Comparison of Deterministic Automata

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- Project 1
- 24 Feb 2006

Introduction

- Purpose of project
- Five different methods
- Enviroment used
- Grail input
- Testing input

Transition Matrices

- Two dimensional array
- Double parsing problem
- Space constraints problem
- Easy implementation

Adjacency Lists

- Array of linked lists
- Problem with constructing lists
- Effective space usage
- Slow search times

Transition Lists

- Hashtable
- Composite key
- Stored state
- Minimal seeking delay
- Space usage dependant on hashing function

Conclusion

- Transition matrix isn't practical
- Adjacency list is difficult to implement
- Adjacency list has a bad search time
- Transition list is easiest to implement
- Transition list is the most balanced