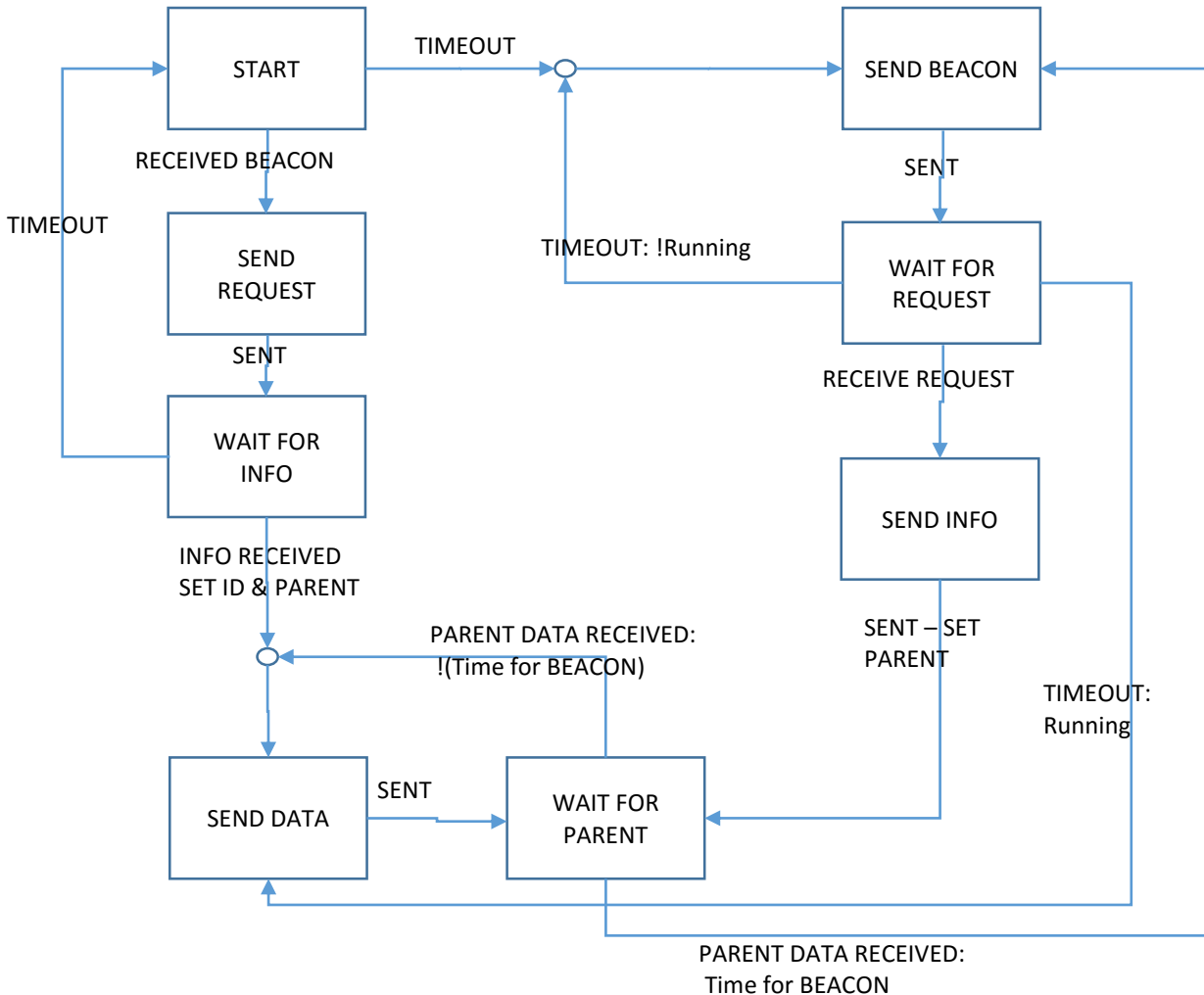


New Portal Simplest State Machine

This applies only to joining and maintaining the communications ring.



Internal Global Data maintained by normal data traffic:

- Max ID used – picked up by all nodes from INFO message
- Time of the next BEACON message – picked up by all nodes when they receive a BEACON message
- Running – set to false at START; set true

Message Types

- BEACON
- REQUEST
- INFO
- DATA

State Descriptions

Note: all three WAIT states must have timeouts. Not true yet for WAIT_FOR_PARENT state – this triggers the logic (not in the first prototype) for handling dropped nodes.

