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CISP - 440

Assignment 10

12/6/2018

## Part 0 - State Machines.

### Description:

The goal for this assignment is to demonstrate my knowledge on state machines. To do this, I am to perform a multitude of problems based on state machines. This includes, determining transition diagrams, initial states, output, input, and state sets.

### Problem 2:

Draw the transition diagram of the finite-state machine.

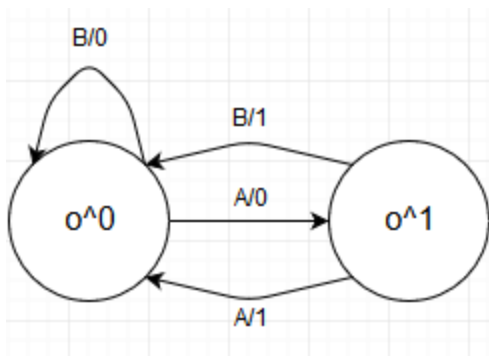
Input = {a, b};

Output = {0, 1};

State =  $\{o^0, o^1\}$ ;

	<i>f</i>		<i>g</i>	
	<i>a</i>	<i>b</i>	<i>a</i>	<i>b</i>
$\sigma_0$	$\sigma_1$	$\sigma_0$	0	0
$\sigma_1$	$\sigma_0$	$\sigma_0$	1	1

### Transition Diagram:



**Note:**  $o^0$  is the initial state.

### Problem 5:

Draw the transition diagram of the finite-state machine.

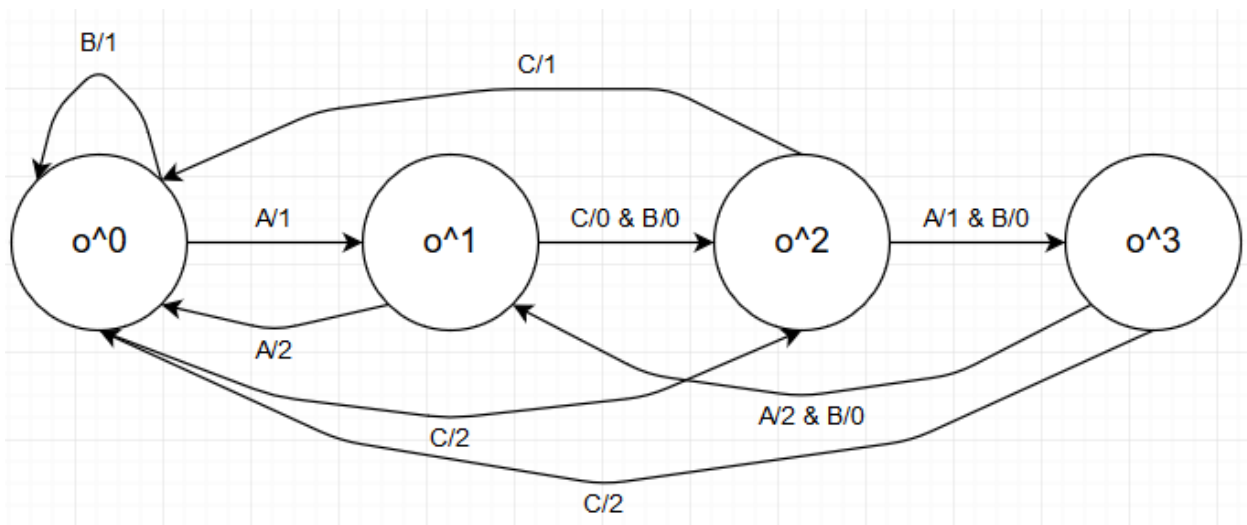
Input = {a, b, c};

Output = {0, 1, 2};

State =  $\{o^0, o^1, o^2, o^3\}$ ;

	<i>f</i>			<i>g</i>		
	<i>a</i>	<i>b</i>	<i>c</i>	<i>a</i>	<i>b</i>	<i>c</i>
$\sigma_0$	$\sigma_1$	$\sigma_0$	$\sigma_2$	1	1	2
$\sigma_1$	$\sigma_0$	$\sigma_2$	$\sigma_2$	2	0	0
$\sigma_2$	$\sigma_3$	$\sigma_3$	$\sigma_0$	1	0	1
$\sigma_3$	$\sigma_1$	$\sigma_1$	$\sigma_0$	2	0	2

**Transition Diagram:**

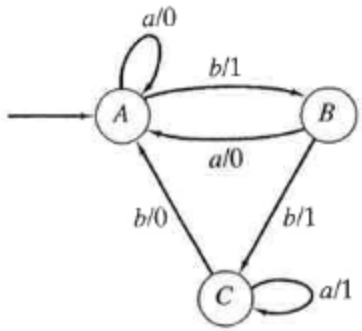


**Note:**  $o^0$  is the initial state.

### Problem 7:

Find the input set, output set, state set, and initial state. Write a table defining the next-state and output functions for each finite-state machine.

