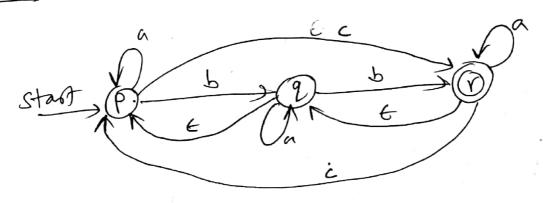
Module-1 (continued) Equivalence of Non-Deterministic & Deterministic Given the NDFSM. that accepts Certain language

L. It is possible to Convert it into DFSM that also accepts the same language L of it is also possible to convert DFSM into its * E-NDFSM Can also be Converted into DFSM Epsilm closures! - Epsilm closure of a state & denoted by ECLOSE(9) is a Set of States reached from state 2 by following a path whose label is epsilor, only. For example Consider Some FSM E> (1) E> (2) ECLOSE(90) = 290, 81, 92, 93, 944 ECLOSE (91) = 491. 92, 937 ECLOSE (92) = 192, 933 ECLUSE (93) = 2934 ECLOSE (94) = L944 ECLUSE (95) = (95, 964 Formally, We define E-closure (9) ne Cursivly. as follows: Basis: state 2 is in ECLOSE(2),

Induction! If state p is in ECLOVE (8) and if there is a transistion from state P to state r labelled with E, then r is in ECLOSE (2). that is (2) top compage ECLOSE(9) = 19, P, Y) Theorem! If there is an NDFSM or ENDFSM for L., there is a DFSM for L. Proof: Proof is by Construction of DFSM D. Let N= (9m, En, 8n, 9on, Fn) be an given NDF, or E-MDF... We need to Construct equivalent DFSM D=(QD, ED, 8D, 9DD, FD), The Components. of D are Constructed by follows ((1) Do is a Set of Subsets of Dr. if Dr. hes n states then Qp hay 2" states, among these 2's states, only those states that are reachable from start state of DFSM are the reachable of DFSM. We compute E-closure of States of DFSM. We compute E-closure of those states that can be reached from Start State 90 of DFSM. (2), 2002 ECLOSE (2007) Start State of NDFSM is obtained by Computing E-CLOSE of Start State of NDFSM,

3. Sp(S, a) is Computed for all symbols in E and all sets S in Db by Let S:= 1 P,, P2, ... Px) do Computer UK $8N(P_i^c, a)$. Let this be ζγ,, γ2, ... γmb cu Then So(S,a) = i=1 4. Fo is those sets of subsets that state of N. Contains at least one Final state of N. FD={S|S is in 20 and (1) Convert the following E-NDFSM into Problems! 8N E DFSM. Construct Transistion Diaprom of NDFSM



Slop(11) Compute ECLOSE of each State ECLOSE(P) = LP3 ECLOSELY = 14, Pb = 1 P. 9, Y) Now We need to Constant equivalent DFA D = (DD, ED, SD, 900, FD). We Know En = Ep C) En =2 and En = 2 a. b ch (alphabet of NOFA) alphabet 1 DFA (2) 90p 2) = ECLOSE (L 90N9) 90p CStart State 4 Start State of E-NDFA DFSMO 900 ECLOSE ((P)) 900 2 LP7 Begin with Start state 900 = 1P5 (3) 8, 2? 9 LP.91 4.9.4. LPY 9 LP) LP, 9.14 LP, 9.14 LP. 24 LP. 97 1 LP. 9. YJ /LP. 9. YY LP. 9.75 J. LP, 9. 14 Fg'- Transishin table of DFSM

$$80 (19, 9) = 8N(P, 9) = 195$$

$$80 (19, 9) = 195$$

$$80 (19, 9) = 8N(P, 9) = 123$$

$$80 (19, 9) = 8N(P, 9) \cup 8N(2, 9)$$

$$80 (19, 9) = 8N(P, 9) \cup 8N(2, 9)$$

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$$80 (19, 9) = 8N(P, 9) \cup 8N(2, 9)$$

