Drawing Finite State Machines in LaTeX and TikZ A Tutorial

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1 Introduction

"LATEX (pronounced lay-tek) is an open-source, multiplatform document preparation system for producing professional-looking documents....It is particularly suited to producing long, structured documents, and is very good at typesetting equations" [University of Edinburgh Information Services, 2014].

The capabilities of the system are greatly enhanced with the help of native and third-party packages.¹ TikZ² is a package for drawing all kinds of graphics.

This tutorial introduces the reader to LATEX and the TikZ package, particularly for drawing state diagrams of finite automata.

2 Setting up LATEX

To proceed with the tutorial, a working LATEX setup is necessary. You may install it locally on your machine, but the simplest thing to do is use Overleaf (overleaf.com). If you sign up using your nd.edu address, you'll get unlimited private projects. For further information regarding setup, visit http://www.latex-project.org/get/.

3 The preamble

Every LATEX document starts with a *preamble*. To make our automata look like the ones in the textbook [Sipser, 2012], use the following preamble:

```
\documentclass{article}
                              % What kind of document this is
\usepackage{tikz}
                              % Import the tikz package
\usetikzlibrary{automata}
                              % Import library for drawing automata
\usetikzlibrary{positioning}
                                                 ...positioning nodes
                                                 ...customizing arrows
\usetikzlibrary{arrows}
\tikzset{node distance=2.5cm, % Minimum distance between two nodes. Change if necessary.
         every state/.style={ % Sets the properties for each state
           semithick,
          fill=gray!10},
                              % No label on start arrow
         initial text={},
         double distance=2pt, % Adjust appearance of accept states
         every edge/.style={ % Sets the properties for each transition
```

¹The Comprehensive T_EX Archive Network (CTAN) is the central place for all kinds of material around T_EX. https://www.ctan.org/?lang=en

²https://www.ctan.org/pkg/pgf?lang=en

After the preamble comes the content:

```
\begin{document}
% Content goes here
\end{document}
```

4 Basics

While there are many tutorials online, I suggest two: University of Edinburgh Information Services [2014] and https://www.latex-tutorial.com/.

Here are some symbols often used in this course:

symbol	control sequence	usual meaning
Σ	\Sigma	alphabet
Γ	\Gamma	another alphabet
ε	$\vert varepsilon$	empty string
0	\circ	concatenation
#	$\text{texttt}{\#}$	marker symbol
\$	$\text{texttt}(\$	marker symbol
	\textvisiblespace	blank symbol
{ }	\{ \}	delimiters for sets
Ø	\emptyset	empty set
\neq	\neq	is not equal to
\in	\in	is an element of
∉ ⊆	\notin	is not an element of
\subseteq	\subseteq	is a subset of
\rightarrow	\rightarrow	(various meanings)
δ	\delta	transition function
α	\alpha	regular expression
*	^\ast	Kleene star

5 Automata

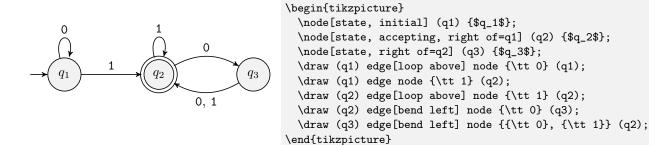
Let's start off with a simple DFA from Sipser [2012] (Figure 1.6). The formal description of the DFA is:

$$M_1 = (\{q_1, q_2, q_3\}, \{0, 1\}, \delta, q_1, \{q_2\}),$$

where δ is given by:

$$\begin{array}{c|cccc} & 0 & 1 \\ \hline q_1 & q_1 & q_2 \\ q_2 & q_3 & q_2 \\ q_3 & q_2 & q_2 \end{array}$$

Below is the code that generates the state diagram of M_1 .



Below, we'll go through this example piece by piece.

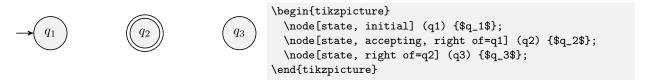
5.1 The tikzpicture environment

Inside the document, each TikZ diagram must reside in a tikzpicture environment:

```
\begin{tikzpicture}
% tikz code goes here
\end{tikzpicture}
```

5.2 Nodes

Let's start off by drawing the nodes. Nodes can be positioned either manually or relative to other nodes. Relative placement is often much easier.



The general form of the \node command is:

```
\node[<options>] (<name>) at (<x>,<y>) {<label>};
```

The <options>, (<name>), and at (<x>,<y>) are all optional, but the {<label>} is required.

Options The options (for finite automata) are:

- state: always give this option to draw a node as a state
- initial: specifies the start state
- accepting: specifies an accept state

Note that the size of a node depends on the length of its label; to force a minimum size (say, 1 inch), use minimum size=1in.

Name The name of a node is the name by which you refer to the node, when positioning other nodes relative to it or when drawing edges into or out of it.

Position You specify the absolute position of a node using at (<x>,<y>) where <x> and <y> are coordinates (<x> coordinates go to the right; <y> coordinates go up).

Or you can specify a relative position using left of=<name>, right of=<name>, above of=<name>, below of=<name>. There's also above left of=<name>, etc.³

The positioning library which we have already imported provides some further options.

