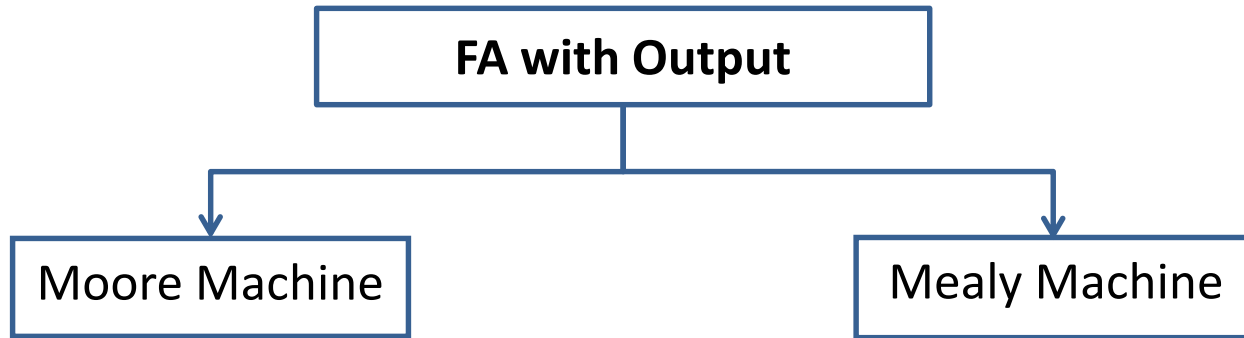


Finite Automata with Output

Finite automata with output

- Finite automata has limited capability of either accepting a string or rejecting a string. Acceptance of string was based on the reachability of a machine from starting state to final state.
- Finite automata with output do not have a final state.
- Machine generates output on every input.
- There are two types of automata with outputs:
 1. Moore machine
 2. Mealy machine