7.



Input = {a, b};  
 Output = {0, 1};  
 State = {A, B, C};

Initial State = A

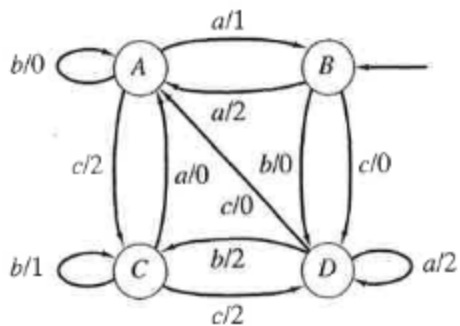
**Table:**

	F		G	
	a	b	a	b
A	A	B	0	1
B	A	C	0	1
C	C	A	1	0

### Problem 10:

Find the input set, output set, state set, and initial state. Write a table defining the next-state and output functions for each finite-state machine.

10.



Input = {a, b, c};

Output = {0, 1, 2};

State = {A, B, C, D};

Initial State = B

**Table:**

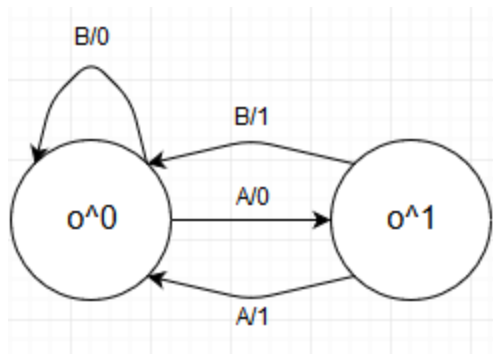
	F			G		
	a	b	c	a	b	c
A	B	A	C	1	0	2
B	A	D	D	2	0	0
C	A	C	D	0	1	2
D	D	C	A	2	2	0

**Problem 12:**

Find the output string for the given input string and finite-state machine.

Input = abba

**Finite-State Machine:**



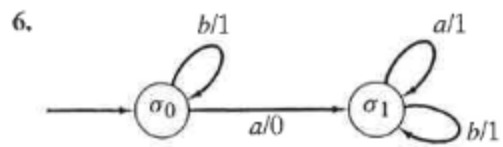
**Output String = 0100**

**Problem 16:**

Find the output string for the given input string and finite-state machine.

Input = aaa

**Finite-State Machine:**



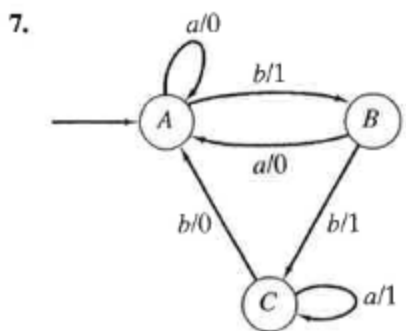
**Output String = 011**

**Problem 17:**

Find the output string for the given input string and finite-state machine.

Input = aabbabaab

**Finite-State Machine:**



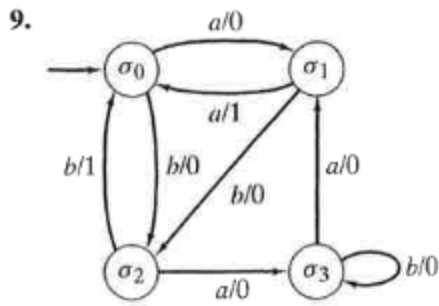
**Output String = 001110001**

**Problem 19:**

Find the output string for the given input string and finite-state machine.

