



- Possible options are:
- PSK rules: *Hidden*
 - Resumption edge: *Hidden*
 - Record layer: **Active**
 - 0-RTT rules: *Hidden*
 - Post-handshake rules: *Hidden*

State machine for client and server rules.

Nodes correspond to the client/server state (given by State_N in the model).

Edges represent rules causing transitions between states - written in blue text.

Red text indicates preconditions which must be met for adjacent rule to apply.

Dashed lines with green text are for messages sent due to the rule.

Where two parallel lines can both send a message, this is indicated by a dashed line connecting the two.