

# State Diagrams

## Part c: Transition Functions and Counting States

Ian Ludden

# Learning Objectives

By the end of this lesson, you will be able to:

# Learning Objectives

By the end of this lesson, you will be able to:

- Formally define a transition function.

# Learning Objectives

By the end of this lesson, you will be able to:

- Formally define a transition function.
- Evaluate ways of storing functions in a computer.

# Learning Objectives

By the end of this lesson, you will be able to:

- Formally define a transition function.
- Evaluate ways of storing functions in a computer.
- Compute the number of states for an example system.

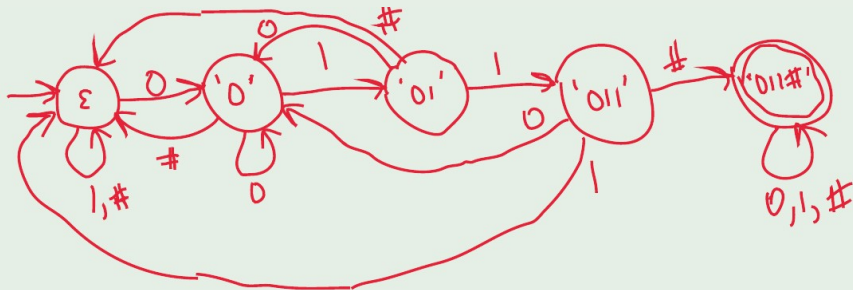
# Transition Functions

Consider a state diagram with a set of states  $S$ , a start state  $s_0 \in S$ , end state(s)  $Q \subseteq S$ , a set of actions  $A$ , and a transition function  $\delta$ . Formally,  $\delta$  has type signature  $\delta : S \times A \rightarrow \mathbb{P}(S)$ .

# Transition Functions

Consider a state diagram with a set of states  $S$ , a start state  $s_0 \in S$ , end state(s)  $Q \subseteq S$ , a set of actions  $A$ , and a transition function  $\delta$ . Formally,  $\delta$  has type signature  $\delta : S \times A \rightarrow \mathbb{P}(S)$ .

## Example: Garage Door Keypad



# Transition Functions

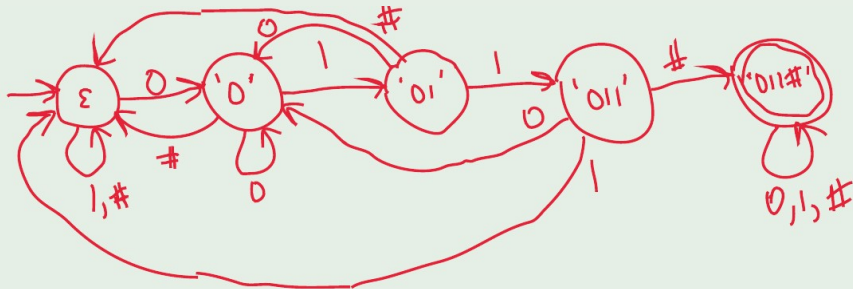
Consider a state diagram with a set of states  $S$ , a start state  $s_0 \in S$ , end state(s)  $Q \subseteq S$ , a set of actions  $A$ , and a transition function  $\delta$ . Formally,  $\delta$  has type signature  $\delta : S \times A \rightarrow \mathbb{P}(S)$ .



# Transition Functions

Consider a state diagram with a set of states  $S$ , a start state  $s_0 \in S$ , end state(s)  $Q \subseteq S$ , a set of actions  $A$ , and a transition function  $\delta$ . Formally,  $\delta$  has type signature  $\delta : S \times A \rightarrow \mathbb{P}(S)$ .

## Example 1: Garage Door Keypad



# Why Output a Set of States?

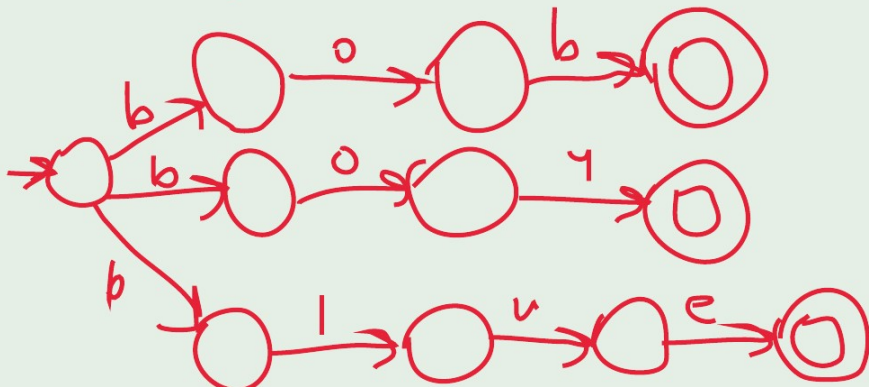
$$\delta : S \times A \rightarrow \mathbb{P}(S)$$

