

# Grammar Examples

- $G=(N,T,P,S) : (\{S\}, \{a,b\}, \{ S \rightarrow aS, S \rightarrow bS, S \rightarrow a, S \rightarrow b\}, S), L(G)= ?$
- $S \Rightarrow a$
- $S \Rightarrow b$
- $S \Rightarrow aS \Rightarrow aa$  or  $S \Rightarrow^* aa$
- $S \Rightarrow aS \Rightarrow ab$  or  $S \Rightarrow^* ab$
- $S \Rightarrow bS \Rightarrow ba$  or  $S \Rightarrow^* ba$
- $S \Rightarrow bS \Rightarrow bb$  or  $S \Rightarrow^* bb$
- Language  $L(G)=\{a,b,aa,ab,ba,bb,....\} = \{a,b\}^* - \epsilon$

# Grammar Examples

- $G=(N,T,P,S) : (\{S,B\}, \{a,b\}, \{ S \rightarrow aB, S \rightarrow a, B \rightarrow bB, B \rightarrow aB, B \rightarrow a, B \rightarrow b \}, S), L(G)=?$
- $S \Rightarrow a$
- $S \Rightarrow aB \Rightarrow aa$  or  $S \Rightarrow^* aa$
- $S \Rightarrow aB \Rightarrow ab$  or  $S \Rightarrow^* ab$
- $S \Rightarrow aB \Rightarrow aaB \Rightarrow aaa$
- $S \Rightarrow aB \Rightarrow aaB \Rightarrow aab$
- $S \Rightarrow aB \Rightarrow abB \Rightarrow aba$
- $S \Rightarrow aB \Rightarrow abB \Rightarrow abb$
- Language  $L(G)=\{a,aa,ab,aaa,aab,aba,abb,....\} = \{w \in \{a,b\}^* \mid w \text{ begins with symbol } a\}$

# Grammar Examples

- $G=(N,T,P,S) : (\{S\}, \{a,b\}, \{ S \rightarrow aSb, S \rightarrow ab \}, S), L(G) = ?$
- $S \Rightarrow ab$
- $S \Rightarrow aSb \Rightarrow aabb$
- $S \Rightarrow aSb \Rightarrow aaSbb \Rightarrow aaabbbb$
- $S \Rightarrow aSb \Rightarrow aaSbb \Rightarrow aaaSbbb \Rightarrow aaaabbbbb$
- Language  $L(G) = \{ab, aabb, aaabbb, aaaabbbb, \dots\} = \{w \in \{a,b\}^* \mid w \text{ is of the form } a^n b^n, n \geq 1\}$



# Language generated by a Grammar $L(G)$

- ▶ Language generated by a grammar  $L(G)$  is defined as **set of all possible sentences ( strings of terminal symbols only)** that can be derived from / generated by the Grammar  $G$ .
- ▶  $L(G) = \{w \in T^* \mid S \Rightarrow^* w \text{ under grammar } G\}$

# Automata


## Language accepting Device

- Automata of a language  $L$  accepts set of all possible sentences/strings in the language  $L$ .





# Automata Types

1. Finite State Automata
  2. Pushdown Automata
  3. Linear Bounded Automata
  4. Turing Machine
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# Languages, Grammars and Automata

Grammar	Language	Automata
Type 0 Grammar Unrestricted Grammar	Recursively Enumerable Language	Turing Machine
Type 1 Grammar Context Sensitive Grammar	Context Sensitive Language	Linear Bounded Automata
Type 2 Grammar Context Free Grammar	Context Free Language	Pushdown Automata
Type 3 Grammar Regular Grammar	Regular Language	Finite State Automata