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Typst-setting finite automata with CeTZ

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<https://github.com/jneug/typst-finite>

FINITE is a Typst package to draw transition diagrams for finite automata (finite state machines) with the power of **CeTZ**.

The package provides new elements for manually drawing states and transitions on any **CeTZ** canvas, but also comes with commands to quickly create automata from a transition table.

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Part I.

Usage

I.1. Load from package repository (Typst 0.6.0 and later)

For Typst 0.6.0 and later, the package can be imported from the *preview* repository:

```
#import "@preview/finite:0.1.0": automaton
```

Alternatively, the package can be downloaded and saved into the system dependent local package repository.

Either download the current release from GitHub¹ and unpack the archive into your system dependent local repository folder² or clone it directly:

```
git clone https://github.com/jneug/typst-finite.git finite/0.1.0
```

In either case, make sure the files are placed in a subfolder with the correct version number: `finite/0.1.0`

After installing the package, just import it inside your `typ` file:

```
#import "@local/finite:0.1.0": automaton
```

I.2. Dependencies

`FINITE` loads `CeTZ` and the utility package `T4T` from the preview package repository. The dependencies will be downloaded by Typst automatically on first compilation.

¹<https://github.com/jneug/typst-finite>

²<https://github.com/typst/packages#local-packages>

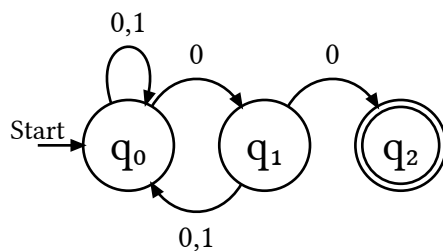
Part II.

Drawing automata

FINITE helps you draw transition diagrams for finite automata in your Typst documents, using the power of **CeTZ**.

To draw an automaton, simply import `#automaton()` from **FINITE** and use it like this:

```
1 #automaton((
2   q0: (q1:0, q0:"0,1"),
3   q1: (q0:(0,1), q2:"0"),
4   q2: none,
5 ))
```



As you can see, an automaton is defined by a dictionary of dictionaries. The keys of the top-level dictionary are the names of states to draw. The second-level dictionaries have the names of connected states as keys and transition labels as values.

In the example above, the states `q0`, `q1` and `q2` are defined. `q0` is connected to `q1` and has a loop to itself. `q1` transitions to `q2` and back to `q0`. `#automaton()` selected the first state in the dictionary (in this case `q0`) to be the initial state and the last (`q2`) to be a final state.

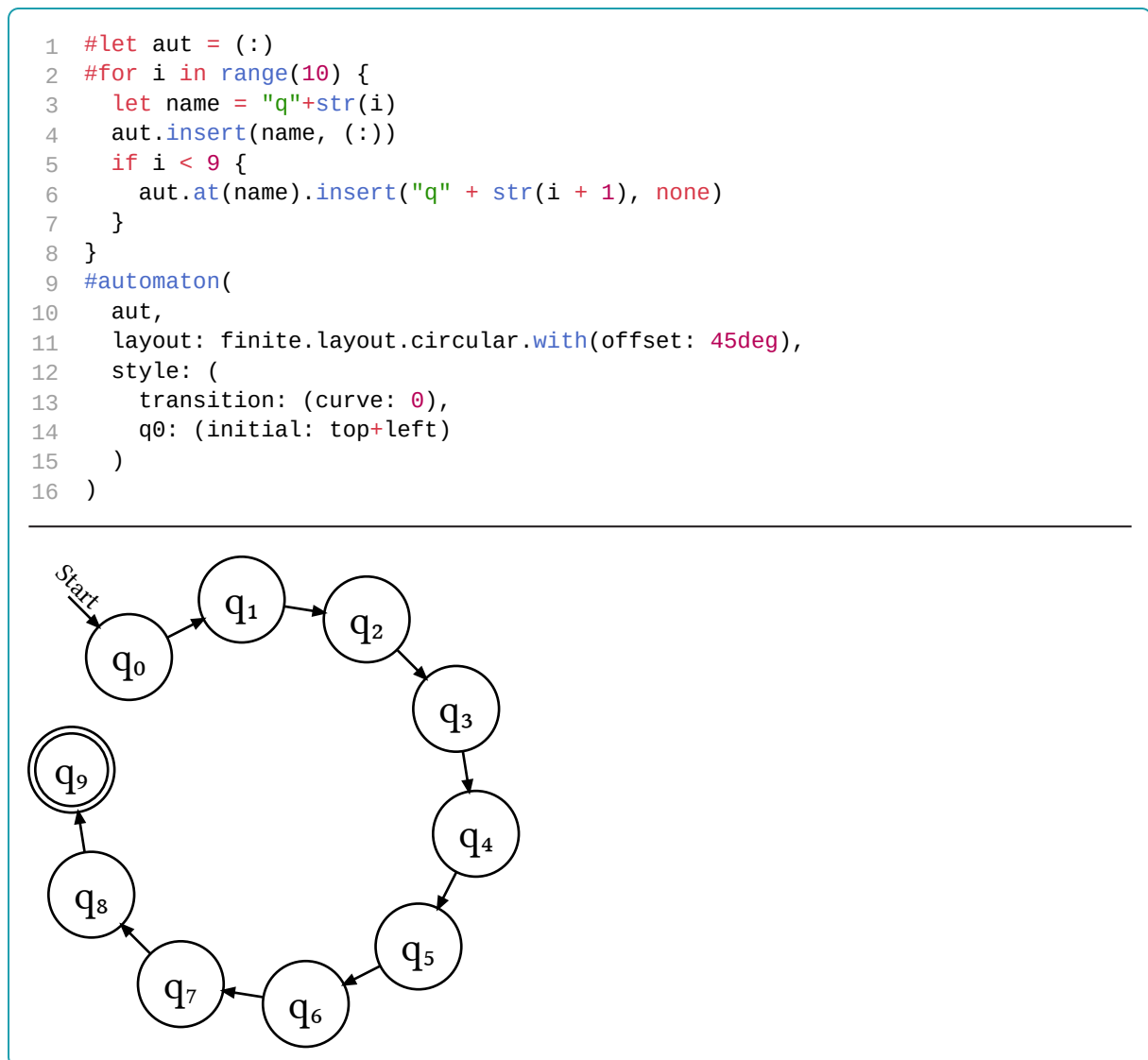
See Section II.1 for more details on how to specify automata.

