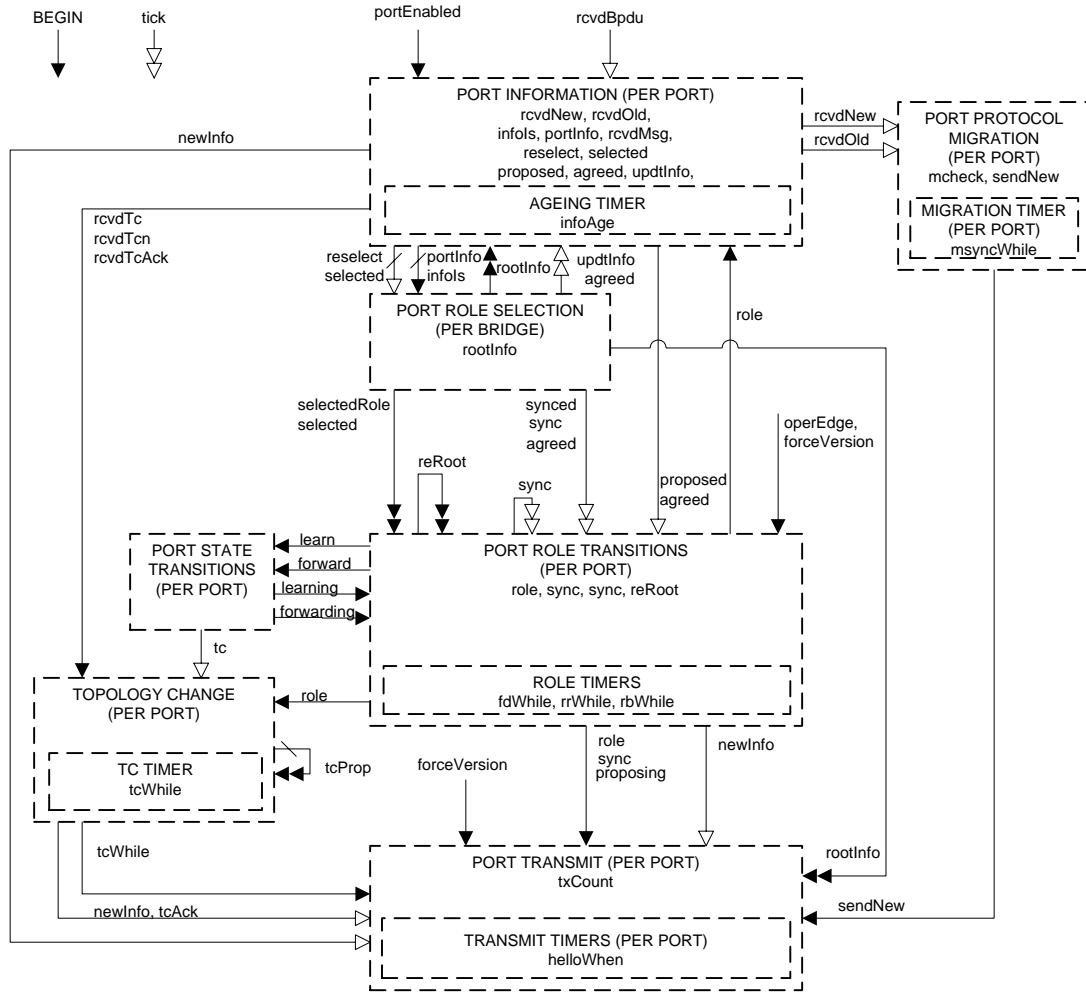


OVERVIEW



NOTATION:

Variables are shown both within the machine where they are principally used and between machines where they are used to communicate information. In the latter case they are shown with a variety of arrow styles, running from one machine to another, that provide an overview of how the variables are typically used:

→ Not changed by the target machine. Where the state machines are both per Port, this variable communicates between machine instances for the same port.

→▷ Set (or cleared) by the originating machine, cleared (or set) by the target machine. Where the state machines are both per Port, this variable communicates between machine instances for the same port.

