

DICTIONARY OF

DATA COMMUNICATIONS

Second Edition

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index

A HALSTED PRESS BOOK

EXHIBIT

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430 respond key timeout

sharing is used in connection with the sharing of time and memory.

respond key timeout: A push button on a console inquiry keyboard used to lock the keyboard to permit automatic processing to continue.

response curve: Exhibits the trend of communication response in a system.

response duration: The time interval between the start of a pulse which affects a storage cell and the response of that storage cell.

response ratio: A ratio calculated to be a measure of the response time to the service time of a job. Represents the degradation in execution speed experienced by a given job due to the presence of other jobs and the scheduling algorithm.

response time: The amount of elapsed time between generation of an inquiry at a data communications terminal and receipt of a response at that same terminal.

response-time monitor: Provides hard copy reports of all transactions by transaction type, with the first seven characters of each transaction printed.

restart point: One of several points in a computer program at which a restart or rerun may begin.

restart-points sorting: The point at which a restart (or rerun) can be initiated. Memory, registers, and the position of tapes are recorded at this point.

restore: 1. To return a cycle index, a variable address, or other computer word to its initial value. See also reset. 2. Periodic regeneration of charge, especially in volatile, condenser-action storage systems.

restorer pulse generator: Generates pulses for special timing or gating in a digital computer; i.e., pulses which function as inputs to gates for aid in pulsedshaping and timing.

resynchronization: On a multipoint circuit, the reestablishment of synchronization with a receiver (or transmitter) with which contact had recently been made.

retentivity: The degree or expression of ability of a material to retain magnetic flux.

retina: In optical character recognition, a major component of a scanning device.

retrieve: To find and select specific information.

retry: In communications, resending the current block of data a prescribed number of times, or until it is entered correctly.

return: A set of instructions at the end of a subroutine which directs control to the proper point in the main routine.

return address: 1. The part of a subprogram that connects it with the main program. 2. A process to unite two or more separately written or assembled programs into single operational entities; e.g., to complete linkage. Some computer systems have programs called linkage editors that correct address components into symbols or relocate symbols to avoid overlapping. 3. A communications line between two or more stations or terminals.

return code: A special code used to affect the execution of subsequently run routines.

return-from-zero-time: The elapsed time between the end of a pulse at full signal strength and the start of the absent electrical flow or some lower level of electrical flow.

return point (sorting): A point at which a computer program can be restarted in case of computer failure, without loss of processing accomplished prior to the interruption.

return signal: In a closed loop, the signal that is sent back to be subtracted from the input.

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