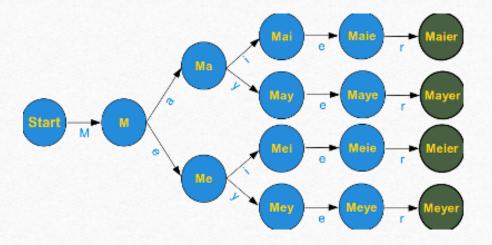
Finite –State Machines

Introduction

- There are several types of structures used in models of computation.
- namely, grammars, finite-state machines, and Turing machines
- Finite-state machines are used extensively in applications in computer science and data networking.

Application

- spell checking
- grammar checking
- indexing or searching large bodies of text
- recognizing speech,

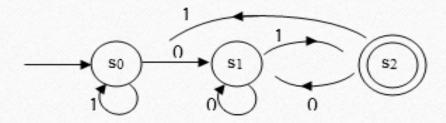


Definition

- 1. Set *I*, called the **input alphabet**, of input symbols:
- 2. Set S of states the automation can be in
- 3. Designated state s_0 , called the **initial state**:
- 4. Designated set of states called the set of accepting states:
- 5. a next-state function: $S \times I \rightarrow S$ that associates a "next-state" to each ordered pair consisting of a "current-state" and a "current input".

Question 01

Consider the finite state automaton A defined by the transition diagram shown in figure given below



- a) What are the states of A?
- b) What are the input symbols of A?
- c) What is the initial state of A?
- d) What are the accepting states of A?
- e) Find N(s1, 1)
- f) Find the annotated next state table for A.

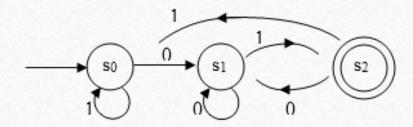
Question 2

Consider the finite state automaton A defined by the following annotated next state table.

- a) What are the states of A?
- b) What are the input symbols of A?
- c) What is the initial state of A?
- d) What are the accepting states of A?
- e) Find N(U, c).
- f) Draw the transition diagram for A.

Question 3

Consider the finite state automaton A defined by the transition diagram shown in figure given below



- a) To what state does A go if the symbols of the following strings are input to A in sequence starting from the initial state?
 - 1)01
- 2) 011
- 3) 0101100
- 4) 10101
- b) Which of the strings in part a) send A to an accepting state?
- c) What is the language accepted by A?