To modify how the transition diagram is displayed, `#automaton()` accepts a set of options:

```
1 #automaton(
2   (
3     q0: (q1:0, q0:"0,1"),
4     q1: (q0:(0,1), q2:"0"),
5     q2: (),
6   ),
7   initial: "q1",
8   final: ("q0", "q2"),
9   labels:(
10    q2: "FIN"
11  ),
12  style:(
13    state: (fill: luma(248), stroke:luma(120)),
14    transition: (stroke: (dash:"dashed")),
15    q0-q0: (anchor:top+left),
16    q1: (initial:top),
17    q1-q2: (stroke: 2pt + red)
18  )
19 )
```



For larger automata, the states can be arranged in different ways:



See Section II.5 for more details about layouts.

II.1. Specifying finite automata

Most of `FINITEs` commands expect a finite automaton specification (“spec” in short) as the first argument. These specifications are dictionaries defining the elements of the automaton.

2.1 Specifying finite automata

If an automaton has only one final state, the spec can simply be a transition table. In other cases, the specification can explicitly define the various elements.

A specification can have these elements:

```
(
  transitions: (...),
  states: (...),
  inputs: (...),
  initial: "...",
  final: (...))
```

- `transitions` is a dictionary of dictionary in the format:

```
(
  state1: (input1, input2, ...),
  state2: (input1, input2, ...),
  ...
)
```

- `states` is an optional array with the names of all states. The keys of transitions are used by default.
- `inputs` is an optional array with all input values. The inputs found in transitions are used by default.
- `initial` is an optional name of the initial state. The first value in `states` is used by default.
- `final` is an optional array of final states. The last value in `states` is used by default.

The utility function `#util.to-spec()` can be used to create a full spec from a partial dictionary by filling in the missing values with the defaults.

II.2. Command reference

```
#automaton(
  spec,
  initial: auto,
  final: auto,
  labels: "(:)",
  style: "(:)",
  state-format: (...) => ...,
  input-format: (...) => ...,
  layout: "layout.linear",
  ..canvas-styles
) → content
```

Draw an automaton from a specification.

`spec` is a dictionary with a specification for a finite automaton. See above for a description of the specification dictionaries.

The following example defines three states q_0 , q_1 and q_2 . For the input 0, q_0 transitions to q_1 and for the inputs 0 and 1 to q_2 . q_1 transitions to q_0 for 0 and 1 and to q_2 for 0. q_2 has no transitions.

2.2 Command reference

```
#automaton((
  q0: (q1:0, q0:(0, 1)),
  q1: (q0:(0, 1), q2:0),
  q2: none
))
```

`initial` and `final` can be used to customize the initial and final states.

The `initial` and `final` will be removed in future versions in favor of automaton specs.



Argument

`spec`

dictionary

Automaton specification.

Argument

`initial: auto`

string | auto | none

The name of the initial state. For `auto`, the first state in `spec` is used.

Argument

`final: auto`

array | auto | none

A list of final state names. For `auto`, the last state in `spec` is used.

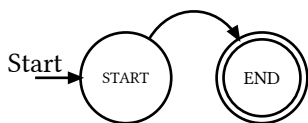
Argument

`labels: "(:)"`

dictionary

A dictionary with labels for states and transitions.

```
1 #finite.automaton(
2   (q0: (q1:none), q1: none),
3   labels: (q0: [START], q1: [END])
4 )
```



Argument

`style: "(:)"`

dictionary

A dictionary with styles for states and transitions.

Argument

`state-format: (...) => ...`

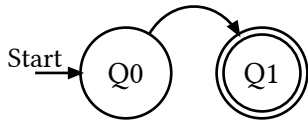
function

A function (`string`) => `content` to format state labels. The function will get the states name as a string and should return the final label as `content`.

```

1 #finite.automaton(
2   (q0: (q1:none), q1: none),
3   state-format: (label) => upper(label)
4 )

```



Argument

input-format: (...) => ...

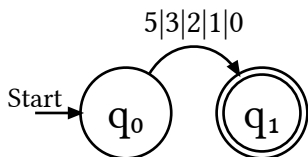
function

A function (array) => content to generate transition labels from input values. The functions will be called with the array of inputs and should return the final label for the transition. This is only necessary, if no label is specified.

```

1 #finite.automaton(
2   (q0: (q1:(3,0,2,1,5)), q1: none),
3   input-format: (inputs) => inputs.sorted().rev().map(str).join("|")
4 )

```



Argument

layout: "layout.linear"

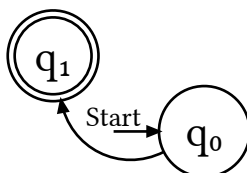
dictionary | function

Either a dictionary with (state: coordinate) pairs, or a layout function. See below for more information on layouts.

```

1 #finite.automaton(
2   (q0: (q1:none), q1: none),
3   layout: (q0: (0,0), q1: (rel:(-2,1)))
4 )

```



Argument

..canvas-styles

any

Arguments for #cetz.canvas()

```
#transition-table(
  spec,
  initial: auto,
  final: auto,
  format: (...) => ...,
  format-list: (...) => ...,
  ..table-style
) → content
```

Displays a transition table for an automaton.

spec is a dictionary with a specification for a finite automaton. See above for a description of the specification dictionaries.

