Terminology Issues for Discussion at November Plenary[1]

1. **throttle / backpressure / flow-control**: Document currently distinguishes among these. To throttle is to regulate transmission rate. Backpressure is a method of throttling a station by signaling in the upstream direction from a downstream station. Flow-control is any method of throttling involving the exchange of control information between or among stations.
2. **packet / frame**: A packet is a frame after it has been placed on the medium. This corresponds to the IEEE 802 definition, "Packet: Consists of a data frame preceded by the Preamble and the Start Frame Delimiter, encoded, as appropriate, for the PHY type. (C/LM) 802.3u-1995". This is different from the usual definition of packet as an L3 or upper-layer PDU.
3. **ingress** / **egress**: Ingress is path followed by frame inbound from ringlet towards MAC client. Egress is path followed by frame outbound from MAC client to ringlet. This is reverse of what was originally in the document.
4. **copy** / **strip:** These are independent operations. Frames addressed to a station are copied by that station. Destination performs copy and strip in case of unicast. All stations with matching multicast address copy a frame, while stripping is performed by the source after the frame has circulated.
5. **traffic class** / **service class –** These are synonyms for purposes of this standard. The use of traffic class is deprecated in favor of service class. A service class describes traffic that shares a common set of MAC service characteristics.
6. **source** / **destination –** Refers to the frame origin and destination stations with respect to traffic on a single ring. The terms source end-station and destination end-station describe the source and destination stations in a network spanning multiple (bridged) rings.
7. **customer separation** / **closed user group –** Is a 'closed user group' the entity that is identified by a 'customer ID'? Should CUG be deprecated. Does customer separation imply simply that frames of one customer cannot be seen by another, or that the service received by one customer is entirely independent of the behavior of other customers?

[1] Comments prior to the meeting can be sent to ra_sultan@yahoo.com and/or posted to the exploder. The explanations provided in this document are informational and are not intended to replace the definitions that appear in the Terms and Definitions document.

8. **out-of-sequence frames –** If two frames exchange places in a queue, are there one or two frames out-of-sequence? When a frame arrives before its predecessor, is it possible to know whether the predecessor is (a) lost or (b) out-of-sequence?
9. **throughput** / **goodput –** Goodput describes the rate of arrival of usable information as contrasted to fragments of data that are, themselves, correct, but which are not useful when the remaining portion of the frame is lost or incorrect. The notion of 'useful' depends on higher-layer interpretation and may be open to question.
10. **transparent bridging**: (1) no change to frame from end-station to end-station or (2) bridging not visible to end-station.
11. **layer / OSI layer**: should 'layer' be prefixed with OSI when used in IEEE 802 documents.
12. **MAC client** / **upper layer** – MAC client is layer immediately above MAC; upper layer is network layer and above. Ie. LLC sublayer is not an upper-layer.
13. **passthru** / **transit:** These terms have the same meaning but transit is deprecated in favor of passthru, as transmit and transit sound and look alike, but have different meanings
14. **insert** / **transmit**: Only an egress frame can be inserted. A passthru frame is transmitted in the outbound direction, but is not inserted.
15. **copy / receive:** All inbound frames are received by a station, but only those frames addressed to the station are copied.