Editorial simplification of the RTS-without-squelch state diagram

(addressing comment #R2-114)

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Figure 178B-15 in D3.2

- All states except the initial TRAINING have transitions into TRAINING (“B”) with the same condition: “!c_isl_ready”
- This means !c_isl_ready is a “reset-like” condition
- All these transitions can be represented by adding the condition to the open arrow into TRAINING, as shown in the next slide.

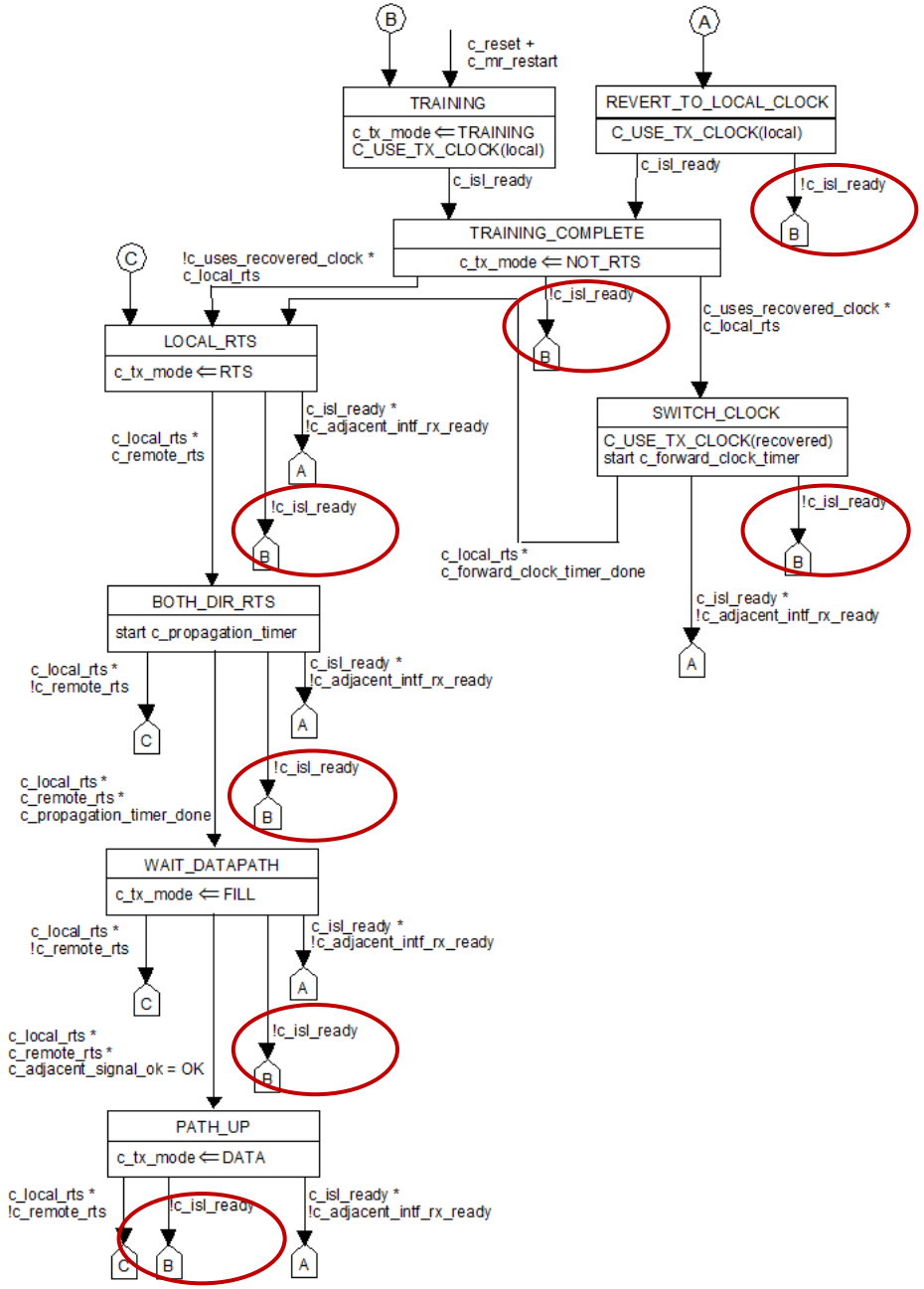

Figure 178B–15—RTS without squelch state diagram

Furthermore…

- Multiple transitions to REVERT_TO_LOCAL_CLOCK (A) with the same condition (but with lower precedence than those to TRAINING)
- c_local_rts is a condition on all other transitions
  - = c_isl_ready * c_adjacent_intf_rx_ready
  - If it is false, one of the two terms must be false, which will cause a transition:
    - !c_isl_ready →TRAINING
    - !c_adjacent_intf_rx_ready → “A” (REVERT_TO_LOCAL_CLOCK)
  - Therefore c_local_rts is a redundant term
- 3 transitions to LOCAL_RTS (C) use the same condition c_local_rts * !c_remote_rts
- ⇒ The figure can be simplified further

