                        PWE3 Common Terminology

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Abstract

    This document defines the terminology common to PWE3 drafts.

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1. Introduction

This document attempts to define the common terms used in PWE3.
Documents produced by the IETF PWE3 WG use this common terminology,
but may define additional terms unique to their technical area.

2. Terminology

Attachment Circuit   The circuit or virtual circuit attaching
(AC)   a CE to a PE.

Applicability   Each PW service will have an Applicability
Statement (AS)   Statement (AS) that describes the applicability
                      of PWs for that service.

CE-bound   The traffic direction where PW-PDUs are
                      received on a PW via the PSN, processed
                      and then sent to the destination CE.

CE Signaling   Messages sent and received by the CEs
                      control plane. It may be desirable or
                      even necessary for the PE to participate
                      in or monitor this signaling in order
                      to effectively emulate the service.

Customer Edge (CE)   A device where one end of a service
                      originates and/or terminates. The CE is not
                      aware that it is using an emulated service
                      rather than a native service.

Forwarder (FWRD)   A PE subsystem that selects the PW to use to
                      transmit a payload received on an AC.

Fragmentation   The action of dividing a single PDU into
                      multiple PDUs before transmission with the
                      intent of the original PDU being reassembled
                      elsewhere in the network. Fragmentation may be
                      performed in order to allow sending of packets
                      of a larger size than the network MTU which
                      they will traverse.

Maximum transmission The packet size (excluding data link header)
unit (MTU)   that an interface can transmit without
                      needing to fragment.

Native Service   Processing of the data received by the PE

Processing (NSP)   from the CE before presentation to the PW
                        for transmission across the core.

Packet Switched   Within the context of PWE3, this is a
Network (PSN)   network using IP or MPLS as the mechanism
                        for packet forwarding.

Protocol Data   The unit of data output to, or received
Unit (PDU)   from, the network by a protocol layer.

Provider Edge (PE)   A device that provides PWE3 to a CE.

PE-bound   The traffic direction where information
                        from a CE is adapted to a PW, and PW-PDUs
                        are sent into the PSN.

PE/PW Maintenance   Used by the PEs to set up, maintain and
                        tear down the PW. It may be coupled with
                        CE Signaling in order to effectively manage
                        the PW.

Pseudo Wire (PW)   A mechanism that carries the essential
                        elements of an emulated service from one PE
                        to one or more other PEs over a PSN.

PW End Service   The interface between a PE and a CE. This
(PWES)   can be a physical interface like a T1 or
                        Ethernet, or a virtual interface like a VC
                        or VLAN.

Pseudo Wire   A mechanism that emulates the essential
Emulation Edge to   attributes of service (such as a T1 leased
Edge (PWE3)   line or frame relay) over a PSN.

Pseudo Wire PDU   A PDU sent on the PW that contains all of
(PW-PDU)   the data and control information necessary
                        to emulate the desired service.

PSN Tunnel   A tunnel across a PSN inside which one or
                        more PWs can be carried.

PSN Tunnel   Used to set up, maintain and tear down the
Signaling   underlying PSN tunnel.

PW Demultiplexer   Data-plane method of identifying a PW
                        terminating at a PE.

    Time Domain   Synchronous bit-streams at rates defined by
    Multiplexing (TDM)   G.702.

    Tunnel   A method of transparently carrying information
                         over a network.

3. IANA considerations

    There are no IANA considerations for this document.

4. Security Considerations

    The other documents produced by PWE3 will be manually checked to
    ensure that they do not re-define any of these terms.

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