

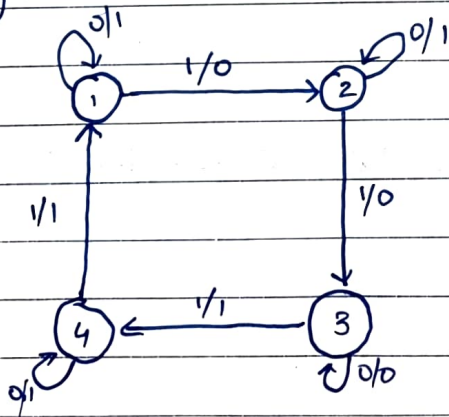
FA TUTORIAL 3

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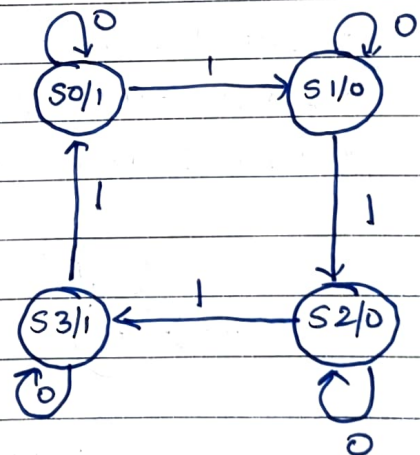
Q1 Differentiate between Mealy and Moore machine

MEALY MACHINE	MOORE MACHINE
<ul style="list-style-type: none"> • output depends upon present state as well as present input. • If input changes, output also changes. • less number of states are required • There is more hardware required for circuit implementation. • They react faster to inputs • Asynchronous output generation • output is placed on transitions. 	<ul style="list-style-type: none"> • output depends only upon present state • If input changes, output does not change • More number of states are required • There is less hardware requirement for circuit implementation. • They react one clock cycle later to inputs • Synchronous output and state generation • output is placed on states

E.g:



E.g:



82

Design a mealy machine to find 2's complement of given binary number. Convert into moore machine

ANS

2's complement : It is the mathematical operation on binary numbers. It is used for computation as a method of signed number representation. Its complement with respect to 2^N defines the two's complement an N-bit number.

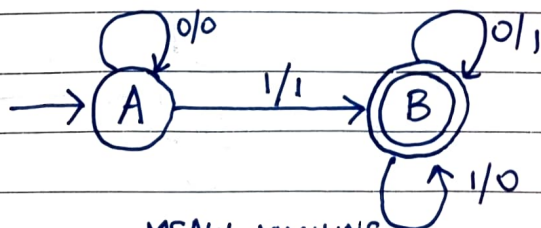
LOGIC: First calculate 1's complement of binary number, convert 1 to 0 and 0 to 1 and then add 1 to it.

DESIGN A MEALY MACHINE:

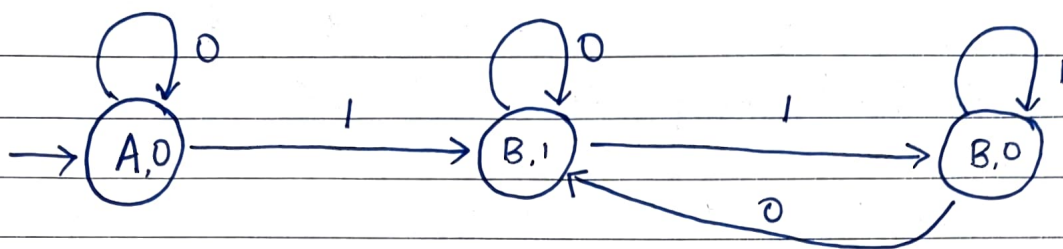
- Take initial state A
- If there are n number of zeros at initial state, it will remain at initial state.
- Whenever first input 1 is found then it gives output 1 and go to state B.
- In state B, if input is zero, output will be 1. And if input is 1 then output will be 0
- And then set state B as final state

THE APPROACH

- Start from right to left
- Ignore all 0's
- When 1 comes, ignore it and then take 1's complement of every digit



MEALY MACHINE



MOORE MACHINE

Q3 Minimize the following DFA using equivalence theorem.

$Q \backslash \Sigma$	0	1
$\rightarrow q_0$	q_1	q_5
q_1	q_6	$*q_2$
$*q_2$	q_0	$*q_2$
q_3	q_2	q_6
q_4	q_7	q_5
q_5	q_2	q_6
q_6	q_6	q_4
q_7	q_6	$*q_2$