The table will show states in rows and inputs in columns:

```
1 #finite.transition-table((
2   q0: (q1: 0, q0: (1,0)),
3   q1: (q0: 1, q2: (1,0)),
4   q2: (q0: 1, q2: 0),
5 ))
```

	0	1
q0	q1, q0	q0
q1	q2	q0, q2
q2	q2	q0

The initial and final will be removed in future versions in favor of automaton specs.



Argument

spec

dictionary

Automaton specification.

Argument

initial: auto

string | auto | none

The name of the initial state. For auto, the first state in states is used.

Argument

final: auto

array | auto | none

A list of final state names. For auto, the last state in states is used.

Argument

format: (...) => ...

function

A function to format the value in a table column. The function takes a column index and a string and generates content: (integer, string) => content.


```

1 #finite.transition-table((
2   q0: (q1: 0, q0: (1,0)),
3   q1: (q0: 1, q2: (1,0)),
4   q2: (q0: 1, q2: 0),
5 ), format: (col, value) => if col == 1 { strong(value) } else [#value])

```

	0	1
q0	q1, q0	q0
q1	q2	q0, q2
q2	q2	q0

Argument

format-list: (...) => ...

function

Formats a list of states for display in a table cell. The function takes an array of state names and generates a string to be passed to format: (array) => string

```

1 #finite.transition-table((
2   q0: (q1: 0, q0: (1,0)),
3   q1: (q0: 1, q2: (1,0)),
4   q2: (q0: 1, q2: 0),
5 ), format-list: (states) => "[" + states.join(" | ") + "]")

```

	0	1
q0	[q1 q0]	[q0]
q1	[q2]	[q0 q2]
q2	[q2]	[q0]

Argument

..table-style

any

Arguments for table.

#powerset(spec, initial: auto, final: auto, state-format: (...) => ...)

Creates a deterministic finite automaton from a nondeterministic one by using powerset construction.

See the Wikipedia article on powerset construction for further details on the algorithm.

spec is a dictionary with a specification for a finite automaton. See above for a description of the specification dictionaries.

Argument

spec

dictionary

Automaton specification.

Argument

2.2 Command reference

`initial: auto` string | auto | none

The name of the initial state. For `auto`, the first state in `states` is used.

—Argument—

`final: auto` array | auto | none

A list of final state names. For `auto`, the last state in `states` is used.

—Argument—

`state-format: (...) => ...` function

A function to generate the new state names from a list of states. The function takes an array of strings and returns a string: (array) => string .

#add-trap(spec, trap-name: "TRAP")

Adds a trap state to a partial DFA and completes it.

Deterministic automata need to specify a transition for every possible input. If those inputs don't transition to another state, a trap-state is introduced, that is not final and can't be left by any input. To simplify transition diagrams, these trap-states are oftentimes not drawn. This function adds a trap-state to such a partial automaton and thus completes it.

```
1 #finite.transition-table(finite.add-trap((
2   q0: (q1: 0),
3   q1: (q0: 1)
4 )))
```

	0	1
q0	q1	TRAP
q1	TRAP	q0
TRAP	TRAP	TRAP

—Argument—

`spec` dictionary

Automaton specification.

—Argument—

`trap-name: "TRAP"` string

Name for the new trap-state.

#accepts(spec, word, format: (...) => ...)

Tests if a word is accepted by a given automaton.

The result is either `false` or an array of tuples with a state name and the input used to transition to the next state. The array is a possible path to an accepting final state. The last tuple always has `none` as an input.

```

1  #let aut = (
2    q0: (q1: 0),
3    q1: (q0: 1)
4  )
5  #finite.accepts(aut, "01010")
6
7  #finite.accepts(aut, "0101")

```

$$q0 \xrightarrow{0} q1 \xrightarrow{1} q0 \xrightarrow{0} q1 \xrightarrow{1} q0 \xrightarrow{0} q1$$

false

Argument

spec

dictionary

Automaton specification.

Argument

word

string

A word to test.

Argument

format: (...) => ...

function

A function to format the result.

II.3. Styling the output

As common in [CETZ](#), you can pass general styles for states and transitions to the `#cetz.set-style()` function within a call to `#cetz.canvas()`. The elements functions `#state()` and `#transition()` (see below) can take their respective styling options as arguments, to style individual elements.

