

Classification and Variants of Automata – A Review

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Abstract— This paper on Automata focuses on studying the classification and the variants of Automata. More than 25 variants/classification analyzed. The description for the each type automata also given. The variants/classification maximum based on the finite automata, and the fuzzy concept.

Keywords— Automata, Classification, Variants, Description.

I. INTRODUCTION

The automata defined as the robots or machine that works by its own power. It doesn't need external force for doing its task [1]. There is a need for reducing the manual work in many places. Hence we need automata to complete the task without human intervention.

S. N O	AUTOMATA	DESCRIPTION
	CLASSIFICATION/VARIANTS	
	BASED ON	
1	Finite Automata [FA]	The Finite Automata [FA] is the simple abstract machine that gets an input. Then it recognizes the pattern based on the construction [2].
	Variants	
	Automata & Transition	
2	Deterministic Finite Automata	The Finite State Machine (FSM), which accepts or rejects the input string through the completion of transition [3]. McCulloch and Pitts [1943] introduced the concepts similar to the Finite Automata [4].
	Variants	
	FA & Transition	
3	Nondeterministic Finite Automata	Rabin M O & Scott D [1959] introduced the Nondeterministic Finite Automata [5]. It is a quintuple. It can be used to derive DFA using subset construction method.
	Variants	
	FA & Transition	

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4	Single loop Nondeterministic Finite Automata	Ezhilarasu et. al. [2014] classified the NFA based on single loop into three categories [6]. Those are 1. Starts with a substring (loop placed at the final state), 2.Ends with a substring, (loop placed at the start state) and 3. Starts with a substring and ends with a substring (loop placed at the intermediate state).
	Classification	
	NFA & loop	
5	Double loop Nondeterministic Finite Automata	Ezhilarasu et. al. [2014] classified the NFA based on dual loop into three categories [7]. Those are 1. Starts with a substring & contains a substring (loop placed at the intermediate and the final state), 2.Contains a substring & ends with a substring, (loop placed at the start and the intermediate state) and 3. Contains a substring (loop placed at the start and final state).
	Classification	
	NFA & Loop	
6	More than Double loop Nondeterministic Finite Automata	Ezhilarasu et. al. [2014] classified the NFA based on More than dual loop into three categories [8]. Those are 1.NFA that contains 2 or more substring (loop placed at start, >= one intermediate, and end state), 2. NFA that starts with a substring and contains 2 or more Substring (loop placed at >= two intermediate, and end state), and 3. NFA that ends with a substring and contains 2 or more Substring (loop placed at start, and >= two intermediate states).
	Classification	
	NFA & loop	
7	Single substring Nondeterministic Finite Automata	Ezhilarasu et. al. [2015] classified the NFA based on single substring into three categories [9]. Those are 1. NFA that starts with a substring 2. NFA that contains a substring 3. NFA that ends with a substring.
	Classification	
	NFA & substring	
8	Double substring Nondeterministic Finite Automata	Ezhilarasu & Krishnaraj [2015] classified the NFA based on the double substring into three categories [10]. NFA can be classified into three categories. Those are 1. Starts with a substring and ends with a substring 2.Starts with a substring and contains a substring 3. Contains a substring and Ends with a substring.
	Classification	
	NFA & substring	
9	More than Double substring Nondeterministic Finite	Ezhilarasu & Krishnaraj [2015] classified the NFA based on the

