

*(Continued from front end sheets)*

<b>JPEG</b>	Joint Photographic Experts Group	<b>NRM</b>	normal response mode
<b>KDC</b>	key-distribution center	<b>NRZ</b>	nonreturn-to-zero
<b>L2CAP</b>	Logical Link Control and Adaptation Protocol	<b>NRZ-I</b>	nonreturn-to-zero, invert
<b>LAN</b>	local area network	<b>NRZ-L</b>	nonreturn-to-zero, level
<b>LAP</b>	line access procedure	<b>NSA</b>	National Security Agency
<b>LCP</b>	Link Control Protocol	<b>NSF</b>	National Science Foundation
<b>LEO</b>	low-Earth-orbit	<b>NSFNET</b>	National Science Foundation Network
<b>LIS</b>	logical IP subnet	<b>NVT</b>	network virtual terminal
<b>LLC</b>	logical link control	<b>OADM</b>	optical add-drop multiplexer
<b>LMI</b>	local management information	<b>OC</b>	optical carrier
<b>LMP</b>	Link Management Protocol	<b>OFB</b>	output feedback
<b>LPC</b>	linear predictive coding	<b>OFDM</b>	orthogonal-frequency-division-multiplexing
<b>LSA</b>	link-state advertisement	<b>OOK</b>	on-off keying
<b>LSP</b>	link-state packet	<b>OSI</b>	Open Systems Interconnection
<b>MA</b>	multiple access	<b>OSPF</b>	Open Shortest Path First
<b>MAA</b>	message access agent	<b>P/F</b>	poll/final
<b>MAC</b>	media access control	<b>P2P</b>	peer-to-peer
<b>MAC</b>	message authentication code	<b>PAM</b>	pulse amplitude modulation
<b>MAN</b>	metropolitan area network	<b>PAP</b>	Password Authentication Protocol
<b>MBONE</b>	multicast backbone	<b>PC</b>	predictive coding
<b>MBS</b>	maximum burst size	<b>PCF</b>	point coordination function
<b>MC-CDMA</b>	multi-carrier CDMA	<b>PCM</b>	pulse code modulation
<b>MD</b>	Message Digest	<b>PCS</b>	personal communication system
<b>MDC</b>	modification detection code	<b>PDU</b>	protocol data unit
<b>MEO</b>	medium-Earth-orbit	<b>PGP</b>	Pretty Good Privacy
<b>MH</b>	mobile host	<b>PHB</b>	per-hop behavior
<b>MIB</b>	Management Information Base	<b>PIM</b>	Protocol Independent Multicast
<b>MID</b>	message identifier	<b>PIM-DM</b>	Protocol Independent Multicast-Dense Mode
<b>MII</b>	medium independent interface	<b>PIM-SM</b>	Protocol Independent Multicast-Sparse Mode
<b>MILNET</b>	Military Network	<b>PING</b>	Packet Internet Groper
<b>MIME</b>	Multipurpose Internet Mail Extensions	<b>PKI</b>	public key infrastructure
<b>MIMO</b>	multiple-input, multiple-output antenna	<b>PM</b>	phase modulation
<b>MLT-3</b>	multiline transmission, 3-level	<b>PN</b>	pseudorandom noise
<b>modem</b>	modulator-demodulator	<b>PNNI</b>	private network-to-network interface
<b>MOSPF</b>	Multicast Open Shortest Path First	<b>POP</b>	point of presence
<b>MP3</b>	MPEG audio layer 3	<b>POP3</b>	Post Office Protocol, version 3
<b>MPEG</b>	Motion Picture Experts Group	<b>POS</b>	packet over SONET
<b>MPLS</b>	multi-protocol label switching	<b>POTS</b>	plain old telephone system
<b>MSC</b>	mobile switching center	<b>PPM</b>	pulse position modulation
<b>MSS</b>	maximum segment size	<b>PPP</b>	Point-to-Point Protocol
<b>MTA</b>	mail transfer agent	<b>PQDN</b>	partially qualified domain name
<b>MTSO</b>	mobile telephone switching office	<b>PSK</b>	phase shift keying
<b>MTU</b>	maximum transfer unit	<b>PSTN</b>	Public Switched Telephone Network
<b>MUX</b>	multiplexer	<b>PVC</b>	permanent virtual circuit
<b>NAK</b>	negative acknowledgment	<b>QAM</b>	quadrature amplitude modulation
<b>NAP</b>	network access point	<b>QoS</b>	quality of service
<b>NAT</b>	Network Address Translation	<b>RACE</b>	Research in Advance Communication for Europe
<b>NAV</b>	network allocation vector	<b>RADSL</b>	rate adaptive asymmetrical digital subscriber line
<b>NCP</b>	Network Control Protocol	<b>RARP</b>	Reverse Address Resolution Protocol
<b>NIC</b>	Network Information Center	<b>REJ</b>	reject
<b>NIC</b>	network interface card		
<b>NIST</b>	National Institute of Standards and Technology		
<b>NNI</b>	network-to-network interface		