→→ As above except that the originating per port machine instance communicates with multiple port machine instances (by setting or clearing variables owned by those Ports).

→→▷ As above except that multiple per Port instances communicate with (an)other instance(s) (by setting or clearing variables owned by the originating Ports).

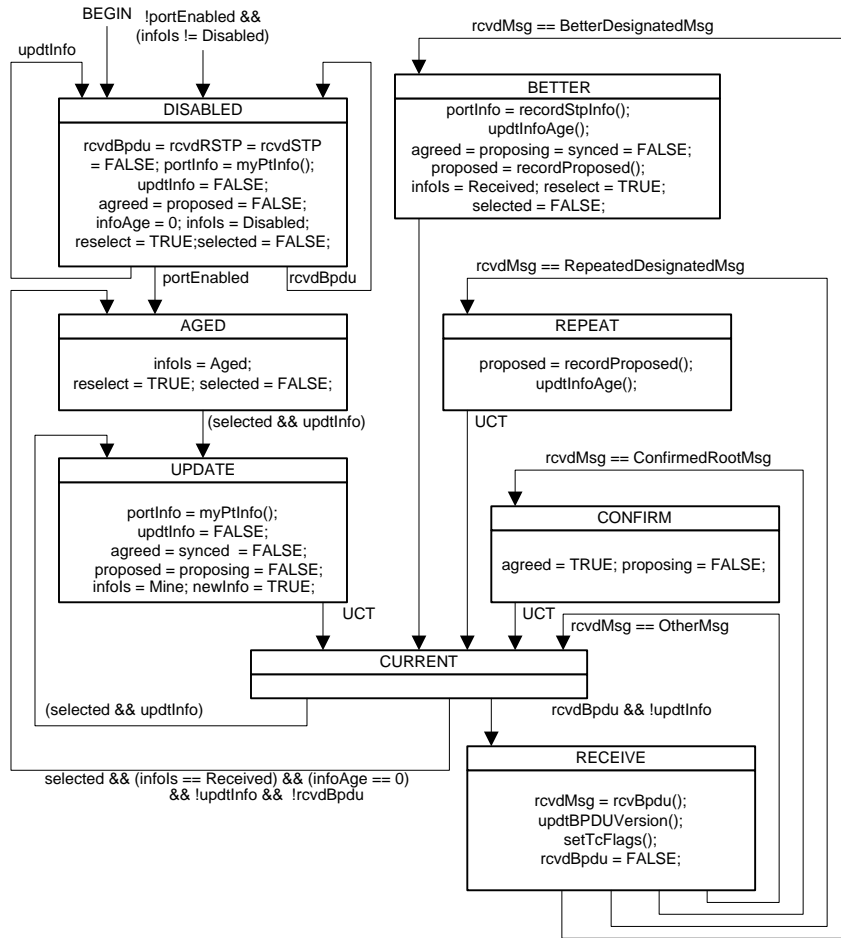
ABBREVIATIONS:

- PIM: Port Information Machine
- PRS: Port Role Selection Machine
- PRT: Port Role Transitions Machine
- PST: Port State Transitions Machine
- TCM: Topology Change Machine
- PPM: Port Protocol Migration Machine
- PTX: Port Transmit Machine
- PTI: Port Timers Machine

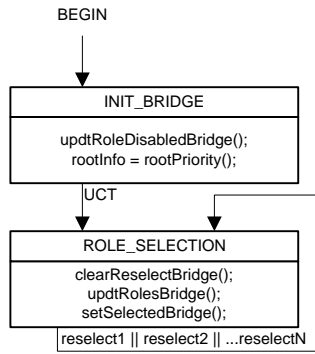
NOTE 1: For convenience all timers are collected together into one state machine.

NOTE 2: This overview diagram is not itself a state machine, but serves to illustrate the principal variables that are used to communicate between the individual RST state machines and the variables local to each machine.

