

CMSC 711 Vocabulary Review

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- 5 active measurement
- 2 advertised window
- 3 AIMD (expand and define)
- 5 alias resolution
- 1 application layer
- 4 arms race (in research)
- 1 ARP (expand and define)
- 2 ARP table
- 5 AS prepending
- 5 asymmetric routing
- 5 Autonomous System
- 4 bandwidth delay product
- 1 best-effort delivery
- 5 BGP Peer
- 3 bottleneck
- 6 bottleneck bandwidth
- 2 bridge
- 1 broadcast address
- 1 Classless Inter-domain Routing (CIDR)
- 2 closed window
- 5 community tags
- 3 congestion avoidance
- 3 congestion collapse
- 3 congestion control
- 3 congestion window (cwnd)
- 3 congestion
- 3 cumulative ack
- 1 data-link layer
- 3 delayed ack
- 2 demultiplexing
- 4 DoS (expand and define)
- 1 dotted quad
- 1 Draft Standard
- 3 duplicate ack
- 5 early-exit
- 4 ECN (expand and define)
- 1 encapsulation
- 1 End-to-end argument
- 2 Ethernet
- 1 Experimental RFC
- 1 exponential backoff
- 5 export filtering
- 3 fast recovery
- 3 fast retransmit
- 1 fate sharing
- 4 flooding
- 4 flow
- 2 flow control
- 1 forwarding (different from routing)
- 2 forwarding database (in a switch/bridge)
- 2 fragmentation
- 1 frame (different from segment, packet)
- 1 framing
- 1 Full Standard
- 1 hierarchical addressing
- 5 ICMP
- 6 ICMP errors
- 5 ICMP host unreachable
- 5 ICMP port unreachable
- 5 ICMP time exceeded
- 6 ICMP timestamps
- 1 IETF (expand, define role)
- 4 incremental deployment
- 1 Informational RFC
- 2 initial sequence number (ISN)
- 1 interface
- 5 Internet (different from an internet)
- 5 internet (different from The Internet)

1 Internet-draft (and expiration)	4 pushback
3 interoperability	5 raw sockets interface
1 IP address prefix	2 reassembly
1 IP fragmentation	4 RED (expand and define)
1 IP service model (four bad things)	1 robustness principle
5 IP TTL	5 Route Views
3 Jacobson/Karels RTO algorithm	1 routing (different from forwarding)
3 Karn/Partridge algorithm	3 RTO (expand and define)
5 late-exit	3 RTT (expand and define)
5 libpcap	1 segment (different from packet, frame)
6 link capacity	3 self-clocking
6 link latency	1 session layer (unimportant)
5 localpref	1 SHOULD (in an RFC)
5 loose source routing	3 silly window syndrome
1 MAC address	3 sliding window
1 MAY (in an RFC)	3 slow start
5 MED	1 soft state
1 MSS (expand and define)	5 source routing
1 MTU (expand and define)	3 ssthresh
5 multiple origin AS conflict	1 store-and-forward
2 multiplexing	2 switched ethernet
1 MUST (in an RFC)	2 SYN cookies
2 Nagle's algorithm	2 TCP (expand and define)
6 NANOG	4 TCP friendliness
1 network byte order	3 TCP Nice
1 network effect	3 TCP Reno (order before or after Tahoe?)
1 network layer	3 TCP sawtooth
2 optimize the common case	3 TCP Tahoe (order before or after Reno?)
5 origin AS	2 TCP three-way handshake
1 packet (different from segment, frame)	3 TCP Vegas
3 packet conservation	3 tcpdump
5 passive measurement	5 traceroute
5 path vector routing	5 transit AS
4 per-flow state	1 transport layer
1 physical layer	5 UDP
6 ping	5 valley-free routing
5 policy routing	4 WFQ (expand and define)
5 prefer-customer rule	2 window probes
1 presentation layer (unimportant)	4 work-conserving
1 Proposed Standard	
2 protocol state machine	
1 proxy ARP	