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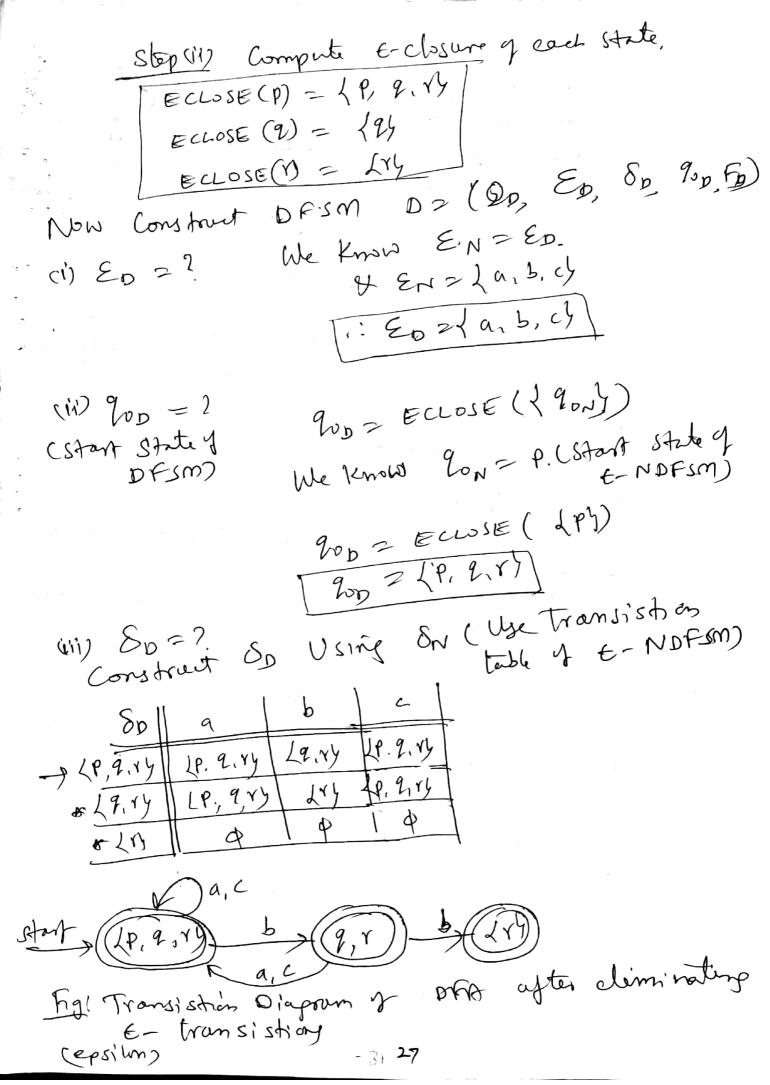
$$80 (19, 1) = 19$$

$$80 ($$

(4)

(4) QD = L LP4, { P. 25, LP. 2. 4)} Set of DFA-

(S) Fo = ? We Know FN = Sirg U 20 2 LPG, LPG 26, LPG 2.15 } FN Contains those states of QD that == FN = LP, 2, 1) Transistion Diagram representation DEZM 15, following E-NDFSM DFSM. 477 LPY slop O construct Transistion Diagram of NOFSM



From & sins to operational systems 1:11= for real problems can be converted into operational systems in the following ways 1. Am Fim can be translated into a circuit dosign and implemented directly in hardware, The enample parity chooking From Can be imple-mented as a hardware a hardware.

2. An from Can be interpreted as a general Jurpose interpreter, used to as a Specification of the Some Control aspect of the behaviour. of a complex System. Simulators for FSM; Once FSM às designed for a given problem, We can simulate its. For example, Consider the following deterministic FSM L={W ∈ {a,b}": W Contains no more than

_a

_a that accepts the language a Specification following program, FSM M for the accept or reject do: Until s = get-nent-symbol if s=end-g-file then accept Else if s=a then got S Else if s=b then got T.

s = get-next-symbol If s= end-of-the then accept Else if sza then got T Else y s = b then reject.

