bootstrap Router. |
| Bypass | The process of routing communications traffic without using a telephone company's circuits. |
| Byte Oriented Protocol | A communication protocol that uses byte-based control codes such as BSC. |

C

| Term | Definition |
|---------------------|---|
| CA | Certificate Authority. |
| Call Accounting | See Billing. |
| Call Request Packet | In packet switched networks, this is the packet sent by the originating DTE showing the user ID, network facilities, and call use data. |
| Call User Data | User information, in packet switched networks, transmitted in a call request packet to the destination DTE. |
| Calling ID | A service that provides the called system (or party) with an identification of the calling system (or party). |
| Capture | The act of removing a token from the ring or to grab information that is passed on a link. |
| Carrier | A company which uses primarily its own transmission facilities (as opposed to a reseller that leases or buys most of its transmission facilities from a carrier). An electrical signal sent at a specific frequency that can be adjusted or modified to carry data, voice, or video. |
| Carrier Detect | The ability to recognize carrier in preparation for transmitting data, or the signal that signifies that the carrier has been detected. |
| CAS | Channel Associated Signaling. |
| CBR | Constant Bit Rate. |
| CBT | Core Based Tree. |

| Term | Definition (Continued) |
|-----------------------------|---|
| CCITT | The organization responsible for establishing technical recommendations for telephone and data communication, for example, the X.25 protocol standard. This organization was known as the United National International Telecommunications union, ITU. |
| Channel | A transmission facility with defined bandwidth. Physical or logical path for information transmission. The path connecting a data source and a receiver. |
| Channel Loopback | A diagnostic test with the loop at the multiplexer's channel interface. |
| Character Oriented Protocol | A protocol where specific communication control character sequences configure and manage the data link. |
| CHARGEN | Character generator protocol. |
| Checksum | A computed value based on the contents of a group of data bits. This value travels with the group of data when it is transmitted. The receiving system computes a new checksum based on the received data and compares the two values. If they agree, the data has been received correctly. |
| CIDR | Classless Inter-Domain Routing |
| Circuit Switching | A communications technique where dedicated path is identified by switching a signal to the wires connecting the two hosts. |
| Class Selector | Referred to as CS, this is a component of the Quality of Service feature. CSx, where x is equal to any value from 0 to 7, is the identifier used for Class Selector PHB. See Per Hop Behavior. |
| Clear To Send (CTS) | EIA Interface connector signal from the DCE which indicates to the DTE that it may begin data transmission. |
| Closed User Group | Data communications concept in which only certain users in a group (identified by their network addresses) can access a local connection or service. This usually applies more to X.25 and ISDN communications. |
| CMEM | Configuration Memory file. Nonvolatile memory location used to store a nodes configuration information. |
| CO | Central Office |
| CO Trunk | Central Office Trunk is a direct connection between a local central office and the PBX which routes calls from a private to a public network. |
| CODEC | Coder/Decoder. A device that converts analog signals from voice, data, and video, into a digital form for retransmission over a digital medium and then back to its original analog form. |

| Term | Definition (Continued) |
|-----------------------------|---|
| Collision | The result when two or more LAN stations attempt to simultaneously use the same transmission medium. |
| Collision Domain | In Ethernet, the logical single network in which all network interfaces receive all transmissions and where all collisions must be detected. |
| Committed Information Rate. | A congestion control feature which uses throttle data on FRI links. When congestion first occurs, the outbound data rate drops to the CIR rate and specifies the rate that a Frame Relay network agrees to transfer information under congested conditions. |
| Common User Access (CUA) | The common user interface component of IBM's System Application Architecture. |
| Communications Protocol | The rules used to control the orderly exchange of information between stations on a data link or on a data network or system. |
| Community | A group of destinations which share some common property. |
| Community Attribute | A 32 bits data block, which defines an optional transitive attribute for community. Normally the first two octets are the AS number, the last two octets are user-defined value for the community. Some well-known community attributes are also defined. |
| Compression | A technique to reduce the number of bits needed to represent information. |
| Computer Network | An interconnection of computer systems, terminals, communications facilities, and data collecting devices. |
| Concentrator | A communications device that can concentrate lower speed lines for transmission into and out of one or more high speed channels. |
| Configuration | Settings that control the way a system or service will operate. |
| Congestion | Too much traffic for a given router, gateway, or host. |
| Connect Time | As a measure of system usage, this is the interval during which a user is on-line for a session. |
| Connection | <ul style="list-style-type: none"> • A physical network link connecting two devices. • A logical network link supporting communications between two users or elements. |
| Connection Oriented | <p>The data communication technique (such as TCP) where communication works through three specific phases:</p> <ul style="list-style-type: none"> • link establishment • data transfer • link release |

| Term | Definition (Continued) |
|---------------------------------|---|
| Connectionless Network Protocol | The OSI protocol offering Connectionless Network Service. The ISO counterpart of IP. |
| COP | See Character Oriented Protocol. |
| CPE | Customer Premise Equipment. |
| CRC | See Cyclic Redundancy Check. |
| CRL | Certificate Revocation List. |
| CRTP | Compressed Real Time Protocol. |
| CS | <ul style="list-style-type: none"> • Checksum. A method of assuring the integrity of transmitted data. • Class Selector. A component of the Quality of Service (QoS) feature. |
| CSDN | A circuit switched data network. |
| CSK | Configure Software Key. A CSK may be required to access certain functions within Vanguard Applications Ware. |
| CTP | Control Terminal Port. All Vanguard products use the CTP in order to configure the Vanguard Applications Ware in these products. |
| CTS | See Clear To Send. |
| CUD | Closed User Data. |
| CUG | See Closed User Group. |
| Cyclic Redundancy Check | A basic error-checking mechanism for link-level data transmissions. |