<b>RFC</b>	Request for Comment	<b>SSH</b>	Secure Shell
<b>RIP</b>	Routing Information Protocol	<b>SSL</b>	Secure Sockets Layer
<b>rlogin</b>	remote logging	<b>SSN</b>	stream sequence number
<b>RNR</b>	Receive Not Ready	<b>SSRC</b>	synchronization source
<b>ROM</b>	read-only memory	<b>STM</b>	synchronous transport module
<b>RP</b>	rendezvous point	<b>STP</b>	shielded twisted-pair
<b>RPB</b>	reverse path broadcasting	<b>STS</b>	synchronous transport signal
<b>RPF</b>	reverse path forwarding	<b>SVC</b>	switched virtual circuit
<b>RPM</b>	reverse path multicasting	<b>TCAP</b>	transaction capabilities application port
<b>RSA</b>	Rivest, Shamir, Adleman	<b>TCB</b>	transmission control block
<b>RSVP</b>	Resource Reservation Protocol	<b>TCP</b>	Transmission Control Protocol
<b>RTCP</b>	Real-time Transport Control Protocol	<b>TCP/IP</b>	Transmission Control Protocol/ Internet Protocol
<b>RTO</b>	retransmission time-out	<b>TDD</b>	time-division duplex
<b>RTP</b>	Real-time Transport Protocol	<b>TDM</b>	time-division multiplexing
<b>RTS</b>	request to send	<b>TDMA</b>	time-division multiple access
<b>RTSP</b>	Real-Time Streaming Protocol	<b>TELNET</b>	Terminal Network
<b>RTT</b>	round-trip time	<b>TFTP</b>	Trivial File Transfer Protocol
<b>RZ</b>	return-to-zero	<b>TLI</b>	transport-layer interface
<b>S/MIME</b>	Secure/Multipurpose Internet Mail Extensions	<b>TLS</b>	Transport Layer Security
<b>SA</b>	Security Association	<b>TOS</b>	type of service
<b>SAD</b>	Security Association Database	<b>TP</b>	transmission path
<b>SAR</b>	segmentation and reassembly	<b>TRPB</b>	truncated reverse-path broadcasting
<b>SCCP</b>	signaling connection control part	<b>TSI</b>	time-slot interchange
<b>SCO</b>	synchronous connection-oriented	<b>TSN</b>	transmission sequence number
<b>SCP</b>	server control point	<b>TTL</b>	time to live
<b>SCTP</b>	Stream Control Transmission Protocol	<b>TUP</b>	telephone user port
<b>SDH</b>	Synchronous Digital Hierarchy	<b>UA</b>	user agent
<b>SDR</b>	Software Defined Radio	<b>UBR</b>	unspecified bit rate
<b>SDSL</b>	symmetric digital subscriber line	<b>UDP</b>	User Datagram Protocol
<b>SDU</b>	service data unit	<b>UMTS</b>	Universal Mobile Telecommunication System
<b>SEAL</b>	simple and efficient adaptation layer	<b>UNI</b>	user-to-network interface
<b>SFD</b>	start frame delimiter	<b>URL</b>	uniform resource locator
<b>SHA</b>	Secure Hash Algorithm	<b>UTP</b>	unshielded twisted-pair
<b>SIFS</b>	short IFS (interframe space)	<b>VBR</b>	variable bit rate
<b>SIP</b>	Session Initiation Protocol	<b>VC</b>	virtual circuit
<b>SKEME</b>	Secure Key Exchange Mechanism	<b>VCC</b>	virtual circuit connection
<b>SMI</b>	Structure of Management Information	<b>VCI</b>	virtual circuit identifier
<b>SMTP</b>	Simple Mail Transfer Protocol	<b>VDSL</b>	very high bit rate digital subscriber line
<b>SNMP</b>	Simple Network Management Protocol	<b>VLAN</b>	virtual local area network
<b>SNR</b>	signal-to-noise ratio	<b>VoIP</b>	voice over IP
<b>SOFDMA</b>	Scalable OFDMA	<b>VP</b>	virtual path
<b>SONET</b>	Synchronous Optical Network	<b>VPI</b>	virtual path identifier
<b>SP</b>	Security Policy	<b>VPN</b>	virtual private network
<b>SP</b>	Simple Protocol	<b>VT</b>	virtual tributary
<b>SPD</b>	Security Policy Database	<b>WAN</b>	wide area network
<b>SPE</b>	synchronous payload envelope	<b>WDM</b>	wavelength-division multiplexing
<b>SPI</b>	security parameter index	<b>WiMAX</b>	Worldwide Interoperability for Microwave Access
<b>SR</b>	selective-repeat	<b>WWW</b>	World Wide Web
<b>SREJ</b>	selective reject	<b>XHTML</b>	Extensible HyperText Markup Language
<b>SS</b>	spread spectrum	<b>XML</b>	Extensible Markup Language
<b>SS7</b>	Signaling System Seven	<b>XSL</b>	Extensible Style Language
<b>SSCS</b>	service specific convergence sublayer		