Input = bbababbabaaa

### Finite-State Machine:



Output String = 010000000001

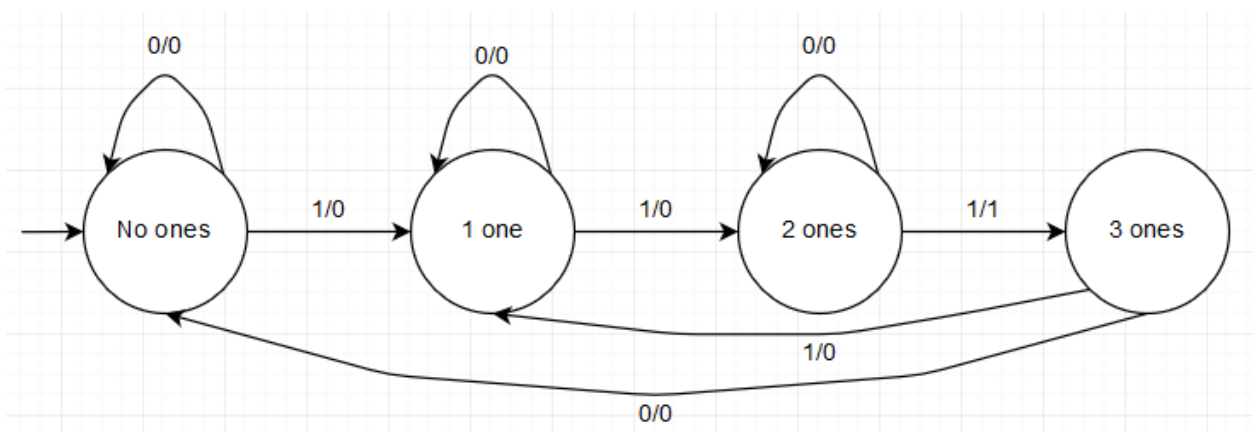
### Problem 22:

Design a finite-state machine having the given properties. The input is always a bit string.

#### Properties:

Outputs 1 if  $k$  1's have been input, where  $k$  is a multiple of 3; otherwise outputs 0.

### Finite-State Machine:



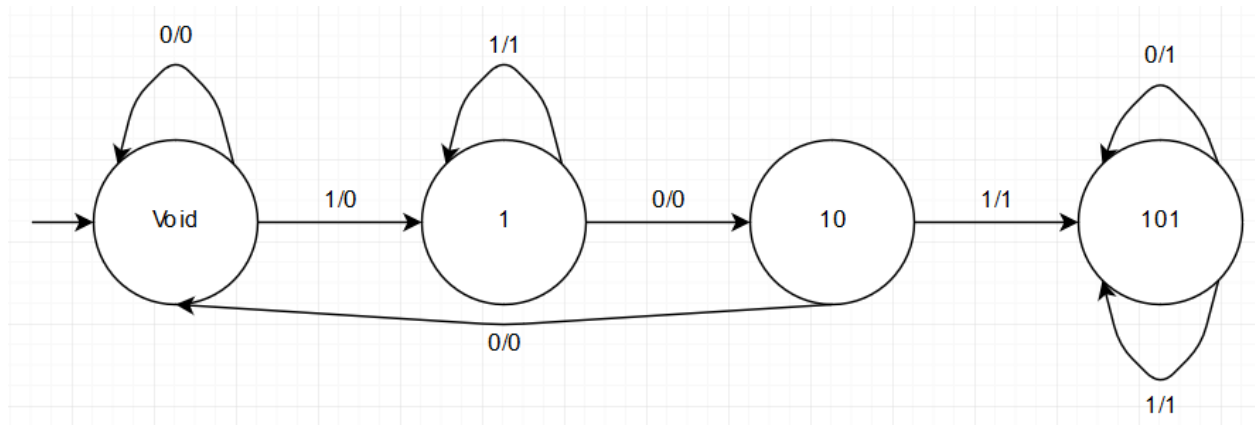
### Problem 25:

Design a finite-state machine having the given properties. The input is always a bit string.

#### Properties:

Outputs 1 when it sees 101 and thereafter; otherwise, outputs 0.

# Finite-State Machine:





## Part 1 -Finite-State Automata.

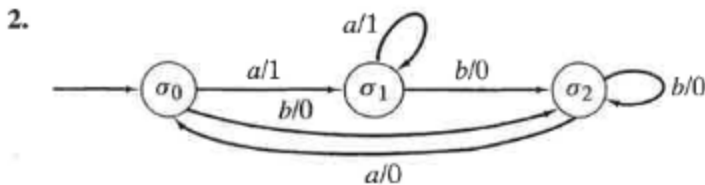
### Description:

The goal for this section of the assignment is to demonstrate my knowledge on state machines with regards to finite-state automata. In this type of state machine there can only be 2 possible outputs, those being 0 or 1. When an accepting state is reached a 1 is output. When a state that is not accepted is reached a 0 is output.

