0pt0.4pt

List of acronyms

ARP Address Resolution Protocol

AS Autonomous System

ASN Autonomous System Number

ATM Asynchronous Transfer Mode

BCC Blocked Calls Cleared

BGP Border Gateway Protocol

BPDU Bridge Protocol Data Unit

CAN Campus Area Network

CIDR Classless Inter-Domain Routing

CSMA Carrier Sense Multiple Access

CSMA/CA CSMA with Collision Avoidance

CSMA/CD CSMA with Collision Detection

DHCP Dynamic Host Configuration Protocol

DDoS Distributed Denial of Service

DoS Denial of Service

DTE Data Terminal Equipment (or Computer)

ECN Explicit Congestion Notification

EGP Exterior Gateway Protocol

EIGRP Enhanced Interior Gateway Routing Protocol

EMULab Ericsson Melbourne University Laboratory

FACK Forward ACKnowledgement

FDDI Fiber Distributed Data Interface

FDM Frequency Division Multiplexing

FDMA Frequency Division Multiple Access

FIB Forwarding Information (data)Base

FTP Fle Transfer Protocol

FTTC Fiber to the Curb

FTTN Fiber to the Node

FTTP Fiber to the Premises

GoS Grade of Service

HTML Hyper Text Markup Language

HTTP Hyper Text Transfer Protocol

IAB Internet Architecture Board

IANA Internet Assigned Numbers Authority

ICANN Internet Corp. for Assigned Names and Numbers

ICMP Internet Control Message Protocol

IDC Infinitely Divisible Cascade

IEEE Inst. of Electrical and Electronic Engineeers

IETF Internet Engineering Task Force

IESG Internet Engineering Steering Group

IGP Interior Gateway Protocol

IGRP (Cisco's) Interior Gateway Routing Protocol

IMAP Internet Message Access Protocol

IP Internet Protocol

IPv4 Internet Protocol version 4

IPv6 Internet Protocol version 6

IRSG Internet Research Steering Group

IRTF Internet Research Task Force

ISDN Integrated Services Digital Network

ISOC Internet Society

ISP Internet Service Provider

ITU International Telecommunications Union

IS-IS Intermediate System to Intermediate System

IXP Internet eXchange Point

LAN Local Area Network

LRD Long Range Dependence

LSA Link State Announcement

MAC Medium Access Control (protocol)

MAN Metropolitan Area Network

MED Multi-Exit Discriminator

MF MultiFractal

MPLS Multi-Protocol Label Switching

MSS Maximum Segment Size

MST Minimum Spanning Tree

MWST Minimum Weight Spanning Tree

NAP Network Access Point

NCC Network Control Center

NFS Network File System

NIC Network Interface Card

NNTP Network News Transfer Protocol

NOC Network Operations Center

NTP Network Time Protocol

OSI Open Systems Intergration

OSPF Open Shortest Path First

PDN Public Data Network

POP Post Office Protocol

POS Packet Over SONET

PPP Point to Point Protocol

PSTN Public Switched Telecommunications Network

PVC Permanent Virtual Circuit

OoS Ouality of Service

RED Random Early Detection

RFC Request For Comment

RIB Routing Information (data)Base

RIP Routing Information Protocol

RSVP Resource ReSerVation Protocol

RTO Retransmission TimeOut

RTP Real-time Transport Protocol

RTT Round Trip Times

SACK Selective ACKnowledgement

SDH Synchronous Digital Hierarchy

SMB Server Message Block

SMTP Simple Mail Transfer Protocol

SNMP Simple Network Management Protocol

SONET Synchronous Optical Networking

SPF Shortest Path First

SSH Secure SHell

SSL Secure Sockets Layer

STP Spanning Tree Protocol

TCP Transmission Controls Protocol

TCP/IP Transmission Controls Protocol/Internet Protocol

TDM Time Division Multiplexing

TDMA Time Division Multiple Access

TLA Three Letter Acronym

TSP Travelling Salesman Problem

UDP User Datagram Protocol

UNI User-to-Network Interface URL Uniform Resource Locator

VC Virtual Circuit

W3C World Wide Web consortium

WAN Wide Area Network

WDM Wavelength Division Multiplexing

WDMA Wavelength Division Multiple Access

WWW World Wide Web

List of units

In contrast to normal computing units for memory, we do things in powers of ten (as in standard scientific notation).

kbps kilobits per second (10³ bits per second)

Mbps Megabits per second (10⁶ bits per second)

Gbps Gigabits per second (10^9) bits per second)

Tbps Gigabits per second (10^{12} bits per second)

B bytes (1 byte = 8 bits)

octet 1 octet = 1 byte = 8 bits

kB kilobytes (10³ bytes)

MB Megabytes (10⁶ bytes)

GB Gigabytes (10⁹ bytes)

TB Terabytes (10¹² bytes)

PB Petabytes (10¹⁵ bytes)

Some terminology

Some frequently used terminology (see notes for details)

- a router = a layer-3 device that forwards packets based on their destination address. Another sometimes synonomous term is gateway, but this usage is obsolete terminology, and we use the term gateway router to mean a router connecting two ASes, while a gateway itself often means a device that translates between higher level protocols (e.g. IP to IPX).
- a switch = a (nominally) layer-2 device that switches data along a virtual circuit (also sometimes called a cross-connect).
- **a hub** = a multiport **repeater** = a layer-1 device that repeats a signal to extend its domain.

Typically, though, these days the term "switch" is applied to an Ethernet device (also called a multi-port **bridge**), which really has some characteristics of a layer-2 and some characteristics of a layer-3 device. It forwards packets to Ethernet segments based on their destination address, but this is a layer-2 MAC address, and IP addresses are not used. VLANs complicate things, but I won't talking about them in CND.

You need to understand both definitions of a switch, but when I talk about switches I will typically mean the former, unless the context is Ethernet, or I explicitly say Ethernet switch.

Link speeds

Common link speeds.

dial-up modem up to 56 kbps

T1 1.544Mbps

E1 2.048Mbps

T3 44.736Mbps (=28xT1)

DS3 44.736Mbps

OC3/STM1 155.52 Mbps (=100 T1)

OC12/STM4 622.08 Mbps (=4xOC3)

OC48/STM16 2.488 Gbps (=4xOC12)

OC192/STM64 9.953 Gbps (=4xOC48)

OC768/STM256 39.813 Gbps (=4xOC192)

Ethernet (10BaseT) 10 Mbps

Fast-Ethernet 100 Mbps

Gig-E 1 Gbps

10Gig-E 10 Gbps

FDDI 100 Mbps

IEEE 802.11b (Wi-Fi) <11 Mbps

IEEE 802.11g (Wi-Fi) <54 Mbps

We call the link speed the **link capacity** or the **link bandwidth**. The actual bandwidth available for applications depends on overheads in physical and link layers, and the MAC layer protocol.