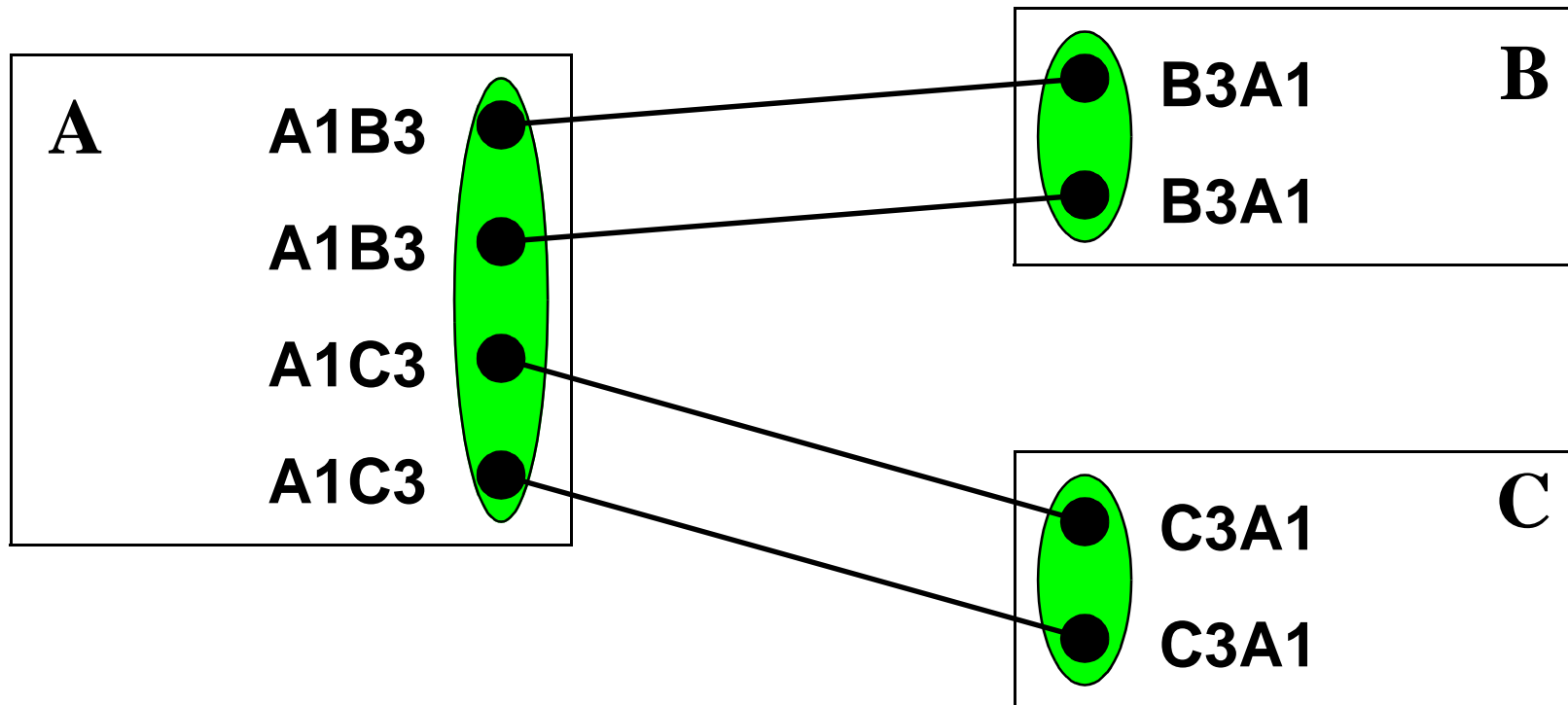


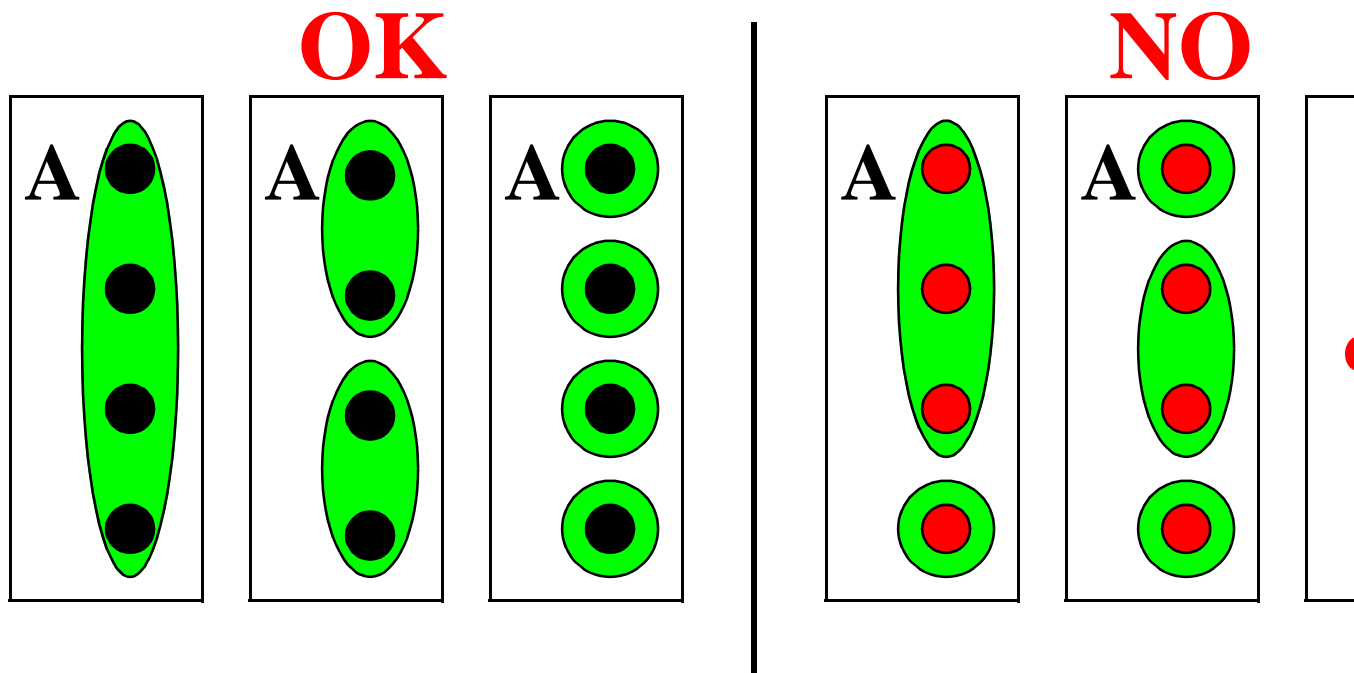
# Dynamic Port Keys

- **Keys change to reflect hardware capabilities (e.g. line speed), not connection topology.**