D

| Term | Definition |
|---------------------|---|
| D-Bit | The delivery confirmation bit in an X.25 packet switched network. This is used to request end-to-end acknowledgment. |
| DA | Destination Address. |
| DACK | Direct memory Access Acknowledgment. |
| Daisy Chain | Connecting multiple devices in a serial pattern. |
| Data Communications | The exchange of data messages over communications circuits. |
| Data Link | Any serial data communications transmission path, generally between two nodes or devices and without any intermediate nodes. |
| Data Link Control | A standard method for sending data over a single communications link. |
| Datagram | The unit transmitted between a pair of internet modules. The Internet Protocol provides for transmitting blocks of data, called Datagram, from sources to destinations. |
| DB | Decibel. |
| DBR | Destination Based Routing. |
| DCC | Data Compression Card. |
| DCD | Data Carrier Detect. EIA Interface connector signal. |
| DCE | Data Communications Equipment. Equipment that is either part of a network, an access point to a network, a network node, or equipment at which a network circuit terminates. In the case of an EIA 232 (RS232) connection, the modem is usually regarded as DCE, while the user device is DTE. In CCITT X.25 connection, the network access and packet-switching node is viewed as the DCE. The DCE provides the functions required to establish, maintain, and terminate a data transmission connection. |
| DCE | Distributed Computing Environment. An architecture of standard interfaces, conventions, and server functionality for distributing applications across networks of different computers. |
| DER | Distinguished Encoding Rules. |
| DES | Data Encryption Standard. |
| Destination Address | The portion of an address that indicates where it is to be sent. |
| DHCP | Dynamic Host Configuration Protocol. |
| DHCP Client | A host requesting initialization parameters from a DHCP server. |

| Term | Definition (Continued) |
|---------------|--|
| DHCP Server | A host providing initialization parameters through DHCP. |
| Dialup | A temporary, (as opposed to dedicated) connection between devices established over a standard telephone line. |
| Diffe-Hellman | A key exchange mechanism specified in Internet Key Exchange (IKE). |
| DiffServ | Differentiated Services. This provides scalable Class of Service for an IP network. Three elements work together to deliver DiffServ service; Per Hop Behaviors (PHBs), Traffic Conditioners, and Bandwidth Brokers. |
| DIM | Data Interface Module. |
| DLCI | Data Link Control Identifier. The frame relay virtual circuit number corresponding to a particular destination. |
| DM | Dense Mode. |
| DNIC | Data Network Identification Code. |
| DOI | Domain of Interpretation. |
| DoD | Dial on Demand. An extension to On Demand SVC functionality, DoD SVCs extend WAN connectivity options to support IPX and Asynchronous traffic in addition to IP. |
| DOP | Degree of Preference. |
| DoV | Data over Voice. |
| Down Time | The time a system is out of service due to equipment failure. |
| DR | Designated Router. |
| DRAM | Dynamic Random Access Memory. |
| Dropping | As part of Quality of Service, this function drops excess packets from a microflow/aggregate to make it compliant with a specific traffic profile. |
| DS0 | One 56k or 64k Channel in a T1 or E1. |
| DS | See DiffServ. |
| DSA | Digital Signature Algorithm. |
| DSCP | DiffServ Code Point. This is the first 6 bits of the Type Of Service field (IP header version 4) and is used to identify they type of service. |
| DSL | Digital Subscriber Line. |
| DSLAM | Digital Subscriber Line (DSL) Access Multiplexer. |
| DSP | <ul style="list-style-type: none"> • Digital Signal Processor. A microprocessor device used to process digital signals that were originally analog. • Display Station Protocol. |

| Term | Definition (Continued) |
|-------------|---|
| DSR | Data Set Ready. EIA Interface connector signal. Physical modem interface control signal from the DCE which indicates to the attached terminal equipment that the modem is connected to the telephone circuit. |
| DSU | Data Service Unit. A device used to connect computers to a digital service. |
| DTE | Data Terminal Equipment. Generally, end-user devices such as terminals and computers DTEs connect to data communications equipment, which either generate or receive data carried by the network. <ul style="list-style-type: none"> • In EIA 232 connections, designation as either DTE or DCE determines signaling role in handshaking. • In a CCITT X.25 interface, the device that manages the interface at the user premises. Also one end of X.25 link. |
| DTMF | Dual Tone Multi Frequency, also known as touch-tone. This specifies the double audio signals generated through touch-tone telephones and by auto-dial modems. |
| DTR | Data Terminal Ready. EIA Interface connector signal. Physical modem interface control signal from the DTE, indicating to the modem that the terminal is ready for transmission. |
| Duplex | Simultaneous two way independent transmission. |
| DVMRP | Distance Vector Multicast Routing Protocol. |

