



## GLOSSARY

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### A

- ABR** Available Bit Rate is a Class of Service defined for ATM connections by the ATM Forum. Devices using ABR are guaranteed no more than a certain rate of throughput. This rate dynamically changes and the current value is relayed to the sending device by way of Resource Management (RM) cells.
- ACR** Available Cell Rate.
- AESA** ATM End Station Address. The 19-octet address that uniquely identifies each logical node.
- AINI** ATM Inter-Network Interface.
- Annex G** A bidirectional protocol, defined in Recommendation Q.2931, used for monitoring the status of connections across an UNI interface. The BPX SES PNNI controller uses the Annex G protocol to pass connection status information between a itself and the BPX 8600 switch.
- APS** Automatic Protection Switching.
- ATM** Asynchronous Transfer Mode.
- AW** Administration Weight.
- AXSM** ATM Switch Service Module.
- AXSM/B** Newer version of the AXSM card. Provides better support for APS line switching.
- AXSM-E** AXSM Enhanced card. Provides more traffic policing and statistics features than AXSM and AXSM/B.

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### B

- BITS** Building Integrated Timing System.

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### C

- CBR** Constant Bit Rate is used by a connection that requests a static amount of bandwidth, for continuous availability during the connection lifetime.
- CDV** Cell Delay Variation.
- Cisco IOS** Cisco Internet Operating System.

<b>Class of Service (CoS) Buffer</b>	A buffer or queue which serves connections with similar QoS requirements.
<b>Class of Service (CoS) Buffer Descriptor Template</b>	A component of a Service Class Template which contains Class of Service Buffer configurations indexed by CoSB number.
<b>CLI</b>	Command Line Interface.
<b>Community</b>	In the context of SNMP, a relationship between an agent and a set of SNMP managers that defines security characteristics. The community concept is a local one. defined at the agent. The agent establishes one community for each desired combination of authentication, access control, and proxy characteristics. Each community is given a unique (within this agent) community name, and the management stations within that community are provided with and must employ the community name in all get and set operations. The agent may establish a number of communities, with overlapping management station membership.
<b>CP</b>	Console Port. The console port is a serial port on a PXM45 UI-S3 back card. This is the port used to initialize the switch. This port is also used for CLI management after initialization.
<b>CPE</b>	Customer Premise Equipment.
<b>cps</b>	Cells per second.
<b>CTD</b>	Cell Transfer Delay.

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**D**

<b>DCC</b>	Data Country Code.
<b>DSL</b>	Digital Subscriber Link.
<b>DSLAM</b>	Digital Subscriber Line Access Multiplexer.
<b>DTL</b>	Designated Transit List.

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**E**

<b>Enterprise MIB</b>	A MIB module defined in the enterprise-specific portion of the Internet management space.
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**F**

<b>Feeder</b>	A Feeder is a small switch which acts as an extension shelf, typically with lower-bandwidth interfaces, for a larger switch. The larger switch is referred to as the Routing Node for the Feeder(s).
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**I**

<b>ICD</b>	International Code Designator.
<b>ID</b>	Abbreviation for identification.
<b>IISP</b>	Interim Inter-switch Protocol.
<b>ILMI</b>	Integrated Local Management Interface.
<b>IOS</b>	Cisco Internet Operating System.
<b>IP</b>	Internet Protocol.

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**L**

<b>LCN</b>	Each interface card in a switch has a certain number of Logical Connection Numbers. A Logical Connection Number is used for each cross connect leg through the card in question. "LCN" is often roughly synonymous with "cross connect leg". In VSI terminology, and LCN is an example of an Other End Reference.
<b>LER</b>	Label Edge Router.
<b>LGN</b>	Logical Group Node.
<b>Logical Interface</b>	Each physical interface and every virtual trunk endpoint on a platform is represented to the VSI Controllers as a different Logical Interface with partitions, and other VSI configuration. Logical Interface numbers are 32-bit with a format which is, in general, known only to the platform.
<b>Logical Link</b>	Either a physical link or a VPC PVC across another ATM network. Logical links are referred to as horizontal links (if connecting logical nodes within a pair) or outside links (if connecting peer groups).
<b>LSC</b>	Label Switch Controller.

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**M**

<b>Managed device</b>	A device containing a network management agent implementation.
<b>MBS</b>	Maximum Burst Size.
<b>MIB</b>	Management Information Base, a structured set of data variables, called objects, in which each variable represents some resource to be managed.
<b>MIB-II</b>	Internet-standard MIB, RFC 1213.
<b>MP</b>	Maintenance Port. The maintenance port is a serial port on a PXM45 UI-S3 back card. This is the port used for dial-up CLI management.

<b>MPG</b>	Multiple Peer Group.
<b>MPLS</b>	Multiple Protocol Label Switching.

