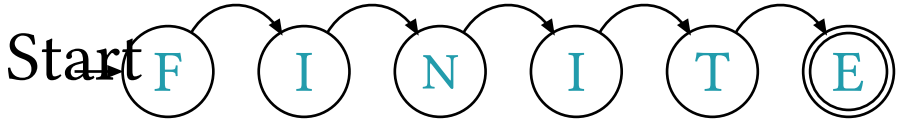


v0.3.1 2024-02-27 MIT

Typst-setting finite automata with CeTZ

Jonas Neugebauer

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.

Table of contents

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:0.3.0": automaton
```

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

Either download the current release from GitHub[1] and unpack the archive into your system dependent local repository folder[2] or clone it directly:

```
git clone https://github.com/jneug/typst-finite.git finite/0.3.0
```

In either case, make sure the files are placed in a subfolder with the correct version number: `finite/0.3.0`

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

```
#import "@local/finite:0.3.0": 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.

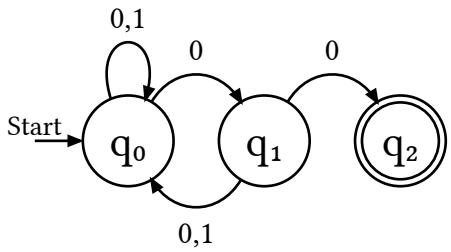
[1] https://github.com/jneug/typst-finite
[2] https://github.com/typst/packages#local-packages

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:

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



As you can see, an automaton ist 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.

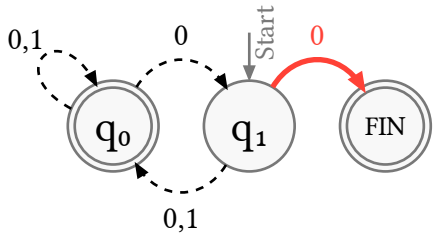
In the example above, the states `q0`, `q1` and `q2` are defined. `q0` is connected to `q1` and has a loop to itself. `q1` transitions to `q2` and back to `q0`. `#automaton()` selected the first state in the dictionary (in this case `q0`) to be the initiat state and the last (`q2`) to be a final state.

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

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

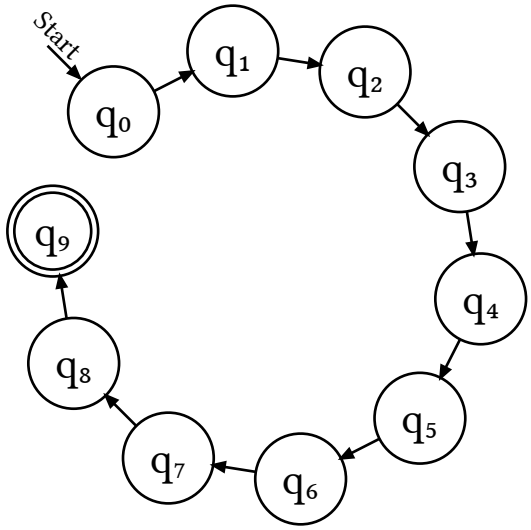
```
#automaton(
  (
    q0: (q1:0, q0:"0,1"),
    q1: (q0:(0,1), q2:"0"),
    q2: (),
  ),
  initial: "q1",
  final: ("q0", "q2"),
  labels:(
    q2: "FIN"
  ),
  style:(
    state: (fill: luma(248), stroke:luma(120)),
    transition: (stroke: (dash:"dashed")),
```

```
    q0-q0: (anchor:top+left),
    q1: (initial:top),
    q1-q2: (stroke: 2pt + red)
  )
)
```



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

```
#let aut = (:)
#for i in range(10) {
  let name = "q"+str(i)
  aut.insert(name, (:))
  if i < 9 {
    aut.at(name).insert("q" + str(i + 1), none)
  }
}
#automaton(
  aut,
  layout: finite.layout.circular.with(offset: 45deg),
  style: (
    transition: (curve: 0),
    q0: (initial: top+left)
  )
)
```



See Section II.5 for more details about layouts.