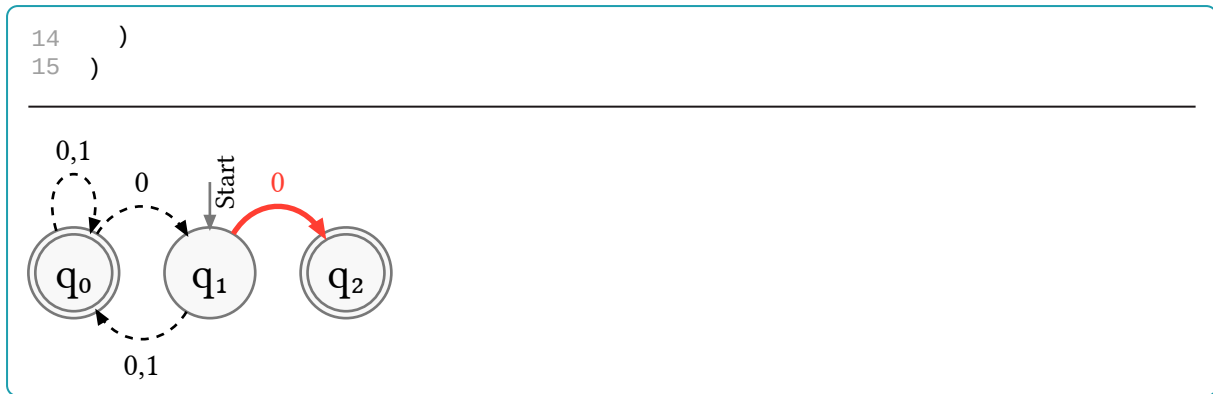
`#automaton()` takes a `style` argument that passes the given style to the above functions. The example below sets a background and stroke color for all states and draws transitions with a dashed style. Additionally, the state `q1` has the arrow indicating an initial state drawn from above instead from the left. The transition from `q1` to `q2` is highlighted in red.

```

1  #automaton(
2    (
3      q0: (q1:0, q0:"0,1"),
4      q1: (q0:(0,1), q2:"0"),
5      q2: (),
6    ),
7    initial: "q1",
8    final: ("q0", "q2"),
9    style:(
10     state: (fill: luma(248), stroke:luma(120)),
11     transition: (stroke: (dash:"dashed")),
12     q1: (initial:top),
13     q1-q2: (stroke: 2pt + red)

```

2.3 Styling the output



Every state can be accessed by its name and every transition is named with its initial and end state joined with a dash (-).

The supported styling options (and their defaults) are as follows:

- states:
 - fill:** **auto** Background fill for states.
 - stroke:** **auto** Stroke for state borders.
 - radius:** **0.6** Radius of the states circle.
- label:
 - text:** **auto** State label.
 - size:** **auto** Initial text size for the labels (will be modified to fit the label into the states circle).
- transitions
 - curve:** **1.0** “Curviness” of transitions. Set to **0** to get straight lines.
 - stroke:** **auto** Stroke for transitions.
 - label:
 - text:** **""** Transition label.
 - size:** **1em** Size for label text.
 - color:** **auto** Color for label text.
 - pos:** **0.5** Position on the transition, between **0** and **1**. **0** sets the text at the start, **1** at the end of the transition.
 - dist:** **0.33** Distance of the label from the transition.
 - angle:** **auto** Angle of the label text. **auto** will set the angle based on the transitions direction.

II.4. Using `#cetz.canvas()`

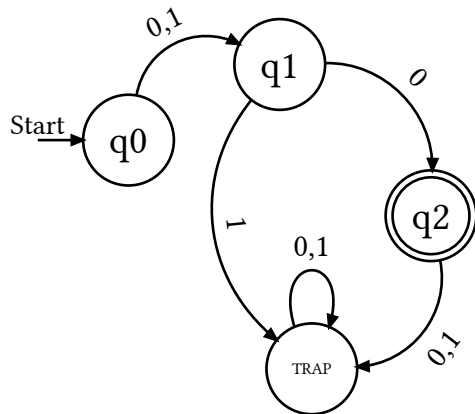
The above commands use custom **CETZ** elements to draw states and transitions. For complex automata, the functions in the **draw** module can be used inside a call to `#cetz.canvas()`.

```
1 #cetz.canvas({
2   import cetz.draw: set-style
3   import finite.draw: state, transition
4
5   state((0,0), "q0", initial:true)
```

```

6  state((2,1), "q1")
7  state((4,-1), "q2", final:true)
8  state((rel:(0, -3), to:"q1.bottom"), "trap", label:"TRAP", anchor:"top-
9  left")
10
11  transition("q0", "q1", inputs:(0,1))
12  transition("q1", "q2", inputs:(0))
13  transition("q1", "trap", inputs:(1), curve:-1)
14  transition("q2", "trap", inputs:(0,1))
15  transition("trap", "trap", inputs:(0,1))
    })

```



II.4.1. Element functions

```

#state(
  position,
  name,
  label: auto,
  initial: "false",
  final: "false",
  anchor: "'center'",
  ..style
)

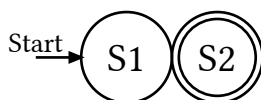
```

Draw a state at the given position.

```

1  #cetz.canvas({
2    import finite.draw: state
3    state((0,0), "q1", label:"S1", initial:true)
4    state("q1.right", "q2", label:"S2", final:true, anchor:"left")
5  })

```



Argument

position

coordinate

2.4.1 Using `#cetz.canvas()`

Position of the states center.

—Argument—

`name`

`string`

Name for the state.

—Argument—

`label: auto`

`string` | `content` | `auto` | `none`

Label for the state. If set to `auto`, the `name` is used.

—Argument—

`initial: "false"`

`boolean` | `alignment` | `dictionary`

Whether this is an initial state. This can be either

- `true`,
- an `alignment` to specify an anchor for the initial marking,
- a `string` to specify text for the initial marking,
- an `dictionary` with the keys `anchor` and `label` to specify both an anchor and a text label for the marking.

—Argument—

`final: "false"`

`boolean`

Whether this is a final state.

—Argument—

`anchor: "center"`

`string`

Anchor to use for drawing.

—Argument—

`..style`

`any`

Styling options.

`#transition(`

```
    from,  
    to,  
    inputs: none,  
    label: auto,  
    anchor: top,  
    ..style
```

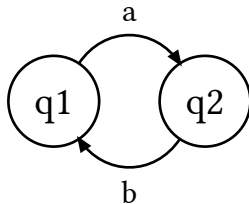
`)`

Draw a transition between two states.

The two states `from` and `to` have to be existing names of states.

2.4.1 Using `#cetz.canvas()`

```
1 #cetz.canvas({
2     import finite.draw: state, transition
3     state((0,0), "q1")
4     state((2,0), "q2")
5     transition("q1", "q2", label:"a")
6     transition("q2", "q1", label:"b")
7 })
```



Argument

from

string

Name of the starting state.