E

| Term | Definition |
|----------------|--|
| E1 | A digital transmission system that operates at 2.048 Mbps using time division multiplexing techniques. |
| E&M Signalling | Signalling between a trunk circuit and an associated signalling unit using two leads to provide full-time, 2-way, 2-level supervision. |
| EBCDIC | Extended Binary Coded Decimal Interchange Code (EBCDIC) is a 8-bit character code scheme used in IBM environments. |
| EBGP | External Border Gateway Protocol (BGP). |
| EC | Echo Canceller. |
| ECC | Encryption Compression Card. |
| ECS | Encryption Control Subsystem. |
| Echo Request | An ICMP message that is used to time round-trip data transmission. |

| Term | Definition (Continued) |
|------------------------------|---|
| EGP | Exterior Gateway Protocol. |
| EIA-232/RS-232 | Also known as RS-232, this is the standard interface specification for serial devices. |
| Encapsulation | The technique used by layered protocols in which a layer adds additional header information to the protocol data unit (PDU) from an equivalent layer of another protocol, for example, IPX encapsulation in IP. |
| Encryption | The manipulation of data to allow only the intended recipient to read that data. |
| ENQ | Enquiry: a request for a response from another node. Used to obtain identification and/or an indication of another station's status. |
| ENQ/ACK Protocol | HP communications protocol in which each data transmission block is followed by an ENQ. This verifies that the destination terminal is ready to receive additional data. The destination terminal answers an ENQ message with an ACK (acknowledge) message. |
| Error Correction | A feature that restores data integrity in received data, either by manipulating of data or by requesting retransmission from the source. |
| Error Detection | A feature that senses flaws in received data by examining parity bits, verifying block check characters, etc. |
| Error Rate | A measure of data integrity. |
| ESP | Encapsulated Security Payload. |
| Ethernet | A 10-Mbps coaxial standard for local area networks. In an Ethernet LAN all nodes connect to a cable where they contend for access to each other. |
| Ethernet Controller | A device that controls a computers access to the services offered by an Ethernet LAN. |
| Extended Community Attribute | An upgraded version of BGP Community Attribute. An 8 octets data block for a extended community, type and data are included in the data block. |

F

| Term | Definition |
|-------------|---|
| FECN | Forward Explicit Congestion Notification. A bit that is used in a frame relay network to notify the downstream node of congestion in the frame relay network. |
| FID | Filtering Identifier. |

| Term | Definition (Continued) |
|------------------------------|---|
| File Transfer Protocol (FTP) | A TCP/IP protocol that lets a computer access and transfer files to/from another computer over a network. FTP is usually the name given to the program use to accomplish this task. |
| Flow | Referred to in the Quality of Services feature, a Flow is the passage of data packets (known as User or Application Traffic) from it's source to destination. |
| Flow Control | The buffering that turns a device on and off to stop or reduce data loss during transmission. |
| Forward Error Correction | A data transmission method in which the receiving end uses redundant bits generated by the sending end to detect and correct transmission errors (instead of retransmitting the data). |
| FP | See Fast Path. |
| FR | Frame Relay. |
| FRAD | Frame Relay Access Device. |
| Fragment | A piece of a data packet. When a router forwards an IP packet (with a maximum packet size that is smaller that the packet) it breaks up that packet into fragments. |
| Frame | A series of data bytes encapsulated with a header and trailer. See Packet. |
| Frame Check Sequence | The CRC remainder transmitted at the end of a frame. |
| Frame Relay | A fast form of packet switching using smaller packet sizes and reduced error checking. |
| Frame Status | This is a field used in Token Ring, indicating that packet address has been recognized by a station and that the data has been copied. |
| FRMR | This is a LAP-B response indicating that a frame has been rejected. |
| Full Duplex | A circuit that allows messages to flow in both directions. See Half Duplex. |
| FXO | Foreign Exchange Office: a Voice function supported by the Voice Relay Daughtercard. The FXO allows you to configure a remote branch office without a PBX as an extension phone number off a larger headquarters PBX. |
| FXS | Foreign Exchange Station. |

G

| <i>Term</i> | <i>Definition</i> |
|--------------------|---|
| G.SHDSL | Single Pair High Speed Digital Subscriber Line. |
| GAN | Global Area Network. |
| GARP | Generic Attribute Registration Protocol. |
| Gateway | An IP Router or a translating system that converts data travelling from one environment to another. |
| GMRP | GARP Multicast Registration Protocol. |
| GRE | Generic Routing Encapsulation. |
| GRT | Global Routing Table. |
| GVRP | GARP VLAN Registration Protocol. |

