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A finite state machine contains a finite number of states and produces outputs on state transitions after receiving inputs. Finite state machines are widely used to model systems in diverse areas, including sequential circuits, certain types of programs, and, more recently, communication protocols.

Principles and methods of testing finite state machines-a ...

The makeup of a finite state machine consists of the following: A set of potential input events. A set of probable output events that correspond to the potential input events. A set of expected states the system can exhibit. A finite state machine may be implemented through software or hardware to simplify a complex problem.

What is a Finite State Machine?

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tional Logic Registers Q D

Finite State Machines

A finite state machine (sometimes called a finite state automaton) is a computation model that can be implemented with hardware or software and can be used to simulate sequential logic and some computer programs. Finite state automata generate regular languages.

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The picture above is only one way to represent a state machine. Since a state machine is a directed graph (nodes + directed arrows), any graph representation can be the basis of a state machine representation. It’s a “finite” state machine because you have a finite set of states and a finite alphabet.

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Finite-state machines, also called finite-state automata (singular: automaton) or just finite automata are much more restrictive in their capabilities than Turing machines. For example, we can show that it is not possible for a finite-state machine to determine whether the input consists of a prime number of symbols. Much simpler languages, such

12. Finite-State Machines 12.1 Introduction

In Section 2, after introducing basic concepts of finite state machines: state and machine equivalence, isomorphism, and minimization, we state five fundamental problems of testing: determining the final state of a test, state identification, state verification, conformance testing,

PRINCIPLES AND METHODS OF TESTING FINITE STATE MACHINES A ...

In computer science, state machine replication or state machine approach is a general method for implementing a fault-tolerant service by replicating servers and coordinating client interactions with server replicas. The approach also provides a framework for understanding and designing replication management protocols.

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The information stored in the these elements can be seen as the states of the system. If a system transits between finite number of such internal states, then finite state machines (FSM) can be used to design the system. In this chapter, various finite state machines along with the examples are discussed.

7. Finite state machine — FPGA designs with Verilog and ...

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