

**802.1 maintenance item 0319:  
Race condition in 802.1Q-2018  
between List Config state machine  
(clause 8.6.9.3) and Cycle Timer  
state machine (clause 8.6.9.1)**

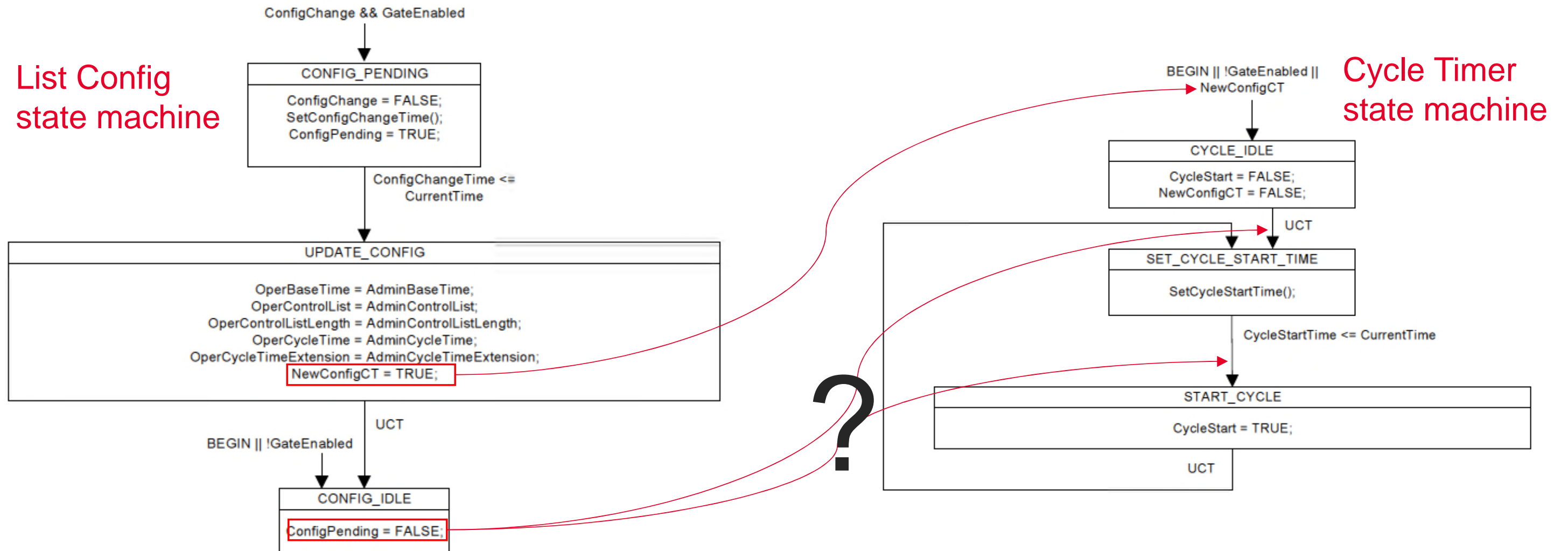


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# Race Condition



- In the List Config state machine (802.1Q-2018 clause 8.6.9.3), upon a ConfigChange (when GateEnabled is TRUE) ConfigPending is set to TRUE in the CONFIG\_PENDING state, remains TRUE in the UPDATE\_CONFIG state machine and is then set to FALSE in the CONFIG\_IDLE state.
- Also in the List Config state machine, in the UPDATE\_CONFIG state, NewConfigCT is set to TRUE. NewConfigCT being TRUE triggers the Cycle Timer state machine (802.1Q-2018 clause 8.6.9.1) to transition to the CYCLE\_IDLE state, which then transitions to the SET\_CYCLE\_START\_TIME (UCT). In the SET\_CYCLE\_START\_TIME state, the SetCycleStartTime() procedure determines which rules should be taken.
- Unfortunately, after the List Config state machine changes to the UPDATE\_CONFIG state, it is not clear if ConfigPending will be set to FALSE before or after the Cycle Timer state machine gets to the SET\_CYCLE\_START\_TIME state, hence the race condition.

