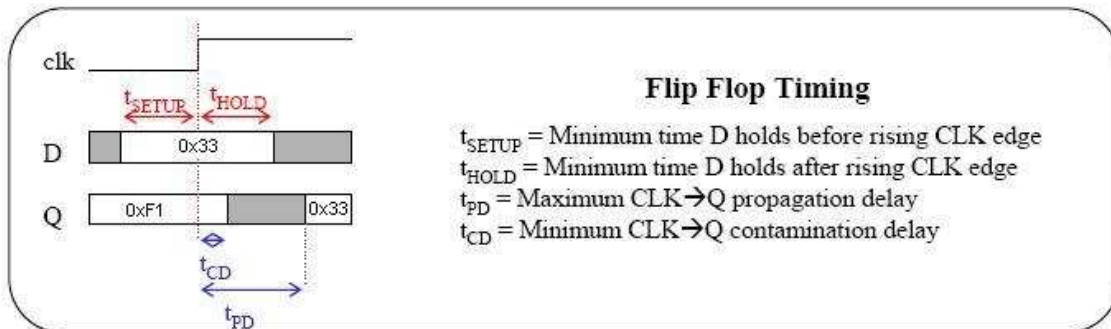


Dynamic Discipline:



Adapted from 6.004 Handbook, p 18. © by Margaret Chong, 2003

FSMs:

A Finite State Machine has

k states $S_1 \dots S_k$

m inputs $I_1 \dots I_k$

n outputs $O_1 \dots O_k$

transition rules for each state S and input I

output rules for each state S

Arcs leaving a state must be:

(1) mutually exclusive

- can't have two choices for a given input

(2) collectively exhaustive

- every state must specify what happens for each possible input combination.

“Nothing happens” means arc back to itself.