

A

Access control	The manner in which network devices are granted or denied access to the transmission medium.
Address	A unique identification code assigned to a network device so it may independently send and receive messages. It also refers to a unique location in a computer's memory.
American wire gauge	A system used to specify wire size. The greater the wire diameter the smaller the AWG number.
Amplitude-shift keying	An analog encoding scheme where the digital signal's two binary digit values are represented by two different amplitudes in the analog signal's frequency.
Analog signaling	Digital data is transmitted as an analog signal. Signals consist of a continuously varying electromagnetic wave.
Architecture	The logical structure of the communications system of a network. It is made up of protocols, formats and sequences of operations. The manner in which a system—network, hardware and software—is structured.
Asynchronous transmission	Data is transmitted as a series of bits separated by start and stop bits.
Attachment unit interface	A 15-pin Ethernet cable used to connect network devices to a Media Attachment Unit. It is a shielded twisted-pair cable.
Attenuation	The decrease in power of a signal.
Audit trail	Audit trails provide details such as user name and time of access to some or all network files. Allows the tracking of individuals who accessed files and when they did so. Discourages abuse and enhances management control of the network.

B

Backbone cabling	That part of the cabling system providing interconnections between telecommunications closets, equipment rooms and entrance facilities.
Backbone network	An intermediate network connecting two or more separate LANs.
Backups	The process of duplicating part or all of the information found in a computer's storage area.
BALUN	An impedance matching device that converts the impedance on one interface to the impedance of another interface. Generally used to connect balanced twisted-pair cabling with unbalanced coaxial cabling.
Bandwidth	The size of a transmission channel. The difference, expressed in hertz, between the highest and lowest frequencies in a band.
Baseband transmission	A transmission technique allocating the entire bandwidth to a single transmission channel. Only a single transmission can occur at a given time.
Baud	A unit of signal frequency. It is measured in signals per second. Not to be confused with bits per second. Signals can represent more than one bit.
Binary digit	All computers process information in the form of binary digits. In the binary system, all information is represented as a series of zeros and ones.
Binder group	A group of wire pairs found in a large cable. Groups can be distinguished from one another through the use of colored threads. Standard color coding provides for 25 pairs per binder group.
Biphase encoding	Digital encoding schemes that have at least one change in voltage level per binary digit transmitted.
Bits per second	Units of transmission speed.

Bridge	A networking device used to connect two LANs. Data packets are forwarded or filtered depending on their destination address.
Bridged taps	The appearance of the same cable at several distribution points.
Broadband transmission	A transmission technique dividing the bandwidth into multiple channels. Many channels are available for transmission allowing multiple network devices to transmit simultaneously without collision.
Router	A device that routes specific communication protocols and bridges others.
Buffer	A temporary data storage area.
Bus topology	A linear configuration where all network devices are placed on a single length of cable.
Byte	A data unit usually made up of eight bits. Sometimes referred to as an Octet.

C

Cable	One or more metallic conductors or optical fibers grouped together in sheath. Assembled so as to allow the use of conductors/fibers singly or in groups.
Cache	A memory location set aside to store frequently accessed data. Used to improve network performance.
Campus	A multiple building environment, a complex. For example, a university, hospital, or military base.
Campus Area Network	A network designed to provide for connectivity between buildings located in the same general area.
Carrier sensing	Monitoring of the transmission channel to see if it is free to transmit a message. A check to see if other network devices are transmitting.
Carrier-sense multiple access with collision avoidance	An access control method allowing all network devices equal access to the telecommunications channel. When a device with a message to send detects that the channel is free to transmit, it sends a jamming signal warning other devices that it will be transmitting a message. The jamming signal indicates to other devices that they should not be transmitting at that time.
Carrier-sense multiple access with collision detection	An access control method allowing all network devices equal access to the telecommunications channel. Messages are broadcast onto the network.
Central processing unit	The part of a computer where data is processed.
Centralized server LAN	A LAN environment in which one or more PCs act as servers. All other PCs are stations accessing the server.
Chargeback software	Software used in cost accounting.