H

| <i>Term</i> | <i>Definition</i> |
|--------------------|---|
| Half Duplex | A circuit transmitting/receiving from one direction at a time. (See Full Duplex.) |
| Handshaking | The exchange of predetermined control signals for establishing a session between data sets. |
| HDLC | High Level Data Link Control; a bit oriented data link control. |
| Header | That portion of a packet which precedes the data. It contains source address, destination address, error checking, and other control fields. |
| Heap | A method of storing data in which the data is not stored in any specific order. To retrieve data stored in a heap, all of the data must be scanned. |
| Hexadecimal | A numbering system using sixteen characters: 0 to 9 and A to F. |
| Host | A computer that provides services directly to one or more users. In TCP/IP, this is an IP addressed device. |
| Host Address | That part of an internet address that designates the node on which the subnetwork is being addressed. Sometimes called the Host Number. |
| Host Field | The bit field in an internet address that designates a specific host. |
| HPAD | Host Packet Assembler/Disassembler. |

| Term | Definition (Continued) |
|-------------|--|
| Hub | Devices that connect to several other devices, usually in a Star topology as shown here. |
| Hunt Group | An arrangement that lets calls find an idle circuit, in a pre-arranged multi-circuit group, to establish a link. |

I

| Term | Definition |
|--------------------------------|--|
| IBGP | Internal Border Gateway Protocol (BGP). |
| ICMP | Internet Control Message Protocol: handles errors and control messages at the IP layer. Can generate error messages, test packets, and information messages related to IP. |
| Idle Timer Delay | Inactivity timer, used to clear connections after expiration of a preset time. |
| IDN | An integrated digital network employing digital switches and digital transmission. |
| IDRP | Inter Domain Routing Protocol. |
| IEEE 802.1p | Class of service (COS) port priorities. |
| IEEE 802.1Q | Traffic from multiple VLANs over a single link. |
| IGMP | Internet Group Multicast Protocol. |
| IGP | Interior Gateway Protocol. A protocol used with autonomous systems. (See RIP and OSPF.) |
| IKE | Internet Key Exchange. |
| Inbound Call Translation Table | Carries the identification number to reference an entry from the public data network. |
| INL | Inter-Nodal Link. |
| IP | Internet Protocol: the network layer for the TCP/IP protocol suite. It is a connectionless, best-effort packet switching protocol providing a common layer over dissimilar networks. |
| IP Address | A 32 bit address defined by IP, and usually presented in dotted notation. For example, 10.10.10.2. |
| IPSEC | IP Security. |
| IPX | Internet Protocol Exchange. A router with IPX routing enabled can interconnect LANs so that Novell NetWare clients and servers can communicate. IPX provides a best-effort delivery service and is the equivalent to IP. |

| Term | Definition (Continued) |
|----------------|---|
| ISAKMP | Internet Security Association Key Management Protocol. |
| ISDN | Integrated Services Digital Network. Special telco service combining voice and data onto a single line. |
| ISDN BRI 2B | Two B Channels (2B) of ISDN BRI |
| ISDN BRI B | A single B Channel of of ISDN BRI |
| ISDN BRI D | The D Channel of ISDN BRI |
| ISDN BRI Data | ISDN BRI Data Daughtercards (ISDN or enhanced ISDN) S/T or U interface types. |
| ISDN BRI Voice | ISDN BRI Voice Daughtercard - S/T interface type. |
| ISDN BRI M/C | The Monitor Control (M/C) Channels of ISDN BRI. |
| ISP | Internet Service Provider. |

K

| Term | Definition |
|-------------|--|
| Keepalive | A message sent over a network link during periods of inactivity to tell remote node to stay operational. |
| Kermit | A file transfer protocol (not the same as FTP) that provides an easy method of file transfer. |

L

| Term | Definition |
|-------------|--|
| L2TP | Layer 2 Tunneling Protocol. |
| LAN | Local Area Network. A data network that serves a relatively small area. |
| LAN Adapter | An external device or card that allows a device to gain access to a local area network. |
| LAP-B | Link Access Protocol-Balanced: a version of HDLC in which either connected station can initiate data transfer. |
| LAP-D | Link Access Protocol for the ISDN D-Channel. |

| Term | Definition (Continued) |
|----------------------------|---|
| Layer | A portion of a stacked protocol consisting of one or more semi-independent protocols. Each layer builds on the layer beneath and feeds information to the protocols above. |
| LCN | Logical Channel Number. This number is in the header of X.25 packets and is a unique reference to the virtual circuit in use. Upon receiving a packet, Vanguard reads the Logical Channel Number (LCN) and consults a cross-reference look-up table to identify the destination port. |
| LCON | LAN Connection Table. |
| LDAP | Lightweight Directory Access Protocol. |
| Lease | The period over which a network address is allocated to a client. |
| Leased Line | Any circuit available for the exclusive use of a subscriber. |
| LED | Light Emitting Diode. |
| LFI | Link Fragmentation and Interleaving. |
| Link | The physical connection between two nodes in a network. |
| Link Access Protocol | This is an unbalanced version of HDLC. |
| LLC2 | See Logical Link Control. |
| LMI | Logical Management Interface. A method of exchanging status information between the user device and the frame relay network. |
| Load Sharing | BGP route could have multiple paths to a destination. The traffic to the destination is shared among the multiple paths in a predefined manner. |
| Logical Link Control (LLC) | The upper portion of the data link layer. It presents a uniform interface to users of the service. |
| Loop Back | Any of several methods of feeding a transmitted signal back to the sender. Commonly used to test for faulty equipment or data lines in the data path. |
| LU | Logical Unit. |
| LUA | Conventional LU Application Programming Interface (API) |
| LU0,2 | Logical Unit type 0, or type 2 |

