



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

DISCRETE STRUCTURE SECI1013

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GROUP/ASSIGNMENT :

GROUP 12/ASSIGNMENT 5

LECTURER'S NAME :

DR NOR AZIZAH ALI

GROUP MEMBERS :

NAME	MATIRC NO.
HONG PEI GEOK	A20EC0044
KONG JIA ROU	A20EC1098
MAIZATUL AFRINA BINTI SAIFUL AZWAN	A20EC0204
RADIN DAFINA BINTI RADIN ZULKARNAIN	A20EC0135

Question 1

Let $M = \{S, I, q_0, fs, F\}$ be the DFA such that $S = \{q_0, q_1, q_2, q_3\}$, $I = \{a, b\}$, $F = \{q_1\}$, q_0 = initial state and fs is given by:

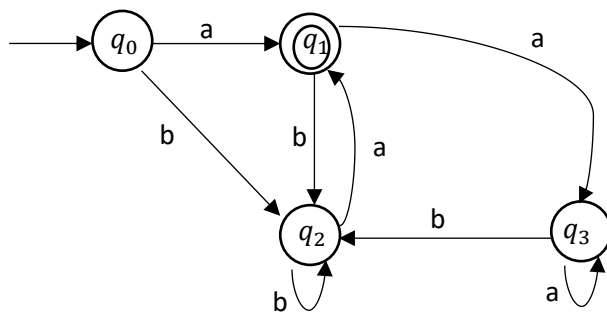
$fs(q_0, a) = q_1$, $fs(q_0, b) = q_2$

$fs(q_1, a) = q_3$, $fs(q_1, b) = q_2$

$fs(q_2, a) = q_1$, $fs(q_2, b) = q_2$

$fs(q_3, a) = q_3$, $fs(q_3, b) = q_2$

i. Construct a state transition diagram of the DFA given the state transition function, fs .



ii. DFA can be applied for verification of email password. Justify why DFA is suitable for verification?

Because it will not produce any output but only a final state. It receives input string and determine whether a string is accepted or not.

Question 2

Given a deterministic finite automaton (DFA) as in Figure 1.

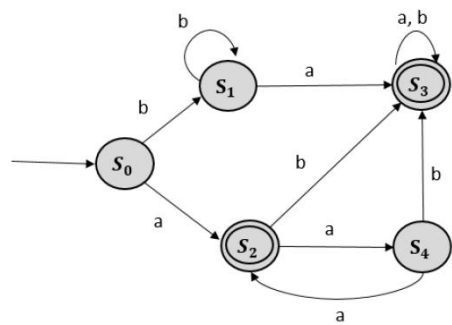


Figure 1

i. Construct a state transition table for state transition diagram.

fs	a	b
s ₀	s ₂	s ₁
s ₁	s ₃	s ₁
s ₂	s ₄	s ₃
s ₃	s ₃	s ₃
s ₄	s ₂	s ₃

ii. Identify whether the following input can be accepted by the DFA.

a) w = aaaaaa

$$s_0 \xrightarrow{a} s_2 \xrightarrow{a} s_4 \xrightarrow{a} s_2 \xrightarrow{a} s_4 \xrightarrow{a} s_2 \xrightarrow{a} s_4$$

∴ Not accepted by the DFA.

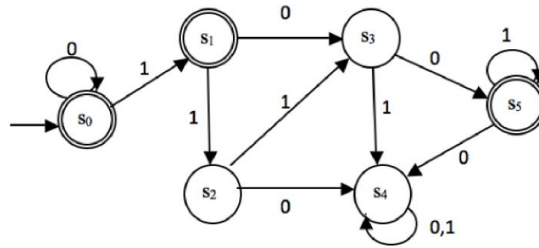
b) w = ababab

$$s_0 \xrightarrow{a} s_2 \xrightarrow{b} s_3 \xrightarrow{a} s_3 \xrightarrow{b} s_3 \xrightarrow{a} s_3 \xrightarrow{b} s_3$$

∴ Accepted by the DFA.

Question 3

i. Given a deterministic finite automata (DFA) as in Figure 2.



a) List all the components of S , I , q_0 , F .

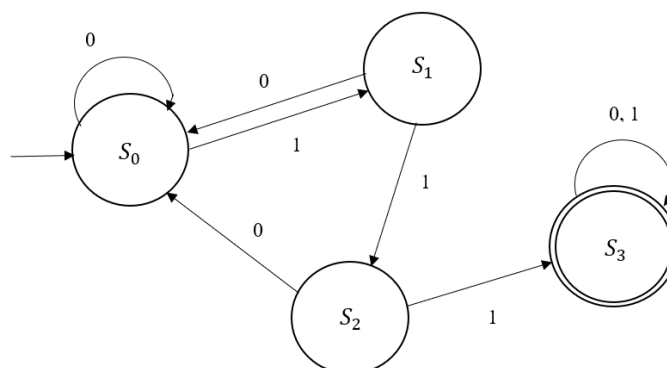
$$\begin{aligned}
 S &= \{S_0, S_1, S_2, S_3, S_4, S_5\} \\
 I &= \{0, 1\} \\
 q_0 &= S_0 \\
 F &= \{S_0, S_1, S_5\}
 \end{aligned}$$

b) Find the sequence of configurations and state if the string 0011101100 is accepted by the DFA.