Checksum	A block check character or block check sequence computed by adding together the bit values of the block using simple binary addition.
Circuit	The electrical path between two devices that allows for communication.
Cladding	<i>See optical fiber cladding.</i>
Client	A device that requests services from a server.
Client/server computing	Applications software created for use in a LAN environment. Consists of two distinct parts. The client portion of the software resides on the network station and the server portion is installed on the file server. The two portions share processing activities.
Clock	A device generating a high-speed synchronizing signal.
Closed architecture	An architecture that is compatible with only the hardware and software from a single vendor. <i>Contrast with Open architecture.</i>
Coax	<i>See coaxial cable.</i>
Coaxial cable	A cable consisting of a central copper core surrounded by a layer of insulating material in turn surrounded by a metallic mesh or solid metallic sleeve. This is then protected by an outer layer of nonconducting material. Both the core and the metallic layer are capable of conducting electrical signals.
Collision detection	If two network devices attempt to send a message at the same time, the messages collide. The devices stop transmission when a collision is detected and attempt to re-transmit after waiting for a random time out.
Common carrier	Public transmission facility that must abide by public utility regulations.
Communication	Sending data from one station to be received by another.
Communications addressing	The manner in which a signal finds its way to the correct destination.
Communications processing	The path a signal takes once it arrives at its destination.

Communications server	A server with one or more attached modems and corresponding telephone lines. Allows LAN users access to distant (non-local) systems.
Communications signaling	The manner in which signals are generated by the sending device.
Configuration	The manner in which hardware is connected or the way in which software is set up.
Connection oriented network	Communications occur following a well-defined process. Data is transferred following the same pre-established path between two points.
Connectionless network	Communications which do not require a logical connection to be established between two stations before transmission takes place. Data packets are addressed and sent independently. Connectionless networks are specified by the IEEE 802 standards.
Connectivity	Linking devices at the same or different locations for the purpose of sharing and transmitting data. A primary goal of data communications.
Contention	A network access method in which devices compete for transmission by sending signals at will.
Cost accounting	Permits individual network users or entire departments to be allocated the cost for their share of LAN use. Makes budgeting for the network a simpler task.
Crossover	A conductor which connects to a different pin number at each end.
Crosstalk	The reception of unwanted signals.
CSMA/CA	<i>See Carrier-sense multiple access with collision avoidance.</i>
CSMA/CD	<i>See Carrier-sense multiple access with collision detection.</i>
CSU/DSU	A DCE used to access a digital communications network.

D

Data circuit-terminating equipment	The device permitting a DTE to access the communications channel in an internetworking environment.
Data communications equipment	Equipment found at the transmission sources and destination allowing communications to occur. It is responsible for establishing, maintaining and terminating connections. It performs signal conversion and coding between the transmission medium and the DTE.
Data integrity	The degree to which data is intact.
Data link	The logical connection of two devices on the same circuit.
Data terminal equipment	The device producing data to be transmitted across an internetwork.
Database	An organized set of electronically stored records.
Database server	A server used to store structured data in a central location for access by authorized network users. Often uses client/server computing to distribute the processing of the data.
Datagram	A complete message contained in one packet delivered to the destination specified in the address field.
DB-15	A standardized connector with 15 pins. Used for Ethernet transceivers.
DB-25	A standardized connector with 25 pins. Used for parallel or serial connections.
DB-9	A standardized connector with 9 pins. Used for Token-ring and serial connections.
Decibel	A logarithmic unit for measuring the power or strength of a signal.
Dedicated line	Transmission media used only to transmit data between two locations.

Dedicated server	The server functions only as a device contributing files, programs and peripheral devices to the network for shared use. The server device cannot be used as a station.
Dielectric	A material that is non-metallic and non-conductive. May be used to describe insulating materials.
Differential Manchester encoding	A digital encoding scheme where a voltage change in the middle of each binary digit transmitted provides clocking functions. In addition, a voltage change at the beginning of a binary digit transmission represents the binary digit zero. The absence of a voltage change at the beginning of the binary digit transmission represents the binary digit one.
Digital signal	A signal taking on only one of two values. One value for the binary digit one and another for the binary digit zero.
Digital signaling	Digital data is transmitted as digital signals. Signals consist of a series of constant-voltage pulses.
Directory	The logical part of the disk space that is named. Also the list of files shown when a directory command is issued.
Disk	An electromagnetic storage medium for digital data.
Diskless station	A LAN station with no hard disk or diskette drive. The user is unable to store any files or programs locally.
Distributed architecture	A LAN that uses a shared communications medium and shared access methods.
Downlinks	Signals transmitted from satellites to ground stations.
Download	The transfer of a file from one network device to another. Often refers to the transfer of a file from a "larger" device such as a mainframe to a "smaller" device such as a personal computer.