II.1. Specifing 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.

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 parital 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 `q0`, `q1` and `q2`. For the input `0`, `q0` transitions to `q1` and for the inputs `0` and `1` to `q2`. `q1` transitions to `q0` for `0` and `1` and to `q2` for `0`. `q2` has no transitions.

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

⟨inital⟩ and ⟨final⟩ can be used to customize the initial and final states.

> The ⟨inital⟩ 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`

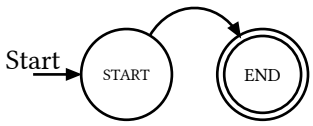
A list of final state names. For `auto`, the last state in ⟨spec⟩ is used.

Argument

⟨labels⟩: `"(:)"` `dictionary`

A dictionary with labels for states and transitions.

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



Argument

⟨style⟩: `"(:)"` `dictionary`

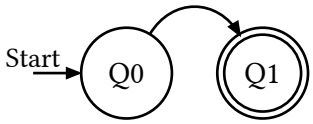
A dictionary with styles for states and transitions.

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`.

```
#finite.automaton(
  (q0: (q1:none), q1: none),
  state-format: (label) => upper(label)
)
```

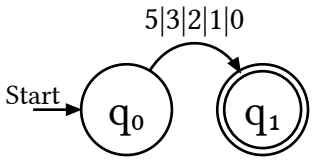


Argument

⟨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.

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

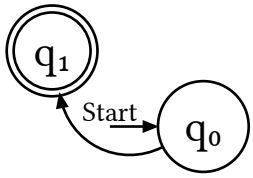


Argument

⟨layout⟩: "layout.linear" `dictionary` | `function`

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

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



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:

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

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

The ⟨inital⟩ 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` .

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

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

⟨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.

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

	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 if 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.

```
#let aut = (
  q0: (q1: 0),
  q1: (q0: 1)
)
#finite.accepts(aut, "01010")

#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`

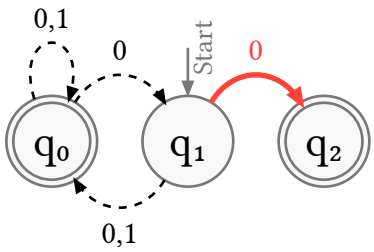
A function to format the result.

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.

```
#automaton(
  (
    q0: (q1:0, q0:"0,1"),
    q1: (q0:(0,1), q2:"0"),
    q2: (),
  ),
  initial: "q1",
  final: ("q0", "q2"),
  style:(
    state: (fill: luma(248), stroke:luma(120)),
    transition: (stroke: (dash:"dashed")),
    q1: (initial:top),
    q1-q2: (stroke: 2pt + red)
  )
)
```



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

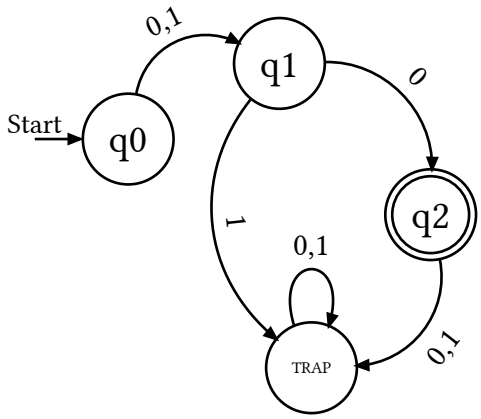
The supported styling options (and their defaults) are as follows:

- 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** "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()`.

