

PACKET

9 bits/byte

Q + valid

(unknown length)

PARSE & UNPACK

1. Strip IP
2. Figure out length.
3. Read OSPF header
4. Demux
 - Hello - Active
 - Hello active
 - LS module

Hello-active?

- RID match with neighbours
- reset their timers

If (times done)

for a particular neighbour

→ send down signal

OSPF ~~STATE~~

32 bits
→ 32 bit pool

20 bytes

+ (mask neighbour)

OSPF packet
loop

Send the same to hello-active

ACT Hello-Active

1. Validity check (!)
2. First 32 bits is RID of not neigh
3. Add to your Neighbour
4. ~~Set~~ with current state in FSM
5. Send signal to Hello-gen

Directly connected
no Neigh list
FSM

DOWN signal

Hello-gen

1. If (signal-sent)
→ send HP with cur NL
2. If (countdown)
→ send "HP"
and reset counter

Triggered by next tick

Hello-Active Parser

1. Remove from NL
2. RESET state to Down