Downtime	A period when the network is unavailable to users.
Drop cable	The cable allowing connection and access to and from the trunk cable of a network.
Dumb terminal	A computer terminal with no processing or programming abilities.

E

Emulation

The technique of modifying a device with hardware and software to operate as another device.

Encryption

Used for the purpose of security. A modification of the bit stream so it appears to be random.

F

Fault tolerance	The ability of a system to perform fault management and continue to operate in the event of a system failure.
Fiber optic cable	<i>See optical fiber cable.</i>
File server	File servers provide and manage a shared storage area on the network.
Frame	A group of data bits in a specific format, with a flag at each end to indicate the beginning and end of the frame.
Frequency-shift keying	An analog encoding scheme where the digital signal's two binary digit values are represented by two different frequencies in the analog signal.
Full-duplex transmission	A transmission channel that can operate in both directions simultaneously.

G

- Gateway** A device used to interconnect two or more dissimilar networks. Used to translate protocols.
- Global Area Network** A network designed to provide connectivity between nations.
- Groupware** Applications software designed for use in a LAN environment. Allows individuals to work on different parts of a project while tracking progress as a whole. Tracks group members' schedules, provides electronic mail boxes for communication and permits group members to simultaneously work on a document.

H

Half-duplex transmission	A transmission channel that can operate in both directions but in only one direction at a time.
Header	The initial part of a data packet or frame. It contains identifying information such as the source and destination addresses.
Heartbeat	Ethernet-defined signal quality test function.
Hertz	A measure of frequency. It is equal to one cycle per second.
Horizontal cabling	That part of the cabling system extending from the work area telecommunications outlet/connector to the telecommunications closet.
Host device	A generic term used in reference to a mainframe or minicomputer.
Hub	Provides connections to and from multiple network devices. Also known as a concentrator.

Impedance	The total opposition a circuit offers to the flow of current.
Infrared links	System depending on infra-red light to transmit. Links consist of a base unit connected to the server and device connections to the stations. Optical nodes on these units receive and send signals.
Interface	A shared boundary. A physical point of demarcation between two devices or systems where electrical signals, connectors and timing are defined. Also, the procedures, protocols and codes that allows two devices to interact for the purpose of exchanging information.
Internet	A series of linked local, regional and international networks. It provides E-mail, remote login and file transfer services.
Internetwork	The communications system between two networks or the devices attached to two different networks.

Jabber

A type of network error caused by a Network Interface Card placing corrupt data on the network. Also, an error condition caused by an Ethernet device transmitting longer packets than allowed.

L

LAN architecture	Defines a LAN's appearance and function.
LASER	A device producing light with a narrow range of frequencies to generate signals in an optical fiber communications system.
Layer	In networking, layers refer to software protocols. Each layer performs services for the layer above it.
Leased line	A private telephone line rented for the exclusive use of a customer.
Light emitting diode	A semiconductor diode which emits light when a current is passed through it. Used in optical fiber transmission systems.
Link	The communications circuit or transmission path between two points.
Local Area Network	A set of Personal Computers and peripheral devices, such as printers and CD-ROM drives, connected together in a defined, limited geographic area.
Logical link	A temporary connection between a source and a destination device.
Logical topology	Refers to the method by which messages are transmitted from device to device on the LAN.
Login security	Controls a user's access to the network.
Loopback	A diagnostic test where the transmitted signal is returned to the sending device after passing through a communications link or network. It allows the comparison of the returned signal with the transmitted signal.

Manchester encoding	A digital encoding scheme where a voltage change occurs in the middle of each binary digit sent. A high-to-low change represents the binary digit zero and a low-to-high change represents the binary digit one.
Media attachment unit	In Ethernet, a device used to convert signals from one medium to another.
Metropolitan Area Network	A network designed to provide regional connectivity.
Micron	A unit of length equal to one millionth of a meter (0.000001 meter). Also, short for micrometer.
Microwaves	Very short radio waves used for unbounded transmissions. It is any radio wave above 890 MHz per second.
Mirroring	A method of fault tolerance. A backup data storage device maintains data identical to that on the primary device and can replace the primary device if it fails.
Modem	A DCE used to access analog transmission channels. Converts digital signals to analog waveforms and back to digital.
Multicast	An address for a selection of devices in a network. Also, the messages sent to a selection of devices.
Multiplexer	A device that allows several users to share a single circuit by combining several data streams into a single stream.
Multiport repeater	An Ethernet repeater used to connect up to 8 Thinnet Ethernet segments to a trunk cable.
Multitasking	The process of going from one task to another without losing track of either.

