

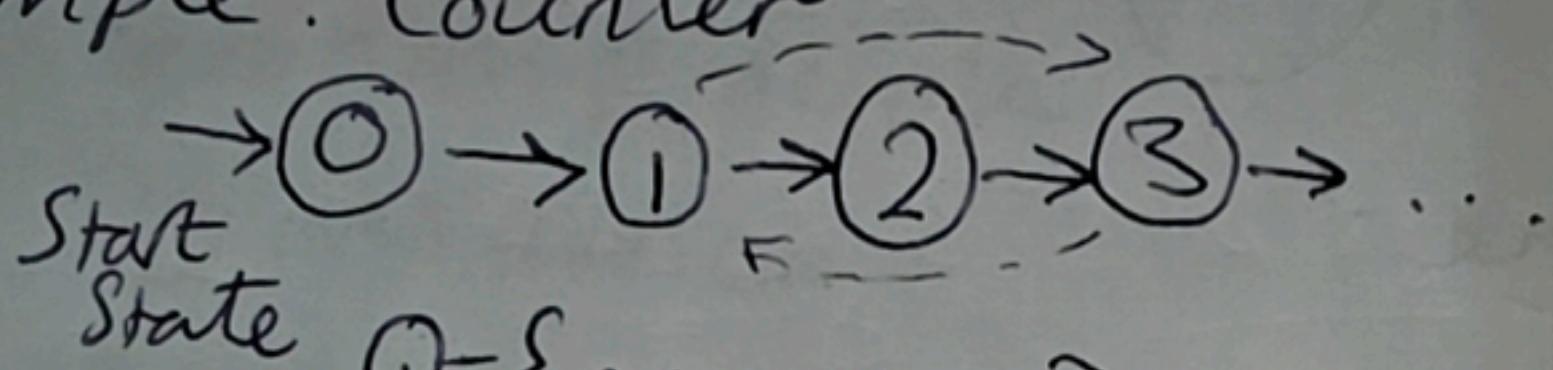
# Lecture 4 State Machines.

27/09/2025

State Machines consist of Set  $Q$  of states

- Start with some state  $q_0 \in Q$
- Set  $T$  of allowed transitions each of the form  $q \xrightarrow{t} r$  for some  $q, r \in Q$ .

Example: Counter



$$Q = \{0, 1, 2, 3, 4, \dots\} = \mathbb{N}$$

Set of states i.e.  $\mathbb{N}$

Counter-  $q_0 = 0$

$$T = \{i \rightarrow i+1 \mid i \in \mathbb{N}\}$$

↑ for every.

One state can have many transitions out of it, can do loops & all sorts of crazy things

Execution of state machines is an (in)finite sequence  
a sequence of states you can reach  
by a sequence of transitions

$$q_0 \rightarrow q_1 \rightarrow q_2 \rightarrow \dots (\rightarrow q_n)$$

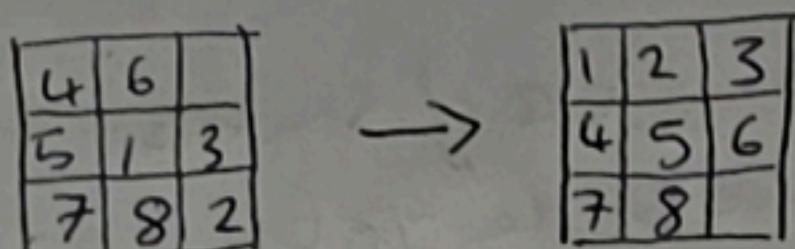
Where each  $q_i \xrightarrow{t} q_{i+1} \in T$

- Writing Algorithm, don't went forever  
without and so distinguish between  
infinite & finite executions is important.

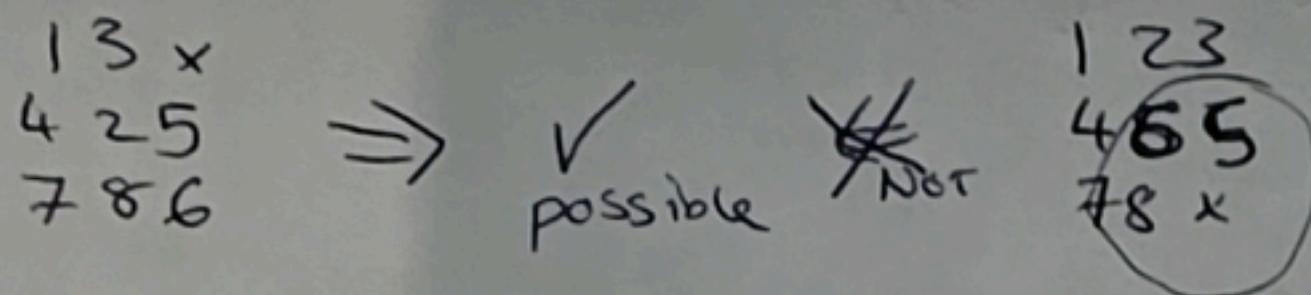
Reachability: State  $r \in Q$  is readable if Execution  
 $q_0 \rightarrow \dots \rightarrow r$ .

