

Appendix B: Diagrams

Diagram D.1. Mapping Engine State

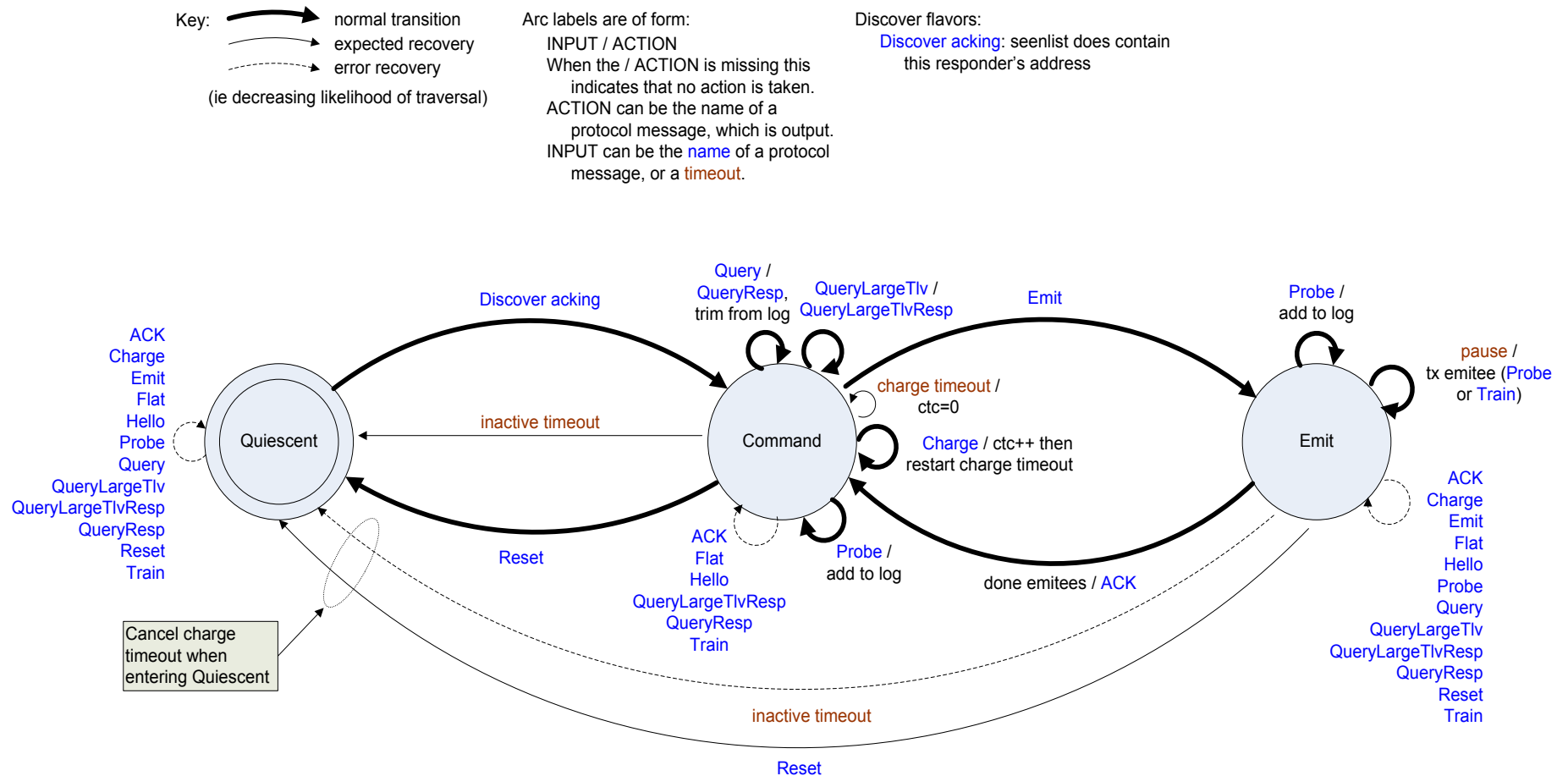





Diagram B.2. Enumeration Engine State

Key:  normal transition
 expected recovery
 error recovery
 (ie decreasing likelihood of traversal)

Arc labels are of form:
 INPUT / ACTION
 When the / ACTION is missing this indicates that no action is taken.
 ACTION can be the name of a protocol message, which is output.
 INPUT can be the **name** of a protocol message, or a **timeout**.

