In any of the states below : loop back if the message is coming from the receiver (self)

In any other case, "receive a message" means "receive a message not coming from the receiver (self)"

Receive a message:
if receiver is part of the peers

Heard

1

Receive a message:
if receiver is part of the peers
&& peerSeqNum ≠ seq#

Inconsistent
3

Not accessible
for the
moment

Receive a message
&& peerSeqNum ≠ seq#

Synchronised

2

Receive a message:
&& peerSeqNum == seq#

Receive a message:
if receiver is part of the peers
&& peerSeqNum ≠ seq#

Receive a message:
if receiver is part of the peers
&& peerSeqNum == seq#

Dying
(and initial state)
0

No message for more
than the TIMEOUT (the
last HelloInterval)

From any other the
states above