M

| Term | Definition |
|---------------------|--|
| MAC | Multiple Access Control. |
| MAC Address | The built in hardware address of a device connected to shared media. |
| Marking | this is part of Quality of Service whereby a packet flow is assigned to an aggregate by assigning a particular value to the DSCP field. See DSCP. |
| MBGP | Multi-Protocol Border Gateway Protocol. |
| MD5 | Message digest algorithm 5, an iterative cryptographic hash function for message authentication. |
| MED | Multi-Exit Discriminator. |
| MIBs | Management Information Base. The set of parameters that an SNMP management station queries or sets in the SNMP agent of a network device. |
| Microflow | An application-to-application flow of packets identified by the source/destination IP addresses, source/destination port numbers, and protocol ID. |
| MLPMC | Multilink PPP with Multiclass. |
| MLPoA | Multilink PPP over ATM. |
| MLPoFR | Multilink PPP over Frame Relay. |
| MLPPP, MLP | Multilink PPP. |
| MLPVP | Multilink PPP with Voice Prioritization. |
| Mnemonic | A symbolic name given to data, programs, or instructions to make them easier to remember. |
| Mnemonic Call Table | A set of mnemonics defined to represent an address for predefined destinations. |
| MOSPF | Multicast Open Shortest Path First. |
| MTBF | Mean Time Between Failures. |
| Multicast | A capability that allows multiple users to simultaneously communicate with a network. |
| Multiplexer | A device that lets multiple signals to be sent simultaneously over one physical circuit. The receiving end is demultiplexed into the same number of outputs. Sometimes called a MUX. |
| Multipoint | A network concept that allows multiple nodes to share a common physical medium. Each node waits for a poll by a line controller before sending data. |

N

| Term | Definition |
|---------------------------|---|
| NAK | Negative Acknowledgment. This is a response to the receipt of corrupted data packets. |
| NAS | Network Access Server. |
| NAT | Network Address Translation. |
| NIST | National Institute of Standards & Technology. |
| NCCP | Network Control Channel Protocol. |
| Network Management System | Software used to manage SNMP resources from a computer. |
| Network Address | The TCP/IP network portion of an IP address. |
| Network Layer | The OSI layer that handles routing, switching, and subnetwork access across the entire OSI environment. |
| NLRI | Network Layer Reachability Information. |
| NO_ADVERTISE | A well-known community attribute. All routes carrying a community attribute containing this value must not be advertised to other BPG peers. |
| NO_EXPORT | A well-known community attribute. All routes carrying this community attribute must not be advertised outside of a BGP confederation boundary. In Vanguard BGP implementation, this value instructs the BGP speaker not to advertise a route over an EBPB peer. |
| NO_EXPORT_SUBCONFED | A well-known community attribute. All routes carrying a community attribute containing this value must not be advertised to EBPB peers. In our BGP implementation, this value instructs the BGP speaker not to advertise a route over an EBPB peer. |
| NO_PEER | A well-known community attribute. All routes carrying this community value to constrain their propagation only to transit providers and not peers. |
| Node | An addressable device attached to a computer environment. |
| Non-blocking | A switching network with a sufficient number of paths to ensure that a call always reaches any other idle subscriber with encountering a busy state. |
| NIC | Network Storage Option card. This is one of the 6500 ^{PLUS} cards. |
| NUI | Network User Identification. |

O

| Term | Definition |
|-------------|--|
| OSI | Open System Interconnection. This is a seven layer suite of protocols, as shown here. |
| OSPF | Open Shortest Path First. A routing protocol that routes packets by finding the shortest path available to the destination. In some instances, this interior gateway protocol is used in place of RIP. |

P

| Term | Definition |
|-------------------------|---|
| Packet | A unit of data sent across a packet switch network. In TCP/IP, it refers to the data package sent across the physical network as in Ethernet Packet. |
| Packet Assembly | User facility that permits non-packet-mode terminals to exchange data in the packet mode. |
| Packet Disassembly | User facility that enables a packet destined for delivery to a non-packet-mode terminal to be delivered in the appropriate form (e.g., in character form) at the applicable rate. |
| Packet Switch | A device that accepts, routes, and forward data packets in a packet switched network. |
| Packet Switched Network | A network designed to carry data in the form of packets. The packet and its format is internal to that network. |
| Packet Switching | Data transmission technique where user information is segmented and routed in packets, each with its own appended control information for routing, sequencing, and error checking. A transmission technique that allows a communication channel to be shared by many users, each using the circuit only for the time required to transmit a single packet. |
| PAD | Packet Assembler/Disassembler: a protocol conversion device (or program) that allows user terminals not equipped for packet switching to communicate over an X.25-based channel. A PAD allows multiple terminals or host computer ports to interface to a packet switching network. |
| PAP | Password Authentication Protocol. |
| PBR | Policy Based Routing. |

