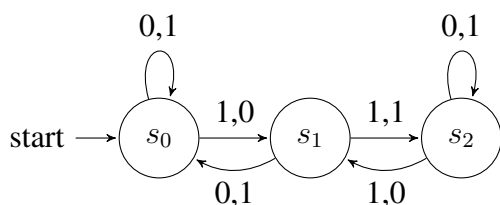


13.2 Finite-State Machines with Output

A *finite-state machine* $M = (S, I, O, f, g, s_0)$ consists of

- a finite set S of *states*
- a finite *input alphabet* I
- a finite *output alphabet* O
- a *transition function* f ($f : S \times I \rightarrow S$)
- an *output function* g ($g : S \times I \rightarrow O$)
- an *initial state* s_0

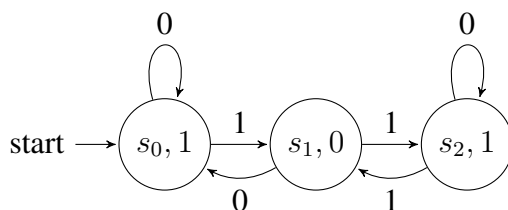


State	Input	
	0	1
s_0	$s_0, 1$	$s_1, 0$
s_1	$s_0, 1$	$s_2, 1$
s_2	$s_2, 1$	$s_1, 0$

Types of Finite-State Machines

- *Mealy machines*: outputs correspond to transitions between states
- *Moore machine*: output is determined only by the state

Example of a Moore Machine



Language Recognizer

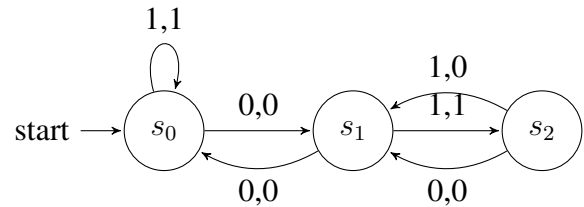
Let $M = (S, I, O, f, g, s_0)$ be a finite-state machine and $L \subseteq I^*$. We say that M *recognizes* (or *accepts*) L if an input string x belongs to L if and only if the last output bit produced by M when given x as input is a 1.

13.2 pg. 863 # 1

Draw the state diagrams for the finite-state machines with these state tables.

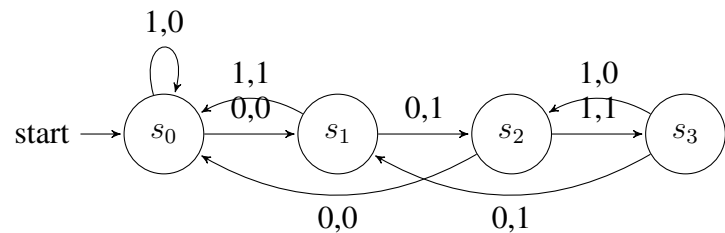
a)

State	Input	
	0	1
s_0	$s_1, 0$	$s_0, 1$
s_1	$s_0, 0$	$s_2, 1$
s_2	$s_1, 0$	$s_1, 0$



b)

State	Input	
	0	1
s_0	$s_1, 0$	$s_0, 0$
s_1	$s_2, 1$	$s_0, 1$
s_2	$s_0, 0$	$s_3, 1$
s_3	$s_1, 1$	$s_2, 0$



13.2 pg. 863 # 3

Find the output generated from the input string 01110 for the finite-state machine with the state table in

a) Exercise 1(a).

The state transition sequence is:

$s_0 \rightarrow s_1 \rightarrow s_2 \rightarrow s_1 \rightarrow s_2 \rightarrow s_1$

Our output is: 01010

b) Exercise 1(b).

The state transition sequence is:

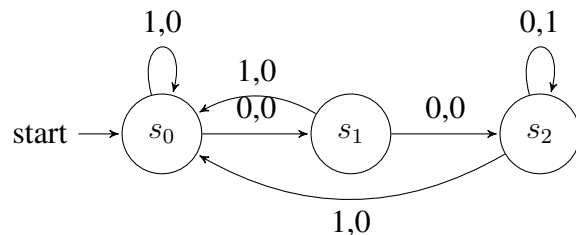
$s_0 \rightarrow s_1 \rightarrow s_0 \rightarrow s_0 \rightarrow s_0 \rightarrow s_1$

Our output is: 01000

Lecture Notes 25 Exercise

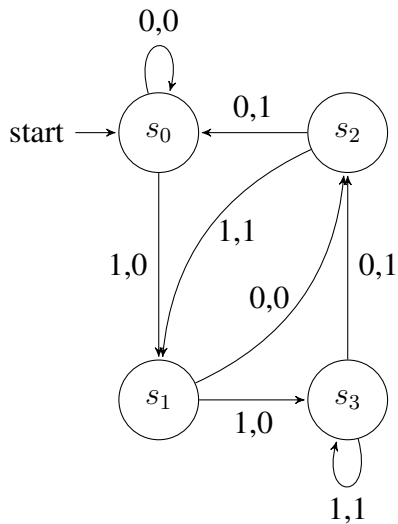
Construct a finite-state machine with output that produces a 1 if and only if the last 3 input bits read are 0s.

State	Input	
	0	1
s_0	$s_1, 0$	$s_0, 0$
s_1	$s_2, 0$	$s_0, 0$
s_2	$s_2, 1$	$s_0, 0$



13.2 pg. 864 # 9

Construct a finite-state machine that delays an input string two bits, giving 00 as the first two bits of output.



s_0 corresponds to the last two bits having been 00, s_1 corresponds to the last two bits having been 01, s_2 corresponds to the last two bits having been 10, s_3 corresponds to the last two bits having been 11.