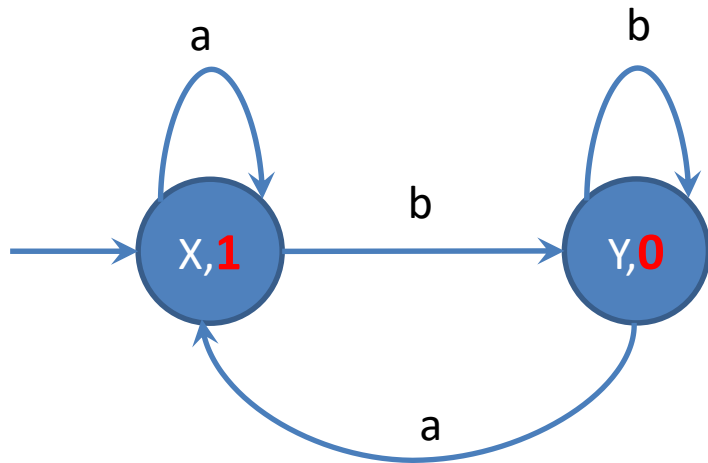
Moore machine & Mealy Machine



$$M_0 = (Q, \Sigma, \Delta, \delta, \lambda', q_0)$$

Output is associated with state

Output is associated with transition



Q : set of states

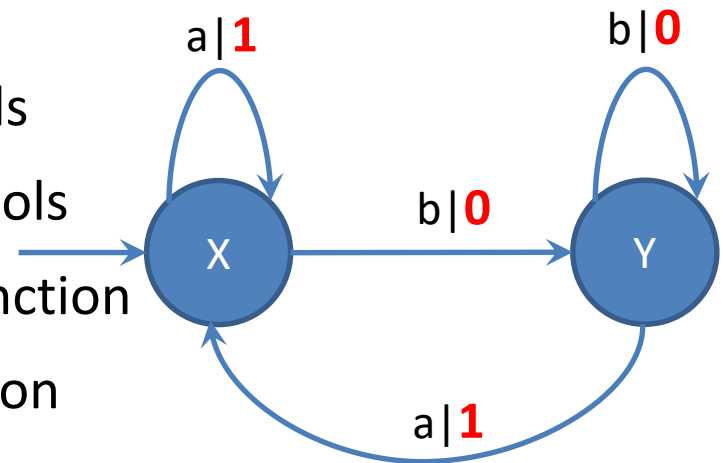
Σ : input symbols

Δ : output symbols

δ : Transition function

λ' : output function

q_0 : initial state



Moore Machine

- Mathematically **Moore machine** is a six tuple machine and defined as

$$M_0 = (Q, \Sigma, \Delta, \delta, \lambda', q_0)$$

where,

Q : a nonempty finite set of states in M_0

Σ : a nonempty finite set of input symbols

Δ : a nonempty finite set of outputs

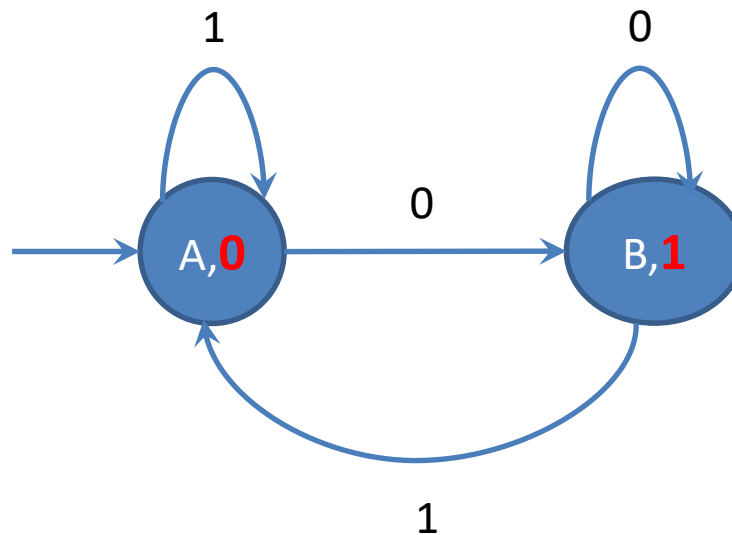
δ : Transition function which takes two arguments as in finite automata, one is input state and other is input symbol. The output of this function is a single state.

λ' : it is a mapping function which maps Q to Δ , giving the output associated with each state.

q_0 : the initial state of M_0 and $q_0 \in Q$

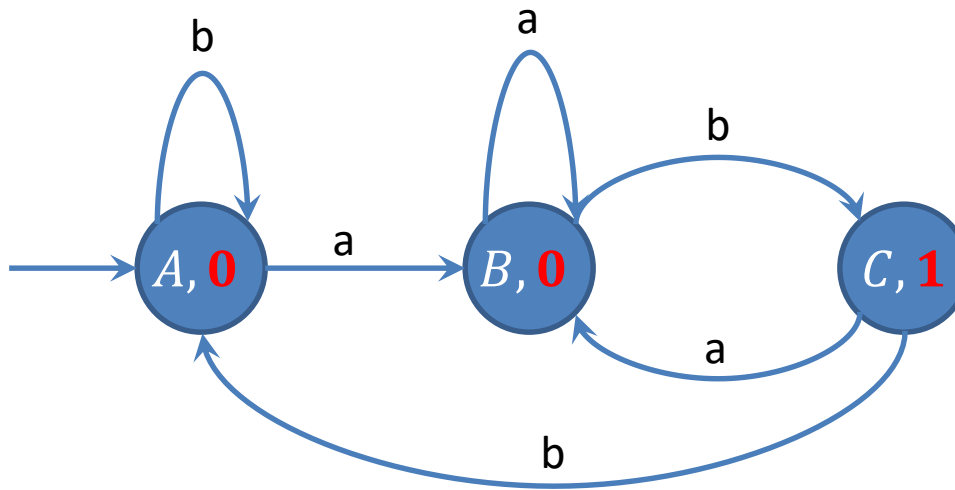
Example: Moore Machine

- Design a moore machine for the 1's compliment of binary number.



