

CMSC 417 Midterm Vocabulary Review

March 13, 2008

- 4B/5B
- accept (the system call)
- ack clocking
- active open
- address
- advertised window
- application layer
- ARP (expand and define)
- ARP table
- ARQ
- attenuation
- bandwidth
- bandwidth delay product
- baseline wander
- best-effort delivery
- bind (the system call)
- bit stuffing
- bridge
- clock recovery
- closed window
- connect (the system call)
- congestion control
- convergence layers
- cumulative ack
- cyclic redundancy code
- data-link layer
- delay
- delayed ack
- delayed ack rule in TCP
- demultiplexing
- drop tail
- duplicate ack
- encapsulation
- error correction
- error detection
- fast retransmit
- flat addressing
- flow control
- forwarding (different from routing)
- forwarding database (in a switch/bridge)
- frame (different from segment, packet)
- framing
- hierarchical addressing
- htonl, htons, ntohs, ntohl
- inet_addr
- inet_ntoa
- ICMP time exceeded
- initial sequence number (ISN)
- IP address prefix
- IP service model (four bad things)
- IP TTL
- Jacobson/Karels RTO algorithm
- Karn/Partridge algorithm
- latency
- listen (the system call)
- MAC address
- Manchester
- mean deviation
- MSL (expand and define)
- MSS (expand and define)
- MTU (expand and define)
- multicast
- multiplexing
- Nagle's algorithm
- negative ack
- network byte order
- network layer
- noise

- NRZI
- packet (different from segment, frame)
- passive open
- physical layer
- preamble
- protocol state machine
- retransmission
- retransmission (sender's) buffer
- routing (different from forwarding)
- RTO (expand and define)
- RTT (expand and define)
- SACK
- scrambling
- segment (different from packet, frame)
- sentinels
- sequence numbers
- silly window syndrome
- sliding window
- smoothed RTT
- so_reuseaddr
- soft state
- spanning tree protocol
- stop and wait
- store-and-forward
- switched ethernet
- TCP (expand and define)
- TCP state machine
- TCP three-way handshake
- tinygrams
- transport layer
- two-dimensional parity
- UDP
- UDP port
- waterfall diagram
- window probes