| Term | Definition (Continued) |
|------------------|--|
| PBX | Public Branch Exchange. A telephone switch which is installed at a customer site. |
| PDN | Public Data Network: a data network shared by many users from different organizations. |
| PDU | Protocol Data Unit. |
| PEM | Privacy Enhanced Mail. |
| Per Hop Behavior | A component in the Quality of Service feature, the per hop behavior is a forwarding treatment received by Flow or Behavior Aggregates. See Flow and Behavior Aggregate. |
| PFS | Perfect Forward Secrecy. |
| PHB | See Per Hop Behavior. |
| PHBx | This is an identifier used for Custom PHBs, where x equals a value from 1 to 15. |
| PIB | Policy Information Base. |
| PID | Parameter Identifier. |
| PIM | Protocol Independent Multicast. |
| PKCS | Public Key Cryptography Standards. |
| PKI | Public Key Infrastructure. |
| PKIX | X.509 based PKI. |
| PLU | Primary Logical Unit. |
| Point-To-Point | Circuit that connects two nodes directly together. |
| Polling | The process of inviting another station or node to transmit data. This requires that one station control the other stations. |
| Port | A physical access point to a computer, device, or network. |
| POTS | Plain Old Telephone Service. The standard 2-wire telephone service, without additional services such as ISDN, Caller ID, and Call Waiting. |
| PPP | Point-to-Point Protocol: a protocol for transmitting packets over a serial, synchronous and asynchronous point-to-point circuit that connects two nodes directly together. |
| PPPoA | Point-to-Point Protocol over ATM. |
| PPPoE | Point-to-Point Protocol over Ethernet. |
| PR | Absolute Priority, a component of the Quality of Service (QoS) feature. |
| PRI | Primary Rate Interface for ISDN. |

| Term | Definition (Continued) |
|---------------------------|--|
| Priority-tagged frame | A tagged frame whose tag header carries both VLAN identification and priority information. |
| Private Network | A network established and operated by a private organization or corporation for users within that organization or corporation. |
| PROM | Programmable Read-Only Memory. |
| Protocol | Formal set of rules governing format, timing, sequencing, and error control of exchanged messages within a data network. May also include facilities for managing a communications link and/or contention resolution. A protocol may be oriented toward data transfer over an interface, between two logical units directly connected, or on an end-to-end basis between two end-users over a large and complex network. |
| Proxy | The process in which one system acts for another to answer protocol requests. |
| Proxy Agent | An agent that queries on behalf of the manager. This is used to monitor objects not directly manageable. |
| Proxy ARP | The process in which one device (usually a router) answers ARP request intended for another device. The router accepts responsibility for routing packets to the real destination when it answers the ARP. |
| PSDN | Packet Switched Data Network. |
| PSTN | Public Switched Telephone Network. This is the voice network that offers nationwide, unrestricted telephone service. |
| PTZ | Pan/Tilt/Zoom control on video cameras. |
| PU | Physical Unit. |
| Public Data Network (PDN) | A network established and operated by communications common carriers or telecommunications administrations for the provision of circuit-switched, packet-switched, and leased-line circuits to the public. |
| PVC | Permanent Virtual Circuit. A circuit, such as an X.25 circuit, that is connected permanently. This is similar to a dedicated leased line on the telephone network. |

Q

| Term | Definition |
|--------------------|--|
| QCL | QoS Control List. A component of the Quality of Service feature. |
| QLLC | Quality Logical Link Control. |
| QoS | See Quality of Service. |
| Quality Of Service | This is the collective effect of service performances which determine the degree of user satisfaction. QoS is the performance of a traffic flow through networks, intended to provide end-to-end service guarantees to user traffic. |

R

| Term | Definition |
|---------------|--|
| RA | Registration Authority. |
| RADIUS | Remote Authentication Dial-In User Service. |
| Remarking | This is part of Quality of Service where an aggregates DiffServ Code Point is changed in a manner that does not change the level of service received by the aggregate. This ensures that the level of Quality of Service applied within one network continues to apply in another network. |
| Remote Access | The ability of network nodes, or remote computers to gain access to a computer which is at a different location. |
| RI | Ring Indicator. EIA Interface connector signal which indicates to a attached DTE that an incoming call is present. |
| RIB | Routing Information Base. |
| RIP | Routing Information Protocol. An interior gateway protocol that allows a group of hosts located on a local network, to share information. See IGP. |
| RIPv2 | Routing Information Protocol Version 2. |
| RFC | Request for Comment. |
| RJ11 | A standard 6-wire modular jack or plug using 2 to 6 conductor, often used for telephones and some data communication. |
| RJ45 | A standard 8-wire modular jack or plug that uses 2 to 8 conductor, often used for telephones and data communication. |

| Term | Definition (Continued) |
|---------------|--|
| RJE | Remote Job Entry |
| Route | The path that network traffic follows from its source to its destination. Sending a packet or frame of data through a network to its correct destination. |
| Route Backup | BGP route could have multiple paths to a destination. Once the primary one is out of order, the next path (backup path) will be chosen to keep connectivity. |
| Router | A device that forwards traffic between networks or subnetworks, and operates at either the OSI Network layer or the IP layer in TCP/IP. |
| Routing | The process of selecting the correct interface and next hop for a packet being forwarded. |
| Routing Table | A network layer directory (in each router) containing the addresses of other networks or devices and additional information on how to reach them. |
| RP | Rendezvous Point. |
| RPF | Reverse Path Forwarding. |
| RTS | Request To Send. EIA Interface connector signal. Physical modem interface control signal from DTE, requesting clearance to transmit. |