```
#cetz.canvas({
  import cetz.draw: set-style
  import finite.draw: state, transition

  state((0,0), "q0", initial:true)
  state((2,1), "q1")
  state((4,-1), "q2", final:true)
  state((rel:(0, -3), to:"q1.bottom"), "trap", label:"TRAP", anchor:"top-left")

  transition("q0", "q1", inputs:(0,1))
  transition("q1", "q2", inputs:(0))
  transition("q1", "trap", inputs:(1), curve:-1)
  transition("q2", "trap", inputs:(0,1))
  transition("trap", "trap", inputs:(0,1))
})
```

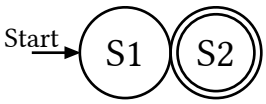


II.4.1. Element functions

```
#state(
  ⟨position⟩,
  ⟨name⟩,
  ⟨label⟩: auto,
  ⟨initial⟩: false,
  ⟨final⟩: false,
  ⟨anchor⟩: "\"center\"",
  ..⟨style⟩
)
```

Draw a state at the given ⟨position⟩.

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



Argument

⟨position⟩ — coordinate

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 inital marking,
- a `string` to specify text for the initial marking,
- an `dictionary` with the keys `anchor` and `label` to specifiy both an anchor and a text label for the marking. Additionally, the keys `stroke` and `scale` can be used to style the marking.

Argument

⟨final⟩: `false` — `boolean`

Whether this is a final state.

Argument

⟨anchor⟩: `"\"center\""` — `string`

Anchor to use for drawing.

Argument

..⟨style⟩ — `any`

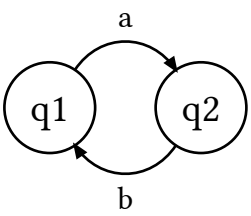
Styling options.

```
#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.

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



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

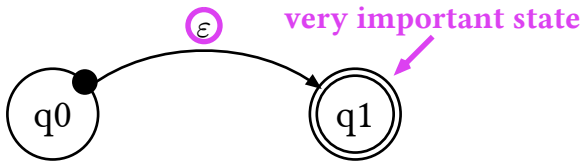
..⟨style⟩ any

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:

```
#cetz.canvas({
  import cetz.draw: circle, line, place-marks, content
  import finite.draw: state, transition

  state((0,0), "q0")
  state((4,0), "q1", final:true)
  transition("q0", "q1", label:$epsilon$)

  circle("q0.top-right", radius:.4em, stroke:none, fill:black)

  let magenta-stroke = 2pt+rgb("#dc41f1")
  circle("q0-q1.label", radius:.5em, stroke:magenta-stroke)
  place-marks(
    line(
      name: "q0-arrow",
      (rel:(.6,.6), to:"q1.top-right"),
      (rel:(.15,.15), to:"q1.top-right"),
      stroke:magenta-stroke
    ),
    (mark:">", pos:1, stroke:magenta-stroke)
  )
  content(
    (rel:(0,.25), to:"q0-arrow.start"),
    text(fill:rgb("#dc41f1"), [*very important state*])
  )
})
```



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.

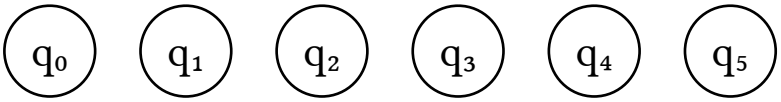
II.5.1. Available layouts

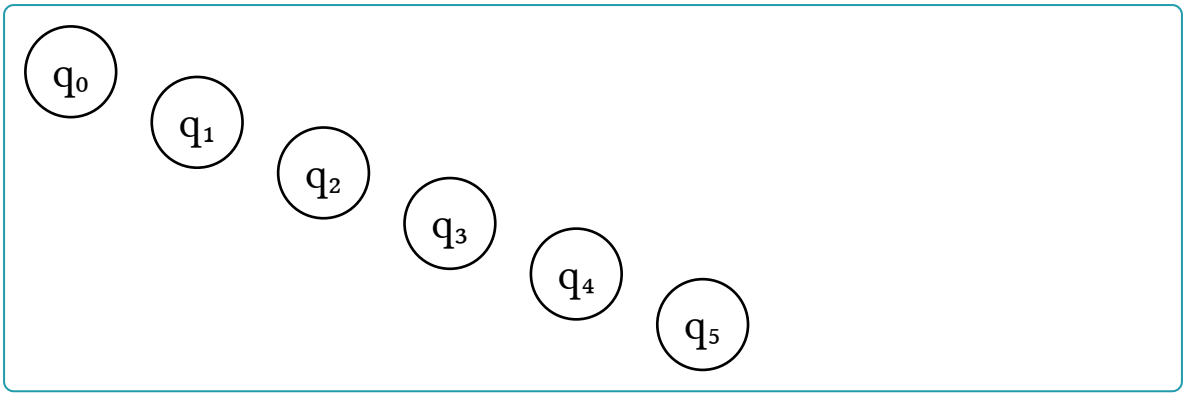
```
#linear(
  ⟨position⟩,
  ⟨name⟩: none,
  ⟨anchor⟩: "\"left\"",
  ⟨dir⟩: right,
  ⟨spacing⟩: 0.6,
  ⟨body⟩
)
```

