

# Finite-State Machine

The City College of New York  
CSc 59929 – Introduction to Machine Learning  
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# Definition

- A **finite-state machine** (FSM) is a mathematical model of computation. It is an abstract machine that can be in exactly one of a finite number of states at any given time.
- The FSM can change from one state to another in response to some external inputs; the change from one state to another is called a transition.
- An FSM is defined by a list of its states, its initial state, and the conditions for each transition.

# Alternate Names for a Finite State Machine

- Finite-State Automaton
- Finite Automaton
- State Machine

# Example of a Subway Turnstile

- States
  - Locked
  - Unlocked
- Inputs
  - Successful MetroCard Swipe
  - Push

# Example of a Subway Turnstile

## State Transition Table

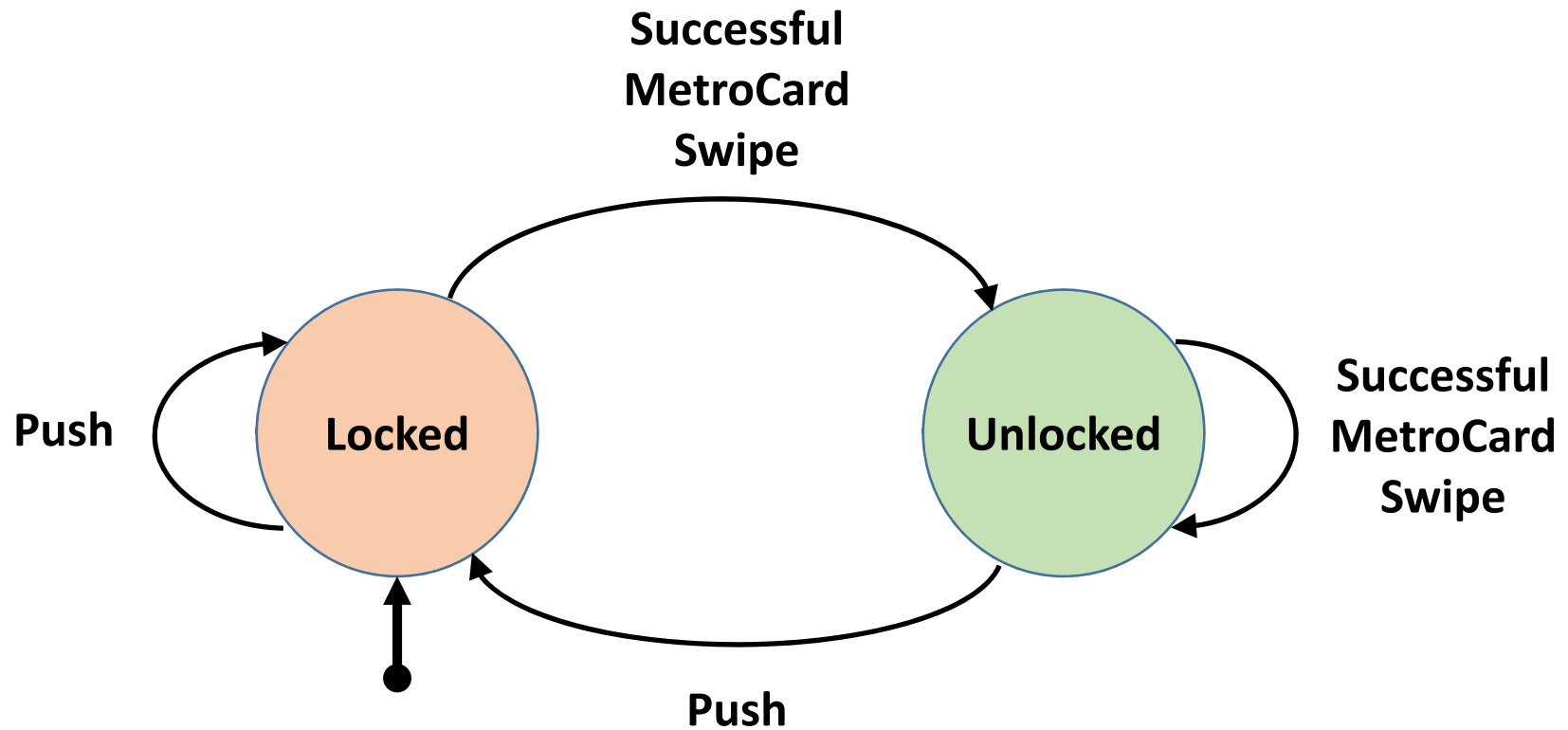
Current State	Input	Next State	Output
Locked	Successful MetroCard swipe	Unlocked	Unlocks the turnstile
	Push	Locked	None
Unlocked	Successful MetroCard swipe	Unlocked	None
	Push	Locked	Locks the turnstile after going through

