



## GLOSSARY

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### A

<b>AAA</b>	authentication, authorization, and accounting
<b>ACL</b>	access control list
<b>ACPI</b>	Advanced Configuration and Power Interface
<b>API</b>	application program interface
<b>ARP</b>	Address Resolution Protocol
<b>AS</b>	Autonomous System
<b>AUP</b>	acceptable use policy

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### B

<b>BA</b>	Behavior Aggregate
<b>BGP</b>	Border Gateway Protocol
<b>BIOS</b>	basic input/output system

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### C

<b>CAR</b>	Committed Access Rate
<b>CD</b>	Carrier Detect
<b>CDNFS</b>	CDS network file system; also pre-positioned file system
<b>CDS</b>	Content Delivery System
<b>CDSM</b>	Content Delivery System Manager
<b>CIFS</b>	Common Internet File System. A video standard that provides 352x288 pixels, or picture elements, of video resolution.

<b>CIMC</b>	Cisco Integrated Management Controller. CIMC is a separate management module that is built into the appliance Cisco <a href="#">MDE</a> appliance. It has its own network configuration and processor, which runs the CIMC software separately from the ECDS software. This allows you to access and monitor the appliance even when the ECDS software is not running. You can access CIMC through a web-based or command-line interface (CLI). Use the CIMC to remotely control and manage your MDE appliance.
<b>CLF</b>	Common Log format
<b>CLI</b>	command-line interface
<b>CLNS</b>	Connectionless Network Service
<b>CMA</b>	cable management arm.
<b>CMS</b>	Centralized Management System
<b>CoS</b>	class of service
<b>CSNP</b>	Complete Sequence Number PDU
<b>CSS</b>	Content Services Switch
<b>CTE</b>	chunked transfer encoding

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**D**

<b>DC</b>	domain controller
<b>DHCP</b>	Dynamic Host Configuration Protocol. DHCP is a network application protocol used by devices (DHCP clients) to obtain configuration information for operation in an Internet Protocol network. This protocol reduces system administration workload, allowing devices to be added to the network with little or no manual intervention.
<b>DHT</b>	distributed hash table
<b>DMP</b>	Digital Media Player. DMPs are highly-reliable, IP-based endpoints that can play high-definition live and on-demand video, motion graphics, web pages, and dynamic content on digital displays, usually an LCD Professional Series display or any other directly attached television screen, monitor, or projector (analog or digital, standard-definition or high-definition) that shows media to an audience. There is an extra input connector for the Digital Media Player (DMP) on your Cisco TelePresence device. See the <a href="#">Cisco Digital Media Players</a> home page on Cisco.com.
<b>DNS</b>	Domain Name System. System used on the Internet for translating names of network nodes into addresses.
<b>DSCP</b>	differentiated services code point. A field in the header of IP packets for packet classification purposes. DSCP for TelePresence Calls field description: This parameter specifies the DSCP value for Cisco TelePresence calls. This parameter is set to the default value unless a Cisco support engineer instructs otherwise. This is a required field, if present on your system. Default: CS4(precedence 4) DSCP (100000) and is selectable per device.

<b>DSL</b>	Digital Subscriber Line
<b>DVI</b>	DVI cables are used for direct digital connections between source video (namely, video cards) and LCD monitors.

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**E**

<b>ECDSM</b>	Cisco ECDS Manager administration <a href="#">GUI</a> . for configuring and maintaining the Cisco <a href="#">MDE</a> appliance.
<b>ECN</b>	Explicit Congestion Notification
<b>EBGP</b>	External Border Gateway Protocol
<b>EIM</b>	employee Internet management
<b>ESIS</b>	End System to Intermediate System
<b>EULA</b>	end user license agreement
<b>EWS</b>	Exchange Web Services. Managed API that provides an intuitive interface for developing client applications that use Exchange Web Services. The EWS Managed API provides unified access to Microsoft Exchange Server resources, while using Microsoft Office Outlook-compatible business logic. The EWS Managed API communicates with the Exchange Client Access server by means of EWS <a href="#">SOAP</a> messages.
<b>extranet</b>	<p>An extranet is a private network that uses Internet protocols and network connectivity. An extranet can be viewed as part of a company's intranet that is extended to users outside the company, usually via the Internet. It has also been described as a “state of mind” in which the Internet is perceived as a way to do business with a selected set of other companies (business-to-business, B2B), in isolation from all other Internet users. In contrast, business-to-consumer (B2C) models involve known servers of one or more companies, communicating with previously unknown consumer users.</p> <p>An extranet can be understood as an intranet mapped onto the public Internet or some other transmission system not accessible to the general public, but managed by more than one company's administrator(s). For example, military networks of different security levels may map onto a common military radio transmission system that never connects to the Internet. Any private network mapped onto a public one is a virtual private network (VPN), often using special security protocols.</p>

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**F**

<b>FEC</b>	forward error correction
<b>FQDN</b>	fully qualified domain name
<b>FTP</b>	File Transfer Protocol
<b>full duplex mode</b>	Transmission of data in two directions simultaneously.