# Affect on SetCycleStartTime() calculation

- This race condition only makes a difference to the outcome of the SetCycleStartTime() calculation when:
  - A dynamic schedule change is done (applying a new gate control list while another one is already running)
  - In the List Config state machine, the transition from CONFIG\_PENDING to UPDATE\_CONFIG occurs when ( $\text{ConfigChangeTime} < \text{CurrentTime}$ )
    - the problem doesn't occur if the transition occurs when  $\text{ConfigChangeTime}$  is equal to  $\text{CurrentTime}$
- This is the behavior of the SetCycleStart() calculation after the List Config state machine under the two cases:
  - if the Cycle Timer state machine is run before  $\text{ConfigPending}$  is set to FALSE:
    - $\text{ConfigPending}$  is TRUE
    - " $\text{ConfigChangeTime} \leq (\text{CurrentTime} + \text{OperCycleTime} + \text{OperCycleTimeExtension})$ " must be true as  $\text{ConfigChangeTime} \leq \text{CurrentTime}$ 
      - this was required in the transition from the CONFIG\_PENDING to the UPDATE\_CONFIG in the List Config state machine
    - Therefore, the SetCycleStart() will use rule "d)" and set  $\text{CycleStartTime} = \text{ConfigChangeTime}$
  - if the Cycle Timer state machine is run after  $\text{ConfigPending}$  is set to FALSE:
    - $\text{ConfigPending}$  is FALSE
    - At this point,  $\text{CurrentTime} \geq \text{ConfigChangeTime} \geq \text{OperBaseTime}$  ( $\text{ConfigChangeTime}$  is set  $\geq \text{AdminBaseTime}$  in the SetConfigChangeTime() function;  $\text{OperBaseTime}$  was set  $\text{AdminBaseTime}$  in the UPDATE\_CONFIG state of the List Config state machine; and  $\text{CurrentTime} \geq \text{ConfigChangeTime}$  as this was required in the transition from the CONFIG\_PENDING to the UPDATE\_CONFIG in the List Config state machine)
    - The question is whether  $\text{CurrentTime} > \text{OperBaseTime}$  or  $\text{CurrentTime} == \text{OperBaseTime}$ :
      - If ( $\text{ConfigPending} = \text{FALSE}$ , and  $\text{OperBaseTime} \geq \text{CurrentTime}$ )
        - $\text{CycleStartTime} = \text{OperBaseTime} = \text{AdminBaseTime}$
      - If ( $\text{ConfigPending} = \text{FALSE}$ , and  $\text{OperBaseTime} < \text{CurrentTime}$ )
        - $\text{CycleStartTime} = (\text{OperBaseTime} + N * \text{OperCycleTime})$ , where  $N$  is the smallest integer for which  $\text{CycleStartTime} \geq \text{CurrentTime}$
    - If  $\text{CurrentTime} > \text{OperBaseTime}$  (which will occur if the transition from CONFIG\_PENDING to UPDATE\_CONFIG in the List Config state machine occurs when  $\text{ConfigChangeTime} < \text{CurrentTime}$ ) then the cycle will only start  $N * \text{OperCycleTime}$  after  $\text{OperBaseTime}$  essentially not starting a cycle (and not running any gates) for  $N * \text{OperCycleTime}$

# Proposed solution #1 overview

- Currently, configPending is reset to FALSE without knowing if the new config has been applied
- This solution leaves the setting of configPending in the List Config state machine but moves the reset of configPending from the List Config state machine to the Cycle Timer state machine.
- This involves changes to fig 8-18, 8-19, and 8-21 as well as text in clause 8.6.9.1.1.
  
- Details follow in slides 6-9
  - All references are to <https://www.ieee802.org/1/files/private/q-rev-drafts/d1/802-1Q-rev-d1-0.pdf>

