

## String Grammars

String grammars form the basis of formal language theory. These grammars are defined over a vocabulary (finite set of symbols). Each grammar represents a set of sequences over this vocabulary.

formal grammar is a four-tuple  $G=(N,T,P,S)$

Where:

$N$  is a finite set of non-terminal symbols.

$T$  is a finite set of terminal symbols

$P$  is a finite set of productions, rewriting rules

and  $S \in N$  is the starting symbol

Note:  $N \cap T = \emptyset$

$$V = N \cup T$$

### **Example:**

**Let  $G=(N,T,P,S)$**

**Where:**

**$N=\{S,A,B\},$**

**$T=\{a,b,c\}$**

**$P=\{S \rightarrow cAb, A \rightarrow aBa, B \rightarrow aBa, B \rightarrow cb\}.$**

**This grammar generate the language**

$$**L(G) = \{ca^n cba^n b \mid n \geq 1\}**$$

**For  $n=2$**

$$**S \rightarrow cAb \rightarrow caBab \rightarrow caaBaab \rightarrow caacbaab**$$

## Matrix Grammar

*A matrix grammar is a quadruple  $G=(N,T,M,S)$*

where  $N,T,S$  are exactly in base grammar

and  $M$  is a finite set of sequences of the form

$$m:(r_1, r_2, \dots, r_n) \text{ , } n \geq 1$$

with the usual rewriting rules  $r_i : \alpha_i \rightarrow \beta_i$

over

$$V=NU^*T.$$

Such a sequence  $m$  is called a matrix of rules.

EXAMPLE:

**M1:( $S \rightarrow ABC$ )**

**M2:( $A \rightarrow Aa$ ,  $B \rightarrow Bb$ ,  $C \rightarrow Cc$ )**

**M3:( $A \rightarrow a$ ,  $B \rightarrow b$ ,  $C \rightarrow c$ )**

**We find that:**

$$L(G)=\{a^n b^n c^n : n \geq 1\}$$

## shape grammar

A shape grammar is defined as

Where:

