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Appendix: GLOSSARY

This section gives a general conceptual overview of the terms used in this project.

Asynchronous Transmission: A method of data transmission that uses start bits and stop bits to coordinate the flow of data so that the time intervals between individual characters do not need to be equal. Parity also may be used to check the accuracy of the data received.

Broadcasting: It is the delivery of a copy of a given packet to all hosts attached to a given network.

Cache: Pronounced "cash" A memory that is smaller and faster than main memory and that is interposed between the CPU and the main memory. The cache acts as a buffer for recently used memory locations.

Click: A simulated mouse click of a user sending a request (one of the URLs from the URL list) to the server and immediately requesting any necessary redirects, frames and images (if enabled).

Click Time: The time a user had to wait until his "click" was finished (including
Redirections/frames/images etc.).

Client-Server: The model of interaction in a distributed system in which a program at one site sends a request to a program at another site and a waits a response. The requesting program called a Client. The program satisfying the request is called a Server.

Compression: A transformation of number of bits that request the information produced by a source, for compaction and hence sufficient transmission.

Data: Basic unit of multimedia information that has the physical form of a file.

Differentiae services: According to this model network traffic is classified and conditioned at the entry to a network and assigned to different behavior aggregates

Digital Signal: A signal which is represented as a series of bits.

Digitization: Conversion of an analog signal to digital form by quantization the magnitude the signal at regular intervals into its equivalent binary form

Ethernet: A local area network, developed by Xerox, DEC, and Intel. Later it became IEEE standard 802.3.

Graphics: Basic unit of multimedia information that has the physical form of the output as display on a monitor.

Hit: A completed HTTP request (i.e. sent to the server and answered completely). Hits can be the PAGE request of a "click" or its frames, images etc.

Latency: Delay is the time elapsed while a data unit travels from one point (e.g., source premise/network ingress) to another (destination premise/network egress).

Image: Basic unit of multimedia information that has the physical form of a photograph.

Integrate Services: A set of standards set down by IETF in which multiple classes of traffic can be assured of different QoS profiles by the network elements.

MBone: A **M**ulticast **B**ack**b**one is a cooperative agreement among sites to forward multicast datagram across the internet by use of tunneling.

Multicasting: Multicasting is a technique that allows of a single packet to be passed to selected subnet of all possible destinations.

Pixel: Picture element that constitutes the basic unit of display on CRT screen.

Quantization: The phase in which the output of the picture processing phase of the compression process, which are coefficients expressed as real numbers, are mapped onto integers; quantization may in a reduction of precision.

Resolution: The resolution of the picture is the number of dots per inch (or pixel per inch).

RSVP: Resource re**S**er**V**ation **P**rotocol**.** RSVP is used to set up reservations for network resources.

RTCP: Real**-T**ime **C**ontrol **P**rotocol. RTCP is the control protocol designed to work in conjunction with RTP.

RTP: **R**ealtime **T**ransport **P**rotocol (RTP) is an IP-based protocol providing support for the transport of real-time data such as video and audio streams.

Request: A HTTP request sent to the server regardless of an answer.

Received Requests: Number of answers received from the server during a period.

Sampling: Conversion of uncompressed analog to the digital counerpart.

Sent Requests: Number of requests sent to the server during a period.

Synchronous Transmission: Data communication in which transmission is sent at affixed rate, with the sending and receiving devices synchronized.

Throughput: Throughput directly reflects the amount of information a network is able to deliver during a certain time interval.

Time for DNS: Time to resolve a URL's domain name using the client system's current DNS server.

Time to connect: Time to set up a connection to the server.

Time to first byte (TFB): Time between initiating a request and receiving the first byte of data from the server.

User Bandwidth: The bandwidth a user was able to achieve.

Video: Basic unit of multimedia information that has a physical form of movie that can we see.

Virtual Private Network: Abbreviated VPN. Originally, a private network for voice and data built from traditional carrier services.
More recently, a VPN is an encrypted private tunnel across the Internet.

Voice: Basic unit of multimedia information that has a physical form of speech that we can hear.

World Wide Web (www): A huge collection of hypertext pages on the internet. WWW, concepts were developed