

A simple signalling scheme for a military base

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Abstract

In this paper, I describe a simple signalling scheme for a military base.
The paper ends with "The End"

Introduction

There exist many signal schemes for specific uses.
In this paper, I describe a simple signalling scheme for a military base.

A simple signalling scheme for a military base

The military base has **one of four states**:

1. **Offline.**
2. **Online and No Fighting.**
3. **Online and Fighting Enemies!**
4. **Deadman's Switch Activated!**

These states are encoded in **ternary** messages as 000, 011, 100 or 112 respectively such that the digits are either 0, 1 or 2, but only those four messages are given a response. All remaining messages from the military base are **invalid and not sent any response**.

The military base receives **one of four responses** to a **valid encoded message**:

1. **Remain/Go Offline.**
2. **Go Online.**
3. **Fight by Chain of Command!**
4. **Diffuse or Fight Freely!**

These responses are encoded in **ternary** as 222, 211, 122 or 110 respectively such that the digits are either 0, 1 or 2, but only those four responses are valid. All remaining responses to the military base are **invalid and to be ignored**.

The End