## State Diagrams Part c: Transition Functions and Counting States

Ian Ludden

lan Ludden State Diagrams Part c

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• Formally define a transition function.

• Image: A image:

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- Evaluate ways of storing functions in a computer.

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

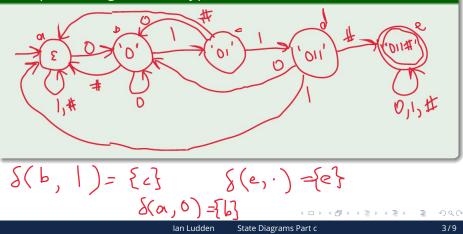
#### **Transition Functions**

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

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#### Example: Garage Door Keypad

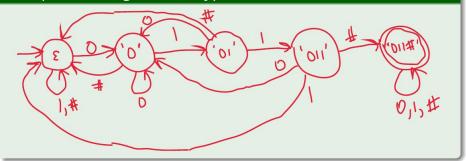


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#### Example 1: Garage Door Keypad



# Why Output a Set of States?

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

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# Why Output a Set of States?

$$\delta: S \times A \to \mathbb{P}(S) \qquad \qquad \delta(1, b) = \{2, 3, 4\} \qquad \delta(6, n) = \emptyset$$

**Example 2: Phone Lattice** 

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• Option 1: List of input/output pairs

[((1,b),2)]((1,b),3),((6,7),10)]

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• (1) • (

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(4) (日本)

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  - Pro: Easy to implement
  - Con: Lots of wasted space (many state diagrams are sparse)

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few edges

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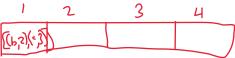
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- Option 4: Get fancy with hash functions (hash tables, dictionaries, etc.)

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#### **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:

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• Image: A image:

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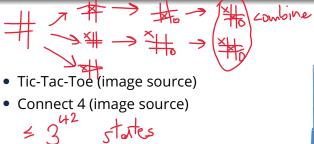
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- under normal operation? 140 (one for each minuter)
- if the digits are not restricted to valid times?

• Tic-Tac-Toe (image source)

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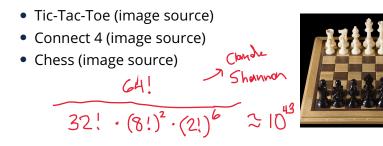
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- Tic-Tac-Toe (image source)
- Connect 4 (image source)
- Chess (image source)
- Go (image source)  $\neq 3^{361}$



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- Starcraft II... (relevant tweet)

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

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