

10.2 Node Lifecycle

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Each Phase 0 [Node](#) should follow a defined [Lifecycle](#). The Lifecycle gives the team a shared way to describe Node execution, observe Node state, and diagnose runtime behavior.

The Node Lifecycle should support the following operational states, where applicable:

1. Starting
2. Running
3. Degraded
4. Recovering
5. Stopping
6. Stopped
7. Failed
8. Unknown

A Node should publish Lifecycle state changes through the approved [Control Plane](#) status topic. The Node should report **Starting** when it begins initialization, **Running** when it completes startup and can perform its role, **Stopping** when it begins controlled shutdown, **Stopped** when it completes controlled shutdown, and **Failed** when it cannot continue safely.

A Node may report **Degraded** when it can continue running with reduced capability. A Node may report **Recovering** when it attempts to restore normal operation after a recoverable failure. The team should define clear criteria before using **Degraded** or **Recovering** so that those states carry consistent meaning across Nodes.

The **Unknown** state should describe an observer's lack of current status, not a normal state that a healthy Node publishes about itself.

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