STEP 1:

$$\pi_0 : \{q_2\} \{q_0, q_1, q_2, q_3, q_4, q_5, q_6, q_7\}$$

STEP 2:

$$\delta(q_0, 0) = q_1$$

$$\delta(q_0, 1) = q_5 \quad \checkmark$$

$$\delta(q_1, 0) = q_6$$

$$\delta(q_1, 1) = q_2 \quad \times$$

$\therefore q_0, q_1$ not possible

Using Equivalence theorem,

$$\pi_0 = \{q_0, q_1, q_4, q_5, q_6, q_7\} \{q_2\}$$

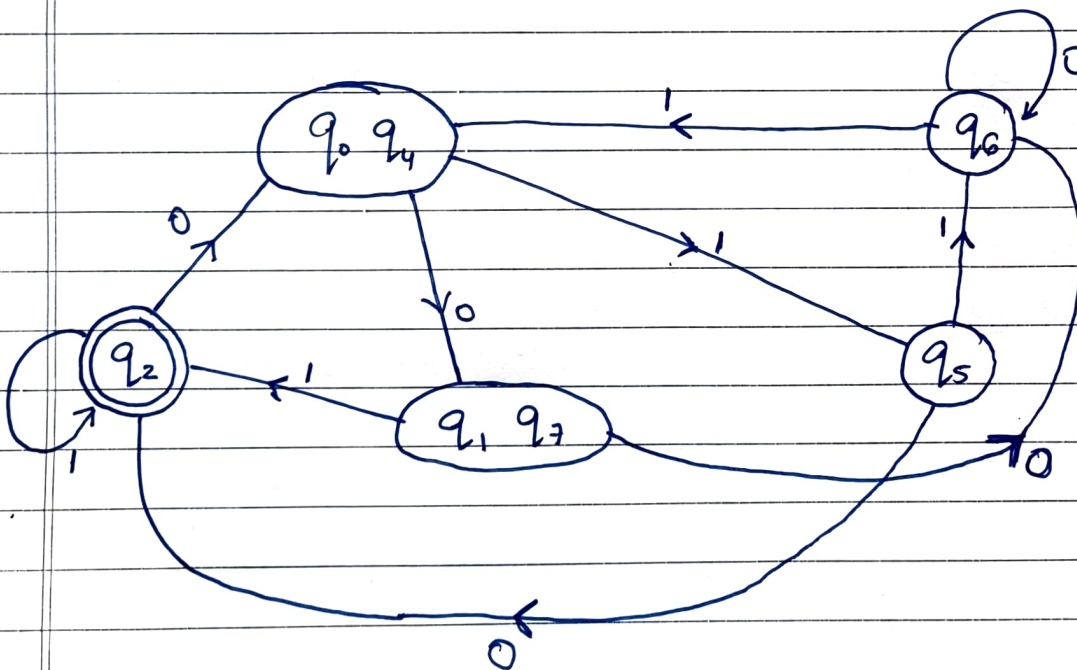
$$\pi_1 = \{q_0, q_4, q_6\} \{q_1, q_7\} \{q_5\} \{q_2\}$$

$$\pi_2 = \{q_0, q_4\} \{q_6\} \{q_1, q_7\} \{q_5\} \{q_2\}$$

$$\pi_3 = \{q_0, q_4\} \{q_6\} \{q_1, q_7\} \{q_5\} \{q_2\}$$

$$\therefore \pi_2 = \pi_3$$

\therefore Minimized DFA is



Q4 List various applications of Finite Automata. Explain lexical analyzer.

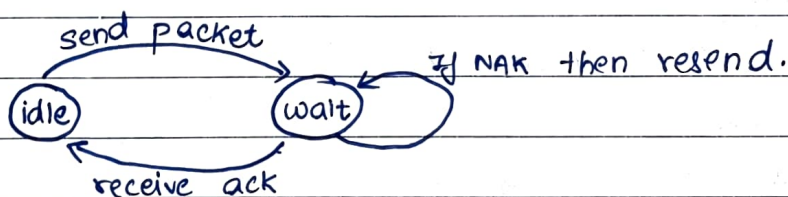
ANS Applications of finite automata include string matching algorithms, network protocols and lexical analyzers.

1) STRING PROCESSING :

consider finding all occurrences of a short pattern string within a long text string. This can be done by processing the text through a DFA: the DFA for all strings that end with the pattern string. Each time the accept state is reached, the current position of text is output.

2) FINITE STATE MACHINE :

A finite state machine is an FA together with actions on the arcs. A trivial example for a communication link :-



3) STATECHARTS :

statecharts model tasks as a set of states and actions. They extend FA diagrams.

Q4 list vario

4) LEXICAL ANALYSIS:

In compiling a program, the first step is lexical analysis. This isolates keywords, identifiers, etc. while eliminating irrelevant symbols. A token is a category, for example "identifier", "relational operator" or specific keyword

For example:

token	RE
keyword then	then
variable name	$[a-zA-Z][a-zA-Z0-9]^*$

5) LEXICAL ANALYZER:

A lexical analyzer takes source code as a string and outputs sequence of tokens.

For example,

```
for i = 1 to max do  
    n[i] = 0;
```

might have token sequence

for id = num to id do id [id] = num sep

As a token is identified, there may be an action. For example, when a number is identified, its value is calculated.