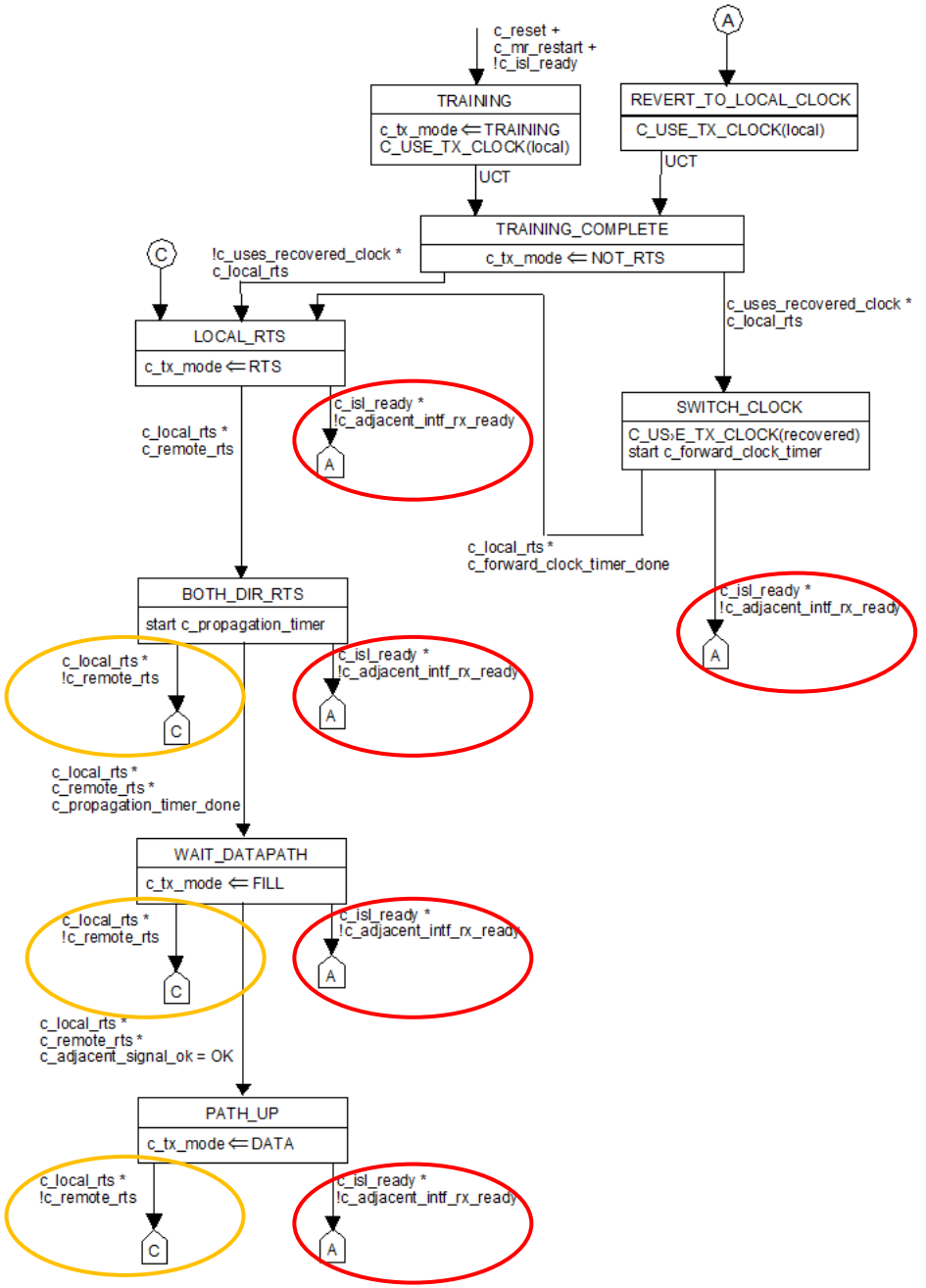

Figure 178B–15—RTS without squelch state diagram

Figure 178B-15 –simplified

- This diagram is logically equivalent to the current one.
- The simplified structures enables better understanding of the requirements and the expected behavior.