Argument

to

string

Name of the ending state.

Argument

inputs: none

string | array | none

A list of input symbols for the transition. If provided as a `string`, it is split on commas to get the list of input symbols.

Argument

label: auto

string | content | auto | dictionary

A label for the transition. For `auto` the input symbols are joined with commas. Can be a `dictionary` with a text and additional styling keys.

Argument

anchor: top

alignment

Anchor for loops. Has no effect on normal transitions.

Argument

..style

any

Styling options.

```
#loop(
  state,
  inputs: none,
  label: auto,
  anchor: top,
```

```
..style
)
```

Create a transition loop on a state.

This is a shortcut for `#transition()` that takes only one state name instead of two.

```
#transitions(states, ..style)
```

Draws all transitions from a transition table with a common style.

—Argument—

`states`

dictionary

A transition table given as a dictionary of dictionaries.

—Argument—

`..style`

any

Styling options.

II.4.2. Anchors

States have the common anchors (like `top`, `top-left` ...), transitions have a `initial`, `end`, `center` and `label` anchors. These can be used to add elements to an automaton:

```
1  #cetz.canvas({
2    import cetz.draw: circle, line, place-marks, content
3    import finite.draw: state, transition
4
5    state((0,0), "q0")
6    state((4,0), "q1", final:true)
7    transition("q0", "q1", label:$epsilon$)
8
9    circle("q0.top-right", radius:.4em, stroke:none, fill:black)
10
11    let magenta-stroke = 2pt+rgb("#dc41f1")
12    circle("q0-q1.label", radius:.5em, stroke:magenta-stroke)
13    place-marks(
14      line(
15        name: "q0-arrow",
16        (rel:(.6,.6), to:"q1.top-right"),
17        (rel:(.15,.15), to:"q1.top-right"),
18        stroke:magenta-stroke
19      ),
20      (mark:">", pos:1, stroke:magenta-stroke)
21    )
22    content(
23      (rel:(0,.25), to:"q0-arrow.start"),
24      text(fill:rgb("#dc41f1"), [*very important state*])
25    )
26  })
```




II.5. Layouts

Layouts can be used to move states to new positions within a call to `#cetz.canvas()`. They act similar to `CETZ` groups and have their own transform. Any other elements than states will keep their original coordinates, but be translated by the layout, if necessary.

`FINITE` ships with a bunch of layouts, to accomodate different scenarios.

II.5.1. Available layouts

`#circular()`

`#custom()`

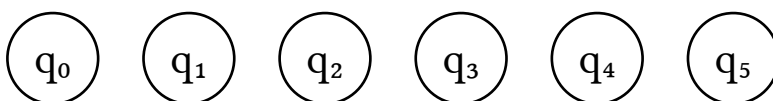
`#grid()`

```
#linear(
  position,
  name: none,
  anchor: "left",
  dir: right,
  spacing: 0.6,
  body
)
```

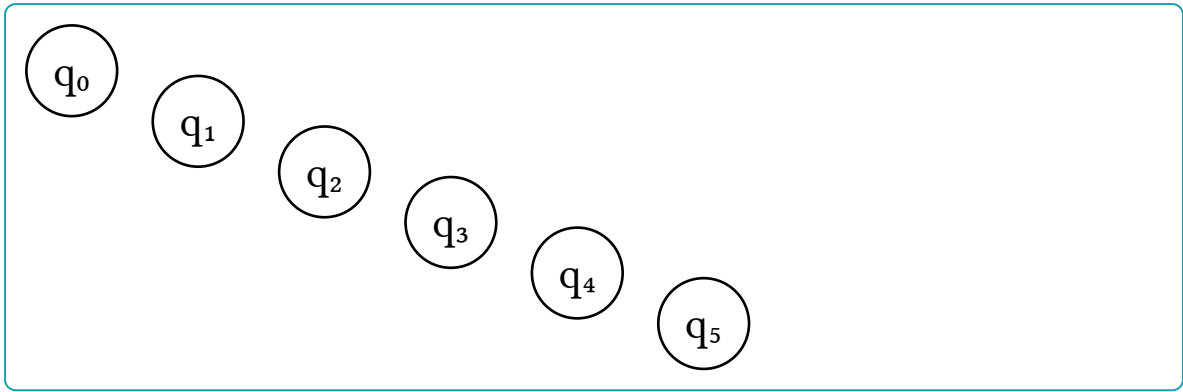
Arrange states in a line.

The direction of the line can be set via `dir` either to an `alignment` or a vector with a x and y shift.

```
1 #let aut = range(6).fold((:), (d, s) => {d.insert("q"+str(s), none); d})
2 #finite.automaton(
3   aut,
4   initial: none, final: none,
5   layout:finite.layout.linear.with(dir: right)
6 )
7 #finite.automaton(
8   aut,
9   initial: none, final: none,
10  layout:finite.layout.linear.with(dir:(.5, -.2))
11 )
```



2.5.1 Layouts



Argument
position coordinate
Position of the anchor point.

Argument
name: `none` string
Name for the element to access later.

Argument
anchor: `"left"` string
Name of the anchor to use for the layout.

Argument
dir: `right` vector | alignment | 2d alignment
Direction of the line.

Argument
spacing: `0.6` float
Spacing between states on the line.