N

Nanometer	A unit of length equal to one billionth of a meter (0.000000001 meter).
NetWare	A Network Operating System developed by Novell.
Network	An interconnected system of computers able to communicate with each other, sharing files, data and resources.
Network administrator	An individual responsible for maintaining the LAN.
Network interface cards	A circuit board that provides the means to connect networked stations to the transmission channel. It permits a device to be attached to a LAN. All LAN devices must be equipped with a network interface card.
Network management	The administrative services associated with managing a network. It includes configuring and maintaining network operations, monitoring network performance and diagnosing network problems.
Network operating system	The software that runs in a file server and controls access to the files and other resources.
Network-specific addressing	Each network device within a given network has a unique address. The same address may exist on a linked network. A unique network identifier is required for network-to-network communications. Works as a “first name” / “last name” scheme. <i>See also Universal addressing.</i>
NIC	<i>See Network Interface Card.</i>
Noise	Unwanted signals originating in a channel.
Non-dedicated server	The server contributes files, programs and peripheral devices to the network for shared use AND it can be used as a network station.

Nonreturn-to-zero-level encoding

A digital encoding scheme where the signal level never returns to zero voltage. A negative voltage represents the binary digit one and a positive voltage represents the binary digit zero.

O

Open architecture	An architecture that is compatible with the hardware and software from any of many vendors.
Open circuit	A break in a cable circuit.
Open space transmission	A type of transmission not using any solid media to confine the transmission signal.
Operating system	Software that controls the execution of all other programs.
Optical fiber	An optical waveguide, strand of glass, consisting of a central core and outer cladding.
Optical fiber cable	An assembly consisting of one or more optical fibers, strength members and an outer jacket.
Optical fiber cladding	The outer layer of glass surrounding the light-carrying core of the optical fiber. It has a lower refractive index than the core, and confines light in the core.
Optical fiber core	The central portion of the optical fiber which carries the light pulses. A very thin cylinder of glass, anywhere from 8 to 100 μm in diameter.
OSI model	A seven-layer reference model providing a basis for the development of standards for computer-to-computer networking.

Packet	A collection of binary digits representing data. Control information is added to provide source and destination device addresses.
Packet switching	A data transmission method that routes packets along the most efficient path. It allows a transmission channel to be shared by multiple connections.
Parity bit	A bit added to character bits to make the total number of bits odd or even. Used in error checking.
Password security	Controls a user's access to the network by forcing the user to provide passwords before they can access network resources.
Peer-to-peer LANs	A LAN environment where any PC can contribute to or share network resources. All network devices are able to work as equals.
Peripheral device	Any device connected to and controlled by a computer. For example, printers, hard disk drives, CD-ROM drives, and modems.
Personal computer	A computer for single-user use, as opposed to mainframes or minicomputers which are shared by many users.
Phase-shift keying	An analog encoding scheme where the digital signal's two binary digit values are represented by a shift in the phase of the analog signal.
Physical topology	Refers to the physical appearance of how devices are attached on the LAN.
Pinout	Pin configurations for cabling.
Plenum	An air duct inside buildings through which cables can be pulled or housed.
Point-to-point	A circuit used to connect two devices directly.
Polling	An access control method where each network device is "asked" or polled to see if it has a message to transmit.

Port	A functional unit of a device through which data can enter or leave a data network.
Premises wiring	The entire wiring system of a user's premises.
Print server	Print servers act as a centralized printing location. Typically, a PC or other device connected to at least one, but often multiple, printers. It handles the printing requirements for a large number of networked stations.
Propagation delay	The time it takes for a signal to travel from one point on a circuit to another.
Protocol	A set of rules, procedures or conventions relating to format and timing of data transmission between two devices.
Protocol stack/suite	A predefined, layered set of rules governing how two networked devices exchange information over a transmission medium.

R

Radio links	Use radio waves to transmit information between devices. Most use spread-spectrum technology where data is transmitted at low density over a frequency range of 902 MHz to 928 MHz.
Random access memory	Memory in a computer that may be written to as well as read from in any order.
Repeater	A network device used to repeat signals from one cable onto another.
Ring topology	All network devices connected in series forming a circle.
Router	A network device used to channel messages from one cable link to another.