$$G=(S,L,P,I)$$

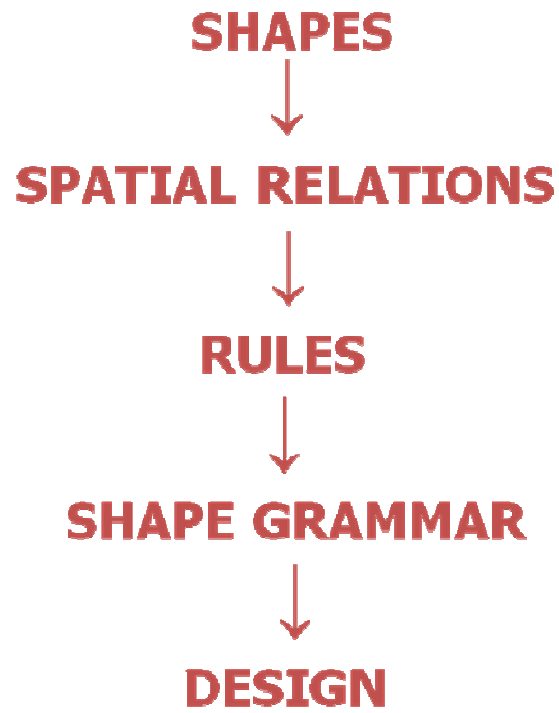
$S$  is the set of shapes,

$L$  is the set of symbols,

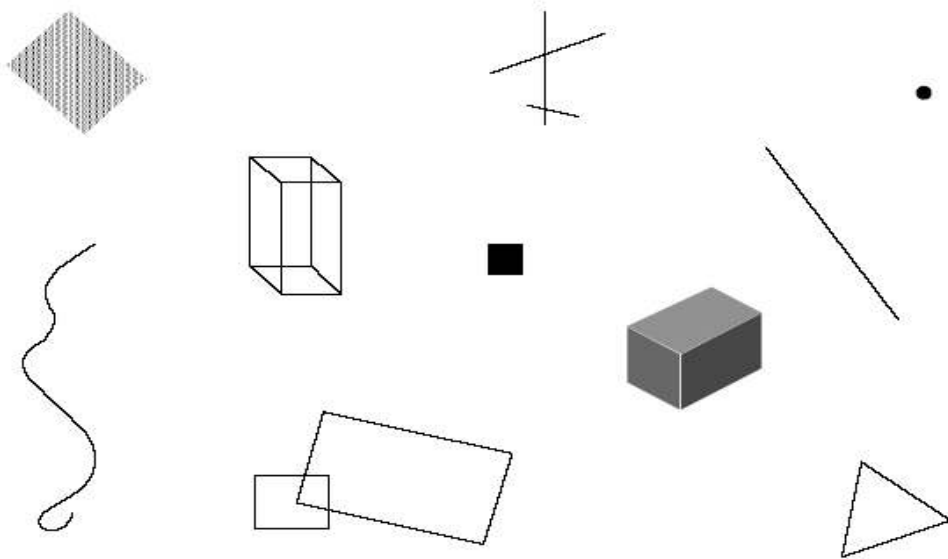
$P$  is the set of production rules

$I$  is the initial shape

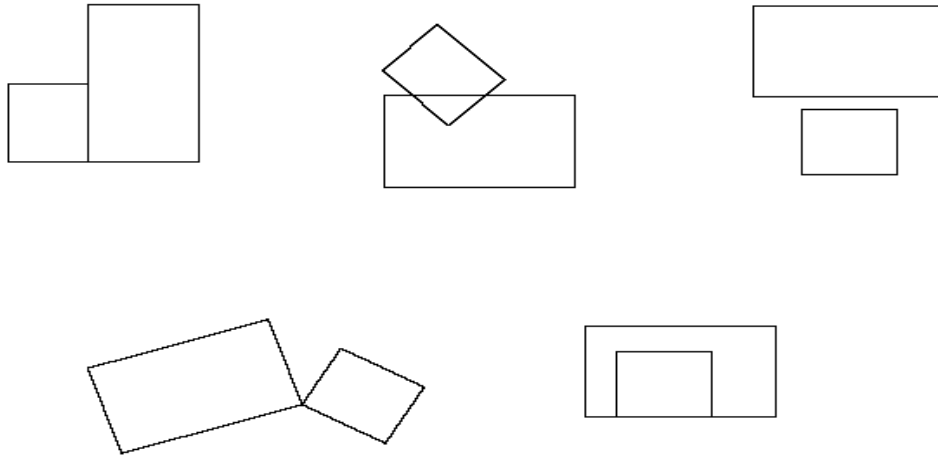
*Stages of shape grammar development:*



shapes



spatial relations



## Shape Rules

**Shapes: A,B**

**Spatial relations: A+B**

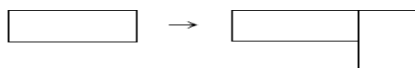
**Rules:  $A \rightarrow A+B$**

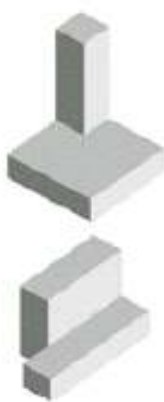
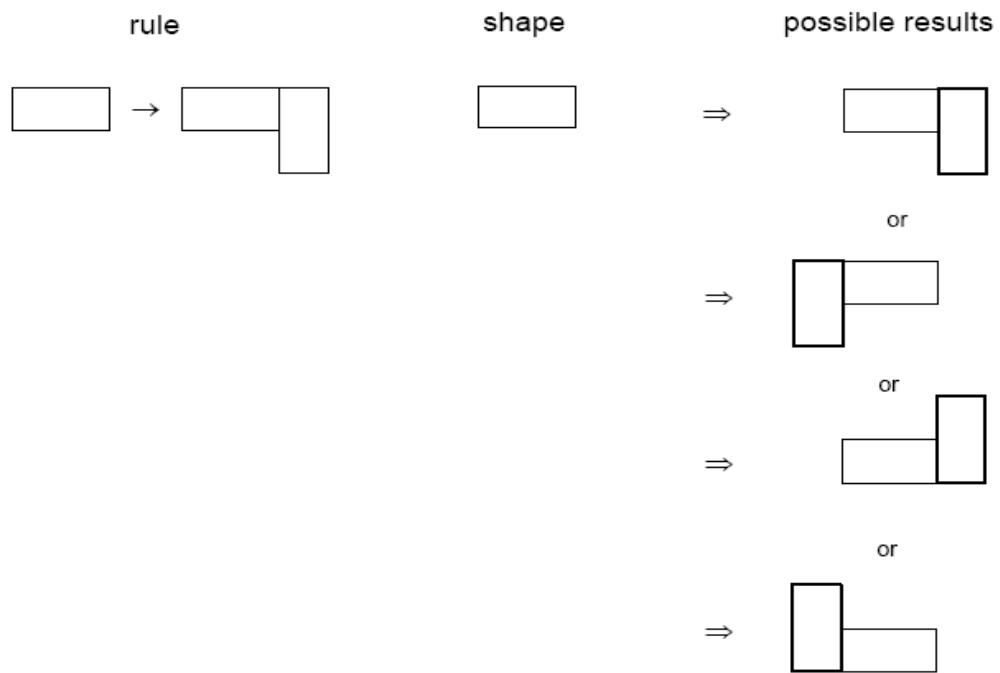
**$B \rightarrow A+B$**

spatial relation



rule





## Phases of developing and using a shape grammar:

- Creating and modifying the shape grammar
- Compiling the grammar
- Exploring the language of designs defined by the grammar

### **1-Creating and modifying the shape grammar .**

The designer creates the rules and the initial shape.

### **2-Compiling the grammar.**

*In this phase the system compiles the rules (asks to see how the rule Applied to the pattern) .*

### **3-Exploring the language of designs defined by the grammar**

**Designer explores the language of designs,  
generating designs, Imposing additional  
constraints or saving the current state.**