S

| Term | Definition |
|-------------|---|
| SA | Security Association. |
| SABM | Set Asynchronous Balanced Mode: sent when the node is initially powered up to bring a link up to allow communication. |
| SABME | Set Asynchronous Balance Mode Extended. |
| SAD | Security Association Database. |
| SAM | Security Association Management. |
| SCEP | Simple Certificate Enrollment Protocol. |
| SDB | Serial Data Board. |
| SDLC | Synchronous Data Link Control: the IBM data link protocol used in SNA networks. |
| Selecting | The polled BSC process that lets a station know that the next transmission is directed to it. |

| Term | Definition (Continued) |
|--------------------------------------|--|
| Sequence Number | A unique number for every packet on a particular connection maintained by a reliable transport layer service. The sequence number lets the transport layer know if any packets were lost or delivered out of sequence by the lower network layers. |
| Serial | A transmission method that sends each data bit sequentially on a single channel. |
| Serial Line IP (SLIP) | An internet protocol used to run IP over serial lines, such as telephone lines, connecting two systems. (See PPP) |
| Service Advertisement Protocol (SAP) | The NetWare protocol for publicizing the current network address of available services. |
| Service Level Agreement (SLA) | This identifies the agreement to provide service between either a user domain and DiffServ domains or between two DiffServ domains. |
| SES | Serial Emulation Support. |
| Session | The logical stream of data flowing between two programs communicating over a network. |
| SGMP | Simple Gateway Management Protocol. The predecessor of SNMP. |
| SHA-1 | Secure Hash Algorithm 1. |
| Shaping | This is part of Quality of Service. Shaping changes the timing relationship between packets in a microflow/aggregate to make it compliant to a given traffic profile. |
| SHDSL | Symmetric High Speed DSL. |
| SIMM | Single In-line Memory Module. A series of memory chips attached to a small circuit board. SIMMs are used to increase the available onboard memory available to Vanguard products. |
| SIP | Slim Internet Protocol. |
| SLIP | Serial Line Internet Protocol. |
| SM | Sparse Mode. |
| SMDS | Switched Multimegabit Data Service. A high-speed, datagram-based, public data network service used by telephone companies in their data networks. |
| SNA | Systems Network Architecture. This is a proprietary networking architecture used by IBM (and compatible) mainframe computers. |
| SNAP | SNA Processor (Data Connections Limited). |
| SNMP | Simple Network Management Protocol. Rules used to perform network management functions. SNMP uses Internet suite of protocols. (See MIBS.) |

| Term | Definition (Continued) |
|---------------------------------|--|
| SoTCP | Serial Protocol over TCP is a proprietary protocol that allows a Vanguard device to encapsulate and transport serial protocols over the IP network. |
| SPD | Security Policy Database. |
| SPI | Security Parameter Index. |
| SPT | Source Specific Tree. |
| SSCP | System Service Control Point. |
| SSM | Source Specific Multicast. |
| Station | A network location capable of sending or receiving data. |
| Subnet | A portion of a network that shares a network address with other subnets but is distinguished by a unique subnet number. |
| Subnet Address | The significant part of the locally administered portion of a network IP address. This can be identified by using a Subnet Mask. |
| Subnet Mask | See Address Mask. |
| Subnet Number | Part of an internet address that designates a subnet. This is usually ignored during Internet routing but is important for Intranet routing and management. |
| SVC | Switched Virtual Circuit. Channels available for the user to select a desired destination. An SVC user can select any network resource subject to restrictions imposed by user priority and security, and the network configuration. |
| Synchronous Transmission (Sync) | Data communications where characters or bits are sent at a fixed rate, with the transmitting and receiving devices synchronized. This eliminates the need for start and stop bits basic to asynchronous transmission, and significantly increases data throughput rates. |

T

| Term | Definition |
|-----------------------|---|
| T1 | A digital transmission system that operates at 1.544 Mbps using time division multiplexing techniques. It supports up to 24 circuits. |
| T3/E3 | T3 (up to 44.736 Mbps) and E3 interfaces (up to 34.368 Mbps). |
| TB | Transparent Bridging. |
| TBOP | Transparent Bit Oriented Protocol. |
| TCOP | Transparent Character Oriented Protocol. |
| TCP | Transmission Control Protocol. An Internet standard transport protocol in the Internet protocol suite for reliable, connection-oriented, full-duplex data streams. |
| TC-PAM | Trellis Coded Pulse Amplitude Modulation. |
| TCP/IP Protocol Suite | Transmission Control Protocol over Internet Protocol. This refers to the suite of transport and application protocols which run over IP (such as IP, ICMP, TCP, UDP, FTP, Telnet, SMTP, SNMP, TFTP). |
| TDM | Time Division Multiplexer. |
| TDMA | TDM Access. |
| Telco | A local telephone company. |
| Telnet | A virtual terminal protocol in the Internet suite of protocols. This lets users on one host work as a terminal user on a remote host. |
| Terminal Port (TP) | A physical port through which data is transferred to and from a local user terminal. |
| TFTP | Trivial File Transfer Protocol. |
| Throughput | The measure of the rate at which data flows through a device. For example, if 4000 characters per second enter one port and exit another port on a device, the throughput is 4000 characters per second. If 2000 characters per second both enter and exit one port and enter and exit another port the throughput is still 4000 characters per second. |
| TN | Telnet |
| TN3270 | Telnet 3270 |