Actions:

ChooseHelloTime: Choose Hello time T_h randomly from $0 \dots N_i \cdot I$;
 if $T_h < T_b$ queue "hello timeout" for T_h if none pending.
 DoHello: For all sessions, if session is temporary delete it; else if session is pending decrement $T_{xc}(\text{session})$ and mark as Complete if $T_{xc}(\text{session}) == 0$; If topology session is marked as Complete, topology state machine DOES NOT transition to Command state
 InitStats: $N = N_{max}$; $T_{xc}(\text{session}) = T_{XC}$; begun = false; Queue "block timeout" for T_b .
 ResetNi: $N_i = N_{max}$; $r = 0$
 UpdateStats: $\text{Value} = \text{RoundUp}(r * N(\text{old}) * I / T_a)$;
 $\text{Bound} = \text{RoundUp}(N(\text{old}) * \text{Gamma} / (\text{Beta} * \text{Alpha}))$;
 $N(\text{new}) = \text{Max}(\text{Bound}, \text{Min}(100 * N(\text{old}), \text{Value}))$; $r = 0$;
 if (begun)
 if $(N < N_{max}/2)$ $N *= 2$; else if $(N < N_{max})$ $N = N_{max}$;
 begun = false;
 Queue "block timeout" for T_b if none pending.

Although the most likely outcome is to remain in Pausing state, this may also cause a transition to Wait state given the right conditions (section 5.6.2).

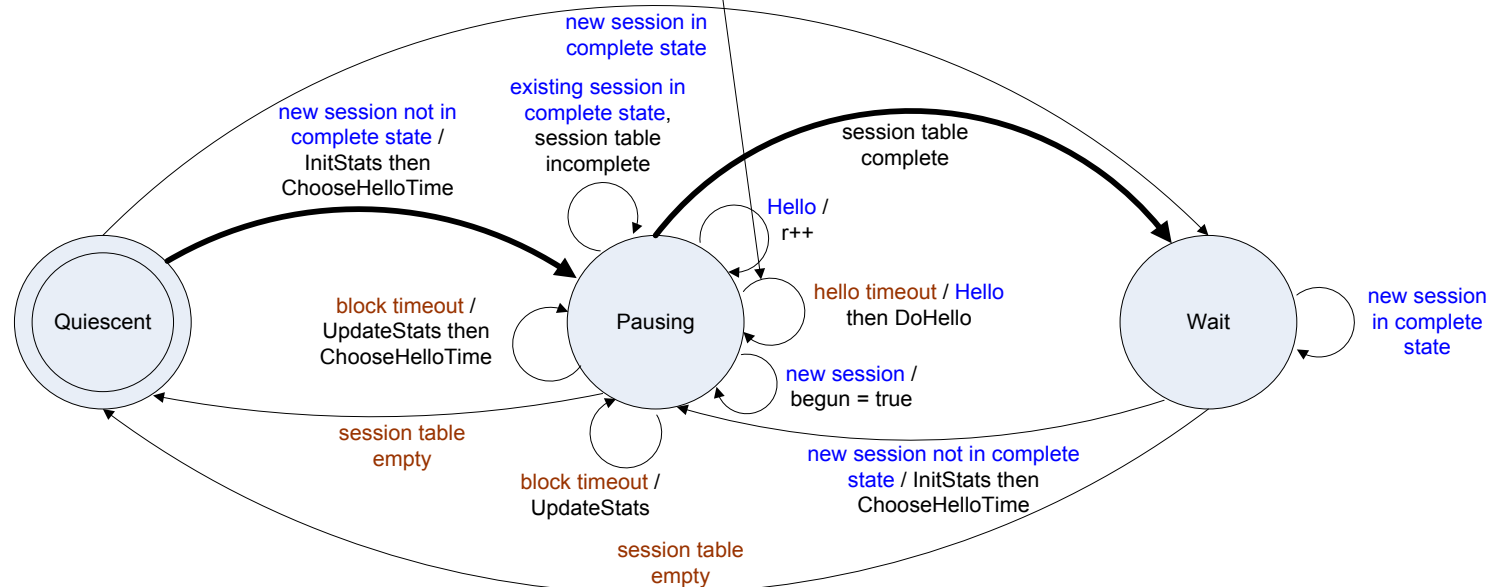


Diagram B.3. Session Table State

