EECS 20. Midterm No. 1 October 8, 2001.

Please use these sheets for your answer and your work. Use the backs if necessary. Write clearly and put a box around your answer, and show your work.

Print your name and lab time below.

Name: Lab time:

Problem 1: Problem 2: Problem 3: Total: 1. **40 points.** Please indicate whether the following statements are true or false. There will be no partial credit. They are either true or false. So please be sure of your answer.

(a) $[\{1, 2, 3\} \rightarrow \{a, b\}] \subset [Naturals \rightarrow \{a, b\}]$

(b) $\{g \mid g = graph(f) \land f: X \rightarrow Y\} \subset X \times Y$

(c) F: [Reals → Reals] → [Reals → Reals], such that ∀t ∈ Reals, ∀x ∈ [Reals → Reals], (F(x))(t) = sin(2π · 440t) is a memoryless system.

(d) Let $f: Reals \rightarrow Reals$ and $g: Reals \rightarrow Reals$, where g is obtained by delaying f by $\tau \in Reals$. That is,

 $\forall t \in Reals, g(t) = f(t - \tau).$ Then graph(g) \subset graph(f). 2. **30 points**. Consider a state machine where

 $Inputs = \{1, absent\},$ $Outputs = \{0, 1, absent\},$ $States = \{a, b, c, d, e, f\},$ initialState = a,

and the *update* function is given by the following table (ignorring stuttering):

(currentState, inputSymbol)	(nextState, outputSymbol)
(<i>a</i> , 1)	(b, 1)
(b, 1)	(c, 0)
(c, 1)	(<i>d</i> , 0)
(<i>d</i> , 1)	(<i>e</i> , 1)
(<i>e</i> , 1)	(<i>f</i> , 0)
(<i>f</i> , 1)	(<i>a</i> , 0)

(a) Draw the state transition diagram for this machine.

(b) Ignoring stuttering, give the *Behaviors* relation for this machine.

(c) Find a state machine with three states that is bisimilar to this one. Draw that state machine, and give the bisimulation relation.

3. **30 points.** Consider the following three state machines:



Machines A and B have input and output alphabets

 $Inputs = Outputs = \{0, 1, absent\}.$

Machine *C* has the same output alphabeet, but input alphabet $Inputs_{C} = \{react, stutter\}$.

(a) Which of these machines is deterministic?

(b) Draw the state transition diagram for the composition (machine C), showing only states that are reachable from the initial state.

(c) Give the $Behaviors_C$ relation for the composition of machine C, ignoring stuttering.