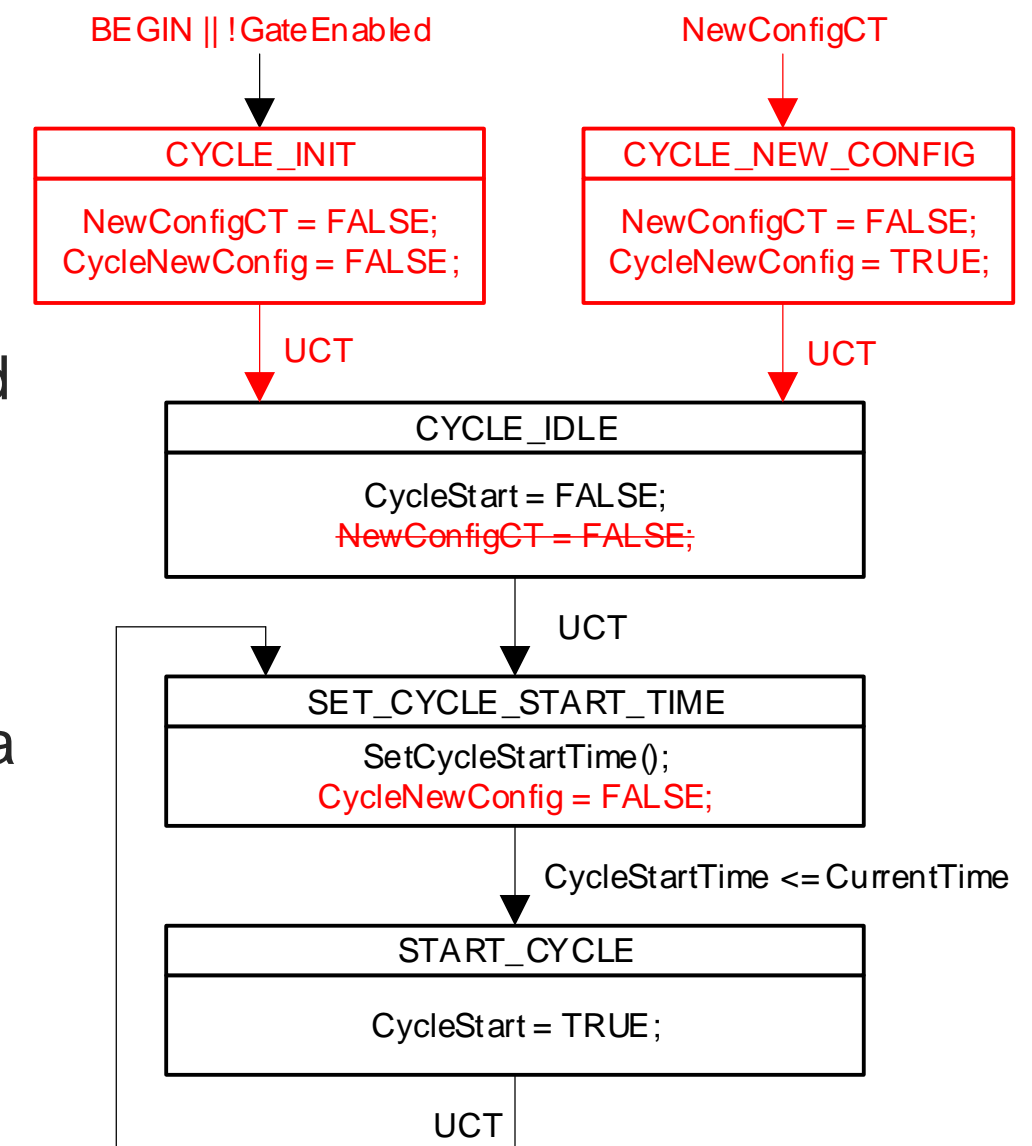
# Proposed solution #2 overview

- Currently, configPending is reset to FALSE without knowing if the new config has been applied
  - But the information is available in another variable: NewConfigCT passed by the List Config state machine to the Cycle Timer state machine
- Instead of making changes to multiple state machines, a change to only the Cycle Timer state machine is proposed, where:
  - We track whether the state machine is triggered by NewConfigCT using a new variable (CycleNewConfig)
  - the SetCycleStartTime() procedure is modified to use (configPending || CycleNewConfig) avoiding the race condition