# Why Output a Set of States?

$$\delta : S \times A \rightarrow \mathbb{P}(S)$$

## Example 2: Phone Lattice

{ boy, bob, blve }



# Storing Transition Functions

# Storing Transition Functions

- Option 1: List of input/output pairs

# Storing Transition Functions

- Option 1: List of input/output pairs
  - Pro: Easy to implement

# Storing Transition Functions

- Option 1: List of input/output pairs
  - Pro: Easy to implement
  - Con: Slow to look up

# Storing Transition Functions

- Option 1: List of input/output pairs
  - Pro: Easy to implement
  - Con: Slow to look up
- Option 2: 2D array of state/action pairs with lists of output states



# Storing Transition Functions

- Option 1: List of input/output pairs
  - Pro: Easy to implement
  - Con: Slow to look up
- Option 2: 2D array of state/action pairs with lists of output states
  - Pro: Easy to implement

# Storing Transition Functions

- Option 1: List of input/output pairs
  - Pro: Easy to implement
  - Con: Slow to look up
- Option 2: 2D array of state/action pairs with lists of output states
  - Pro: Easy to implement
  - Con: Lots of wasted space (many state diagrams are sparse)

# Storing Transition Functions

- Option 1: List of input/output pairs
  - Pro: Easy to implement
  - Con: Slow to look up
- Option 2: 2D array of state/action pairs with lists of output states
  - Pro: Easy to implement
  - Con: Lots of wasted space (many state diagrams are sparse)
- Option 3: 1D array of states with lists of possible actions and next states

# Storing Transition Functions

- Option 1: List of input/output pairs
  - Pro: Easy to implement
  - Con: Slow to look up
- Option 2: 2D array of state/action pairs with lists of output states
  - Pro: Easy to implement
  - Con: Lots of wasted space (many state diagrams are sparse)
- Option 3: 1D array of states with lists of possible actions and next states
  - Pro: More compact

# Storing Transition Functions

- Option 1: List of input/output pairs
  - Pro: Easy to implement
  - Con: Slow to look up
- Option 2: 2D array of state/action pairs with lists of output states
  - Pro: Easy to implement
  - Con: Lots of wasted space (many state diagrams are sparse)
- Option 3: 1D array of states with lists of possible actions and next states
  - Pro: More compact
  - Con: More bookkeeping

# Storing Transition Functions

- Option 1: List of input/output pairs
  - Pro: Easy to implement
  - Con: Slow to look up
- Option 2: 2D array of state/action pairs with lists of output states
  - Pro: Easy to implement
  - Con: Lots of wasted space (many state diagrams are sparse)
- Option 3: 1D array of states with lists of possible actions and next states
  - Pro: More compact
  - Con: More bookkeeping
- Option 4: Get fancy with hash functions (hash tables, dictionaries, etc.)

# Counting States: Exact

A simple digital clock has four digits (HH:MM) and an LED indicator for “p.m.” How many states does the clock have:

# Counting States: Exact

A simple digital clock has four digits (HH:MM) and an LED indicator for “p.m.” How many states does the clock have:

- under normal operation?



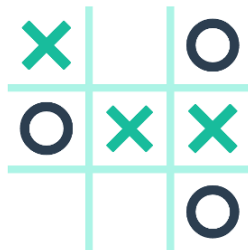
# Counting States: Exact

A simple digital clock has four digits (HH:MM) and an LED indicator for “p.m.” How many states does the clock have:

- under normal operation?
- if the digits are not restricted to valid times?

# Counting States: Estimate

- Tic-Tac-Toe (image source)



# Counting States: Estimate

- Tic-Tac-Toe (image source)
- Connect 4 (image source)



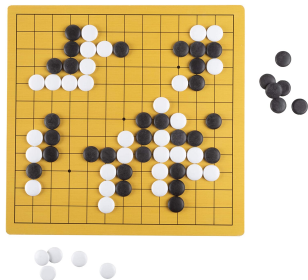
# Counting States: Estimate

- Tic-Tac-Toe (image source)
- Connect 4 (image source)
- Chess (image source)



# Counting States: Estimate

- Tic-Tac-Toe (image source)
- Connect 4 (image source)
- Chess (image source)
- Go (image source)



# Counting States: Estimate

- Tic-Tac-Toe (image source)
- Connect 4 (image source)
- Chess (image source)
- Go (image source)
- Starcraft II... ([relevant tweet](#))

# Counting States: Estimate

- Tic-Tac-Toe (image source)
- Connect 4 (image source)
- Chess (image source)
- Go (image source)
- Starcraft II... ([relevant tweet](#))

Fun fact: There are over 43 quintillion ( $4.3 \times 10^{19}$ ) permutations of the  $3 \times 3$  Rubik's Cube. ([Link to source](#))

# Recap: Learning Objectives

By the end of this lesson, you will be able to:

- Formally define a transition function.
- Evaluate ways of storing functions in a computer.
- Compute the number of states for an example system.