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.

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





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

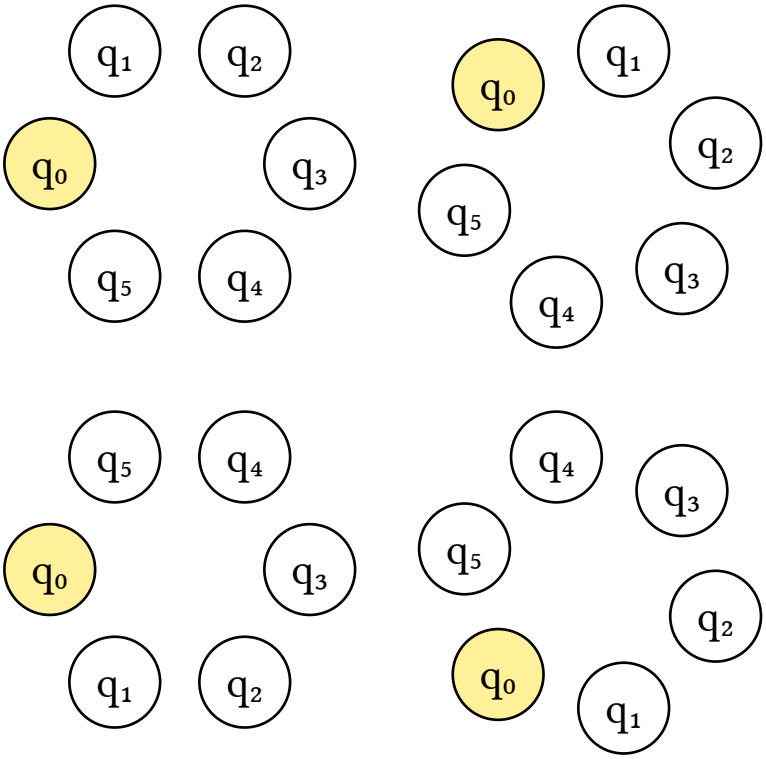
⟨body⟩ `array`

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.

```
#let aut = range(6).fold((:), (d, s) => {d.insert("q"+str(s), none); d})
#grid(columns: 2, gutter: 2em,
  finite.automaton(
    aut,
    initial: none, final: none,
    layout:finite.layout.circular,
    style: (q0: (fill: yellow.lighten(60%)))
  ),
  finite.automaton(
    aut,
    initial: none, final: none,
    layout:finite.layout.circular.with(offset:45deg),
    style: (q0: (fill: yellow.lighten(60%)))
  ),
  finite.automaton(
    aut,
    initial: none, final: none,
    layout:finite.layout.circular.with(dir:left),
    style: (q0: (fill: yellow.lighten(60%)))
  ),
  finite.automaton(
    aut,
    initial: none, final: none,
    layout:finite.layout.circular.with(dir:left, offset:45deg),
    style: (q0: (fill: yellow.lighten(60%)))
  )
)
```



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 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.