State predicate,

8puzzle



Two good examples



8puzzle state machine:

$Q = \{ \text{all possible arrangements of } 1, 2, 3, \dots, 8, \text{ blank in } 3 \times 3 \}$

every arrangement about the puzzle so all different arrangements.

Start State.       $g_0 \in Q$  = ?       $g_f$  = sorted by reading order  
final State

$T = \{ q \rightarrow r \mid \text{can get from state } q \rightarrow \text{state } r \text{ in one slide} \}$

$\leq 4$  T from any state.

(Claim) Cannot get to State  $\begin{pmatrix} 1 & 2 & 3 \\ 4 & 6 & 5 \\ 7 & 8 & \end{pmatrix}$  to State  $\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & \end{pmatrix}$   
So build technology to do this.

State predicate

Predicate  $P(g)$  on states  $g \in Q$

(function from  $Q$  to  $\{\text{true}, \text{false}\}$ ).

Preserved: If  $g \rightarrow r \in T : P(g) \rightarrow P(r)$

wherever there's a transition from  $g \rightarrow r$   
 $P(g)$  implies  $P(r)$ . So  $P$  remains true

Invariance: If  $P(g)$  is true for all reachable states  $g$ .

If  $P(g)$  is invariant, &  $P(g')$  is false then  $r$  is unreachable.

How to prove state predicate is invariant.

Invariant Principle: ← type of induction

for state predicate  $P(g)$ . If  $P(g_0)$  is true and  
 $P(g)$  is preserved

Proof of Invariant principle  
using induction.

$IHP(n) = \forall \text{length-}n \text{ executions } g_0 \rightarrow \dots \rightarrow g_{(n-1)}$   
 $P(g_n) \text{ is true}$

Base case:  $IH(0)$ .

Step. Assume  $\exists IHP(n) \quad IH(n-1)$ . Prove  $IH(n)$

Consider any length  $n$  execution  $g_{(0)} \rightarrow g_n \rightarrow \dots \rightarrow g_{(n-1)} \rightarrow g_n$

WTS  $P(g_n)$ .  $\square$

By induction hypothesis  $n-1$   $IH(n-1)$ ,  $P(g_{n-1})$  is true

By  $\exists P(g_{n-1}) \text{ imp} \rightarrow P(g_n)$

So.  $P(g_n)$

By induction,  $\forall n \in \mathbb{N}: IH(n) \Rightarrow P(g) \forall \text{reachable states } g$ .

## Template

Thm:  $P(g)$  is invariant.

Proof by invariant principle

①  $P(g_0)$  is true b/c  $\square$

②  $P(g)$  preserved

Consider consider any  $g \rightarrow r \in T$  with  $P(g)$

Then  $P(r)$  is true b/c  $\square$

## State predicate for 8-puzzle

- for  $1 \leq i < j \leq 8$ , call  $\{i, j\}$  an inverted pair.  
an if  $j$  appears before  $i$  in reading order (in state  $g_j$ )
- $P(g) = \text{number of inverted pairs in state } g$   
 $g$  is odd.

1	3	
2	4	5
6	7	8
9		

4 inverted  
pairs in  
this  
example

To prove invariance prove preserved first.  
No natural start point for 8 puzzle,  
but preserved is a general property about  
system so don't need to assume anything for it.

1	2	3
4	6	5
7	8	

Thm:  $P(g)$  is preserved

Proof: Consider any  $g \rightarrow r \in T$  with  $P(g)$

WTS  $P(r)$  true. By cases  $\Rightarrow$  because only

Case (1) horizontal move  $g \rightarrow r$

$x_i \rightarrow x_i$ . (we care about reading  
order)

2 moves horizontal  
swaps & vertical  
swaps.

No changes in reading order or in Inverted  
pairs so  $P(r)$ .

Case ② Vertical move:  $q \rightarrow r$ .

$\begin{array}{c|c|c} i'k & ij & i \\ x & kx & jkx \end{array}$

Swapping  $i \leftrightarrow *$

equivalent to  $i \leftrightarrow j$  then  $i \leftrightarrow k$

-Swapping 2 adjacent items,  $i, j$  in reading order.

Changes # inverted pairs by  $\pm 1$

If  $P(q)$  is invariant and  $P(r)$  is false then  
 $r$  is unreachable.

2 adjacent swaps changes by  $(\underbrace{\pm 1}_{\text{odd}})^+(\underbrace{\pm 1}_{\text{odd}}) = \text{even}$

$\Rightarrow P(r)$  true.

50:00 time.