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**G**

<b>GMT</b>	Greenwich Mean Time
<b>GRE</b>	generic routing encapsulation
<b>GUI</b>	graphical user interface
<b>gzip</b>	GNU zip. Software application used for file compression.

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**H**

<b>half duplex mode</b>	Transmission of data in one direction at a time.
<b>HD</b>	High definition display.
<b>HDMI</b>	Document camera input and cable.
<b>HTTP</b>	Hypertext Transfer Protocol
<b>HTTPS</b>	Hypertext Transfer Protocol over Secure Socket Layer

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**I**

<b>IANA</b>	Internet Assigned Numbers Authority
<b>ICP</b>	Internet Cache Protocol
<b>ICAP</b>	Internet Content Adaptation Protocol
<b>ICMP</b>	Internet Control Message Protocol
<b>IDE</b>	Integrated Drive Electronics
<b>IDR</b>	An IDR frame is a special kind of I frame used in MPEG-4 AVC encoding. IDR frames can be used to create Advanced Video Coding (AVC) streams, which can be easily edited.
<b>IFP</b>	Internet Filtering Protocol
<b>IIPC</b>	Inter-process procedure
<b>IPv6</b>	Internet Protocol Version 6
<b>IIS</b>	Internet Information Services or Internet Information Server (Microsoft)
<b>IMS</b>	if-modified-since
<b>IS-IS</b>	Intermediate System-to-Intermediate System
<b>ISO-IGRP</b>	Intermediate System-to-Intermediate System Interior Gateway Routing Protocol

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**K**

**KVM** Keyboard, video, mouse.

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**L**

**LCD** Liquid crystal display. The LCD display is an accessory for the Cisco Digital Media Player (DMP) for use in your digital signage network or your enterprise TV network. It is used for displaying video, images, or computer data during a Cisco TelePresence meeting. See the [Cisco LCD Professional Series Displays](#) home page on Cisco.com for more information.

See also [DMP](#).

**LCM** local/central management

**LDAP** Lightweight Directory Access Protocol

**LED** Light-emitting diode. Provides power, status, and troubleshooting information for the Cisco [MDE](#) hardware.

**LRU** least-recently-used

**LSA** Link-state advertisement

**LSDB** Link-state packet database

**LSP** Link-state packet

**LTRP** Long Term Reference Picture.

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**M**

**MAC** Media Access Control. A hardware address that uniquely identifies each node of a network.

**MDE** Cisco Media Delivery Engine. The Cisco MDE appliance is a part of the Cisco Enterprise Content Distribution System (ECDS).

**MIB** Management Information Base

**MOTD** message-of-the-day

**MPLS** Multiprotocol Label Switching

**MSFC** Multilayer Switch Feature Card

<b>MTU</b>	maximum transmission unit
<b>MXE</b>	Media eXperience Engine. The Cisco Media Experience Engine is a modular media processing system that provides interoperability between Cisco TelePresence and video conferencing devices, extending the reach of collaboration and communication within organizations. MXE provides 720p interoperability with video conferencing.

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**N**

<b>NACK</b>	negative acknowledgement
<b>NAS</b>	network attached storage; network access server
<b>NAT</b>	Network Address Translation
<b>NET</b>	Network Entity Title
<b>NFS</b>	Network File System
<b>NIC</b>	Network Information Center. Changing NIC mode or redundancy settings may cause severe performance degradation.
<b>NNTP</b>	Network News Transport Protocol
<b>NSAP</b>	network service access point
<b>NSSA</b>	not-so-stubby-area
<b>NTP</b>	Network Time Protocol
<b>NTSC</b>	National Television Systems Committee
<b>NVRAM</b>	nonvolatile random-access memory

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**O**

<b>OSPF</b>	Open Shortest Path First
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**P**

<b>PAC</b>	proxy autoconfiguration
<b>PAL</b>	Phase Alternating Line
<b>PAWS</b>	Protection Against Wrapped Sequence
<b>PBR</b>	policy-based routing
<b>PDC</b>	primary domain controller

<b>PEM</b>	Privacy Enhanced Mail
<b>PFC</b>	Policy Feature Card
<b>PGM</b>	Pragmatic General Multicast
<b>PHB</b>	Per Hop Behavior
<b>PID</b>	process identifier
<b>PKCS</b>	Public Key Cryptography Standards
<b>PPP</b>	Point-to-Point Protocol

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**Q**

<b>QoS</b>	Quality of Service
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**R**

<b>RADIUS</b>	Remote Authentication Dial-In User Service
<b>RBCP</b>	Router Blade Configuration Protocol
<b>RCP</b>	Remote Copy Program
<b>REA</b>	remote execution agent
<b>RIB</b>	Routing Information Base
<b>RPC</b>	remote procedure call
<b>RRM</b>	Received Routing Message
<b>RSA</b>	Rivest, Shamir, Adelman
<b>RSPF</b>	OSPF reverse shortest path first
<b>RSVP</b>	Resource Reservation Protocol
<b>RTP</b>	Real-Time Transport Protocol
<b>RTSP</b>	Real-Time Streaming Protocol

