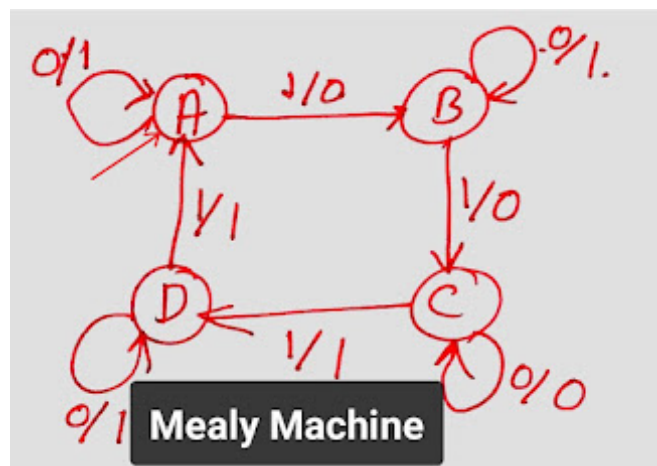


Difference between Mealy and Moore machine

Mealy machine has 6 tuples: $(Q, q_0, \Sigma, O, \delta, \lambda')$

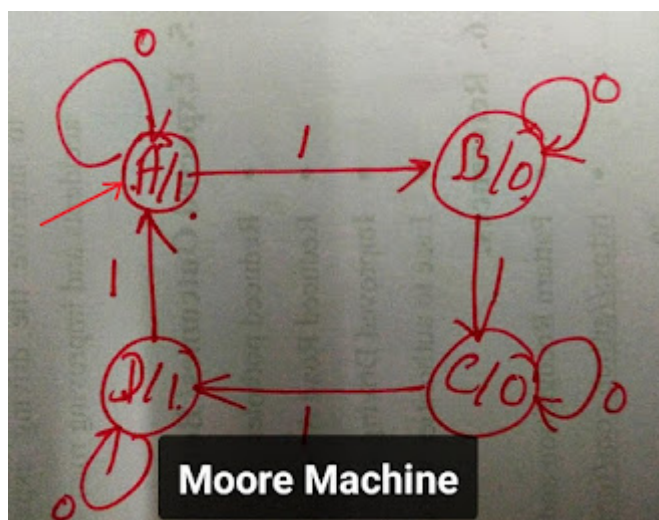
1. Q : Finite set of states
 1. In diagram below $Q = \{A, B, C, D\}$
2. q_0 : Initial state/ Starting state
 1. In diagram below A is initial state
3. Σ : Input alphabet
 1. In diagram below input alphabets are $\{0,1\}$
4. O : Output alphabet
 1. In diagram below output alphabets are $\{0,1\}$
5. δ is transition function which maps $Q \times \Sigma \rightarrow Q$
6. ' λ ' is the output function which maps $Q \times \Sigma \rightarrow O$



Moore machine has 6 tuples: $(Q, q_0, \Sigma, O, \delta, \lambda')$

1. Q : Finite set of states

1. In diagram below $Q = \{A, B, C, D\}$
2. q_0 : Initial state/ Starting state
 1. In diagram below A is initial state
3. Σ : Input alphabet
 1. In diagram below input alphabets are $\{0,1\}$
4. O : Output alphabet
 1. In diagram below output alphabets are $\{0,1\}$
5. δ is transition function which maps $Q \times \Sigma \rightarrow Q$
6. ' λ ' is the output function which maps $Q \rightarrow O$



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 depend on output.	Compare to Mealy more number of states are required. Because states depend 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.

Related posts:

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

19. Mealy to Moore Machine
20. Moore to Mealy machine
21. Diifference between Mealy and Moore machine
22. Pushdown Automata
23. Remove ϵ transitions from NFA
24. TOC 1
25. RGPV TOC What do you understand by DFA how to represent it
26. What is Regular Expression
27. What is Regular Set in TOC
28. RGPV short note on automata
29. RGPV TOC properties of transition functions
30. RGPV TOC What is Trap state
31. DFA which accept 00 and 11 at the end of a string
32. CFL are not closed under intersection
33. NFA to DFA | RGPV TOC
34. Moore to Mealy | RGPV TOC PYQ
35. DFA accept even 0 and even 1 | RGPV TOC PYQ
36. Short note on automata | RGPV TOC PYQ
37. DFA ending with 00 start with 0 no epsilon | RGPV TOC PYQ
38. DFA ending with 101 | RGPV TOC PYQ
39. Construct DFA for a power n , $n \geq 0$ || RGPV TOC
40. Construct FA divisible by 3 | RGPV TOC PYQ
41. Construct DFA equivalent to NFA | RGPV TOC PYQ
42. RGPV TOC Short note on equivalent of DFA and NFA
43. RGPV notes Write short note on NDFA
44. Minimization of DFA
45. Construct NFA without ϵ

46. CNF from $S \rightarrow aAD; A \rightarrow aB/bAB; B \rightarrow b, D \rightarrow d$.
47. NDFA accepting two consecutive a's or two consecutive b's.
48. Regular expression to CFG
49. Regular expression to Regular grammar
50. Grammar is ambiguous. $S \rightarrow aSbS|bSaS|\epsilon$
51. leftmost and rightmost derivations
52. RGPV TOC PYQs
53. Introduction to Automata Theory