### Problem 2:

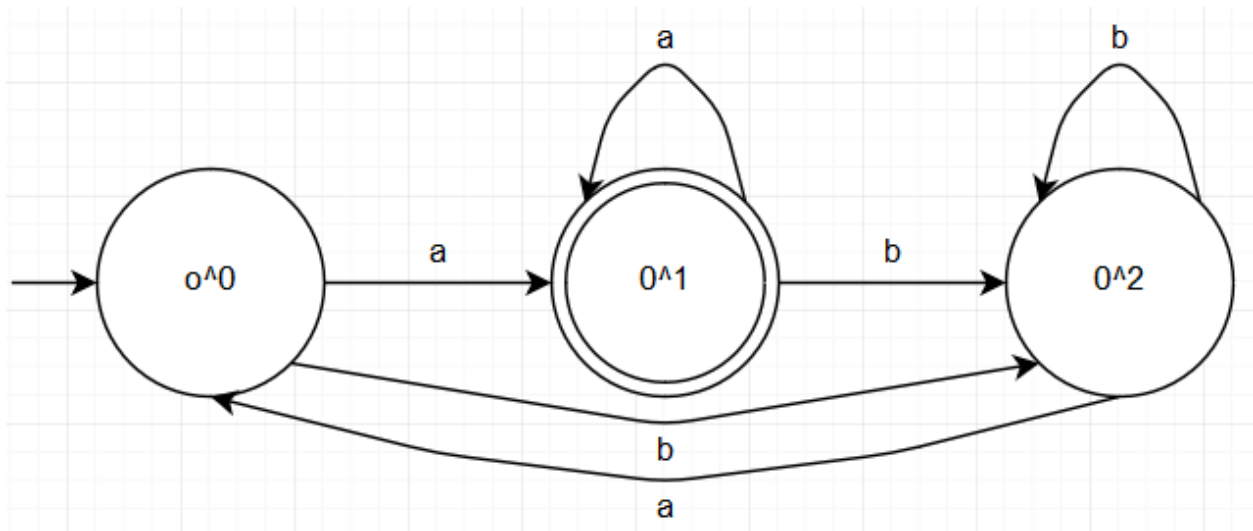
Show that each finite-state machine is a finite-state automaton. Redraw the transition diagram as the diagram of a finite-state automaton.

### Transition Diagram:



This is a finite-state automaton since an accept state always receives 1, and a non-accept state always receives 0.

### Automaton Diagram:

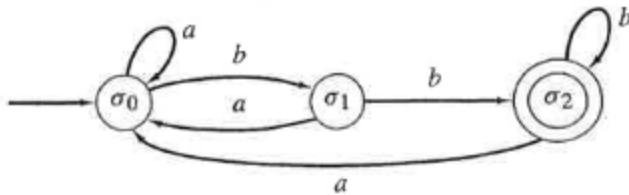


**Problem 15:**

Determine whether the given string is accepted by the given finite-state automaton.

