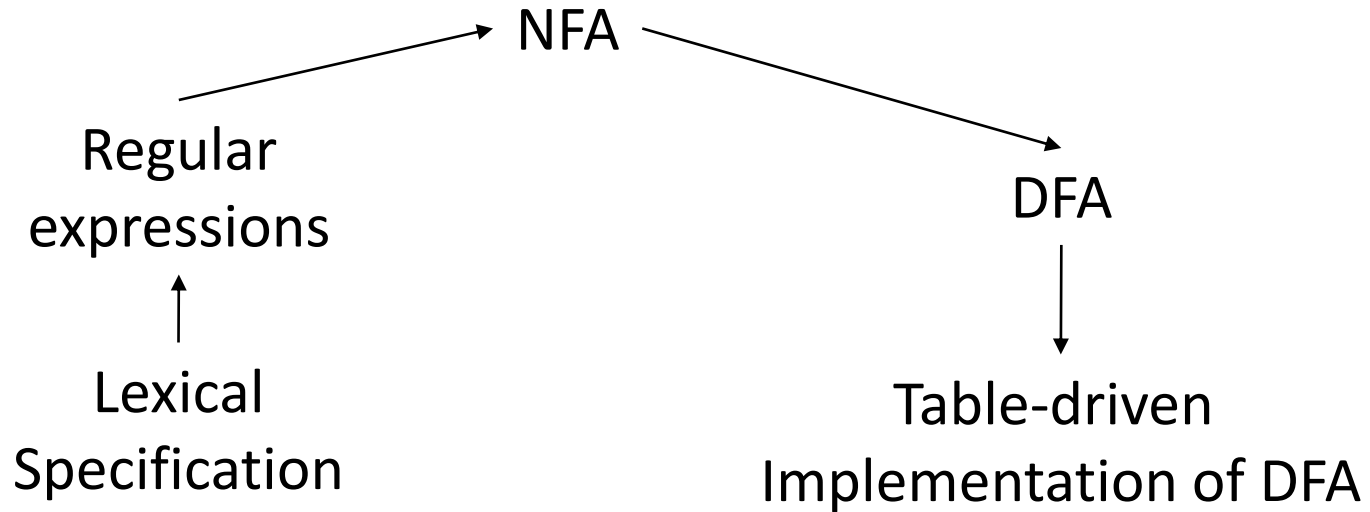




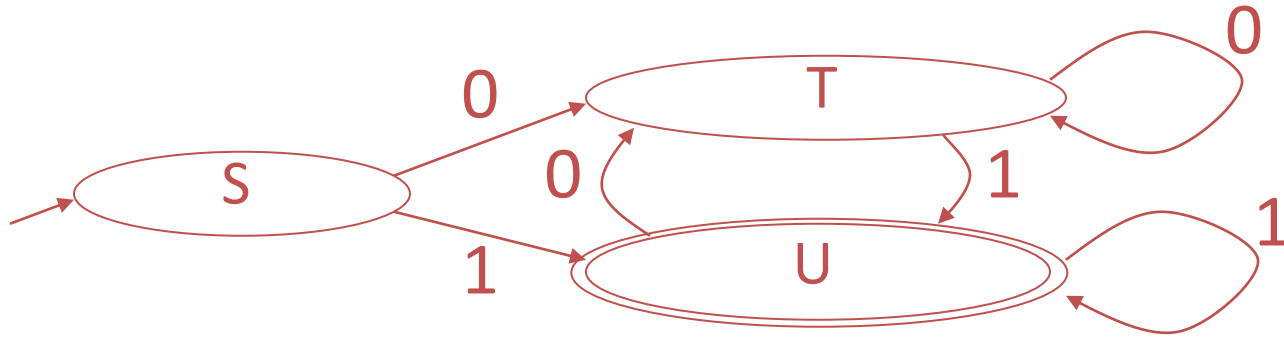
Compilers

Implementing Finite Automata

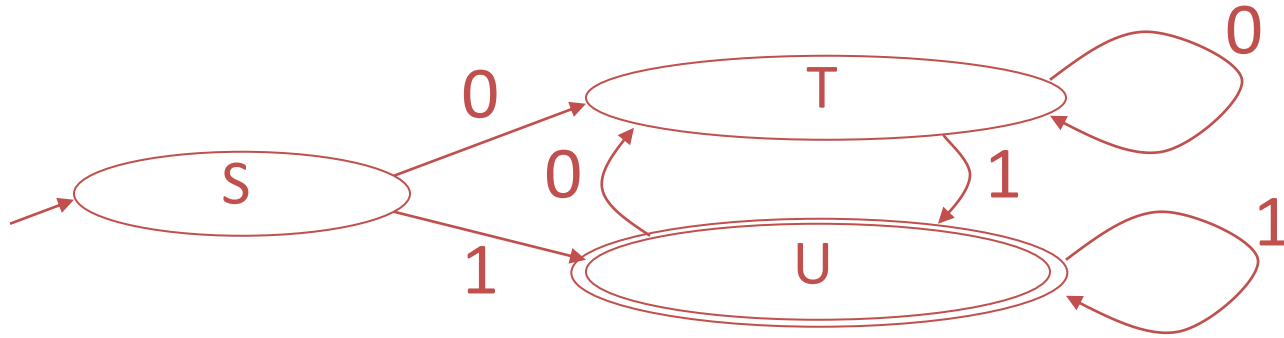


- A DFA can be implemented by a 2D table T
 - One dimension is **states**
 - Other dimension is **input symbol**
 - For every transition $S_i \xrightarrow{a} S_k$ define $T[i,a] = k$

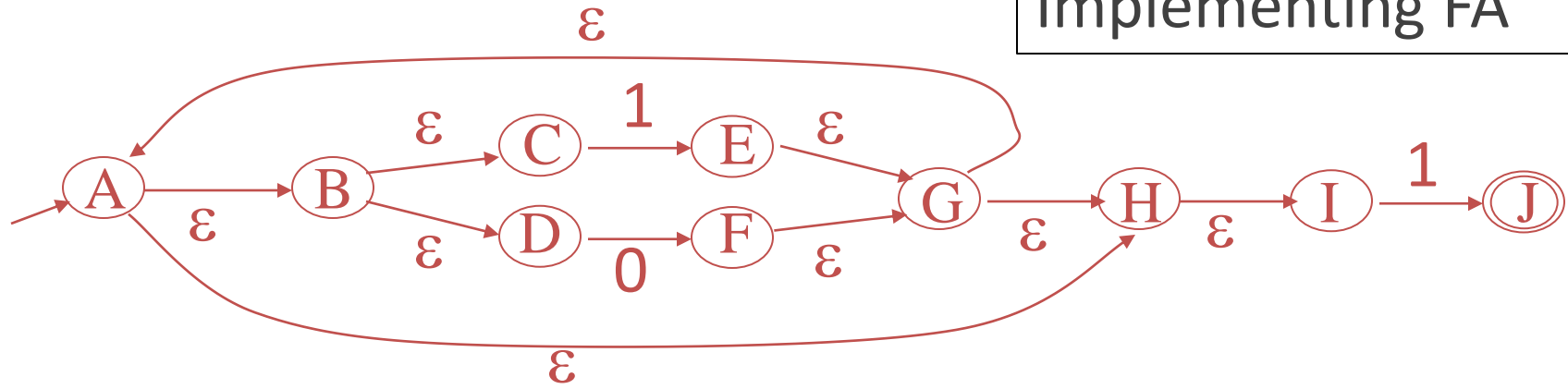
Implementing FA



Implementing FA



Implementing FA



- NFA \rightarrow DFA conversion is key
- Tools trade between speed and space