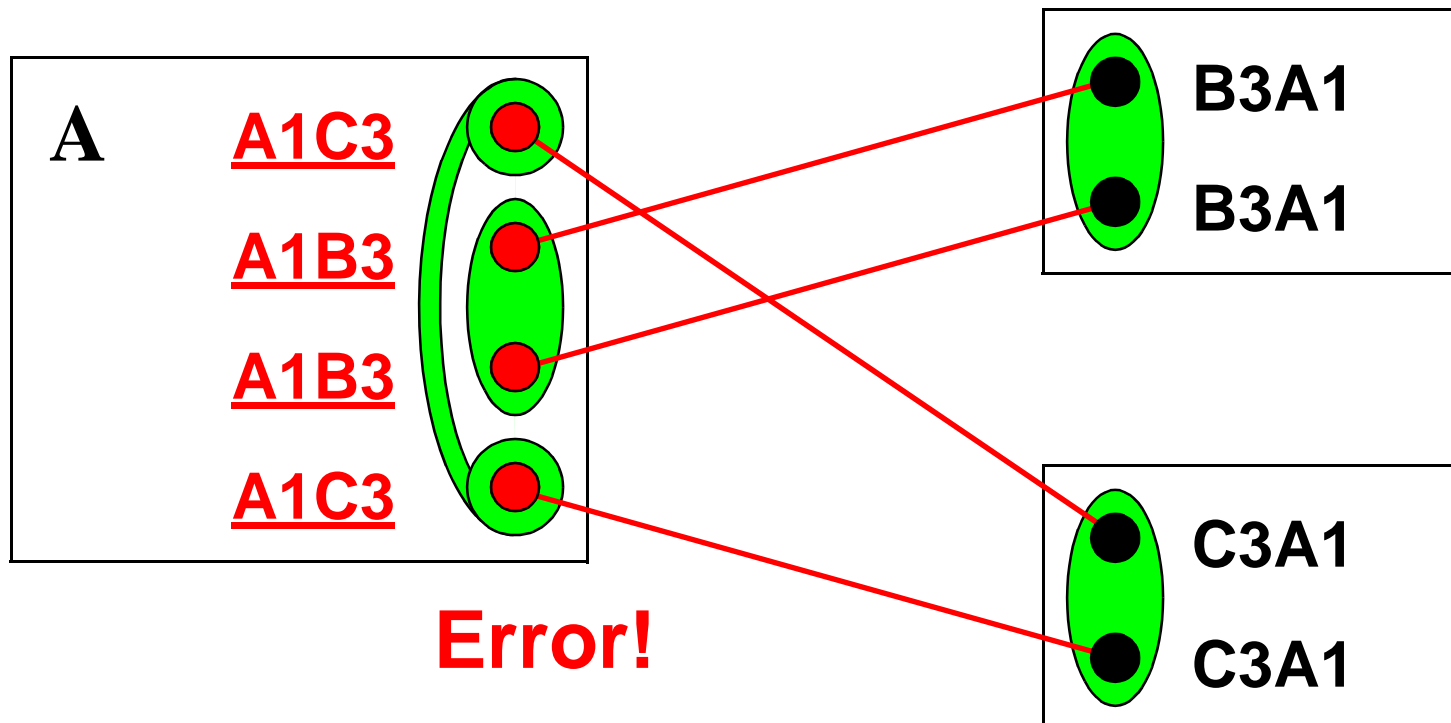
- Keys change to reflect hardware capabilities connection topology.
- Except that hardware limitations may force changes based on connection topology.

