# CSE 311 Foundations of Computing I

Lecture 21 Finite State Machines Spring 2013

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#### Announcements

Reading assignments

 7<sup>th</sup> Edition, Sections 13.3 and 13.4
 6<sup>th</sup> Edition, Section 12.3 and 12.4

#### Last lecture highlights Directed graphs

G = (V, E)V - vertices E - edges, order pairs of vertices

Path:  $v_1, v_2, ..., v_k$ , with  $(v_i, v_{i+1})$  in E



### Last lecture highlights

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Let R be a relation on a set A. There is a path of length n from a to b if and only if  $(a,b) \in \mathbb{R}^n$ 

Let R be a relation on a set A. The connectivity relation  $R^*$  consists of the pairs (a,b) such that there is a path from a to b in R.

Transitive-Reflexive closure: Add the minimum possible number of edges to make the relation transitive and reflexive

The transitive-reflexive closure of a relation R is the connectivity relation  $R^*$ 

## Finite state machines

#### States

Transitions on inputs

Start state and final states

The language recognized by a machine is the set of strings that reach a final state

State	0	1
s <sub>0</sub>	s <sub>0</sub>	<b>S</b> <sub>1</sub>
S <sub>1</sub>	s <sub>0</sub>	s <sub>2</sub>
s <sub>2</sub>	s <sub>0</sub>	S <sub>3</sub>
S <sub>3</sub>	S <sub>3</sub>	s <sub>3</sub>



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### Applications of Finite State Machines (a.k.a. Finite Automata)

- Implementation of regular expression matching in programs like grep
- Control structures for sequential logic in digital circuits
- Algorithms for communication and cachecoherence protocols
  - Each agent runs its own FSM
- Design specifications for reactive systems

   Components are communicating FSMs

- Applications of Finite State Machines (a.k.a. Finite Automata)
- Formal verification of systems
  - Is an unsafe state reachable?
- Computer games
  - FSMs provide worlds to explore
- Minimization algorithms for FSMs can be extended to more general models used in
  - Text prediction
  - Speech recognition

# What language does this machine recognize?

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Design a DFA that accepts strings with a 1 three positions from the end

How does the size of a DFA to recognize "10<sup>th</sup> character is a 1" compare with the size of a DFA to recognize "10<sup>th</sup> character from the end is 1"?



#### State machines with output

	Input		Output
State	L	R	
<b>S</b> <sub>1</sub>	$S_1$	S <sub>2</sub>	Веер
s <sub>2</sub>	$S_1$	s <sub>3</sub>	
s <sub>3</sub>	s <sub>2</sub>	S <sub>4</sub>	
S <sub>4</sub>	s <sub>3</sub>	S <sub>4</sub>	Веер

"Tug-of-war"



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#### Vending Machine



Enter 15 cents in dimes or nickels Press S or B for a candy bar



#### Vending Machine, Version 2 Vending Machine, Version 1 0 D D 15 D Ν N, D 0 Ν 15 Ν 10 5 10 5 0 15 R Ν s B, S Basic transitions on N (nickel), D (dime), B (butterfinger), S (snickers) Adding output to states: N - Nickel, S - Snickers, B - Butterfinger 17 18 Vending Machine, Final Version B,S 0 B,S 15 B,S B,S D. S 0' N 5 10 R 15 N S B,S h N 0" S D