Segment	A portion of a network sharing an electrically continuous length of cable.
Server	The server combines hardware and software to offer, or serve, network resources to other attached devices. Servers manage the shared resources on a LAN. <i>See also Network operating system.</i>
Server operating system	Controls the most critical aspects of network operations. Manages the activities of a server. Considered to be the “brains” of the network.
Shell software	Software covering the station operating system on a PC. Responsible for recognizing and establishing the connection with the network and file server. Controls communication between the station and the file server.
Shielded twisted-pair cable	Cables made up of multiple twisted-pairs with an additional metallic shield covering the wire pairs. The shielded twisted-pairs are protected by an insulating sheath or cable jacket.
Short circuit	Having a circuit completed at a point too close to the origin, possibly resulting in power surges and damage to the system. May also be created when two wires are touching in a cable circuit.
Simplex transmission	A transmission channel operating in one direction only.
Slotted-ring	An access control method similar to token-passing. A number of fixed length slots circulate around the telecommunications channel and messages are fit into the slots to be transmitted. Used only with a ring topology.
Spanning tree	An algorithm used by bridges to create a logical topology that connects all network segments. It ensures that only one path exists between any two stations.
Spread spectrum	A modulation technique in which the information content of the signal is spread over a wider bandwidth than the frequency content of the original information. Also known as frequency hopping.

Standard, de facto	An informal standard created by large public popularity and acceptance.
Standard, de jure	A formal standard developed and produced by a committee.
Star topology	Network devices are connected to a central hub like the points on a star.
Start bit	A bit added in asynchronous transmissions indicating the beginning of a character. The start bit is always a zero or a space.
Station	A device on a LAN. The typical LAN station is a PC. A common feature of all stations is their ability to function independently, they do not need to be part of the LAN in order to function.
Station operating system	Required for a PC to operate. Provides access to programs, files, printing resources and communications services on a stand-alone PC.
Stop bit	A bit added in asynchronous transmissions indicating the end of a character. The stop bit is always a one or a mark.
Store-and-forward	A transmission technique where messages are stored as they are received by a device and then forwarded to the next location as addressed.
Surge suppression	The process by which transient voltage surges are prevented from reaching sensitive electronic equipment.
Synchronous transmission	The communicating devices are synchronized with each other using a timing mechanism known as a clock.

Tap	Usually refers to a point on the network backbone cable where other devices can be attached.
Telecommunications	Any transmission, emission or reception of signs, signals, writings, images and sound that is information of any nature by cable, radio, optical or other electromagnetic systems.
Telecommunications closet	An enclosed space dedicated to housing telecommunications equipment, cross-connect hardware and cable terminations.
Terminal emulation	The process where a Personal Computer “emulates” or pretends to be an ordinary terminal. Hardware and software products allowing a PC to appear as a terminal to a mainframe or minicomputer.
Terminator	Used on both ends of a coax Ethernet cable. Provides the termination resistance required.
Throughput	The amount of data transmitted between two points in a given amount of time.
Token	The character sequence or frame passed from device to device, indicating that it has the right to transmit.
Token-passing	An access control method using an electronic signal called a token. A network device must have possession of the token in order to transmit a message.
Topology	The physical appearance and/or manner of operation of a network. <i>See also Physical topology and Logical topology.</i>
Trailer	A termination component found as part of some data packets or frames. It contains identifying information.
Transceiver	A device that interfaces between the network and the local device.
Transceiver cable	Used in Ethernet networks to connect a device to a coax cable.

Transmission channel	The physical infrastructure providing the foundation for the connection of all other network devices. Typically, transmission channels are in the form of cables physically connecting devices, although certain wireless transmission channels are available.
Transmission medium	The type of cable/wireless system used to connect the network devices.
Transmission technique	The manner in which the transmission medium is used for communications.
Transparency	Conditions where functions are performed by hardware and software automatically and not noticed by the user.
Trunk cable	The main cable used in traditional Ethernet environments.
Twisted-pair	Two individually insulated copper wires physically twisted together. Each wire pair acts as a single telecommunications path.

U

Uninterruptible power supply	Battery backup system to provide continuous power in the event of a power failure or power fluctuations.
Universal addressing	Each network device has a unique network address. <i>See also Network-specific addressing.</i>
Unshielded twisted-pair cable	Cables made up of multiple twisted-pairs without additional metallic shielding. The twisted-pairs are protected by an insulating sheath or cable jacket.
Uplink	Signals transmitted from ground stations to satellites.
User	An individual making use of network resources.

Virtual circuit

A communications link that appears to be a dedicated circuit between two devices.