Argument
body array
Array of `CETZ` elements to draw.

```
#circular(  
  position,  
  name: none,  
  anchor: "left",  
  dir: right,  
  spacing: 0.6,  
  radius: auto,  
  offset: 0deg,  
  body  
)
```

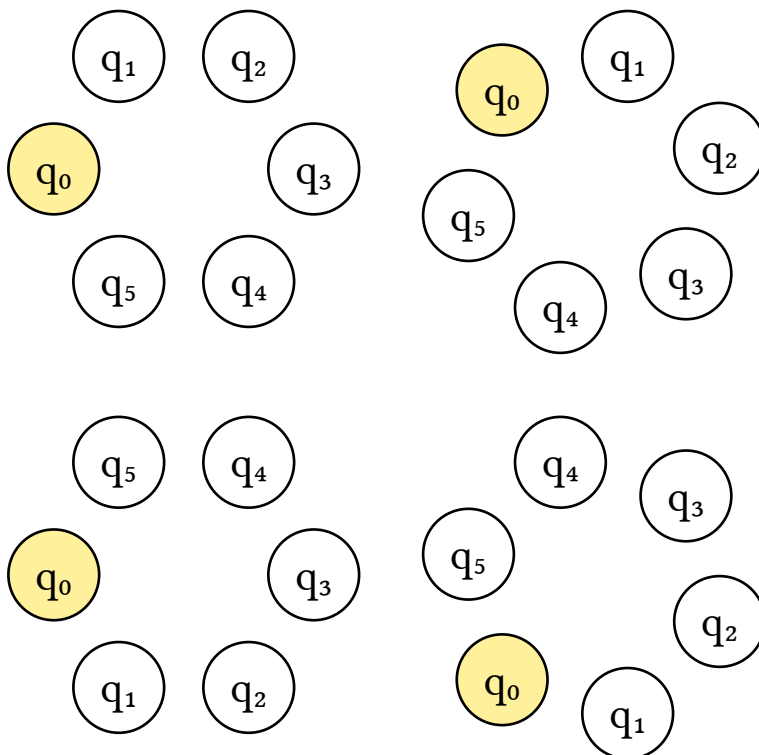
Arrange states in a circle.

2.5.1 Layouts

```

1 #let aut = range(6).fold((:), (d, s) => {d.insert("q"+str(s), none); d})
2 #grid(columns: 2, gutter: 2em,
3   finite.automaton(
4     aut,
5     initial: none, final: none,
6     layout:finite.layout.circular,
7     style: (q0: (fill: yellow.lighten(60%)))
8   ),
9   finite.automaton(
10    aut,
11    initial: none, final: none,
12    layout:finite.layout.circular.with(offset:45deg),
13    style: (q0: (fill: yellow.lighten(60%)))
14  ),
15  finite.automaton(
16    aut,
17    initial: none, final: none,
18    layout:finite.layout.circular.with(dir:left),
19    style: (q0: (fill: yellow.lighten(60%)))
20  ),
21  finite.automaton(
22    aut,
23    initial: none, final: none,
24    layout:finite.layout.circular.with(dir:left, offset:45deg),
25    style: (q0: (fill: yellow.lighten(60%)))
26  )
27 )

```



Argument

position

Position of the anchor point.

coordinate

2.5.1 Layouts

Argument

name: **none**

string

Name for the element to access later.

Argument

anchor: **"left"**

string

Name of the anchor to use for the layout.

Argument

dir: **right**

alignment

Direction of the circle. Either **left** or **right**.

Argument

spacing: **0.6**

float

Spacing between states on the line.

Argument

radius: **auto**

float | auto

Either a fixed radius or **auto** to calculate a suitable the radius.

Argument

offset: **0deg**

angle

An offset angle to place the first state at.

Argument

body

array

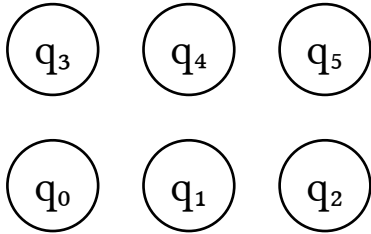
Array of **CETZ** elements to draw.

```
#grid(  
  position,  
  name: none,  
  anchor: "left",  
  columns: 4,  
  spacing: 0.6,  
  body  
)
```

Arrange states in rows and columns.

2.5.1 Layouts

```
1 #let aut = range(6).fold((:), (d, s) => {d.insert("q"+str(s), none); d})
2 #finite.automaton(
3   aut,
4   initial: none, final: none,
5   layout: finite.layout.grid.with(columns: 3)
6 )
```



Argument

position

coordinate

Position of the anchor point.

Argument

name: none

string

Name for the element to access later.

Argument

anchor: "left"

string

Name of the anchor to use for the layout.

Argument

columns: 4

integer

Number of columns per row.

Argument

spacing: 0.6

float

Spacing between states on the line.

Argument

body

array

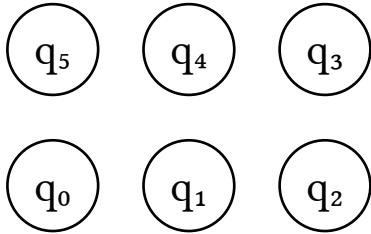
Array of `CETZ` elements to draw.

```
#snake(
  position,
  name: none,
  anchor: "left",
  columns: 4,
  spacing: 0.6,
  body
)
```

Arrange states in a grid, but alternate the direction in every even and odd row.

2.5.1 Layouts

```
1 #let aut = range(6).fold((:), (d, s) => {d.insert("q"+str(s), none); d})
2 #finite.automaton(
3   aut,
4   initial: none, final: none,
5   layout: finite.layout.snake.with(columns:3)
6 )
```



Argument

position

coordinate

Position of the anchor point.

Argument

name: none

string

Name for the element to access later.

Argument

anchor: "left"

string

Name of the anchor to use for the layout.

Argument

columns: 4

integer

Number of columns per row.

Argument

spacing: 0.6

float

Spacing between states on the line.

Argument

body

array

Array of `CETZ` elements to draw.

