

<b>Engine</b>	<b>Purpose</b>
<b>Fast Pattern Processor</b>	<b>Classification</b>
<b>State Engine</b>	<b>Gathering state information for scheduling and verifying flow is within bounds</b>
<b>Reorder Buffer Manager</b>	<b>Ensure packet order</b>
<b>PDU Assembler</b>	<b>Collect all blocks of a frame</b>
<b>Traffic Manager</b>	<b>Schedule packets and shape traffic flow</b>
<b>Stream Editor (SED)</b>	<b>Modify outgoing packet</b>