Wavelength	The length of a waveform as measured from any point on one wave to the corresponding point on the adjacent wave. It is inversely proportional to the frequency.
Wide Area Network	Computer networks where devices are connected over extended distances using telecommunications links, such as telephone lines, satellites and microwave connections, rather than a length of cable.
Wireless transmission media	Transmission systems where links between devices are invisible. They are in the form of infrared or radio links.

X.25

A transmission protocol used for packet switching. Standardized by the CCITT.

Acronyms and abbreviations

A

AAL	ATM Adaptation Layer
AC	Alternating Current
ADSL	Asymmetrical Digital Subscriber Line
ADSP	AppleTalk Data Stream Protocol
AEP	AppleTalk Echo Protocol
AFP	AppleTalk Filing Protocol
ALAP	AppleTalk Link Access Protocol
ANSI	American National Standards Institute
API	Application Program Interface
APPC	Advanced Program-to-Program Communications
APPN	Advanced Peer-to-Peer Networking
APS	Automatic Protection Switching
ARCnet	Attached Resource Computing Network
ARL	Adjusted Ring Length
ARP	Address Resolution Protocol
ARPA	Advanced Research Projects Agency
ARPANET	Advanced Research Projects Agency NETWORK
ASCII	American Standard Code for Information Interchange

ASK	Amplitude-Shift Keying
ASP	AppleTalk Session Protocol
ATD	Asynchronous Time Division
ATM	Asynchronous Transfer Mode
ATP	AppleTalk Transaction Protocol
AUI	Attachment Unit Interface
AURP	AppleTalk Update Routing Protocol
AWG	American Wire Gauge

B

B-ICI	Broadband InterCarrier Interface
B-ISDN	Broadband Integrated Services Digital Network
BALUN	BALanced UNbalanced
BECN	Backward Explicit Congestion Notification
BER	Bit Error Rate
BFOC	Bayonet Fiber Optic Connector
BGP	Border (Boundary) Gateway Protocol
BIP	Bit Interleaved Parity
BIT	Binary digiT
BNC	Bayonet Navel Connector
bps	Bits per second
BRI	Basic Rate Interface

C

CAD	Computer Aided Design
CAM	Computer Aided Manufacturing
CAN	Campus Area Network
CATV	Community Antenna TeleVision
CAU	Controlled Access Unit
CBS	Committed Burst Size
CCIA	Computer Communications Industry Association
CCITT	Comite Consultatif Internationale de Telegraphique et Telephonique Consultative Committee for International Telegraphy and Telephony
CCTV	Closed Circuit TeleVision
CD-ROM	Compact Disk-Read Only Memory
CDDI	Copper Distributed Data Interface
CFT	Configuration Management
CIR	Committed Information Rate
CLP	Cell Loss Priority
CMF	Connection Management Function
CMIP	Common Management Information Protocol
CMIS	Common Management Information Services
CPE	Customer Premises Equipment
CPU	Central Processing Unit

CRC	Cyclic Redundancy Check
CRS	Cell Relay Service
CS	Convergence Sublayer
CSA	Canadian Standards Association
CSMA/CA	Carrier Sense Multiple Access with Collision Avoidance
CSMA/CD	Carrier-Sense Multiple Access/Collision Detection
CSU	Channel Service Unit

D

DA	Destination Address
DAC	Dual Attachment Concentrator
DARPA	Defense Advanced Research Projects Agency
DAS	Dual Attachment Station
DAT	Digital Audio Tape
dB	Decibels
dB/km	Decibels/kilometer
dBm	Decibel milliwatt
DC	Direct Current
DCC	Data Communications Channel
DCE	Data Circuit-Terminating Equipment/Data Communications Equipment
DDP	Datagram Delivery Protocol
DE	Discard Eligibility
DEC	Digital Equipment Corporation
DIX	Digital, Intel and Xerox
DLCI	Data Link Connection Identifier
DMA	Direct Memory Access
DNA	Digital Network Architecture
DNS	Domain Name Service
DOS	Disk Operating System

DQDB	Distributed Queue Dual Bus
DS	Digital Signal
DSU	Data (Digital) Service Unit
DTE	Data Terminal Equipment
DVA	Distance Vector Algorithm
DXI	Data eXchange Interface