- Details are provided in slides 10-11 below

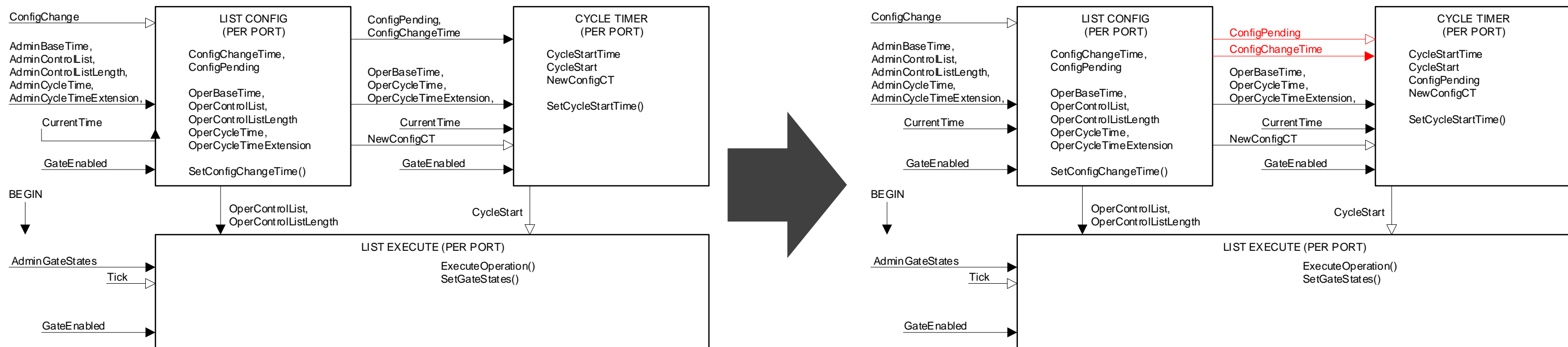
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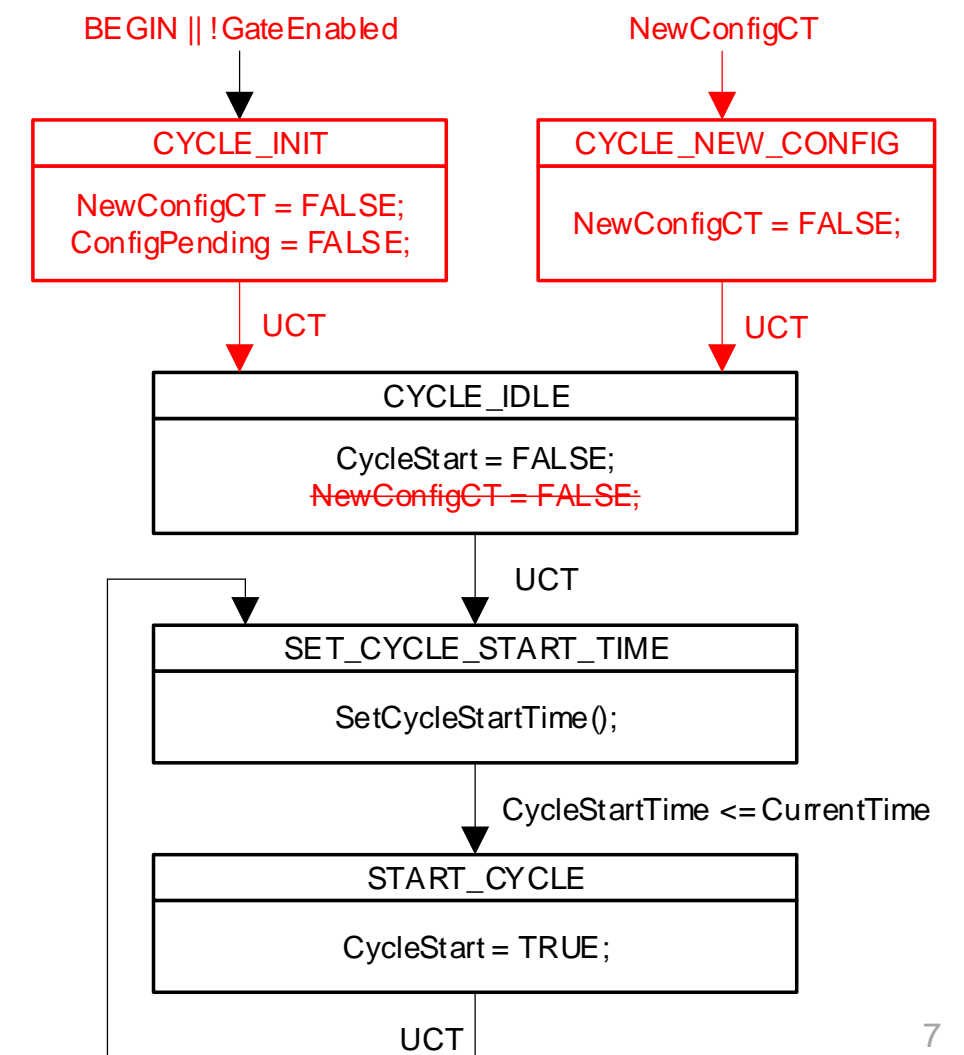
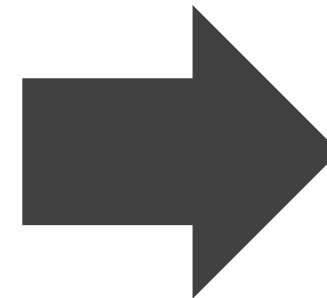
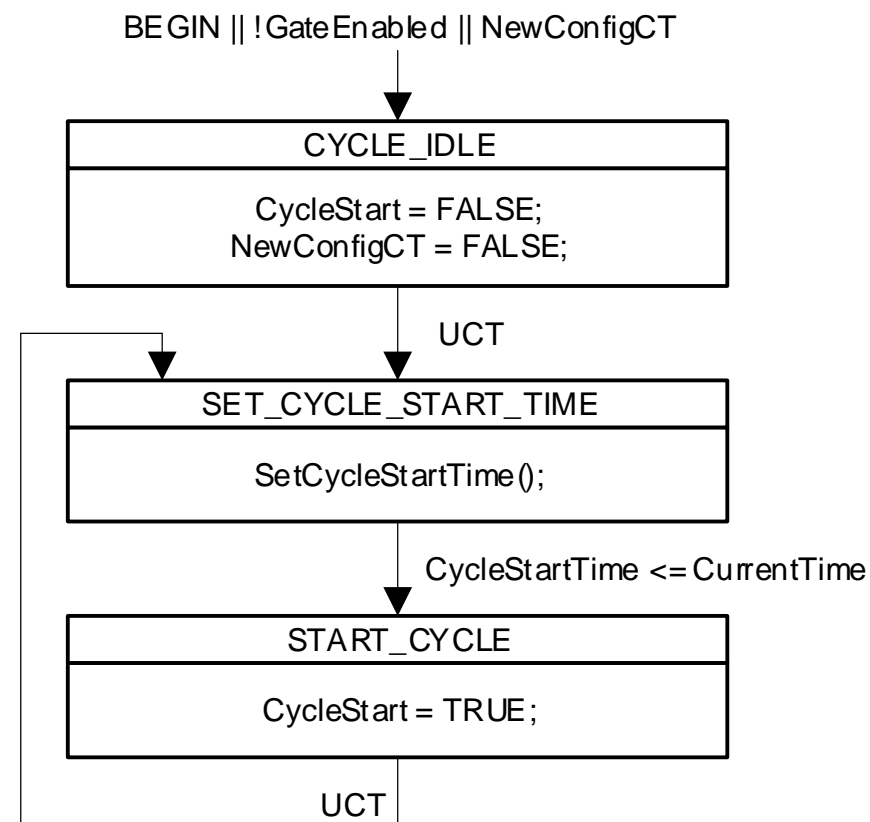
# Potential Solution #1 – part 1

- In Clause 8.6.9.3 , Figure 8-18 (Scheduled traffic state machines—overview and relationships):
  - On the arrow with the text “ConfigPending, ConfigChangeTime”, change the text to “ConfigPending” and change the arrow shape to be one with the outline only (no fill).
  - Add an arrow underneath the ConfigPendingArrow starting at the “LIST CONFIG” box and ending at the “CYCLE TIMER” box with the text “ConfigChangeTime”, no arrow at the LIST CONFIG SIDE, and a filled in arrow at the CYCLE TIMER side.