$$\begin{array}{cccccccccccc}
 0 & 0 & 1 & 1 & 1 & 0 & 1 & 1 & 0 & 0 \\
 S_0 \rightarrow S_0 \rightarrow S_0 \rightarrow S_1 \rightarrow S_2 \rightarrow S_3 \rightarrow S_5 \rightarrow S_5 \rightarrow S_5 \rightarrow S_4 \rightarrow S_4
 \end{array}$$

$\therefore$ The string is not accepted by the DFA.

ii. Construct a DFA that accepts the set of all bit strings that contain three consecutive 1s.



Question 4

You are going to develop a simple shooting game. There is one hero in a battle field with few enemies and other characters. There are three states in the game which are *WANDER*, *EVADE* and *ATTACK*. When the hero is wandering the field and suddenly encounters enemies while he is not in vulnerable situation, he will go into *ATTACK* stage by shooting the enemies. However, if while wandering the field and the hero suddenly encounters enemies and he is in vulnerable situation, he will shoot the enemies and goes into *EVADE* stage. While in *ATTACK* stage, if the hero encounters enemies and he is not vulnerable, he will remain in that stage and continues shooting. But if he encounters enemies and he is vulnerable, he will shoot and goes into *EVADE* stage. While in *EVADE* stage, if the hero encounters enemies and he is not vulnerable, he will go into *ATTACK* stage and shoots. But if he encounters enemies and he is vulnerable, he will remain in that stage and continues shooting. When the hero encounters characters that are not his enemies, he will not shoot. If he is in the *WANDER* stage at that time, he will continue wandering the field. If he is in *ATTACK* or *EVADE* stages, he will switch into *WANDER* stage. The inputs and outputs are given in the Table 1 below. Construct a finite state diagram to model the game.

Table 1

Input	Output
not enemies	shoot
enemies & not vulnerable	not shoot
enemies & vulnerable	

Let s_0 = WANDER

s_1 = AVADE

s_2 = ATTACK

A = not enemies

B = enemies & not vulnerable

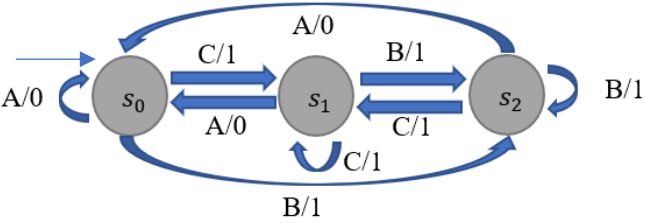
C = enemies & vulnerable

1 = shoot

0 = not shoot

Transition table:

S	f_s			f_o		
	A	B	C	A	B	C
s_0	s_0	s_2	s_1	0	1	1
s_1	s_0	s_2	s_1	0	1	1
s_2	s_0	s_2	s_1	0	1	1



Question 5

ATM is a computerized machine that provides bank customers to gain access to their accounts using magnetic encoded plastic card and code number. It enables the customer to perform online transactions without involving cashier, clerk and bank teller. The customer makes cash withdrawal, check account balances, transfer money as well as purchase prepaid mobile phone credit by using ATM card. Typical PIN based ATM has following processes:

- Insert ATM card to establish interface. The card will be validated to ensure the correct ATM card is inserted. If the card is unsuccessfully validated, the card is ejected and ATM session is terminated.
- For valid ATM card, user is asked to enter the PIN and press the execution key for the system to match the PIN, if PIN does not match, then user access is denied to the next stage and he or she is requested to repeat the operation with the correct PIN for a fixed two retries.
- If after the third time the PIN is unmatched, the card will be locked and ATM session is terminated.
- If the PIN matches then the transaction interface is displayed and user has to select the transaction that they wish to perform.
- After the machine performs the chosen transaction, it will prompt user if a new transaction is to be performed. If the response is 'Yes', the transaction interface is again displayed and if 'No' the transaction is terminated and card ejected and ATM session is terminated.

Based on the above description, the states, inputs and outputs are as follow:

States:

S1: Welcome screen	S6: Choosing transaction screen
S2: Validating card	S7: Performing transaction
S3: 1st PIN entering screen	S8: Asking for other transaction screen
S4: 2nd PIN entering screen	S9: Terminate ATM session
S5: 3rd PIN entering screen	

Inputs: A: Insert ATM card

B: Valid ATM card

C: Invalid ATM card

D: Correct PIN

E: Incorrect PIN

F: Transaction is selected

G: Complete transaction

H: Yes for other transaction

I: No for other transaction screen

Outputs:

0: Nothing happened

1: Eject ATM card

2: Lock ATM card

Draw the transition diagram for the above system.