E

EBCDIC	Extended Binary Coded Decimal Interexchange Code
EBS	Excess Burst Size
ECM	Entity Coordination Management
ED	Ending Delimiter
EF	Entrance Facilities
EFS	End of Frame Sequence
EGP	Exterior Gateway Protocol
EIA	Electronics Industries Association
EIA/ITG	Electronic Industries Association's Information and Telecommunications technologies Group
EISA	Extended Industry Standard Architecture
EMC	ElectroMagnetic Compatibility
EMI	ElectroMagnetic Interference
ER	Equipment Room
ETSI	European Telecommunications Standards Institute

F

FC	Frame Control
FCC	Federal Communications Commission
FCS	Frame Check Sequence
FCSI	Fibre Channel System Initiative
FDDI	Fiber Distributed Data Interface
FECN	Forward Explicit Congestion Notification
FEXT	Far End CrossTalk
FOIRL	Fiber Optic Inter-Repeater Link
FRAD	Frame Relay Access Device
FS	Frame Status
FSK	Frequency-Shift Keying
FT-1/FT-3	Fractional T-1/T-3
FTAM	File Transfer Access and Manipulation
FTP	File Transfer Protocol

G

GAN	Global Area Network
GB	Giga Byte
Gbps	Gigabits per second
GFC	Generic Flow Control
GHz	GigaHertz
GOSIP	Government OSI Profile

H

HC	Horizontal Cross-connect
HDLC	High-level Data Link Control
HDSL	High bit-rate Digital Subscriber Line
HED	Header Error Control
HIPPI	High Performance Parallel Interface
HVAC	Heating, Ventilation and Air Conditioning
Hz	Hertz

I

I/O	Input/Output
IAB	Internet Activities Board
IC	Intermediate Cross-connect
IDC	Insulation Displacement Contact
IEEE	Institute of Electrical and Electronics Engineers
IETF	Internet Engineering Task Force
ILG	Inter-Link Gateway
ING	Inter-Network Gateway
IP	Internet Protocol
IPI	Intelligent Peripheral Interface
IPX	Internet Packet eXchange
IRQ	Interrupt ReQuest
IS-to-IS	Intermediate System-to-Intermediate System
ISA	Industry Standard Architecture
ISDN	Integrated Services Digital Network
ISO	International Organization for Standardization (<i>formally</i>) International Standards Organization (<i>commonly</i>)
ITU	International Telecommunications Union
ITU-TSS	International Telecommunications Union-Telecommunications Standardization Section

J

JTM Job Transfer and Management

K

Kbps Kilobits per second

kHz KiloHertz

km Kilometer

L

LAM	Lobe Attachment Module
LAN	Local Area Network
LAP	Link Access Protocol
LASER	Light Amplification by Stimulated Emission of Radiation
LAT	Local Area Transport
LATA	Local Access and Transport Area
LED	Light Emitting Diode
LEG	Link Extension Gateway
LL	Lobe Length
LLC	Logical Link Control
LSA	Link State Algorithm
LU6.2	Logical Unit 6.2

M

MAC	Media Access Control
MAN	Metropolitan Area Network
MAP	Manufacturing Automation Protocol
MAU	Media Attachment Unit (Ethernet)
MAU / MSAU	Multistation Access Unit (Token-ring)
MB	Mega Bytes
Mbps	Megabits per second
MC	Main Cross-connect
MCA	Micro Channel Architecture
MEG	Medium Extension Gateway
MHz	MegaHertz
MHz-km	MegaHertz-Kilometer
MIB	Management Information Base
MIC	Media Interface Connector
MIPS	Millions of Instructions Per Second
MODEM	MOdulator/DEModulator
ms	millisecond

N

N-ISDN	Narrowband Integrated Services Digital Network
NAUN	Nearest Active Upstream Neighbor
NBP	Name Binding Protocol
NCP	NetWare Core Protocol
NDIS	Network Driver Interface Specifications
NEC	National Electric Code
NEG	Network Extension Gateway
NetBEUI	NetBIOS Extended User Interface
NetBIOS	Network Basic Input and Output System
NEXT	Near End CrossTalk
NFPA	National Fire Protection Association
NFS	Network File System
NI	Network Interface
NIC	Network Interface Card
nm	Nano Meter
NNI	Network-to-Network Interface
NOS	Network Operating System
NRZ-L	NonReturn to Zero Level
ns	Nano Second

O

OC	Optical Carrier
ODI	Open Data link Interface
OEM	Original Equipment Manufacturer
OSI	Open Systems Interconnection
OSPF	Open Shortest Path First