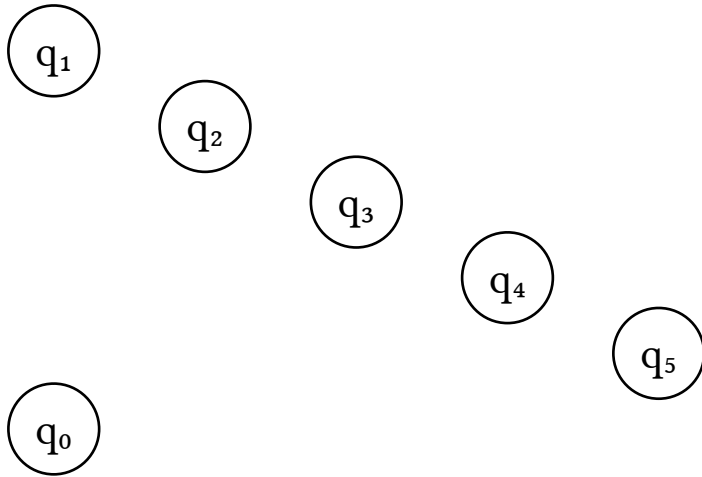
```
#custom(
  position,
  name: none,
  anchor: "left",
  positions: (...) => ...,
  body
)
```

Create a custom layout from a positioning function.

2.5.1 Layouts

See “Creating custom layouts” for more information.

```
1 #let aut = range(6).fold((:), (d, s) => {d.insert("q"+str(s), none); d})
2 #finite.automaton(
3   aut,
4   initial: none, final: none,
5   layout: finite.layout.custom.with(positions:(..) => (
6     q0: (0,0), q1: (0,5), rest:(rel: (2,-1))
7   ))
8 )
```



Argument
position coordinate
 Position of the anchor point.

Argument
name: none string
 Name for the element to access later.

Argument
anchor: "left" string
 Name of the anchor to use for the layout.

Argument
positions: (...) => ... function
 A function (dictionary , dictionary , array) => dictionary to compute coordinates for each state.
 The function gets the current `CeTZ` context, a dictionary of computed radii for each state and a list with all state elements to position. The returned dictionary contains each states name as a key and the new coordinate as a value.

Argument
body array

Array of **CETZ** elements to draw.

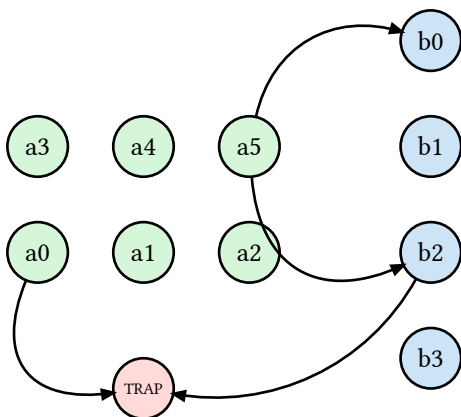
II.5.2. Using layouts

Layouts are elements themselves. This means, they have a coordinate to be moved on the canvas and they can have anchors. Using layouts allows you to quickly create complex automata, without the need to pick each states coordinate by hand.

```

1  #cetz.canvas({
2    import cetz.draw: set-style
3    import finite.draw: *
4
5    set-style(state: (radius: .4))
6
7    layout.grid(
8      (0,0),
9      name:"grid", columns:3, {
10       set-style(state: (fill: green.lighten(80%)))
11       for s in range(6) {
12         state((), "a" + str(s))
13       }
14     })
15
16    layout.linear(
17      (rel:(2,0), to:"grid.right"),
18      dir: bottom, anchor: "center", {
19       set-style(state: (fill: blue.lighten(80%)))
20       for s in range(4) {
21         state((), "b" + str(s))
22       }
23     })
24
25    state((rel: (0, -1.4), to:"grid.bottom"), "TRAP", fill:red.lighten(80%))
26
27    transition("a0", "TRAP", curve:-1)
28    transition("b2", "TRAP")
29    transition("a5", "b0")
30    transition("a5", "b2", curve:-1)
31  })

```



II.5.3. Creating custom layouts

There are two ways to create custom layouts. Using the `#layout.custom()` layout or building your own from the ground up.

II.5.3.1. Using `#layout.custom()`

The custom layout passes information about states to a `positions` function, that computes a dictionary with new coordinates for all states. The custom layout will then place the states at the given locations and handle any other elements other than states.

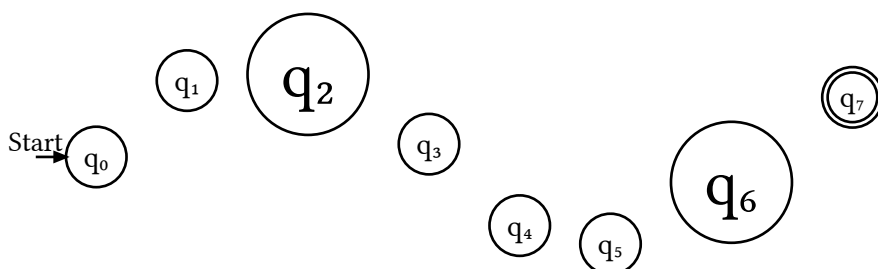
The position function gets passed the `CETZ` context, a dictionary of state names and matching radii (for drawing the states circle) and the list of `#state()` elements.

