

## 2025 MARCH IEEE 802 PLENARY TUTORIAL SESSIONS

Mar 10, 2025

Atlanta, GA USA

Ballroom East at Hilton Atlanta

SESSION 1

6:15 PM – 7:35 PM

**TUTORIAL SPONSOR:** IEEE 802.3 Working Group Chair, David Law

**TITLE OF TUTORIAL:** Using Open Source in IEEE Standards

**NAME OF PRESENTERS, THEIR AFFILIATIONS AND CONTACT INFO:**

Presenter Name	Affiliation	Email
Robby Robson	Apple	<a href="mailto:robby@ieee.org">robby@ieee.org</a>
Kent Lusted	Synopsys	
Josh Gay	IEEE Open Source Community Manager	
Cat Allman	Digital Science	
Sarah Womer	OSCom	
Chuck Adams	Future Wei, OSCom Chair	

### ABSTRACT:

As a preface, SA Open and the governance structures around it have matured significantly since the last open source tutorial given two years ago, and we are about to approve the first Open Source project for an 802 WG. Robby will lead the tutorial with additional presenters who will contribute segments and add information. Materials will be available afterwards for review, and we will be available to go into details with any interested 802 participants.

The proposed outline for a 90 minute tutorial is:

Intro to Open Source – 10 Minutes

Introductions to the presenters

Roles in open source projects (contributors, committers, maintainers, leads),

The larger open source landscape vis a vis standards.

Uses of Open Source in Standards - 15 minutes

How open source can be used and is being used in conjunction with standards

<https://www.ieee802.org/Tutorials.shtml>

Informative versus normative inclusion

Open source reference implementations and test suites

SA Open examples (see <https://opensource.ieee.org/oscom/projects>) and emphasis on 802-related industries.

SA Open – 15 minutes

Setting up a project

Staging versus production repositories

Applying for a project via OSCom. – segue to next section

Managing and Governing Open Source in the IEEE SA – 30 minutes

IEEE SA P&P related to Open Source (specifically used in standards)

The revised Maintainers Manual (currently complete draft)

An 802 Case Study (provided by Kent)

Discussion & Additional Topics as Appropriate

We are leaving ample time (20 minutes) to cover more topics in depth depending on what questions come up. We will have additional materials prepared for licensing, platform, tips on running a successful project, incorporating external code, etc.

## SESSION 2

**NO TUTORIAL SCHEDULED FOR THIS TIME SLOT**

## SESSION 3

**NO TUTORIAL SCHEDULED FOR THIS TIME SLOT**