1. START state

Initial state of the machine.

Set a timer (~1ms) and listen for a BEACON message.

Set Running false

If the timer expires, go to SEND_BEACON.

If you receive a BEACON, set Running true

Go to SEND_REQUEST.

2. SEND_BEACON state

set a timer (~1ms),

Set time for next BEACON.

send a BEACON and

go to WAIT_FOR_REQUEST.

3. WAIT_FOR_REQUEST state

If the timer expires:

 If Running, go to SEND_DATA

 Otherwise go back to SEND_BEACON and wait for the second node to show up.

If you receive a REQUEST to join the network, go to SEND_INFO.

4. SEND_INFO state

Send a message with the max ID + 1 and the ID of the new node's parent. This will be either your parent if you have one, or your ID if there are just the two of you.

Set your parent to be the new node.

Go to WAIT_FOR_PARENT state

5. SEND_REQUEST state

Send a REQUEST message

Set a timer (~1ms)

Go to WAIT_FOR_INFO

6. WAIT_FOR_INFO state

If the timer expires, back to START to start again

If you receive an INFO message, set your ID and parent ID

Go to SEND_DATA

7. SEND_DATA state

Send a DATA message (empty if you have nothing to say)

Set Running true

Go to WAIT_FOR_PARENT

8. WAIT_FOR_PARENT state

If Received DATA from parent:

- if time to next BEACON, go to SEND_BEACON
- otherwise, go to SEND_DATA

[Sequence Diagram](#)

Following Pages

Node:	A		B		C	
Time	State	Event	State	Event	State	Event
0	START	TIMEOUT				
1	SEND BEACON	SENT				
2	WAIT FOR REQUEST	TIMEOUT				
3	SEND BEACON	SENT	START	RECEIVE BEACON		
4	WAIT FOR REQUEST	RECEIVE REQUEST	SEND REQUEST	SENT		
5	SEND INFO	SENT	WAIT FOR INFO	INFO RECEIVED		
6	WAIT FOR PARENT	PARENT DATA RECEIVED	SEND DATA	SENT		
7	SEND DATA	SENT	WAIT FOR PARENT	PARENT DATA RECEIVED		
8	WAIT FOR PARENT	PARENT DATA RECEIVED	SEND DATA	SENT		
9	.					
10	.				START	
11	.					
12	.					
13	SEND DATA	SENT	WAIT FOR PARENT	PARENT DATA RECEIVED Time for BEACON		
14	WAIT FOR PARENT		SEND BEACON	SENT		RECEIVED BEACON
15			WAIT FOR REQUEST	RECEIVE REQUEST	SEND REQUEST	SENT
16			SEND INFO	SENT	WAIT FOR INFO	INFO RECEIVED
17			WAIT FOR PARENT	PARENT DATA RECEIVED	SEND DATA	SENT
18		PARENT DATA RECEIVED	SEND DATA	SENT	WAIT FOR PARENT	
19	SEND DATA	SENT	WAIT FOR PARENT			PARENT DATA RECEIVED
20	WAIT FOR PARENT			PARENT DATA RECEIVED	SEND DATA	SENT
21		PARENT DATA RECEIVED	SEND DATA	SENT	WAIT FOR PARENT	
22	SEND DATA	SENT	WAIT FOR PARENT			PARENT DATA RECEIVED
23	WAIT FOR PARENT			PARENT DATA RECEIVED	SEND DATA	SENT
24		PARENT DATA RECEIVED	SEND DATA	SENT	WAIT FOR PARENT	PARENT DATA RECEIVED Time for BEACON
25	SEND DATA	SENT	WAIT FOR PARENT		SEND BEACON	SENT
26	WAIT FOR PARENT				WAIT FOR REQUEST	
27	.					

28	.					
29	.					
30	.					TIMEOUT
31				PARENT DATA RECEIVED	SEND DATA	SENT
32		PARENT DATA RECEIVED	SEND DATA	SENT	WAIT FOR PARENT	
33	SEND DATA	SENT	WAIT FOR PARENT			PARENT DATA RECEIVED
34	WAIT FOR PARENT			PARENT DATA RECEIVED	SEND DATA	SENT
35		PARENT DATA RECEIVED	SEND DATA	SENT	WAIT FOR PARENT	
36	SEND DATA	SENT	WAIT FOR PARENT			
37	WAIT FOR PARENT					
38	.					
	.					
	.					
	.					