

CMSC 711 Vocabulary Review

May 1, 2005

7 <i>p</i> -persistent CSMA	5 community tags
7 1-persistent CSMA	3 congestion avoidance
7 802.11	3 congestion collapse
10 A record	3 congestion control
9 Abilene	3 congestion window (cwnd)
5 active measurement	3 congestion
9 active networking	7 CSMA/CA
7 ad hoc networks	7 CSMA/CD
2 advertised window	7 CTS
3 AIMD (expand and define)	3 cumulative ack
5 alias resolution	1 data-link layer
7 ALOHA	3 delayed ack
1 application layer	10 delegation
4 arms race (in research)	2 demultiplexing
1 ARP (expand and define)	8 dictionary attack
2 ARP table	7 DIFS
5 AS prepending	7 direct-sequence spread spectrum
5 asymmetric routing	10 DNS zone
5 Autonomous System	10 domain
8 BAN logic: Believes	4 DoS (expand and define)
8 BAN logic: Controls	1 dotted quad
8 BAN logic: Fresh	1 Draft Standard
8 BAN logic: Said	3 duplicate ack
4 bandwidth delay product	5 early-exit
1 best-effort delivery	4 ECN (expand and define)
5 BGP Peer	1 encapsulation
3 bottleneck	1 End-to-end argument
6 bottleneck bandwidth	2 Ethernet
2 bridge	1 Experimental RFC
1 broadcast address	1 exponential backoff
7 CDMA	5 export filtering
8 chosen plaintext attack	7 exposed terminal (“exposed node”)
1 Classless Inter-domain Routing (CIDR)	8 fail-closed vs. fail-open.
2 closed window	3 fast recovery

3 fast retransmit	3 Karn/Partridge algorithm
1 fate sharing	8 kerberos
7 FDMA	5 late-exit
8 firewall	5 libpcap
4 flooding	6 link capacity
4 flow	6 link latency
2 flow control	5 localpref
1 forwarding (different from routing)	5 loose source routing
2 forwarding database (in a switch/bridge)	1 MAC address
10 FQDN	8 man-in-the-middle attack
2 fragmentation	1 MAY (in an RFC)
1 frame (different from segment, packet)	5 MED
1 framing	9 middleboxes
7 frequency-hopping spread spectrum	8 misbehavior
1 Full Standard	1 MSS (expand and define)
7 hidden terminal	1 MTU (expand and define)
1 hierarchical addressing	5 multiple origin AS conflict
10 hierarchical naming	2 multiplexing
5 ICMP	1 MUST (in an RFC)
6 ICMP errors	10 MX record
5 ICMP host unreachable	2 Nagle's algorithm
5 ICMP port unreachable	6 NANOG
5 ICMP time exceeded	9 narrow waist
6 ICMP timestamps	9 NAT
8 IDS (intrusion detection system)	10 negative caching
1 IETF (expand, define role)	1 network byte order
4 incremental deployment	1 network effect
1 Informational RFC	1 network layer
8 ingress filtering	7 non-persistent CSMA
2 initial sequence number (ISN)	8 optimistic ack
1 interface	2 optimize the common case
5 Internet (different from an internet)	5 origin AS
5 internet (different from The Internet)	9 overlay network
1 Internet-draft (and expiration)	1 packet (different from segment, frame)
9 Internet2	3 packet conservation
3 interoperability	5 passive measurement
1 IP address prefix	5 path vector routing
1 IP fragmentation	4 per-flow state
1 IP service model (four bad things)	7 personal area networks ("piconet")
5 IP TTL	8 phishing
10 iterative name lookup	1 physical layer
3 Jacobson/Karels RTO algorithm	6 ping

9 PlanetLab	1 soft state
5 policy routing	5 source routing
11 Power law	8 spoofing
5 prefer-customer rule	3 ssthresh
1 presentation layer (unimportant)	1 store-and-forward
1 Proposed Standard	2 switched ethernet
9 protocol options	2 SYN cookies
2 protocol state machine	2 TCP (expand and define)
1 proxy ARP	4 TCP friendliness
10 PTR record (unimportant) because I messed up in lecture.	3 TCP Nice
4 pushback	3 TCP Reno (order before or after Tahoe?)
5 raw sockets interface	3 TCP sawtooth
2 reassembly	3 TCP Tahoe (order before or after Reno?)
10 recursive name lookup	2 TCP three-way handshake
4 RED (expand and define)	3 TCP Vegas
8 replay attack	3 tcpdump
10 reverse DNS lookup	7 TDMA
1 robustness principle	10 top-level domain (TLD)
10 root name server	5 traceroute
5 Route Views	9 transcoding
1 routing (different from forwarding)	5 transit AS
3 RTO (expand and define)	1 transport layer
7 RTS	5 UDP
3 RTT (expand and define)	5 valley-free routing
8 scanning	8 web of trust
10 secondary name server	11 Web proxy caching
1 segment (different from packet, frame)	7 WEP
3 self-clocking	4 WFQ (expand and define)
1 session layer (unimportant)	2 window probes
8 shared key	4 work-conserving
1 SHOULD (in an RFC)	11 Zipf distribution
7 SIFS	8 zombie
8 signatures, certificates	
3 silly window syndrome	
3 sliding window	
7 slotted ALOHA	
3 slow start	
11 Small world graph	
8 smurfing	
8 sniffing	
7 SNR	