| Term | Definition (Continued) |
|--|--|
| Token Ring (TR) | A network access method and topology in which a token is passed from station to station in a sequential order. Stations with data to transmit must wait for the token before transmitting their data. In a token ring, the next logical station is also the next physical station on the ring. |
| Topology | A standard way of connecting systems on a network. |
| TOS | Type of Service. |
| TPA | Transparent Polled Asynchronous. Transaction Protocol Data Unit. See TPDU. |
| TPAD | Terminal Packet Assembler/Disassembler. |
| TPDU | Transaction Protocol Data Unit. |
| TR | See Token Ring. |
| Traffic Conditioning Agreement (TCA) | This is part of a Service Level Agreement containing details about the traffic profile a user can send to a DiffServ domain. |
| Triple-DES | 3 Key Data Encryption Standard. |
| TRIM | Token Ring Interface Module. |
| Trivial File Transfer Protocol (TFTP) Server | The TFTP Server provides the capability to download software image files and CMEM configuration files to a remote TFTP client using the TFTP file transfer protocol over the UDP/IP protocol stack. |
| TTL | Time To Live. This is a field in the IP header indicating how long the associated packet has to survive before being discarded. |

U

| Term | Definition |
|-------------|---|
| UBR | Unspecified Bit Rate. |
| UDLC | Universal Data Link Control. This is a bit-oriented HDLC-based protocol. |
| UDP | User Datagram Protocol. An Internet standard transport protocol that exchanges datagrams without acknowledgments or guaranteed delivery. |
| User Data | X.25 routing file parameter specifying the data in hexadecimal ASCII format to enter into the user data field of the generated call packet. |

V

| Term | Definition |
|---------------------|--|
| V.24 | CCITT recommendation defining interchange circuits between data communications equipment (DCE) and data terminal equipment (DTE). Similar to, and operationally compatible with, EIA-232. |
| V.35 | CCITT recommendation defining a standard for data transmission at 48 kbps using 60 to 108 kHz group band circuits. |
| VBR-nrt | Variable Bit Rate - Non-real time |
| VBR-rt | Variable Bit Rate - Real time |
| VC | Virtual Connection. |
| Virtual Circuit | <p>A network service that lets two processes communicate as if they were directly connected without regard for the underlying network structure.</p> <p>In packet-switching, network facilities that give appear to the user as an actual end-to-end circuit.</p> <p>A dynamically variable network connection where sequential user data packets are routed differently during the course of a virtual connection.</p> <p>Enables transmission facilities to be shared by many virtual circuits simultaneously.</p> |
| Virtual Router | An abstract object managed by VRRP that acts as a default router for hosts on a shared LAN. |
| VLAN | Virtual LAN. |
| VLAN - tagged frame | A tagged frame whose header carries both VLAN identification and priority information. |
| VoFR | Voice Over Frame Relay. |
| VoIP | Voice Over IP. |
| VPMT | Virtual Port Mapping Table. |
| VPN | Virtual Private Network. |
| VSA | Vendor Specific Attribute. |
| VTAM | <ul style="list-style-type: none"> • Virtual Telecom Access Method. • Vortex Telecommunications Method. |
| VRID | A virtual router identifier used to identify a virtual router. |
| VRRP | Virtual Router Redundancy Protocol. |
| VRRP Router | A router running VRRP. |

W

| Term | Definition |
|-------------|---|
| WAN | Wide Area Network. This type of network covers a very large geographic area. See LAN. |
| Wideband | A term applied to facilities having bandwidths greater than those needed for a single channel. See Broadband. |

X

| Term | Description |
|--------------------|---|
| X.21 | CCITT recommendation defining the general purpose interface between DTE and DCE for synchronous operation on public data networks. |
| X.25 | A CCITT data communications interface specification describing how data passes in and out of PDNs. |
| X.25 Network Level | Also referred to as Packet Level, it is at this level that individual channels are defined for the users and calls are established and cleared for channels. Each frame on the link is dedicated to an individual user and the data field of the frame is the user's data packet. Users are separated from one another on the link by unique channel number assignments found in these packets. |
| X.28 | DTE/DCE interface for an asynchronous mode data terminal accessing a PAD facility in a public data network. |
| X.29 | CCITT recommendation defining procedures for exchanging control information and user data between a packet assembler/disassembler (PAD) and a packet mode DTE or another PAD. |
| X.3 | A CCITT recommendation describing the operation of a PAD device in a PDN. |
| XID | Exchange Identification. This is a LAP-D command/response. |
| XOFF | Transmitter Off. |
| XOn | Transmitter On. |