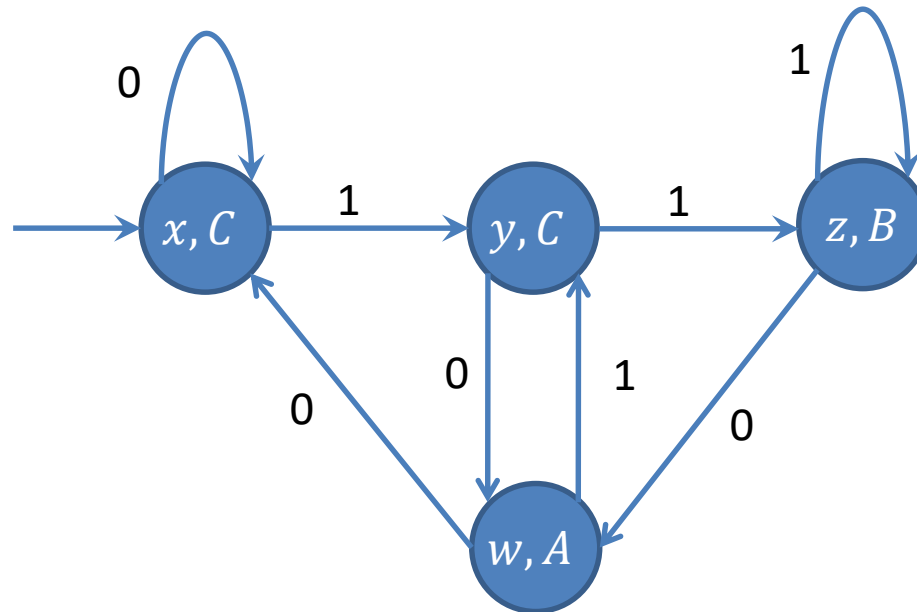
Example: Moore Machine

- Design a moore machine to count occurrence of “ab” as substring.



Example: Moore Machine

- Construct a moore machine that takes set of all strings over $\{0, 1\}$ and produces 'A' if i/p ends with '10', produces 'B' if i/p ends with '11' otherwise produces 'C'.



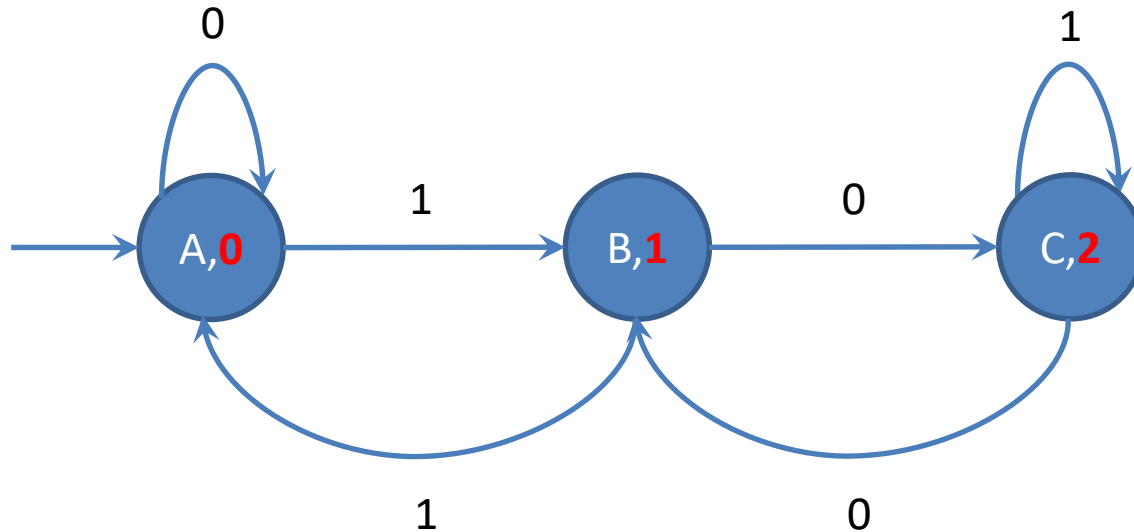
10 → A
11 → B
Otherwise → C

Example: Moore Machine

- Construct a moore machine that takes binary number as an i/p and produces residue modulo '3' as an output.

