



BITS Pilani
Pilani Campus



CS/IS F214 Logic in Computer Science

MODULE: TEMPORAL LOGICS

State Machines

State Machine - Example 1

- Problem:
 - Compute $x \bmod 3$ where x is represented as binary string.



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- (Informal) process:
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 2. Let **b** be the most significant bit (MSB)
 3. Update **rem** based on **b**:
 1. ...
 4. Drop the MSB from x
 5. Repeat steps 2 to 4 until x is empty.



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- (Informal) process:
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 2. Let **b** be the most significant bit (MSB)
 3. Update **rem** based on **b**:
 - a) let **temp** = $2 * \text{rem} + \text{b}$;
 - b) if **temp** < 3 then **rem** = **temp**;
 - c) else **rem** = **temp** – 3;
 4. Drop the MSB from x
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Process for $x \bmod 3$

1. Initialize **rem** to 0.
2. Let **b** be the MSB
3. Update **rem**:
 - a) **temp** = $2 * \text{rem} + \text{b}$;
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 rem = **temp**;
 else **rem** = **temp** – 3;
4. Drop the MSB from **x**
5. Repeat 2 to 4 until **x** is empty.

States and Transitions

Consider the possible values of **rem**: **0**, **1**, or **2**

i.e. **rem** can be in one of three states at any time (step).

A **state** essentially captures
the values being computed
(and remembered)

Then a step – referred to as a **transition** – takes
computation from one
state to another.

Example 1: State Machine for the process to compute $x \bmod 3$

- Exercise: Draw the state machine for this process.



State Machines and Systems

- State Machine can capture the operation of a system (in general) where
 - a state denotes **observables** (of the system) at a point in time and
 - a transition denotes a change of state.
- Exercise:
 - *Draw the state machine for an IO operation in a disk*