This example arranges the states in a wave:

```

1  #let wave-layout = finite.layout.custom.with(
2    positions: (ctx, radii, states) => {
3      let (i, at) = (0, 0)
4      let pos = (:)
5      for (name, r) in radii {
6        at += r
7        pos.insert(name, (at, 1.2 * calc.sin(i)))
8        i += 1
9        at += r + .4
10     }
11     return pos
12   }
13 )
14
15 #let aut = (:)
16 #for i in range(8) {
17   aut.insert("q"+str(i), none)
18 }
19
20 #automaton(
21   aut,
22   layout: wave-layout,
23   style: (
24     state: (radius: .4),
25     q2: (radius: .8),
26     q6: (radius: .8)
27   )
28 )

```



II.5.3.2. Creating a layout element

Layout are elements and are similar to **CETZ**'s groups. A layout takes an array of elements and computes a new positions for each state in the list.

To create a layout, **FINITE** provides a base element that can be extended. A basic layout can look like this:

```

1  #let my-layout(
2    position, name: none, anchor: "left", body
3  ) = {
4    // Layouts always need to have a name.
5    // If none was provided, we create one.
6    if is.n(name) {
7      name = "layout" + body.map((e) => e.at("name", default:"")).join("-")
8    }
9
10   // Get the base layout element
11   let layout = base(position, name, anchor, body)
12
13   // We need to supply a function to compute new locations for the elements.
14   layout.children = (ctx) => {
15     let elements = ()
16     for element in elements {
17       // states have a custom "radius" key
18       if "radius" in element {
19         // Change the position of the state
20         element.coordinates = ((rel:(.6,0)),)
21       }
22       elements.push(element)
23     }
24     elements
25   }
26
27   return (layout,)
28 }
```

II.6. Utility functions

#align-to-vec()	#label-pt()	#to-spec()
#cubic-normal()	#loop-pts()	#transition-pts()
#cubic-pts()	#mark-dir()	#vector-normal()
#fit-content()	#mid-point()	#vector-rotate()
#get-inputs()	#prepare-ctx()	#vector-set-len()

#vector-set-len(v, len)

Set the length of a vector.

#vector-normal(v)

Compute a normal for a 2d vector. The normal will be pointing to the right of the original vector.

#align-to-vec(a)

2.6 Utility functions

Returns a vector for an alignment.

#vector-rotate(vec, angle)

Rotates a vector by angle degree around the origin.

#cubic-normal(

a,
b,
c,
d,
t

)

Compute a normal vector for a point on a cubic bezier curve.

#mid-point(a, b, c, d)

Compute the mid point of a quadratic bezier curve.

#cubic-pts(a, b, curve: 1)

Calculate the control point for a transition.

#mark-dir(

a,
b,
c,
d,
scale: 1

)

Calculate the direction vector for a transition mark (arrowhead)

#label-pt(

a,
b,
c,
d,
style,
loop: "false"

)

Calculate the location for a transitions label, based on its bezier points.

#loop-pts(start, start-radius, anchor: top, curve: 1)

Calculate start, end and ctrl points for a transition loop.

Argument

start

vector

Center of the state.

Argument

start-radius

length

Radius of the state.

Argument

anchor: top

alignment

2.6 Utility functions

Anchorpoint on the state

—Argument—

curve: **1**

float

Curvature of the transition.

#transition-pts(

start,
end,
start-radius,
end-radius,
curve: **1**,
anchor: **top**

)

Calculate start, end and ctrl points for a transition.

—Argument—

start

vector

Center of the start state.

—Argument—

end

vector

Center of the end state.

—Argument—

start-radius

length

Radius of the start state.

—Argument—

end-radius

length

Radius of the end state.

—Argument—

curve: **1**

float

Curvature of the transition.

#fit-content(

ctx,
width,
height,
content,
size: **auto**,
min-size: **"6pt"**

)

Fits (text) content inside the available space.

—Argument—

`ctx`

dictionary

The canvas context.

—Argument—

`content`

string | content

The content to fit.

—Argument—

`size: auto`

length | auto

The initial text size.

—Argument—

`min-size: "6pt"`

length

The minimal text size to set.

`#prepare-ctx(ctx, force: "false")`

Prepares the CeTZ context for use with finite

`#get-inputs(table, transpose: "true")`

Gets a list of all inputs from a transition table.

```
#to-spec(
  spec,
  states: auto,
  initial: auto,
  final: auto,
  inputs: auto
)
```

Creates a full specification for a finite automaton.

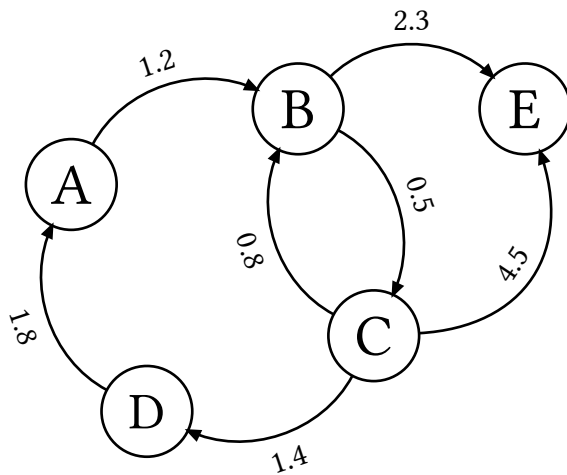
II.7. Doing other stuff with `finite`

Since transition diagrams are effectively graphs, `FINITE` could also be used to draw graph structures:

```

1  #cetz.canvas({
2      import cetz.draw: set-style
3      import finite.draw: state, transitions
4
5      state((0,0), "A")
6      state((3,1), "B")
7      state((4,-2), "C")
8      state((1,-3), "D")
9      state((6,1), "E")
10
11     transitions((
12         A: (B: 1.2),
13         B: (C: .5, E: 2.3),
14         C: (B: .8, D: 1.4, E: 4.5),
15         D: (A: 1.8),
16         E: (:)
17     )),
18     C-E: (curve: -1.2))
19 })

```



Part III.

Showcase

Part IV.

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