# Proposed solution #1 – part 2

- In Clause 8.6.9.1 , Figure 8-19 (Cycle Timer State Machine):
  - Remove the global transition from “BEGIN || !GateEnabled || NewConfigCT” to CYCLE\_IDLE
  - Add a new state named “CYCLE\_INIT”
    - This state will contain the lines “NewConfigCT = FALSE;” and “ConfigPending = FALSE;”
  - Add a global transition from “BEGIN || !GateEnabled” to the new CYCLE\_INIT state
  - Add a new state named “CYCLE\_NEW\_CONFIG”
    - This state will contain the line “NewConfigCT = FALSE;”
  - Add a global transition from “NewConfigCT” to the new CYCLE\_INIT state
  - Add an UCT transition from the CYCLE\_INIT state to the CYCLE\_IDLE state
  - Add an UCT transition from the CYCLE\_NEW\_CONFIG state to the CYCLE\_IDLE state
  - Add an UCT transition from the CYCLE\_IDLE state to the SET\_CYCLE\_START\_TIME state
  - Add an UCT transition from the SET\_CYCLE\_START\_TIME state to the START\_CYCLE state
  - Add an UCT transition from the START\_CYCLE state to the SET\_CYCLE\_START\_TIME state
  - Remove the line “NewConfigCT = FALSE;” from the CYCLE\_IDLE state



# Potential Solution #1 – part 3

- In Clause 8.6.9.1.1 (SetCycleStartTime() ), section “d)”
  - Following “CycleStartTime = ConfigChangeTime”, add a line containing “set ConfigPending = FALSE”

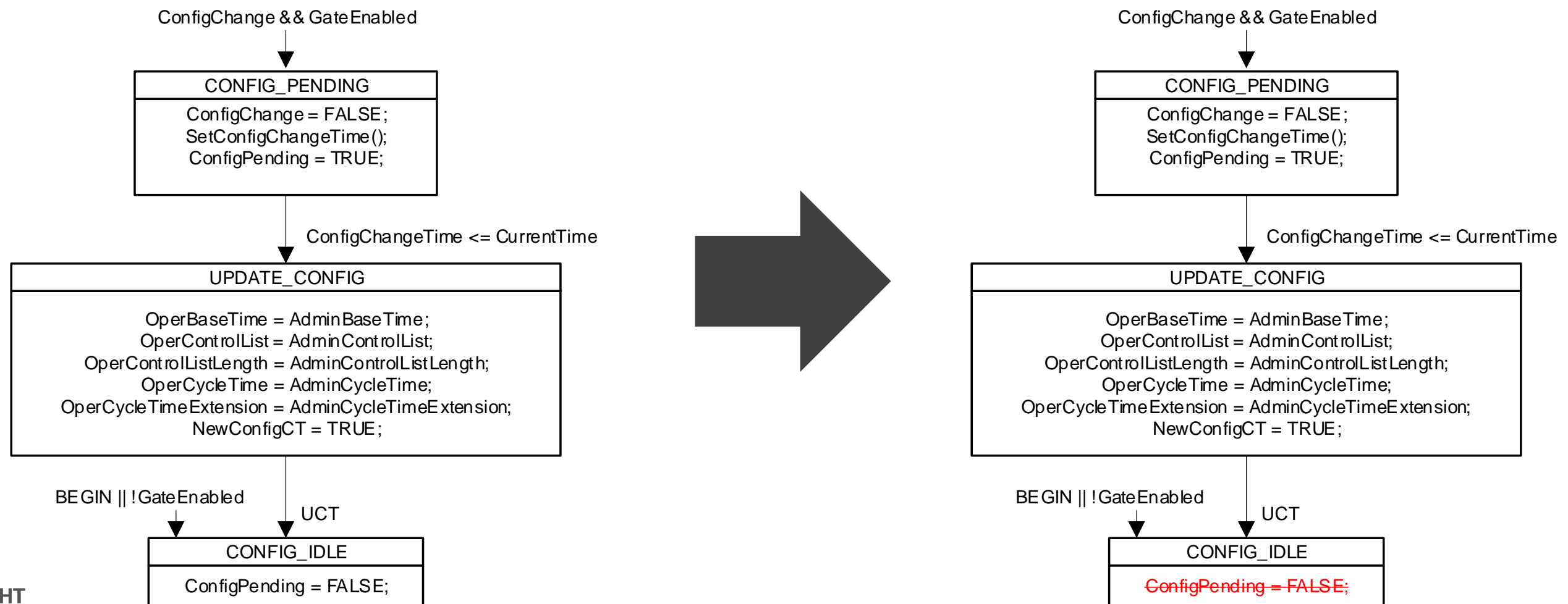
d) If:  
ConfigPending = TRUE, and  
ConfigChangeTime  $\leq$  (CurrentTime + OperCycleTime + OperCycleTimeExtension)  
Then:  
CycleStartTime = ConfigChangeTime  
set ConfigPending = FALSE



# Potential Solution #1 – part 4 original

- In Clause 8.6.9.3 , Figure 8-21 (List Config State Machine):
  - In the CONFIG\_IDLE block, remove the “ConfigPending = FALSE;” line

