

RGPV 2010

Q. Formally define the following (with example)-

1. Mealy machine

2. Moore machine

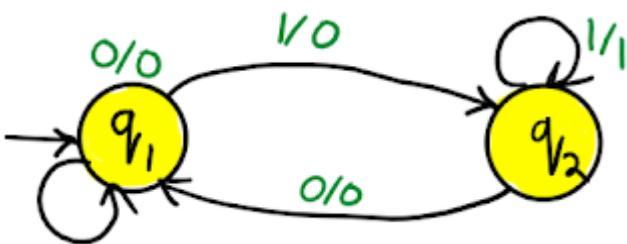
1. Mealy machine: Mealy machine is a six tuple machine. $M = (Q, \Sigma, \Delta, \delta, \lambda, q_0)$

1. Q is finite set of states.
2. Σ is the input alphabet.
3. Δ is the output alphabet.
4. δ is transition function which maps $Q \times \Sigma \rightarrow Q$.
5. ' λ ' is the output function which maps $Q \times \Sigma \rightarrow \Delta$.
6. q_0 is the initial state.

Transition table for Mealy machine



Transition diagram for Mealy machine



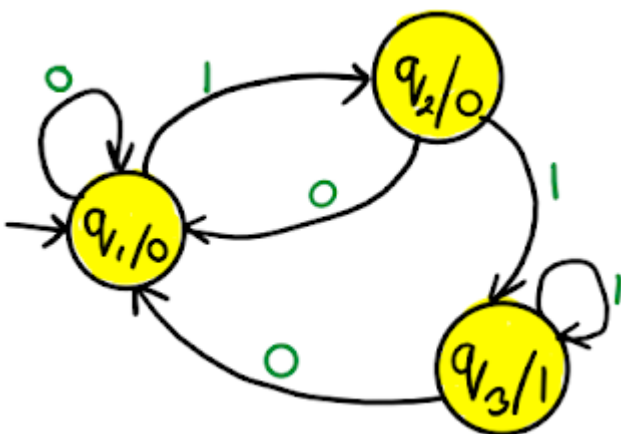
1. Moore machine: Moore machine is a six tuple machine. $M = (Q, \Sigma, \Delta, \delta, \lambda, q_0)$

1. Q is finite set of states.
2. Σ is the input alphabet.
3. Δ is the output alphabet.
4. δ is transition function which maps $Q \times \Sigma \rightarrow Q$.
5. ' λ ' is the output function which maps $Q \rightarrow \Delta$.
6. q_0 is the initial state.

Transition table for Moore machine



Transition diagram for Moore machine



Mealy machine vs Moore machine

Mealy machine	Moore machine
Output depends on present state as well as present input.	Output depends on the present state.
If input changes, output also changes	If input changes, output does not changes.

Compare to Moore less number of states are required. Because states do not depends on output.	Compare to Mealy more number of states are required. Because states depends on number of output.
Difficult to develop. Difficulty due to input affects output.	Easy to develop.
Output is placed on transition arrow.	Output is placed with state.

Practice problems:

Related posts:

1. Definition of Deterministic Finite Automata
2. Notations for DFA
3. How do a DFA Process Strings?
4. DFA solved examples
5. Definition Non Deterministic Finite Automata
6. Moore machine
7. Mealy Machine
8. Regular Expression Examples
9. Regular expression
10. Arden's Law
11. NFA with ϵ -Moves
12. NFA with ϵ to DFA Indirect Method
13. What is Trap state ?

14. Equivalent of DFA and NFA
15. Properties of transition functions
16. Mealy to Moore Machine
17. Moore to Mealy machine
18. Difference between Mealy and Moore machine
19. Pushdown Automata
20. Remove ϵ transitions from NFA
21. TOC 1
22. Difference between Mealy and Moore machine
23. RGPV TOC What do you understand by DFA how to represent it
24. What is Regular Expression
25. What is Regular Set in TOC
26. RGPV short note on automata
27. RGPV TOC properties of transition functions
28. RGPV TOC What is Trap state
29. DFA which accept 00 and 11 at the end of a string
30. CFL are not closed under intersection
31. NFA to DFA | RGPV TOC
32. Moore to Mealy | RGPV TOC PYQ
33. DFA accept even 0 and even 1 | RGPV TOC PYQ
34. Short note on automata | RGPV TOC PYQ
35. DFA ending with 00 start with 0 no epsilon | RGPV TOC PYQ
36. DFA ending with 101 | RGPV TOC PYQ
37. Construct DFA for a power n , $n \geq 0$ || RGPV TOC
38. Construct FA divisible by 3 | RGPV TOC PYQ
39. Construct DFA equivalent to NFA | RGPV TOC PYQ
40. RGPV Define Mealy and Moore Machine

41. RGPV TOC Short note on equivalent of DFA and NFA
42. RGPV notes Write short note on NDFA
43. Minimization of DFA
44. Construct NFA without ϵ
45. CNF from $S \rightarrow aAD; A \rightarrow aB/bAB; B \rightarrow b, D \rightarrow d$.
46. NDFA accepting two consecutive a's or two consecutive b's.
47. Regular expression to CFG
48. Regular expression to Regular grammar
49. Grammar is ambiguous. $S \rightarrow aSbS|bSaS|\epsilon$
50. leftmost and rightmost derivations
51. Construct Moore machine for Mealy machine
52. RGPV TOC PYQs
53. Introduction to Automata Theory