Timeout guessing

1. Timeout for peers: are connected for e.g. 5mins, will shut down if nothing is received
2. If first message is received: timeout is updated, stays 5mins at first, keeps current timestamp
3. If second message is received: timeout is updated, timeout time is set to (diff = (after – before) plus threshold (e.g. 0.5\*diff = new timeout)
   1. When a new message arrives, diff is only adapted in case the difference was larger than before. Assures always the largest timeout is used.