	Classification	triple substring into four categories [11]. Those are 1. Starts with a substring then contain a substring and ends with a substring 2. Starts with a substring and contains two substrings 3. Contains two substring and Ends with a substring 4. Contains three substrings.
	NFA & substring	
10	Fuzzy State Automata	Reyneri L M [1997] introduced the Fuzzy State Automata [12]. It is a combination of Finite State Automata and the neuro-fuzzy systems. The plant controlled and the characteristic of neuro-fuzzy system modified by the Finite State Automata.
	Variants	
	FA & Fuzzy concepts	
11	Maximin automata	Santos E S [1968] introduced the Maximin automata [13]. It is similar to probabilistic automata. But it includes special cases as both NFA and DFA.
	Variants	
	NFA & DFA	
12	Kind of Fuzzy Finite Automata	Cheng W & Mo Z W [2000] classified fuzzy finite automata into two categories [14]. Those are fuzzy finite automaton with the initial state and no output and the vice-versa.
	Classification	
	FA & Fuzzy concepts	
13	Fuzzy semi automata	Vasantha Kandaswamy W B [2003] defined the fuzzy semi automata as a triplet. It has group, finite set, and the subset [15].
	Variants	
	FA & Fuzzy concepts	
14	Stochastic automata	It uses the concept of the timed automata and Generalized Semi Markov Process (GSMP)[16].
	Variants	
	Automata	
15	Fuzzy ω automata	Krithivasan & sharda [2001] explained the Fuzzy ω automata [17]. An accepting abstract device for Fuzzy - ω language.
	Variants	
	Fuzzy concepts	
16	Probabilistic automata	It is a generalization of NFA. It converts probability of the transition into stochastic matrix through the transition function [18].
	Variants	
	NFA	
17	Lattice-valued automata	It is a combination of three components. Those are Fuzzy mathematics, lattice-ordered monoid and the automation[19].
	Variants	
	Fuzzy	
18	Cellular Automata	The Cellular Automata (CA) is a discrete model. It has grid of cells. each cell represent one finite state(on or off) [20].
	Variants	
	Automata	
19	Turing Machine	The turing machine is an enhanced abstract machine invented by Alan Turing. It can move in both direction [21].
	Variants	
	FA	
20	Linear bounded Automata	Partee B H et. Al. [1993] defined the linear bounded automata as the turing machine with the input
	Variants	

	FA	limitation [22]. The language accepted by the linear bounded automata is context sensitive
21	Pushdown Automata	It is a combination of the Finite Automata and the stack. The Finite Automata has the memory limit. To overcome this stack used along with the FA. The Pushdown Automata has seven tuples. Five for representing the FA and the two for the stack [23].
	Variants	
	FA	
22	Nondeterministic fuzzy automata	Cao H & Ezawa Y [2012] combined the fuzzy concept with the NFA. It is the NFA with or without epsilon moves and can recognize fuzzy language [24].
	Variants	
	NFA & Fuzzy concepts	
23	Hybrid Extended Finite Automata	Bordihn H et. Al. [2006] defined the Hybrid Extended Finite Automata as an extension of the finite automata. It uses the operation on the remaining current input, considering the current state. It uses reversal and shift operation [25].
	Variants	
	FA	
24	Structurally Unambiguous Finite Automata	Leung H [2006] defined the Structurally Unambiguous Finite Automata as a NFA that has the path from q_0 to q that consumes w . Where q_0 is a start state, q any state, and w represent the input string [26].
	Variants	
	FA	
25	Minimax Automata	Minimax algorithm is an evaluation function. It is used during draw or tie in a game. In two player game it evaluates both players best and weak moves [27].
	Variants	
	Automata	
26	Composite Automata	It is a collection of cellular automata. The composition will be any one the following.1. spatial composition, 2.Temporal composition, and 3.combined spatial and temporal composition [28].
	Variants	
	Cellular Automata	
27	Max-Product Automata	This Automata has uncontrolled behavior. The degrees of membership of the states go to zero and remain zero [29].
	Variants	
	Fuzzy Automata	
28	Fixed Automata	Gajewski T [1991] defined the fixed automata as an automaton whose internal structure is not time varying called as fixed automata [30].
	Variants	
	Time	

II.CONCLUSION

The classification and the variants of various automata studied. Normally these automata based on either Finite automata or fuzzy concepts. It shows that for designing any automata we should have basic knowledge in any one of the two topics. It is also possible to derive application based on various automata.

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