Input={0,1}

$\Delta=\{0, 1, 2\}$



	0	1	Δ
A			0
B			1
C			2
Transition Table			

Mealy Machine

- Mathematically **Mealy machine** is a six tuple machine and defined as

$$M_e = (Q, \Sigma, \Delta, \delta, \lambda', q_0)$$

where,

Q : a nonempty finite set of states in M_e

Σ : a nonempty finite set of input symbols

Δ : a nonempty finite set of outputs

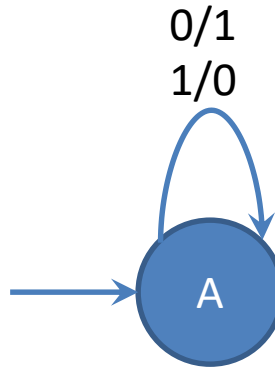
δ : Transition function which takes two arguments as in finite automata, one is input state and other is input symbol. The output of this function is a single state.

λ' : It is a mapping function which maps $Q \times \Sigma$ to Δ , giving the output associated with each transition.

q_0 : the initial state of M_e and $q_0 \in Q$

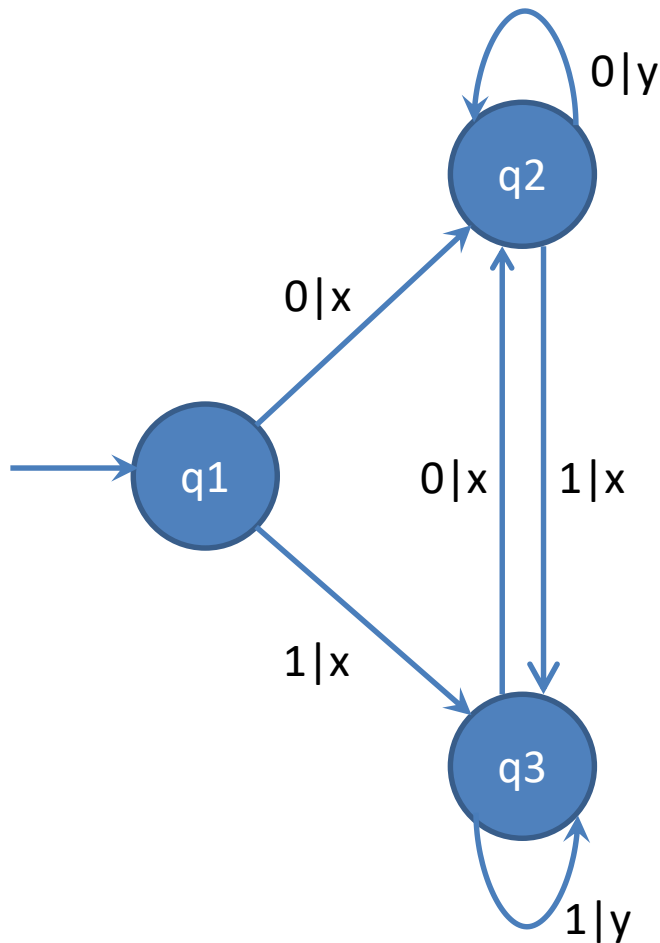
Example: Mealy Machine

- Design a mealy machine for the 1's compliment of binary number



Example: Mealy Machine

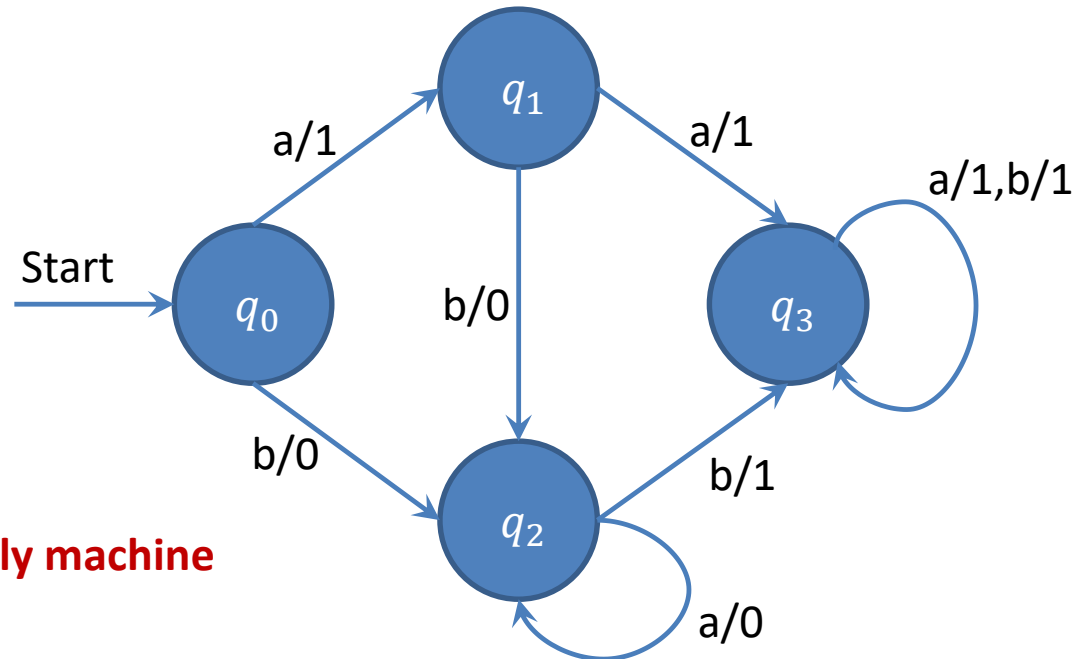
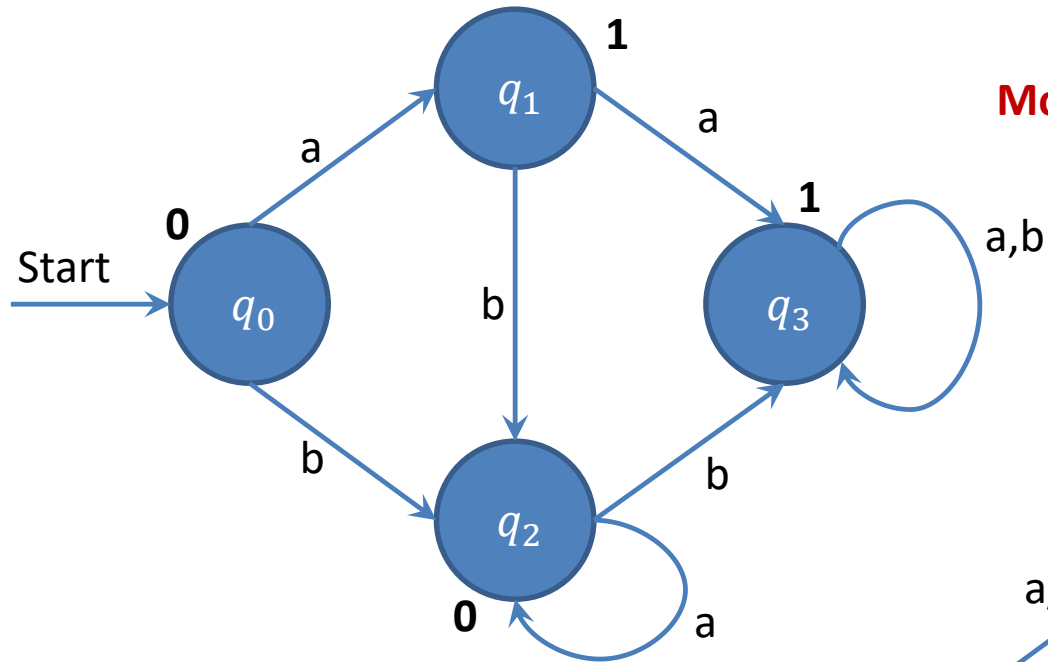
- Design a mealy machine for regular expression $(0+1)^*(00+11)$.