Given an FSM with states in This approach 2+(|m|, |=|+2)

it refers to reliminating gredundant states and Minimizing FSM: - (Important) thereby reducing the states of the FSM. The main advantage of minimizing the states of DESM is to reduce the length of the Program, The Our goal is to Convert the DFSM to a program that must be efficient in terms of

Table Filling algorithm is Used to French pair of equivalent (In-distinguishable) and distinguishable states

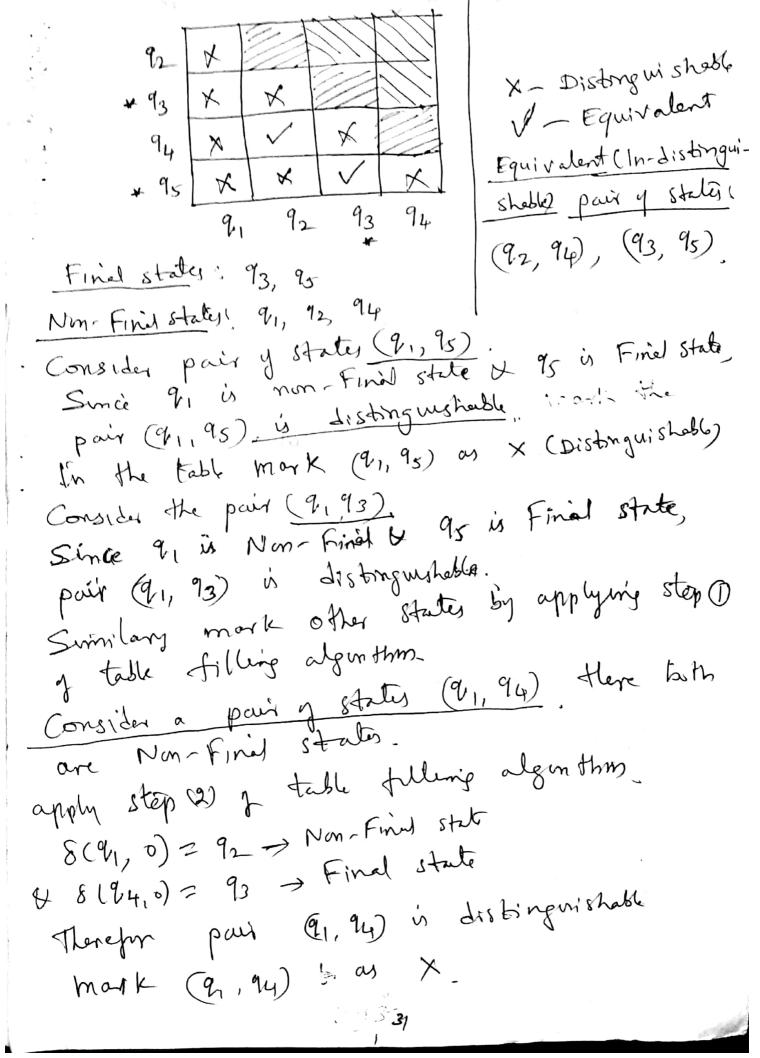
Algorithmi

input: Pair of states (P, 2) output: Set of Equivalent (Indistinguishable)
and distinguishable pair of
istates.

1. If P is Final (accepting) state and q is Non-Final State and ViceVersa

then pair y states (P. 2) is distinguishable 2 For any input symbol a in Eline,), it if $\delta(P, a) = r$ and $\delta(Q, o) = s$ and State I is Final state and state s is Non-Final state and Vice Versa, then pair y states (P. 9) are distinguishable 3. Other Wesk (P. 9) are equivalent (in-distinguishably pair of states. Problem! (1) Consider the following DFSM. 0 (1) Draw a table of Distinguishable & In-distinguish (ii) Construct minimum state equivalent DFSM. slep 0' Draw a table of (n-1) x (n-1) states

Solution! Where n is the number of states of OFSM. 4-1=4 Here n=5



Consider pair of states (9, , 92) Here both are Non-Fined states apply stop(2) of table felling algor thins, S(91,0) = 92 - Nm-accepting state 8 (92,6) 2 93 - accepting state i (91.92) is drestingwishable Important de pair of states (92 94) 8(92, 0) = 93 which is Final State 8 (94, 0) = 93 --- n Now apply 8(221)=95 Which is find 8tate 8 (94,1) = 95 Therefore (92, 94) is Indistinguishable pair of states. mork of V. Now Consider pair of Status (93, 95). 8(93, 0) = 94 which is Non-Find state 8 (95, 0) = 92 Which is Nm Find State Now apply 8 (93, 1) = 93 - Find State 8(95,1) = 95 - Final State Therefore (93.95) is equivalent (1 is 2:5 km qui shable)