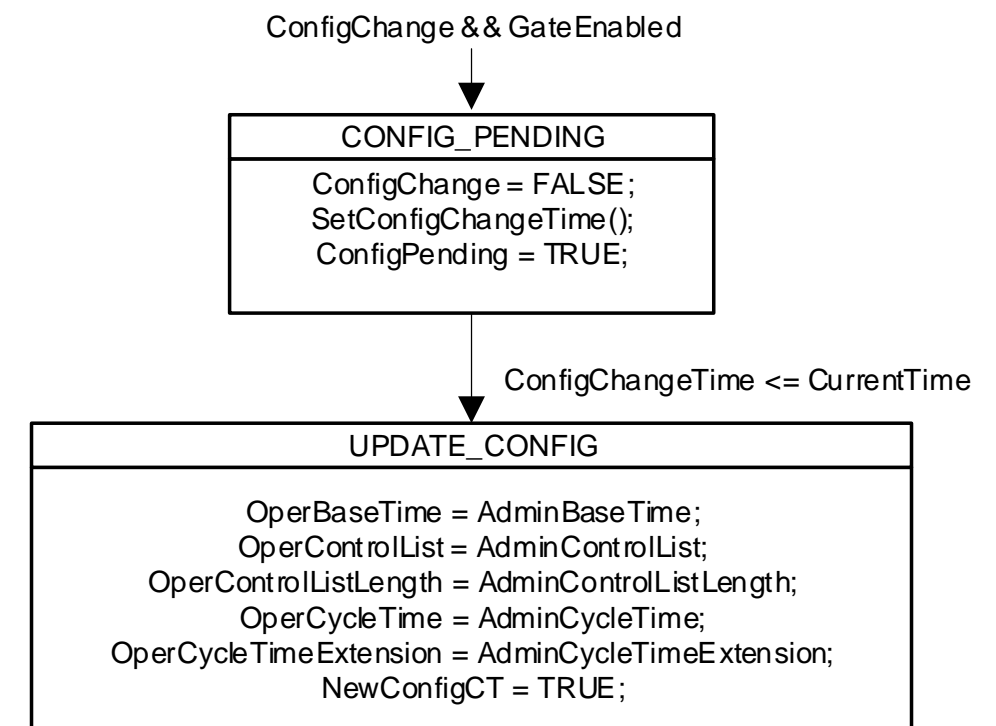
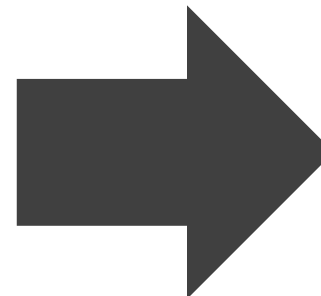
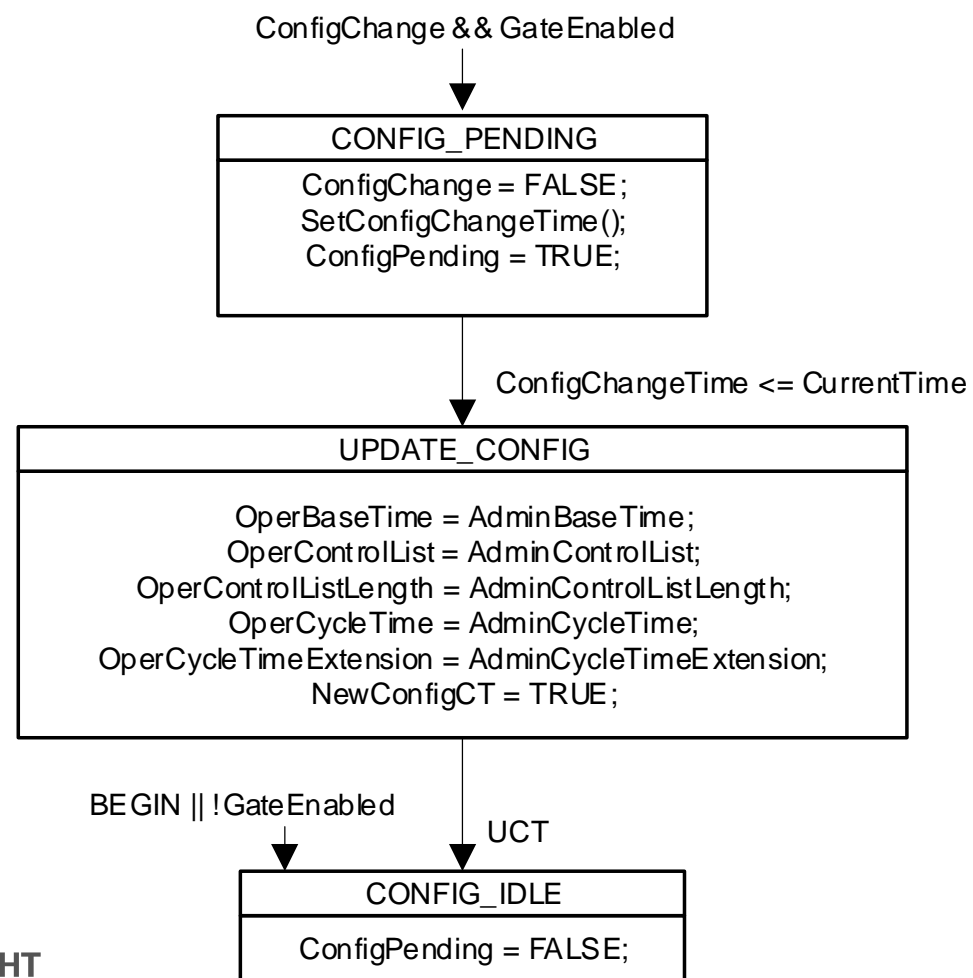
In the 802.1 maintenance meeting On Aug 11, 2021 this was discussed and recommendation was to get rid of the CONFIG\_IDLE state as it is empty. This will be shown in the next slide