# Example of a Subway Turnstile

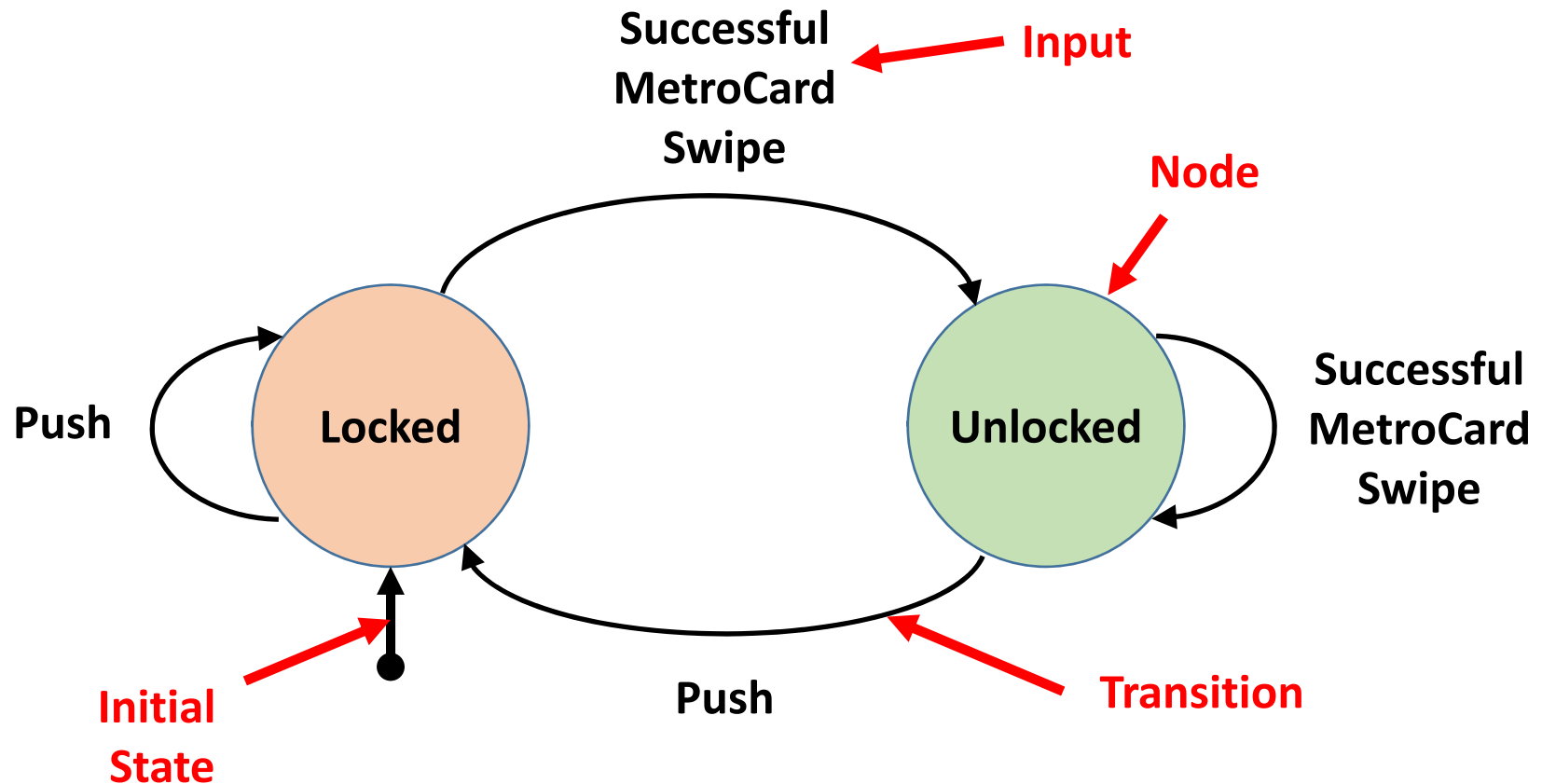
## State/Event Table

Input	Current State	
	Locked	Unlocked
Successful MetroCard swipe	Unlocked	No change
Push	No change	Locked

