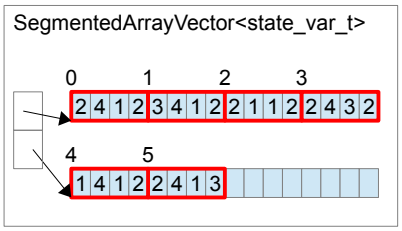
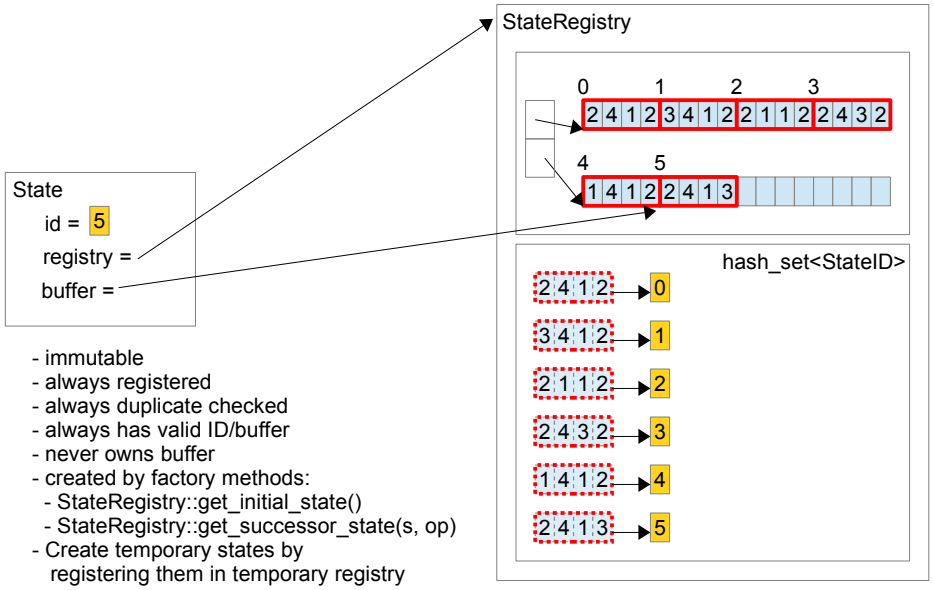
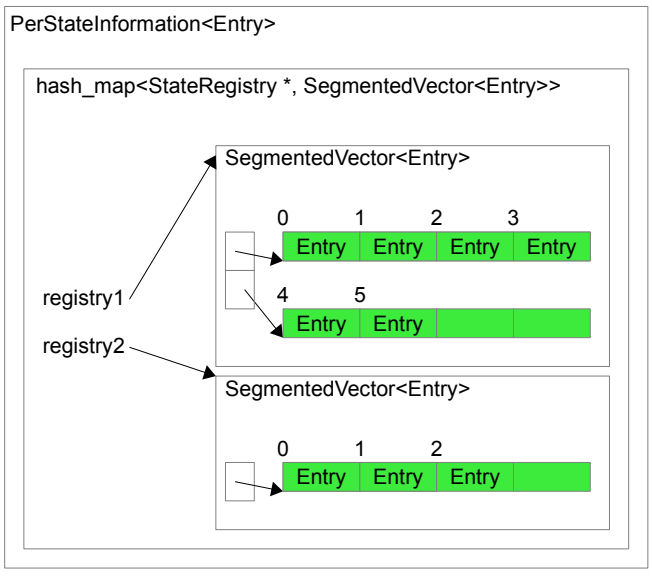
1 state_var_t (char/short/int)



0 StateID (index)



- immutable
- always registered
- always duplicate checked
- always has valid ID/buffer
- never owns buffer
- created by factory methods:
  - StateRegistry::get_initial_state()
  - StateRegistry::get_successor_state(s, op)
- Create temporary states by registering them in temporary registry



- Indexed with State objects
- Last accessed registry is cached
- Subscriber mechanism:
  - if Registry is destroyed, all stored information is destroyed as well
- Open question: introduce new struct for (StateID + Registry*)? StateHandle? Idea: StateID is sufficient if registry is known (e.g., in open lists)