# Potential Solution #1 – part 4 revised

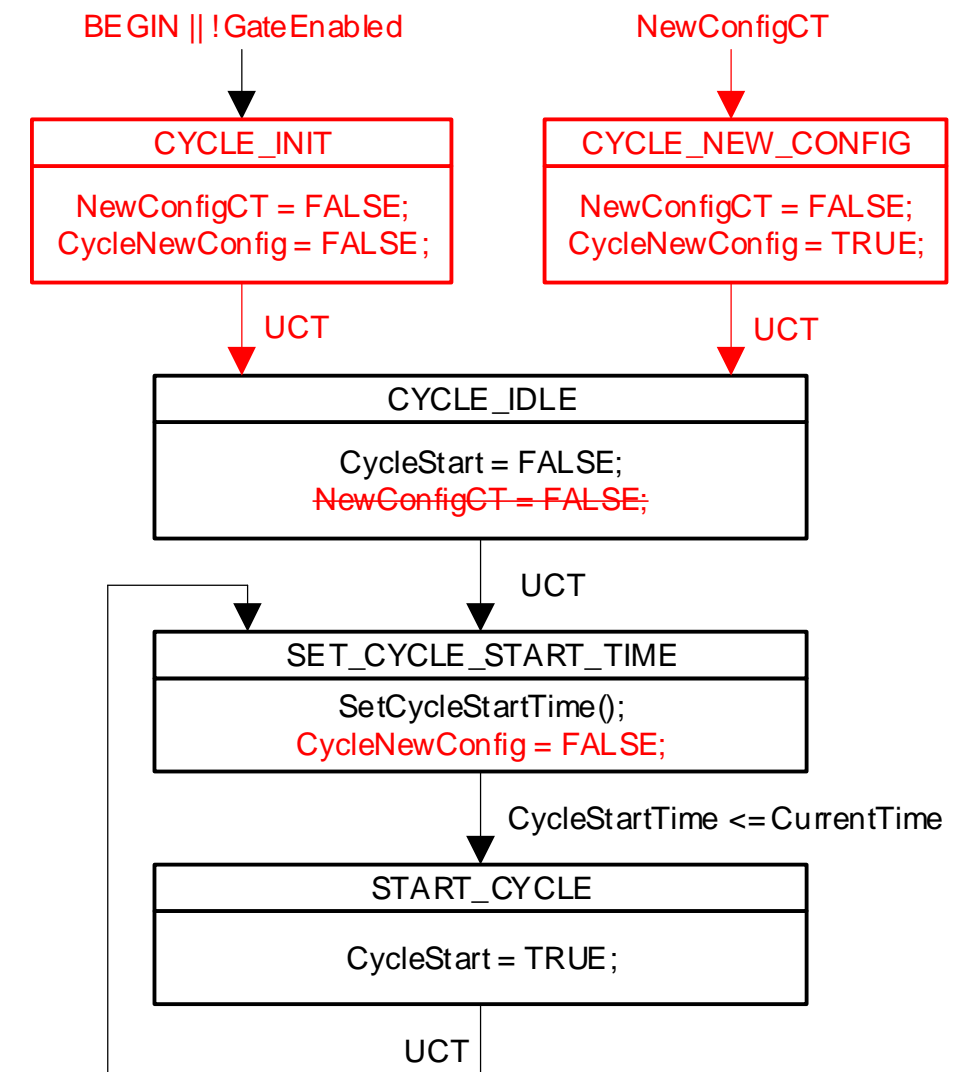
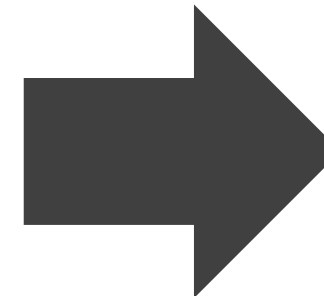
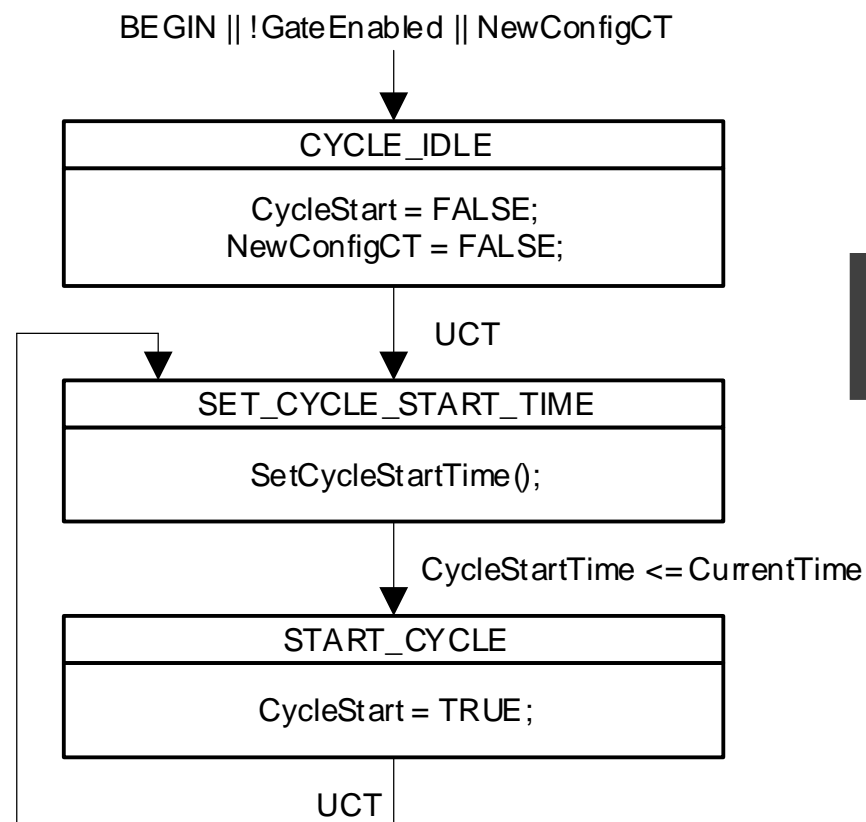
- In Clause 8.6.9.3 , Figure 8-21 (List Config State Machine):
  - Remove the CONFIG\_IDLE state and all transitions to it.

