

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	robby@ieee.org
Kent Lusted	Synopsys	
Cat Allman	Digital Science	
Sarah Womer	OSCom	
Chuck Adams	Future Wei, OSCom Chair	

ABSTRACT:

As a preface, SA Open and its governance structures have matured significantly since the last open-source tutorial two years ago, and we are about to approve the first Open-Source project for an 802 WG. Robby will lead the tutorial, and additional presenters will contribute segments and add information. Materials will be available afterwards for review, and we will be available to discuss 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

Informative versus normative inclusion

Open-source reference implementations and test suites

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

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 the 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 in-depth topics 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