Suppose hardware limits aggregation



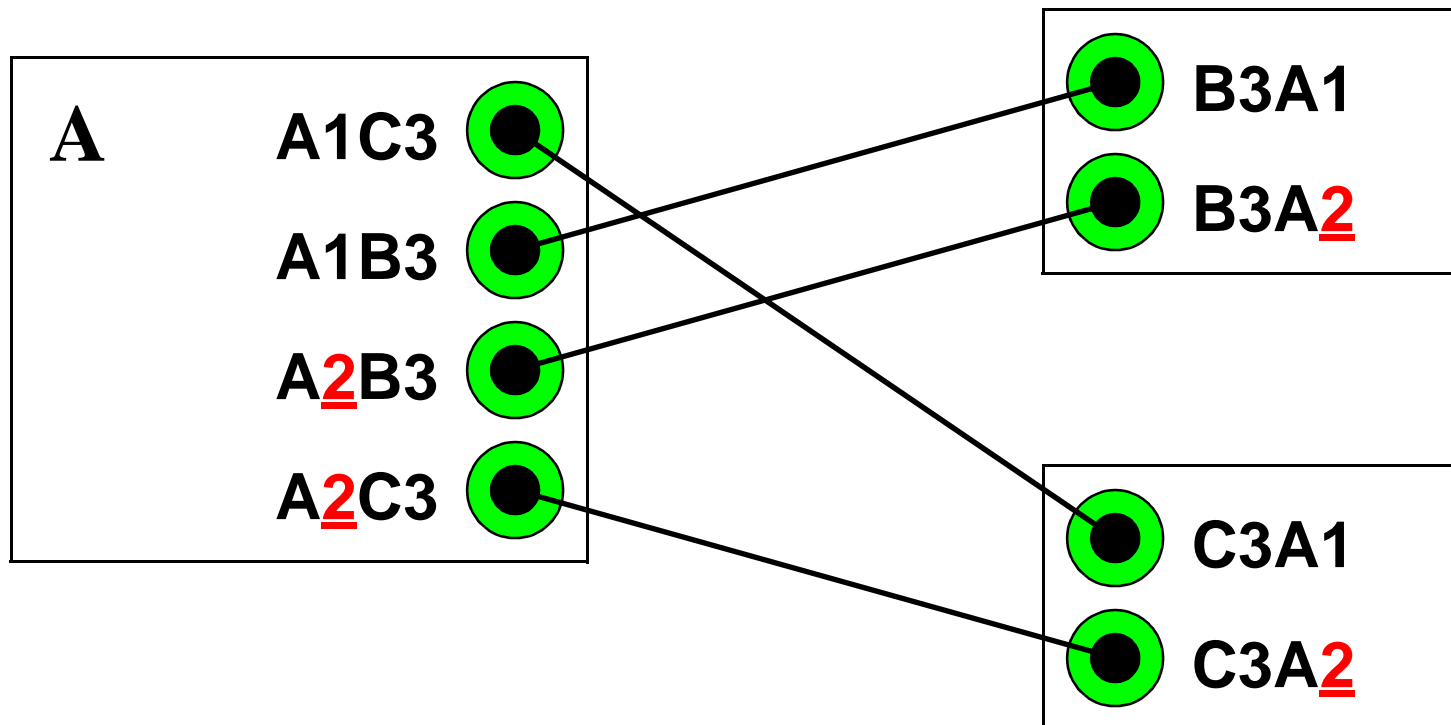
- Keys change to reflect hardware capabilities connection topology.
- Except that hardware limitations may force changes based on connection topology.

Suppose we cross wires:



- Keys change to reflect hardware capabilities connection topology.
- Except that hardware limitations may force changes based on connection topology.

Changing A's port keys prevents an illegal aggregation



- **But, if keys can change, an instability is possible. A key change causes his keys to change, which causes his keys to change back to their original state, which causes ...**
- **A fix:**  
**If we insist that key changes caused by the change in topology only proceed in the direction of more aggregation to less aggregation, then we can achieve convergence.**
- **Of course, if the hardware configuration changes and the operator intervenes, the keys may change in the direction of less-to-more aggregation.**

# Dynamic Port Key Change Rules

- **Keys change to reflect hardware capabilities and connection topology.**
- **Except that hardware limitations may force changes based on connection topology.**
- **Key changes caused by the connection topology only proceed in the direction of more aggregation, not less aggregation.**