

# IEEE 802.1 TSN TG Agenda

IEEE 802 Plenary, November 8-16, 2021

ET Start	ET End	Monday Nov 8	Tuesday Nov 9	Wednesday Nov 10	Thursday Nov 11	Friday Nov 12	PT Start	CET Start	JST Start	Monday Nov 15	Tuesday Nov 16	
9:00	9:30	<b>Opening plenary</b>	<b>TSN - P802.1DG</b> Contents & timeline	<b>TSN - P802.1DP/AS6675</b> Cooperation process, Bridge Policing and Stream Isolation Requirements, End System Traffic Shaping	<b>TSN</b> outgoing liaisons, P802.1ASdm	<b>TSN</b> P802.1Qdq, UNI extensions, Strict Priority RA Class	6:00	15:00	23:00	<b>TSN</b> Common TSN, PFC headroom, P802.1ASdm	<b>Closing plenary</b>	
9:30	10:00						6:30	15:30	23:30			
10:00	10:30						7:00	16:00	0:00			
10:30	11:00						7:30	16:30	0:30			
11:00	11:30	recess	recess	recess	recess	recess	8:00	17:00	1:00	recess		
11:30	12:00	<b>TSN - IEC/IEEE 60802</b> Status updates, 802.1AR adoption, CNC UNI NETCONF over TLS	<b>TSN - IEC/IEEE 60802</b> Definition and the layout of IA-stations, comment resolution	<b>TSN - IEC/IEEE 60802</b> Time Sync Error Analysis & Modelling	<b>TSN</b> P802f, P802.1DC, pulsed queues	<b>TSN - IEC/IEEE 60802</b> ClockTarget & ClockSource	<b>TSN</b> P802.1ASds PAR & CSD, P802.1ASdm	<b>TSN - IEC/IEEE 60802</b> NETCONF subscriptions & YANG Push	<b>TSN - IEC/IEEE 60802</b> Boundary Port Isolation, Time Sync Error Analysis			
12:00	12:30									8:30	17:30	1:30
12:30	13:00									9:00	18:00	2:00
13:00	13:30									9:30	18:30	2:30
13:30	14:00	<b>802.1 orientation</b>		recess	recess							
14:00	14:30											
14:30	15:00	<b>TSN</b> liaisons, motions, P802.1CBdb, P802.1ASdm		<b>TSN</b> resource engineering, CTF	<b>TSN</b> P802.1CQ liaison, P802.1ASdm					10:00	19:00	3:00
15:00	15:30									10:30	19:30	3:30
15:30	16:00									11:00	20:00	4:00
16:00	16:30									11:30	20:30	4:30
							12:00	21:00	5:00			
							12:30	21:30	5:30			
							13:00	22:00	6:00			

- TSN TG agenda details are available at: <https://1.ieee802.org/2021-11-plenary-tsn-agenda/> (see also the [802.1 WG schedule](#))
- Note that the TSN TG agenda may change, e.g., depending on progress