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Title	Remove end of map IE in OFDMA phy
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# Remove end of map IE in OFDMA phy

*Yuval Lomnitz*

## 1. Motivation

Use of end of map (EOM) UIUC is wasteful, since the DL\_MAP\_IE that contains this UIUC (UIUC=14) includes the full allocation definition (at least 36 bits, see 8.4.5.3). However, EOM element is redundant, since in normal maps, SS can identify the end of map by the end of the MAC PDU that includes the map (using the length from the GMH). In compressed maps, the number of DL\_MAP\_IEs appears in the map, so the EOM is redundant.

Leaving this definition in the standard as it is, there is a danger that SS designers will rely on the existence of this field in the MAP for MAP parsing, and this way the BS would not be able to save bandwidth by removing the IE.

## 2. Changes summary

Add the following text (between BEGIN and END), before 6.3.9.5 (or in correct order of sections):

BEGIN

6.3.7.4.3.4 (End of map IE)

[add the following text at the end of the section]

**"This IE is not used in OFDMA PHY."**

END

For clarification purposes we also recommend performing the following changes in 8.4:

in 8.4.5.3.1 (DIUC allocations), REVd p.524, change line 38:

"14 | ~~End of Map Reserved~~"

in 8.4.5.4.1 (UIUC allocations), REVd p.535, change line 47:

"14 | ~~End of Map Reserved~~"