String = aabaabb

**Automaton:**



**The string is accepted**

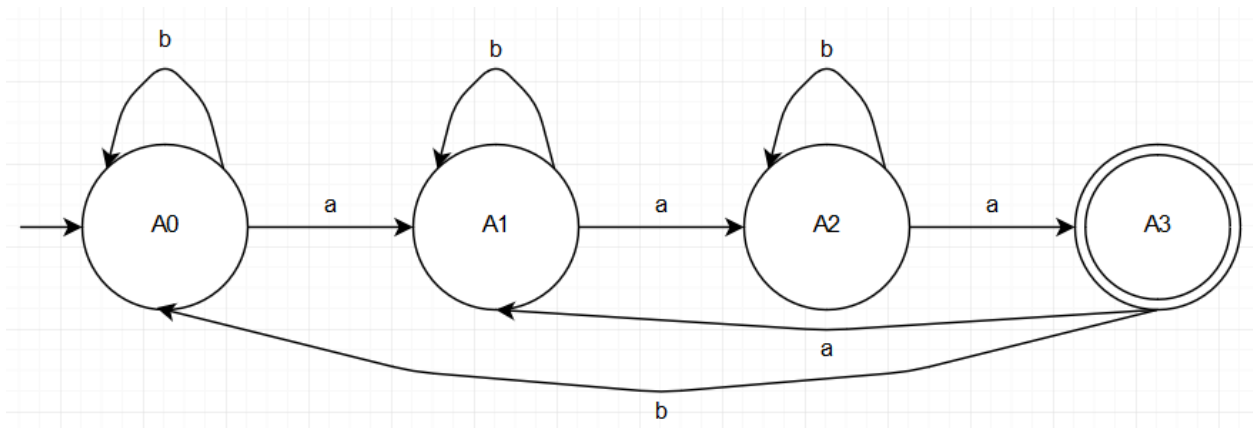
**Problem 26:**

Draw the transition diagram of a finite-state automaton that accepts the given set of strings over {a, b}.

**Property:**

Contains m a's, Where m is a multiple of 3

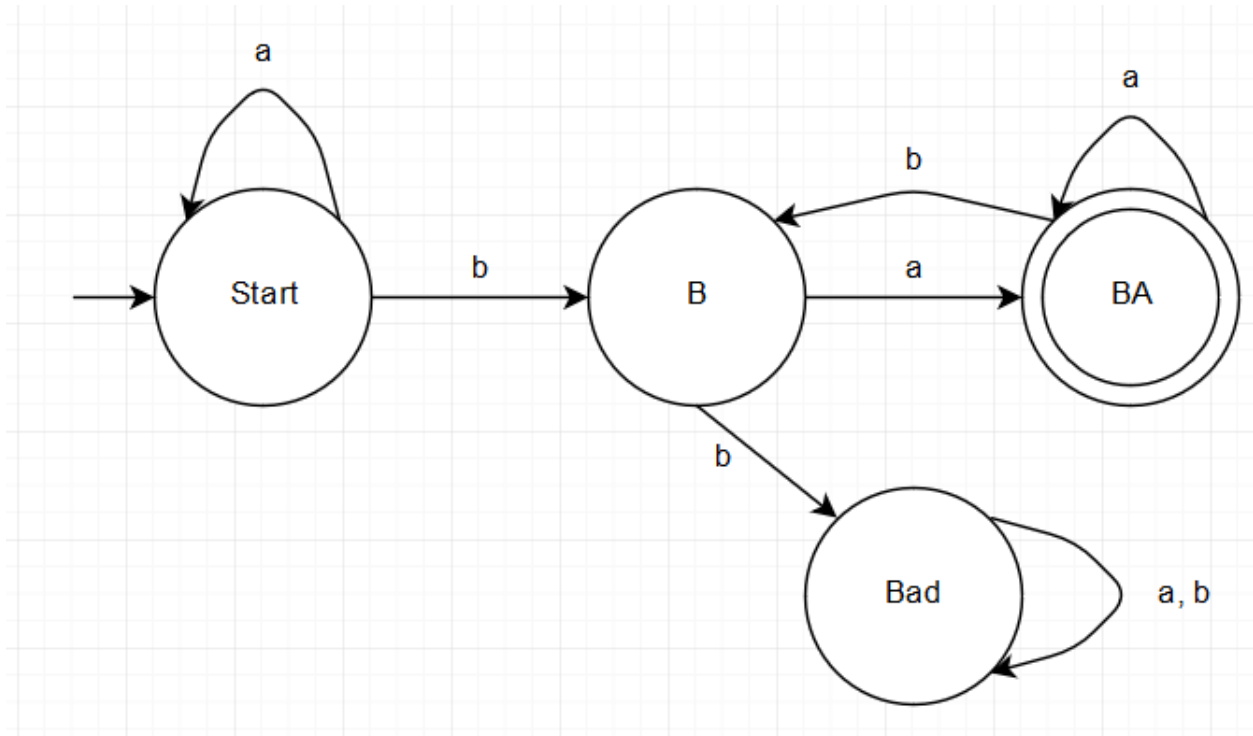
**Automaton:**

**Problem 29:**

Draw the transition diagram of a finite-state automaton that accepts the given set of strings over {a, b}.

**Property:**

Every b is followed by a.

**Automaton:****Problem 37:**

**Note:** I had difficulty understanding the concept of this problem. I failed to find a solution.

**Conclusion**

This assignment was straight forward. I actually originally learned about state machines when I took ENGR 303. Much of this was review for me. However, on problem 37 I encountered great difficulty. I found it hard to understand what they were asking for and had no idea of how to proceed. Still, I do believe that I understand the concept of state machines/automaton reasonably well. Looking forward to what comes next!