Step (11): Now Partition the strate Set 9 into blocks of mutually equivalent states. Keknow Sat Q 22 91, 92, 93, 94, 953 and m-distinguishebl ((92, 94), (93, 95), Sot of Can be Partitioned into {{9}, {92, 94}, {93, 95}} Stage (m) 1 Minimized : DESM Con ble obtained as follows. 0 (192, 94) 01 (193, 95) Figj Minimized DFA. Note! Use transistimatable (or diagram) of given FSM to Construct Minimized 8(91,0) = 92 which is in block (12, 94). Tire draw an arc from 9/1 to (92 94) 8 (91, 1) = 93 which is in block 493, 959. Drows on work from 293 to 293 95% labelled 1 other

Now Consider the block of 92 949 8(92,0) 2 93 which is in block 493, 984 draw an wire from 93 to (93, 95) labelled with o. in the Constitutions repeat this procedure for all the States of preson to obtain minimized preson Inbleman Minimize the following DFSM. Here n (no. y States) 29 N-1 = 8 bable of n-1 x n-1 states Slop D' Draw Q) X- Distinguishabl V- equi valent (in -2: stinguishables H

Equivalent (A,D), (A 6), Cin-Listinguishabb) (B, E), (B, H) Pair y states (C,F), (C) Equivalent (D, 6) (E,H) Now re-write the above pair of states as! (A, D), (A, 6), (D, 6) = (A, D, G) (B, E), (B, H), (E, H) = (B, E, H) (C,F), (C,F) (F,F) = (C,F,F)Slep (11) Partition state set into Block of mutually equivalent states. Set 9 = (A.B. C., D. E, F. G. H.) { (A, D, 6}, { B, E, H} { C, F, E}) Now Construct Minimum state DFSM LB, E, H) 0,1 (C, F. I

Deterministic Finite State Machine State Machine (DFSM) 1). It Can determine exactly the single next state when it knows present state and input State givin present state when it knows present state and input State & Input Symbol 2) Next state is always a single state. 8 (9, 9) = P., 1) It has the ability to state with state may be a set of one or more states. 8 (9, 9) = P., 1) It has the ability to stay in exactly one state at any time more states. 1) It always has creatly one states on more of more arises out of leach state for the Same of any state labelled with same input symbol. 1) It Cannot guess on 3) It may guess on input. 1) It has more number of It has less noo, of o transistions of the strictions of	A	
1). It can determine exactly the single next state when it knows present state and input state & input state & input symbol state and input state & input state may be a sent of one or more state. 2) Next state is always 2) Next state may be a set of one or more state. 8(9, 9) = Proposite state is always be a set of one or more state. 3) It has the ability to stay in Exactly in exactly ine state at any time more state. 4) It has the ability to stay in one or more state. 4) It always has exactly on it may have one one transistion (and) out on more ance out of cach state for the Same of any state labelled with Same input symbol. 5) It Cannot guess in 3) It may guess on input. 6) It has more number of It has len no, of a transistions (ance) 7) Difficult to Construct 1) Easy to Constaut	Deterministic Finite State Machine (DFSM)	Non- Deterministic Finite state Machine (NDFSM)
2) Next state is always 2) Next state may be a Single state. 8 (9, 9) = P.T. Ment state that is 8 (9, 9) = 2 P) 1) It has the ability to stay in exactly one state at any turne more state. 4) It always has exactly (1) It may have one one transistion (arc) out on more arcs out of cach state ifor the Same of any state labelled example symbol. 3) It Cannot guess on 3) It may guess on input symbol. 5) It Cannot guess on 3) It may guess on input symbol. 6) It has more number 6) It has left noo, of a transistions (arcs) Transistiony	exactly the Single Next State when it Knows present state and input Symbol.	1. It may or may not determine single next
5) It Cannot guess on 3) It may guess on input input. 6) It has more number 6) It has less no, of a transistions of transistions of transistions. 7) Difficult to Construct 1) Easy to Constaut	2) Next state is always a Single state. 8(9, 9) = Property state present symbol 3) It has the ability to stay in exactly one state at any time 4) It always has exactly one one transistian (are) out	more states. that is $\delta(2,a) = \lambda P$ $\delta(2,a) $
7) Difficult to Construct 2) Easy to Constant	3) It Cannot guess on	3) It may guess on
7) Difficult to Construct 2) Easy to Constourt	6) It has more number of a transistions (arcs)	6) It has len no, frans; strong
	7) Difficult to Construct	due to flex; b; hily