

2. GENERAL REGULATIONS

2.6 DEFINITIONS (CONT'D)

Logical Channel

A communications channel through the network that allows transmission of sequenced data packets through the network. No circuit capacity is pre-assigned to a logical channel; capacity is made available as data is transmitted.

Network Interface (NI)

The point of interconnection between Company communications facilities and terminal equipment, protective apparatus or other customer provided facilities. The network interface serving the customer's premises is also referred to as the demarcation point or point of termination.

Network-To-Network Interface (NNI)

A frame relay industry-standard interface between two frame relay networks, used to connect private or public frame relay networks.

Open System Interconnection (OSI)

A seven-layer, generic network architecture model, used to standardize network protocol. Its purpose is to facilitate interoperability, enabling any OSI compliant computer or device to communicate with any other OSI compliant computer or device for an exchange of information.

Polling

Status inquiry message sent on a data communications facility to give the receiving end of the inquiry an opportunity to transmit and/or receive information.

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2.6 DEFINITIONS (CONT'D)

Premises

A building, or a portion of a building in a multi-tenant building, or buildings on continuous property (except railroad rights of way, etc.) not separated by a public highway. This term is not limited to one building, but applies as well to a complex, or campus-type configuration of buildings.

Private Frame Relay Network

Typically a single-owner, single-user network, which may be interconnected with a public frame relay service network.

Protocol

A set of conditions for conducting interactions between two or more terminals, host or peripherals. These conditions consist of syntax (header structure), semantics (actions and reactions that are supposed to occur) and timing (relative ordering and duration of states and events).

Public Frame Relay Network

Typically a multi-user, shared network, used by a frame relay service provider to provide frame relay service to its customers.

Service Point

The geographic location designated by the Company at which the access component of a customer's Advanced Communications Service (ACS) is considered to first enter the ACS Network.

Statistical Multiplexing

A multiplexing technique in which timeslots are dynamically allocated on the basis of need rather than being predefined. The data is typically transmitted on a first come, first served basis.

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2.6 DEFINITIONS (CONT'D)

Sustained Information Rate (SIR)

Denotes the average bit rate or speed at which user information can be transferred into and out of the ACS Network. It represents the maximum information transfer speed that can be sustained.

Uniform Service Order Code (USOC)

A three or five character alphabetic, numeric, or an alphanumeric code that identifies a specific item of service or equipment. Uniform Service Order Codes are used in the Company billing system to generate recurring rates and nonrecurring charges.

User-To-Network Interface (UNI)

A frame relay industry-standard interface between an end user customer and a frame relay network.

Virtual Circuit

A logical transmission channel established to a network address. The logical channel exists for a period of time until either end of the channel terminates the transmission.