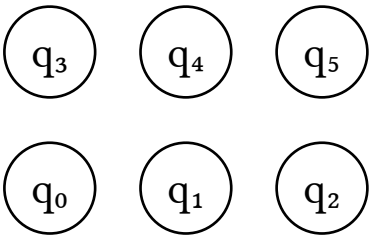
Argument
⟨body⟩ array

Array of CeTZ elements to draw.

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

Arrange states in rows and columns.

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



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 grid.

Argument

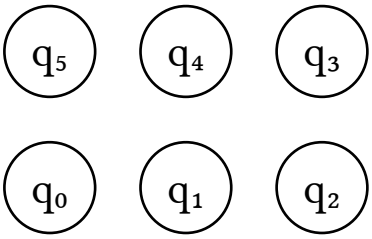
⟨body⟩ array

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.

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



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.

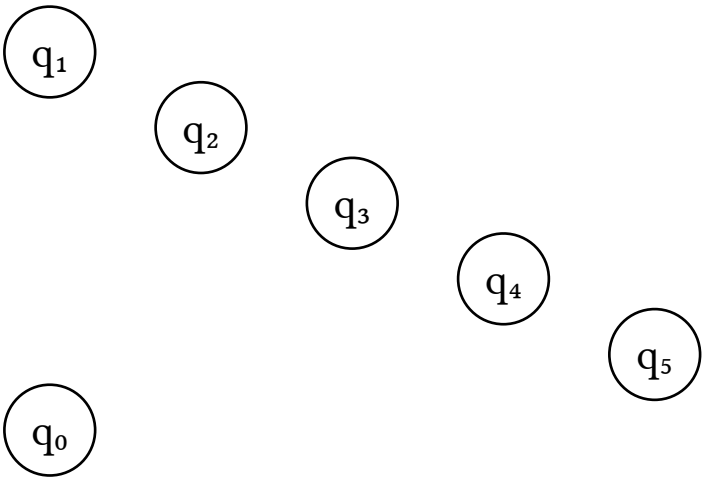
```
#custom(
  ⟨position⟩,
  ⟨name⟩: none,
  ⟨anchor⟩: "\"left\"",
  ⟨positions⟩: (...) => ...,
```

⟨body⟩
)

Create a custom layout from a positioning function.

See “Creating custom layouts” for more information.

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



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.

The result may specify a `rest` key that is used as a default coordinate. This makes sense in combination with a relative coordinate like `(rel:(2,0))`.

Argument

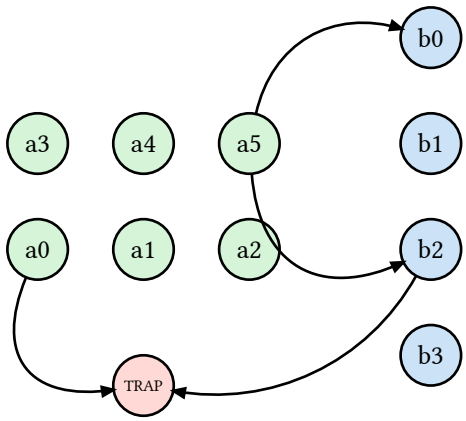
⟨body⟩ `array`

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.

```
#cetz.canvas({
  import cetz.draw: set-style
  import finite.draw: *

  set-style(state: (radius: .4))

  layout.grid(
    (0,0),
    name:"grid", columns:3, {
      set-style(state: (fill: green.lighten(80%)))
      for s in range(6) {
        state((), "a" + str(s))
      }
    })

  layout.linear(
    (rel:(2,0), to:"grid.right"),
    dir: bottom, anchor: "center", {
      set-style(state: (fill: blue.lighten(80%)))
      for s in range(4) {
        state((), "b" + str(s))
      }
    })

  state((rel: (0, -1.4), to:"grid.bottom"), "TRAP", fill:red.lighten(80%))

  transition("a0", "TRAP", curve:-1)
  transition("b2", "TRAP")
  transition("a5", "b0")
  transition("a5", "b2", curve:-1)
})
```