$00 \rightarrow y$
 $11 \rightarrow y$
Otherwise $\rightarrow x$

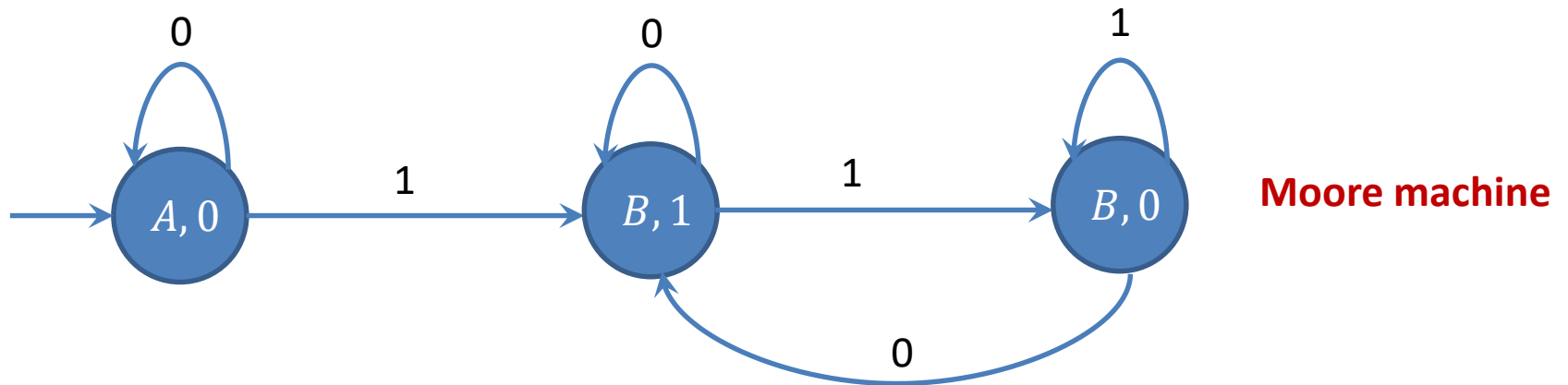
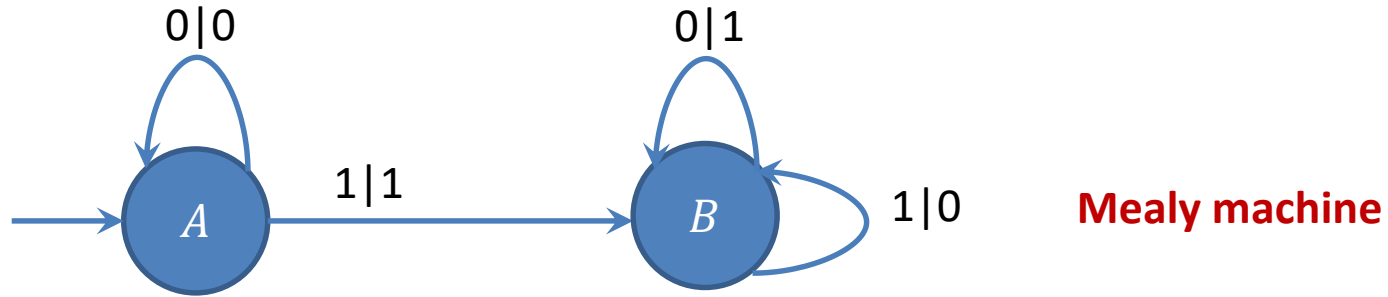
Moore to Mealy Machine Conversion

Conversion of Moore into Mealy Machine



Mealy to Moore Machine Conversion

Conversion of Mealy to Moore machine



Exercise: Mealy machine to Moore machine

