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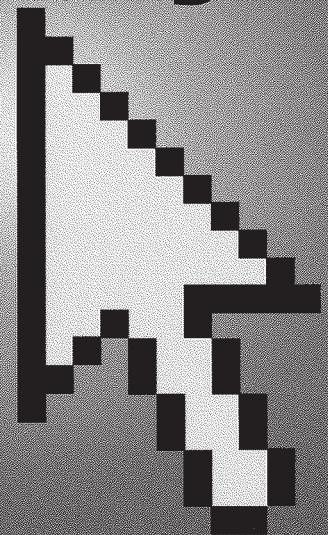


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the controller onto the drive itself, thereby reducing interface costs and making firmware implementations easier.

ATAPI *n.* The interface used by the IBM PC AT system for accessing CD-ROM devices.

AT Attachment *n.* See ATA.

AT bus *n.* The electric pathway used by IBM AT and compatible computers to connect the motherboard and peripheral devices. The AT bus supports 16 bits of data, whereas the original PC bus supports only 8 bits. *Also called:* expansion bus. *See also* EISA, ISA, Micro Channel Architecture.

aTdHvAaNNKcSe *n.* See TIA.

ATDP *n.* Acronym for **Attention Dial Pulse**, a command that initiates pulse (as opposed to touch-tone) dialing in Hayes and Hayes-compatible modems. *Compare* ATDT.

ATDT *n.* Acronym for **Attention Dial Tone**, a command that initiates touch-tone (as opposed to pulse) dialing in Hayes and Hayes-compatible modems. *Compare* ATDP.

Athlon *n.* Family of x86-compatible processors introduced by Advanced Micro Devices, Inc. (AMD) in 1999. Athlon, which was code-named AMD-K7, is a successor to the AMD-K6 family. Comparable to upper-end Intel Pentium III processors in performance, Athlon is distinguished by over 22 million transistors; a fully pipelined, superscalar floating-point engine, which enhances performance of graphics and multimedia programs, Internet streaming applications, and games; a 200-MHz system bus; and a 128-KB L1 cache. Although the L2 cache is 512 KB in size, the Athlon can support L2 cache sizes up to 8 MB. The first Athlon releases featured clock speeds of 500 to 650 MHz; 800-MHz and faster versions are now available. Athlon, which runs 32-bit programs, is compatible with most PC operating systems, including Microsoft Windows, Linux, OS/2 Warp, and NetWare. *See also* AMD-K6.

ATM *n.* **1.** Acronym for **Asynchronous Transfer Mode**. A network technology capable of transmitting data, voice, audio, video, and frame relay traffic in real time. Data, including frame relay data, is broken into packets containing 53 bytes each, which are switched between any two nodes in the system at rates ranging from 1.5 Mbps to 622 Mbps (over fiber optic cable). The basic unit of ATM transmission is known as a cell, a packet consisting of 5 bytes routing information and a 48-byte payload (data). These

cells are transmitted to their destination, where they are reassembled into the original traffic. During transmission, cells from different users may be intermixed asynchronously to maximize utilization of network resources. ATM is defined in the broadband ISDN protocol at the levels corresponding to levels 1 and 2 of the ISO/OSI reference model. It is currently used in LANs (local area networks) involving workstations and personal computers, but it is expected to be adopted by the telephone companies, which will be able to charge customers for the data they transmit rather than for their connect time. *See also* broadband, ISDN, ISO/OSI reference model. **2.** Acronym for **automated teller machine**. A special-purpose terminal that bank customers can use to make deposits, obtain cash, and perform other transactions. **3.** *See* Adobe Type Manager.

ATM Adaptation Layer *n.* The ATM layer that mediates between higher-level and lower-level services, converting different types of data (such as audio, video, and data frames) to the 48-byte payloads required by ATM. *Acronym:* AAL. *See also* ATM (definition 1).

ATM Forum *n.* Forum created in 1991 and including more than 750 companies related to communications and computing, as well as government agencies and research groups. The forum aims to promote Asynchronous Transfer Mode for data communication. *See also* ATM (definition 1).

Atomicity, Consistency, Isolation, Durability *n.* See ACID.

atomic operation *n.* An operation considered or guaranteed to be indivisible (by analogy with an atom of matter, once thought to be indivisible). Either the operation is uninterruptible or, if it is aborted, a mechanism is provided that ensures the return of the system to its state prior to initiation of the operation.

atomic transaction *n.* A set of operations that follow an "all or nothing" principle, in which either all of the operations are successfully executed or none of them is executed. Atomic transactions are appropriate for order entry and fulfillment or for money transfers to ensure that information is fully updated. For example, if funds are transferred between accounts on two databases, one account cannot be credited if the other is not debited by the same amount. An atomic transaction would involve both recording the credit in one database and recording the corresponding debit in the other. If any operation in the transaction fails, the transaction is aborted and any infor-