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**N**

<b>nrtVBR</b>	Non-real-time-variable-bit-rate is intended for non-real-time application that have bursty traffic characteristics, and which are characterized in terms of a <a href="#">PCR</a> , <a href="#">SCR</a> , and <a href="#">MBS</a> .
<b>NSAP</b>	Network Service Access Point.
<b>NIC</b>	Network Interface Card. An ATM card for a host or router is an ATM NIC.
<b>NNI</b>	Network-to-network interface.

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**O**

<b>Object</b>	In the context of SNMP, a data variable that represents some resource or other aspect of a managed device.
<b>Object type</b>	Defines a particular kind of managed object. The definition of an object type is therefore a syntactic description.

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**P**

<b>PCR</b>	Peak Cell Rate.
<b>PGL</b>	Peer Group Leader.
<b>PNNI</b>	Private Network-to-Network Interface.
<b>PNNI RCC</b>	PNNI routing control channel. See <a href="#">RCC</a> .
<b>Port</b>	A port is a connector on the switch to which a communications line can attach. When an ATM interface is defined for an AXSM port, the ATM interface can be called an ATM interface or ATM port.
<b>PTSE</b>	PNNI Topology State Element.
<b>PXM</b>	Processor Switch Module. Also refers to the PXM and PXM1 cards that control MGX 8230, 8250 and 8850 Release 1 switches.
<b>PXM45</b>	Processor Switch Module card that operates at 45 Gbps. This card is designed for MGX 8850 and MGX 8950 switches.
<b>PXM45/B</b>	Newer version of the PXM45 that is designed for MGX 8850 and MGX 8950 switches.

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<b>R</b>	
<b>RCC</b>	Routing control channel. A VCC used for the exchange of PNNI routing protocol messages.
<b>RFC</b>	Request For Comment.
<b>Routing Node</b>	In tiered networks terminology, a Routing Node is a larger switch to which one or more Feeders is attached.
<b>RPM</b>	Route Processor Module. Also refers to the RPM card that is designed for MGX 8230, MGX 8250, and MGX 8850 Release 1 switches. The RPM card is an Ethernet router that can operate as a Label Edge Router or a Label Switch Controller in an MPLS network.
<b>RPM-PR</b>	Newer version for the RPM card that is designed for MGX 8850 and MGX 8950 switches.
<b>rtVBR</b>	Real-time-variable-bit-rate is intended for real-time applications that require tightly constrained delay and delay variation (such as voice and video applications). rtVBR is characterized by <a href="#">PCR</a> , <a href="#">SCR</a> , and <a href="#">MBS</a> .

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**S**

<b>Service Class (aka Service Type, or Service Category)</b>	A concept for grouping connections that share a common set of traffic characteristics and QoS requirements.
<b>Service Class database</b>	The collection of data items which support the Service Class Template concept.
<b>Service Class Template (SCT)</b>	A set of data structures which map ATM Service Types to sets of pre-configured communication parameters.
<b>SCR</b>	Sustainable Cell Rate.
<b>SNMP</b>	Simple Network Management Protocol.
<b>SVC</b>	Switched Virtual Circuit.
<b>SPVC</b>	Soft Permanent Virtual Circuit.
<b>SPVP</b>	Soft Permanent Virtual Path.

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**T**

<b>TAC</b>	Technical Assistance Center.
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**U**

- UBR** Unspecified Bit Rate is intended for non-real-time application, such as those that do not require tightly constrained delay and delay variation. Traffic in the UBR class is not guaranteed any particular throughput or delay performance. In this regard, UBR is similar to 'traditional' IP service.
- UNI** User-to-Network Interface.

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**V**

- VC** ATM and Frame Relay traffic is carried in Virtual Channels which are set up between adjacent ATM or Frame Relay switches before data transmission occurs. An ATM link between switches may support up to  $2^{28}$  different VCs, although a small number of VCs is reserved for special purposes.
- VCC** Traffic is carried end-to-end on an ATM network on Virtual Channel Connections, which consist of a sequence of Virtual Channels between switches linked by VC cross-connects at the switches.
- VCI** Each VC within a specific Virtual Path on a link has a unique Virtual Channel Identifier, which is a 16-bit number (see also VPCI).
- VP, VPC, VPI** A Virtual Path is a 'bundle' of  $2^{16}$  Virtual Connections with the same Virtual Path Identifier, i.e. the first 12 bits of the VPCI. Most ATM switches can switch VPs using only a single cross-connect (instead of up to  $2^{16}$ ). An end-to-end sequence of VPs cross-connected at the intermediate switches is a Virtual Path Connection.
- VPCI** Each VC on a link has a unique Virtual Path and Channel Identifier, which is a 28-bit number. The VPCI consists of a 12-bit VPI concatenated with a 16-bit VCI.

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**X**

- Xbar** Abbreviation for crossbar switch.
- XLMI** Extended Link Management Interface.
- XM-60** An MGX 8950 card that provides the switching fabric for call processing.