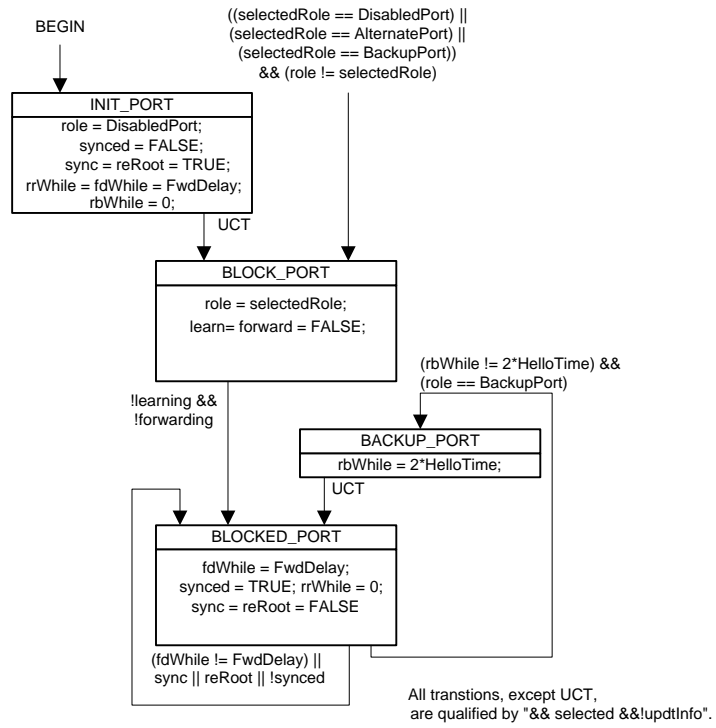
PORT INFORMATION



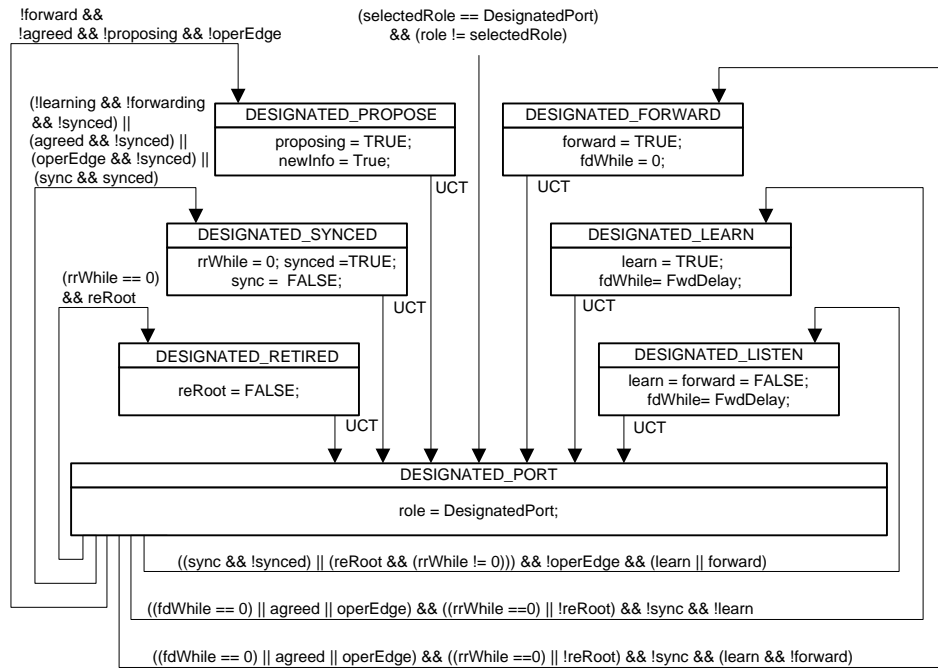
PORT ROLE SELECTION



DISABLED, ALTERNATE, BACKUP

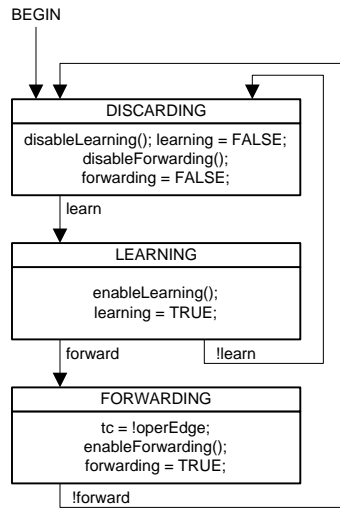


DESIGNATED



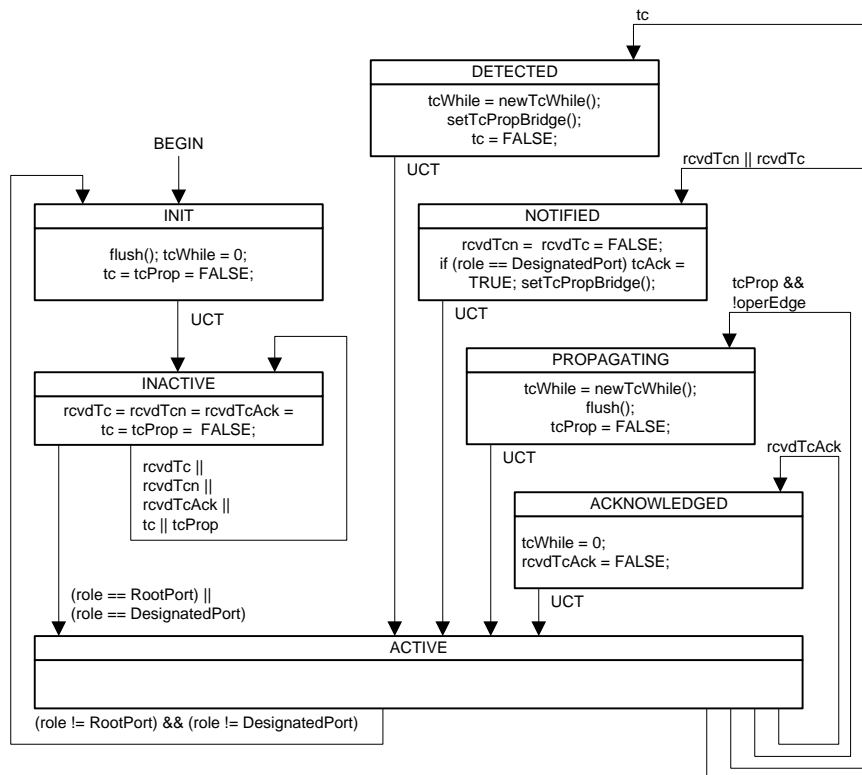
All transtions, except UCT, are qualified by "&& selected && !updtInfo".

PORT STATE TRANSITIONS



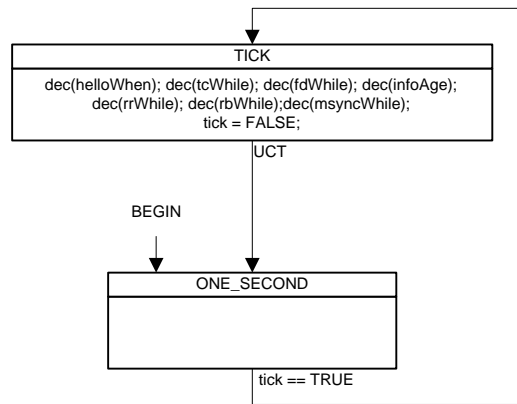
NOTE: A small system dependent delay may occur on each of the transitions shown.

TOPOLOGY CHANGE DETECTION, NOTIFICATION, PROPAGATION AND FILTERING DATABASE FLUSHING



All transitions, except UCT, are qualified by "&& selected".

PORT TIMERS



The following abbreviation is used in this state diagram:
dec(x)
{ if (x !=0) x= x-1;
}