P

PA	Preamble
PAD	Packet Assembler/Disassembler
PAP	Printer Access Protocol
PARC	Palo Alto Research Center
PC	Personal Computer
PCI	Peripheral Component Interconnect
PCM	Pulse Code Modulation
PCM	Physical Connection Management
PCMCIA	Personal Computer Memory Card International Association
PDN	Public Data Network
PDU	Protocol Data Unit
PHY	Physical
PMD	Physical Medium Dependent
PRI	Primary Rate Interface
PSK	Phase-Shift Keying
PSTN	Public Switched Telephone Network
PTI	Payload Type Indicator
PVC	Permanent Virtual Circuit

Q

QoS

Quality of Service

R

RAID	Random Array of Inexpensive Disks
RAM	Random Access Memory
RARP	Reverse Address Resolution Protocol
RBOC	Regional Bell Operating Company
RF	Radio Frequency
RFC	Request For Comment
RFI	Request For Information
RFI	Radio Frequency Interference
RFP	Request For Proposal
RFQ	Request For Quotation
RI	Ring In
RIP	Routing Information Protocol
RMF	Ring Management Function
RO	Ring Out
ROM	Read Only Memory
RPC	Remote Procedure Call
RS	Recommended Standard
RSVD	Reserved (in ATM header)
RTMP	Routing Table Maintenance Protocol

S

S(TP)DDI	Shielded (Twisted-Pair) Distributed Data Interface
SA	Source Address
SAC	Single Attachment Concentrator
SAP	Service Access Point
SAR	Segmentation And Reassembly
SAS	Single Attachment Station
SCC	Standards Council of Canada
SCSI	Small Computer System Interface
SD	Start Delimiter
SDH	Synchronous Digital Hierarchy
SDLC	Synchronous Data Link Control
SFS	Start of Frame Sequence
SIG	SMDS Interest Group
SMDS	Switched Multimegabit Data Services
SMT	Station Management
SMTP	Simple Mail Transfer Protocol
SNA	Systems Network Architecture
SNMP	Simple Network Management Protocol
SONET	Synchronous Optical NETWORK
SPE	Synchronous Payload Envelope

SPOOL	Simultaneous Peripheral Operation On Line
SPP	Sequenced Packet Protocol
SPS	Standby Power Supply
SPX	Sequenced Packet eXchange
SQE	Signal Quality Error
SQL	Structured Query Language
SRL	Structural Return Loss
SRT	Source Routing Transparent
STA	Spanning Tree Algorithm
STM	Synchronous Transport Model
STP	Shielded Twisted-Pair
STS	Synchronous Transport Signal
SVC	Switched Virtual Circuit

TB	Tera Byte
TC	Transmission Convergence (ATM)
TC	Telecommunications Closet
TCP	Transmission Control Protocol
TCP/IP	Transmission Control Protocol/Internet Protocol
TDM	Time Division Multiplexing
TDR	Time Domain Reflectometer
TIA	Telecommunications Industry Association
TOP	Technical Office Protocol
TP	Transition Point
TP-PMD	Twisted-Pair Physical Medium Dependent
TPDDI	Twisted-Pair Distributed Data Interface
TPDU	Transport Protocol Data Unit
TREL	Transaction RELease
TREQ	Transaction REQuest
TRESP	Transaction RESPonse
TRN	Token-Ring Network
TSB	Technical Systems Bulletin/Telecommunications Systems Bulletin
TSS	Telecommunications Standardization Section
TTR	Timed Token Rotation

U

UDP	User Datagram Protocol
UL	Underwriters Laboratory
UNI	User-to-Network Interface
UPS	Uninterruptible Power Supply
USTSA	United States Telecommunications Suppliers Association
UTP	Unshielded Twisted-Pair
UTPDDI	Unshielded Twisted-Pair Distributed Data Interface

V

VAC	Value Added Carrier
VAN	Value Added Network
VC	Virtual Channel
VCI	Virtual Channel Identifier
VESA	Video Electronics Standards Association
VFS	Virtual File System
VG	Voice Grade
VHDSL	Very High bit-rate Digital Subscriber Line
VMS	Virtual Memory System
VP	Virtual Path
VPI	Virtual Path Identifier
VSCEL	Vertical Surface Cavity Emitting Laser
VT	Virtual Terminal
VTAM	Virtual Telecommunications Access Method

W

WAN	Wide Area Network
WORM	Write Once Read Many

X

XNS	Xerox Network Systems
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Z

ZIP	Zone Information Protocol
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μ

μm	Micrometer/Micron
μs	Micro-second

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