# Directed Graph of State Diagram for a Subway Turnstile



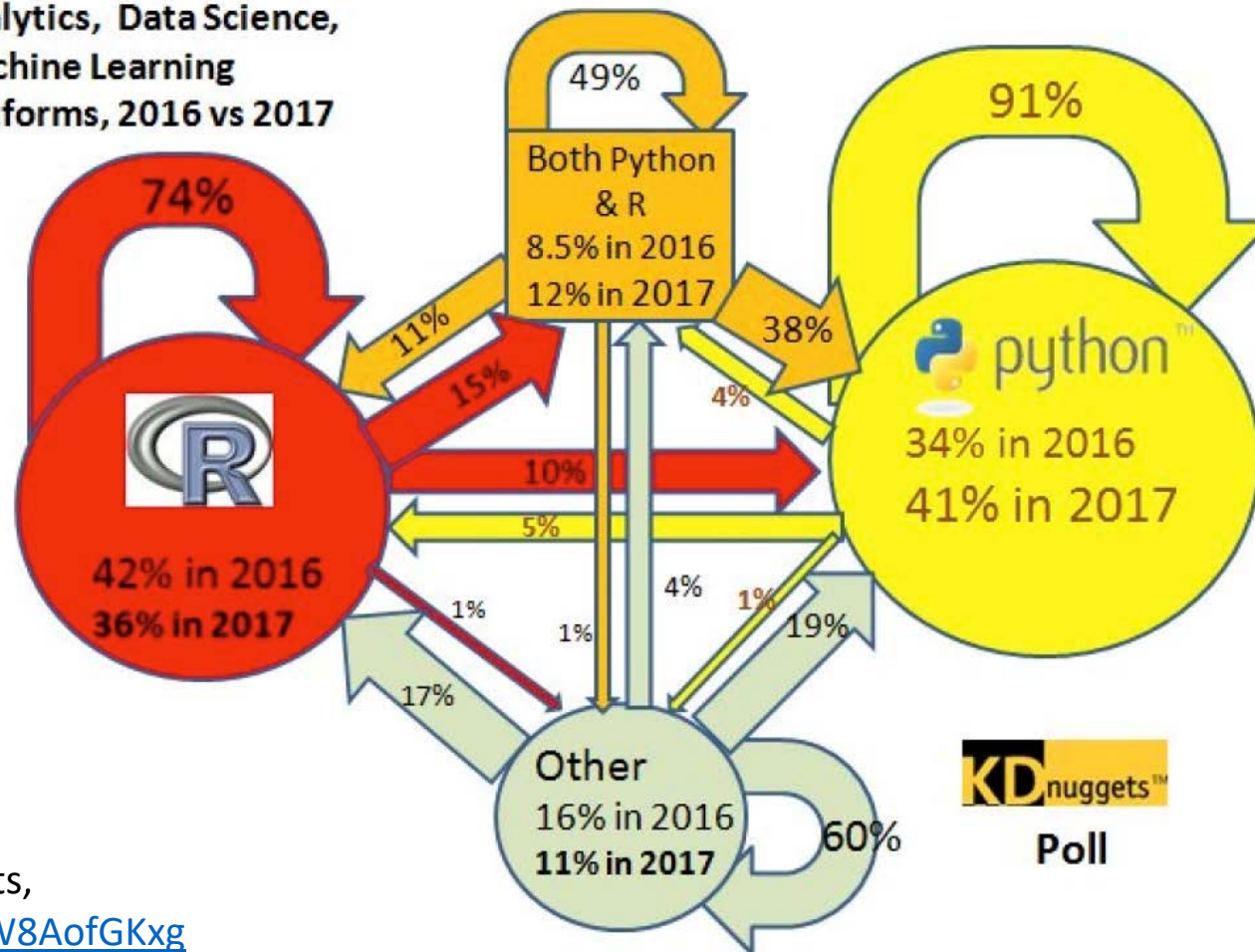
# Directed Graph of State Diagram for a Subway Turnstile





# State Flow Graph from KDnuggets

Analytics, Data Science,  
Machine Learning  
Platforms, 2016 vs 2017



from KDnuggets,  
<https://t.co/YW8AofGKxg>

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