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**S**

<b>SAN</b>	Storage Area Network
<b>SASL</b>	Secure Authentication and Security Layer

<b>SATA</b>	Serial Advanced Technology Attachment
<b>SCSI</b>	Small Computer Systems Interface
<b>SDP</b>	Session Description Protocol
<b>SE</b>	Service Engine
<b>SE-NM</b>	Service Engine Network Module
<b>SFTP</b>	Secure File Transfer Protocol
<b>SLA</b>	service level agreement
<b>SLIP</b>	Serial Line Internet Protocol
<b>SMART</b>	Self Monitoring, Analysis, and Reporting Technology
<b>SMB</b>	Server Message Blocks (protocol)
<b>SMTP</b>	Simple Mail Transfer Protocol
<b>SNMP</b>	Simple Network Management Protocol. Network management protocol used almost exclusively in TCP/IP networks as a means to monitor and control network devices, and to manage configurations, statistics collection, performance, and security.
<b>SOAP</b>	Simple Object Access Protocol. XML-based protocol to let applications exchange information over HTTP.
<b>SPE</b>	Synchronous Payload Envelope
<b>SPF</b>	Shortest Path First
<b>SR</b>	Service Router
<b>SRAM</b>	static random-access memory
<b>SRHP</b>	service routing host packet
<b>SRM</b>	Send Routing Message
<b>SRP</b>	Service Routing Protocol
<b>SSCD</b>	System Status Collection Daemon. The daemon gathers statistics about the system it is running on and stores this information. Those statistics can then be used to find current performance bottlenecks (performance analysis, for example) and predict future system load (capacity planning, for example).
<b>SSH</b>	Secure Shell
<b>SSL</b>	Secure Sockets Layer
<b>SSN</b>	Send Sequence Number
<b>swfs</b>	software file system
<b>sysfs</b>	system file system



<b>syslog</b>	System logging (syslog). Debugging logs that are collected from your system and used by Cisco technical response to diagnose and resolve issues. These messages are not ordinarily seen by the user.
<b>sysop</b>	System Operation (sysop) Logs. Sysop messages describe system activity. Some messages can help you identify and resolve system operation problems. These messages are available to the user from the administration interface (GUI). See the “Managing Log Files” section of the troubleshooting chapter for your CTS device.

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**T**

<b>TAC</b>	Technical Assistance Center
<b>TACACS+</b>	Terminal Access Controller Access Control System Plus
<b>TCP/IP</b>	Transmission Control Protocol/Internet Protocol
<b>TFTP</b>	Trivial File Transfer Protocol. Simplified version of FTP that allows files to be transferred from one computer to another over a network, usually without the use of client authentication (for example, username and password).
<b>ToS</b>	Type of Service
<b>TPS</b>	transactions per second
<b>TTL</b>	Time-to-Live

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**U**

<b>UDI</b>	unique device identifier
<b>UDP</b>	User Datagram Protocol
<b>UNC</b>	uniform naming convention
<b>UNS</b>	unified name space
<b>UPS</b>	Uninterruptible power supply that protects against power failures.
<b>USB</b>	Universal series bus. Port and cable.
<b>UTC</b>	Coordinated Universal Time

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**V**

<b>VBR</b>	variable bit rate
<b>VGA</b>	Video graphics array. Port and cable.

<b>virtual machine</b>	A virtual machine (VM) is a software implementation of a machine (a computer, for example) that executes programs like a physical machine does. A system virtual machine provides a complete system platform which supports the execution of a complete operating system (OS).
<b>VMware</b>	VMware software provides a completely virtualized set of hardware to the guest operating system. VMware software virtualizes the hardware for a video adapter, a network adapter, and hard disk adapters. The host provides pass-through drivers for guest USB, serial, and parallel devices. In this way, VMware virtual machines become highly portable between computers, because every host looks nearly identical to the guest. In practice, a system administrator can pause operations on a virtual machine guest, move or copy that guest to another physical computer, and there resume execution exactly at the point of suspension. Alternately, for enterprise servers, a feature called VMotion allows the migration of operational guest virtual machines between similar but separate hardware hosts sharing the same storage. Each of these transitions is completely transparent to any users on the virtual machine at the time it is being migrated.
<b>VOD</b>	video on demand

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**W**

<b>W3C</b>	World Wide Web Consortium
<b>WFQ</b>	Weighted Fair Queueing
<b>WMS 9</b>	Windows Media Services 9 Series
<b>WMT</b>	Windows Media Technologies
<b>WRED</b>	Weighted Random Early Detection

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**X**

<b>XML</b>	Extensible Markup Language
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