This is the new proposal as per the discussion in the 802.1 maintenance meeting on August 11, 2021



# Proposed solution #2 – part 1

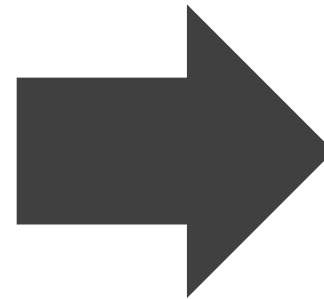
- In Clause 8.6.9.1 , Figure 8-19 (Cycle Timer State Machine):
  - Remove the global transition from “BEGIN || !GateEnabled || NewConfigCT” to CYCLE\_IDLE
  - Add a new state named “CYCLE\_INIT”
    - This state will contain the “NewConfigCT = FALSE;” and “CycleNewConfig = FALSE;”
  - Add a global transition from “BEGIN || !GateEnabled” to the new CYCLE\_INIT state
  - Add a new state named “CYCLE\_NEW\_CONFIG”
    - This state will contain the “NewConfigCT = FALSE;” and “CycleNewConfig = TRUE;”
  - Add a global transition from “NewConfigCT” to the new CYCLE\_NEW\_CONFIG state
  - Add an UCT transition from the CYCLE\_INIT state to the CYCLE\_IDLE state
  - Add an UCT transition from the CYCLE\_NEW\_CONFIG state to the CYCLE\_IDLE state
  - Remove the line “NewConfigCT = FALSE;” from the CYCLE\_IDLE state
  - In the SET\_CYCLE\_START\_TIME, after “SetCycleStartTime()” add a new line containing “CycleNewConfig = FALSE;”



# Proposed solution #2 – part 2

- In Clause 8.6.9.1.1 (SetCycleStartTime() procedure)
  - Replace each occurrence of “ConfigPending = FALSE” with “(ConfigPending = FALSE) and (CycleNewConfig = FALSE)”
  - Replace each occurrence of “ConfigPending = TRUE” with “( (ConfigPending = TRUE) or (CycleNewConfig = TRUE) )”

- a) If:  
ConfigPending = FALSE, and  
OperBaseTime >= CurrentTime  
(i.e., OperBaseTime specifies the current time or a future time)  
Then:  
CycleStartTime = OperBaseTime.
- b) If:  
ConfigPending = FALSE, and  
OperBaseTime < CurrentTime  
(i.e., OperBaseTime specifies a time in the past)  
Then:  
CycleStartTime = (OperBaseTime + N\*OperCycleTime)  
where N is the smallest integer for which the relation:  
CycleStartTime >= CurrentTime  
would be TRUE.
- c) If:  
ConfigPending = TRUE, and  
ConfigChangeTime > (CurrentTime + OperCycleTime + OperCycleTimeExtension)  
Then:  
CycleStartTime = (OperBaseTime + N\*OperCycleTime)  
where N is the smallest integer for which the relation:  
CycleStartTime >= CurrentTime  
would be TRUE.
- d) If:  
ConfigPending = TRUE, and  
ConfigChangeTime <= (CurrentTime + OperCycleTime + OperCycleTimeExtension)  
Then:  
CycleStartTime = ConfigChangeTime



- a) If:  
**(ConfigPending = FALSE) and (CycleNewConfig = FALSE)**, and  
OperBaseTime >= CurrentTime  
(i.e., OperBaseTime specifies the current time or a future time)  
Then:  
CycleStartTime = OperBaseTime.
- a) If:  
**(ConfigPending = FALSE) and (CycleNewConfig = FALSE)**, and  
OperBaseTime < CurrentTime  
(i.e., OperBaseTime specifies a time in the past)  
Then:  
CycleStartTime = (OperBaseTime + N\*OperCycleTime)  
where N is the smallest integer for which the relation:  
CycleStartTime >= CurrentTime  
would be TRUE.
- a) If:  
**( (ConfigPending = TRUE) or (CycleNewConfig = TRUE) )**, and  
ConfigChangeTime > (CurrentTime + OperCycleTime + OperCycleTimeExtension)  
Then:  
CycleStartTime = (OperBaseTime + N\*OperCycleTime)  
where N is the smallest integer for which the relation:  
CycleStartTime >= CurrentTime  
would be TRUE.
- a) If:  
**( (ConfigPending = TRUE) or (CycleNewConfig = TRUE) )**, and  
ConfigChangeTime <= (CurrentTime + OperCycleTime + OperCycleTimeExtension)  
Then:  
CycleStartTime = ConfigChangeTime