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()`

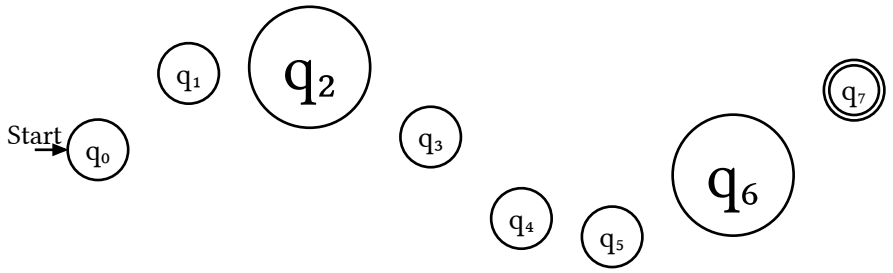
The `custom` layout passes information about states to a ‹`positions`› function, that computes a dictionary with new coordinates for all states. The `custom` layout will then place the states at the given locations and handle any other elements other than states.

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:

```
#let wave-layout = finite.layout.custom.with(
  positions: (ctx, radii, states) => {
    let (i, at) = (0, 0)
    let pos = (:)
    for (name, r) in radii {
      at += r
      pos.insert(name, (at, 1.2 * calc.sin(i)))
      i += 1
      at += r + .4
    }
    return pos
  }
)

#let aut = (:)
#for i in range(8) {
  aut.insert("q"+str(i), none)
}

```

```
#automaton(
  aut,
  layout: wave-layout,
  style: (
    state: (radius: .4),
    q2: (radius: .8),
    q6: (radius: .8)
  )
)
```



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:

```
#let my-layout(
  position, name: none, anchor: "left", body
) = {
  // Layouts always need to have a name.
  // If none was provided, we create one.
  if is.n(name) {
    name = "layout" + body.map((e) => e.at("name", default:"")).join("-")
  }

  // Get the base layout element
  let layout = base(position, name, anchor, body)

 // We need to supply a function to compute new locations for the elements.
  layout.children = (ctx) => {
    let elements = ()
    for element in elements {
      // states have a custom "radius" key
      if "radius" in element {
        // Change the position of the state
        element.coordinates = ((rel:(.6,0)),)
      }
      elements.push(element)
    }
    elements
  }

  return (layout,)
}
```

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⟩)

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

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.

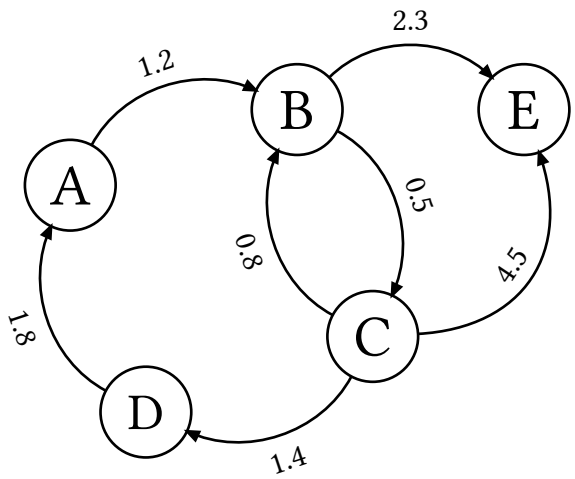
```
#to-spec(
  ⟨spec⟩,
  ⟨states⟩: auto,
  ⟨initial⟩: auto,
  ⟨final⟩: auto,
  ⟨inputs⟩: auto
)
```

Creates a full specification for a finite automaton.

II.7. Doing other stuff with finite

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

```
#cetz.canvas({
  import cetz.draw: set-style
  import finite.draw: state, transitions

  state((0,0), "A")
  state((3,1), "B")
  state((4,-2), "C")
  state((1,-3), "D")
  state((6,1), "E")

  transitions((
      A: (B: 1.2),
      B: (C: .5, E: 2.3),
      C: (B: .8, D: 1.4, E: 4.5),
      D: (A: 1.8),
      E: (:)
    ),
    C-E: (curve: -1.2))
})
```



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