• xshift=x, yshift=y: Gives manual control of the node positions after relative placement. Eg:

```
\node[state, right of=q1, xshift=1cm] (q2) {$q_2$};
```

Label This can be anything you want. Typically you will surround it with dollar signs to use math mode.

5.3 Edges

Once the states are all in place, let's start adding the transitions, that is, the edges between the states. The \draw command can be used to draw the edges between the already created nodes (states).

```
\text{\lambda} \\ q_1 \\ \q_2 \\ \q_3 \\ \q_3 \\ \q_3 \\ \q_3 \\ \q_4 \\ \q_5 \\ \q_6 \\ \q_6
```

The general syntax is as follows:

```
\draw (<source node>) edge[<options>] node {<label>} (<dest node>);
```

Source and destination nodes Note that <source node> and <dest node> are the names of the nodes, not their labels.

Options The **<options>** modify the appearance of the edge.

- For edges that start and end in the same node (self-loops), you must loop above, loop left, or loop right.
- By default, the edges are straight, so to prevent overlaps use bend left or bend right.
- To modify the placement of the edge label, use above or below.

Label This can be anything you want. Note that Sipser uses typewriter font for symbols, so you probably want to write {\tt 0} or \texttt{0}.

Shorthand Multiple edges can be drawn with the same draw command, like so:

³Technically, these options are deprecated, but we find them useful anyway. See https://tex.stackexchange.com/questions/9386/difference-between-right-of-and-right-of-in-pgf-tikz.

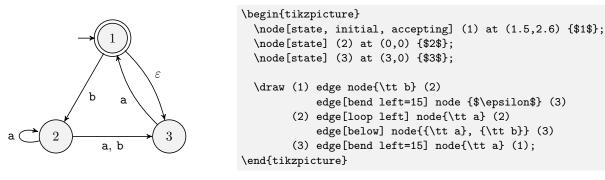
6 More examples

As another example, let's draw a NFA (Sipser, Figure 1.42).

$$N_1 = (\{1, 2, 3\}, \{a, b\}, \delta, 1, \{1\}),$$

where δ is given by:

Below is the code that generates the state diagram of N_1 .



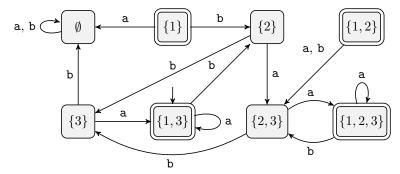
Our final example is the state diagram of the DFA equivalent to the NFA N_1 :

$$D_2 = \left(\{\emptyset, \{1\}, \{2\}, \{3\}, \{1, 2\}, \{1, 3\}, \{2, 3\}, \{1, 2, 3\}\}\right), \ \{\mathbf{a}, \mathbf{b}\}, \ \delta, \{1, 3\}, \{\{1\}, \{1, 2\}, \{1, 3\}, \{1, 2, 3\}\}\right),$$

where δ is given by

	a	b
Ø	Ø	Ø
{1}	Ø	$\{2\}$
{2}	$\{2, 3\}$	$\{3\}$
$\{3\}$	$\{1, 3\}$	Ø
$\{1, 2\}$	$\{2, 3\}$	$\{2, 3\}$
$\{1, 3\}$	$\{1, 3\}$	$\{2\}$
$\{2, 3\}$	$\{1, 2, 3\}$	$\{3\}$
$\{1, 2, 3\}$	$\{1, 2, 3\}$	$\{2, 3\}$

Below is the code that generates the state diagram.



```
\begin{tikzpicture}
   \tikzset{every state/.append style={rectangle, rounded corners}}
   \node[state] (emp) {$\emptyset$};
   \node[state, accepting, right of=emp] (1) {<math>1\};
   \node[state, right of=1] (2) {$\{2\}};
   \node[state, accepting, right of=2] (12) {<math>\node[state, accepting, right of=2] (12) };
   \node[state, below of=emp] (3) {<math>\node[state, below of=emp]]
   \node[state, right of=13] (23) {$\{2, 3\}};
   \draw (emp) edge[loop left] node {{\tt a}, {\tt b}} (emp)
         (1)
              edge[above] node {\tt a} (emp)
         (1)
              edge node {\tt b} (2)
         (2)
              edge node {\tt a} (23)
         (2)
              edge[above] node {\tt b} (3)
         (12) edge[auto=right,near start] node {{\tt a}, {\tt b}} (23)
              edge node {\tt b} (emp)
         (3)
         (3)
              edge node {\tt a} (13)
         (13) edge[loop right] node {\tt a} (13)
         (13) edge node {\tt b} (2)
              edge[bend left,above] node {\tt a} (123)
         (23)
         (23) edge[bend left] node {\tt b} (3)
         (123) edge[loop above] node {\tt a} (123)
         (123) edge[bend left,below] node {\tt b} (23);
\end{tikzpicture}
```

References

Michael Sipser. Introduction to the Theory of Computation. Cengage Learning, 3rd edition, 2012.

University of Edinburgh Information Services. LaTeX for beginners. http://www.docs.is.ed.ac.uk/skills/documents/3722/3722-2014.pdf, 2014.