- Using this diagram is proposed to address comment #114.
- Any changes resulting from other comments can be applied in addition.

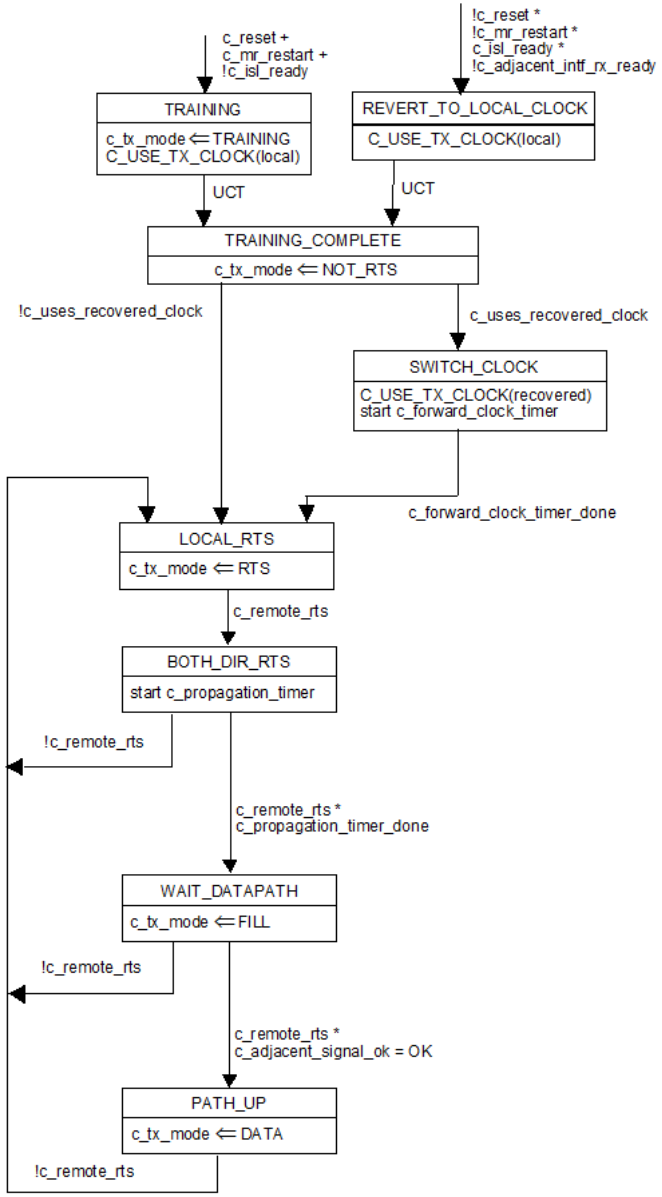

Figure 178B–15—RTS without squelch state diagram