

BCSE304L

Theory of Computation

Lecture 4

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Grammars

Grammar

- A grammar for the English language tells us whether a particular sentence is well-formed or not.
- If the sentence is correct grammatically then that sentence will be the part of grammar, otherwise not.
- “I am going to school.” - valid
- “I going am to school.” - invalid
- Grammar is a set of rules used to define a language.
- It is the structure of the strings in the language.

Grammar

Definition: A grammar is a 4-tuple $G = (N, T, P, S)$, where

- N is a finite set of symbols called ***non-terminals*** (uppercase letters)
- T is a finite set of symbols called ***terminals*** (lowercase letters)
- $S \in N$ is the ***start symbol***
- P is the set of ***productions*** of the form $\alpha \rightarrow \beta$

Note: $N \cap T = \emptyset$

Derivation

- Non terminals - N
- Terminals – T
- Total alphabet - $V = N \cup T$

$\alpha, \beta \in V^*$ are strings in V^*

$\alpha \Rightarrow \beta$ β is obtained from α in one step

$\alpha \Rightarrow^* \beta$ β is obtained from α in zero or more steps

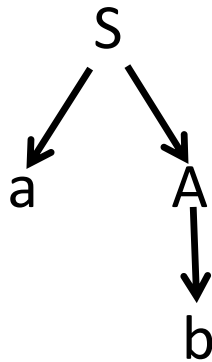
\Rightarrow^* reflexive transitive closure of \Rightarrow

Grammar (Examples)

$G = (\{S, A\}, \{a, b\}, P, S)$, where

$P: S \rightarrow aA$

$A \rightarrow b$



$L(G) = \{ ab \}$

Grammar

Let $G = (N, T, P, S)$ be a grammar.

Then $L(G)$ is called the language generated by G .

$$L(G) = \{ w \in T^* / S \xRightarrow{*} w \}$$

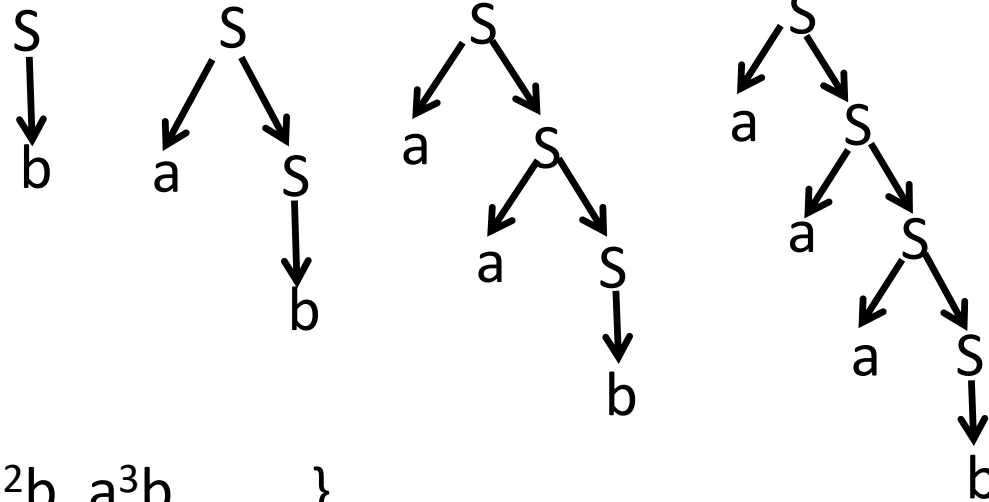
- Grammars are language generating device
- Automata are language accepting device

Grammar

$G = (\{S\}, \{a, b\}, P, S)$, where

$P: S \rightarrow aS$

$S \rightarrow b$



$L(G) = \{ b, ab, a^2b, a^3b, \dots \}$

$L(G) = \{ a^n b \mid n \geq 0 \}$

Grammars and Languages

1) $G = (\{S\}, \{a\}, P, S)$, where

P: $S \rightarrow aS$ (rule 1)

$S \rightarrow a$ (rule 2)

$S \Rightarrow a$

$S \Rightarrow aS \Rightarrow aa$

$S \Rightarrow aS \Rightarrow aaS \Rightarrow aaa$

$$L(G) = \{ a^n \mid n \geq 1 \}$$

2) $G = (\{S\}, \{a, b\}, P, S)$, where

P: $S \rightarrow aS$ (rule 1)

$S \rightarrow b$ (rule 2)

$S \Rightarrow b$

$S \Rightarrow aS \Rightarrow ab$

$S \Rightarrow aS \Rightarrow aaS \Rightarrow aab$

$$L(G) = \{ a^n b \mid n \geq 0 \}$$

Grammars and Languages

3) $G = (\{S\}, \{a, b\}, P, S)$, where

$P: S \rightarrow aSb$ (rule 1)

$S \rightarrow ab$ (rule 2)

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

4) $G = (\{S\}, \{a, b, c\}, P, S)$, where

$P: S \rightarrow aSa$ (rule 1)

$S \rightarrow bSb$ (rule 2)

$S \rightarrow c$ (rule 3)

$$L(G) = \{ wcw^R \mid w \in \{a, b\}^* \}$$

Grammars and Languages

3) $G = (\{S\}, \{a, b\}, P, S)$, where

P: $S \rightarrow aSb$ (rule 1)

$S \rightarrow ab$ (rule 2)

$S \Rightarrow ab$

$S \Rightarrow aSb \Rightarrow aabb$

$S \Rightarrow aSb \Rightarrow aaSbb \Rightarrow aaabbb$

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

4) $G = (\{S\}, \{a, b, c\}, P, S)$, where

P: $S \rightarrow aSa$ (rule 1)

$S \rightarrow bSb$ (rule 2)

$S \rightarrow c$ (rule 3)

$S \Rightarrow c$

$S \Rightarrow aSa \Rightarrow aca$

$S \Rightarrow bSb \Rightarrow bcb$

$S \Rightarrow aSa \Rightarrow abSba \Rightarrow abcba$

$S \Rightarrow bSb \Rightarrow baSab \Rightarrow bacab$

$L(G) = \{ wcw^R \mid w \in \{a, b\}^* \}$

Grammars and Languages

5) $G = (\{S\}, \{a, b, c\}, P, S)$, where

P: $S \rightarrow aSBc$ (rule 1) $S \Rightarrow abc$

$S \rightarrow abc$ (rule 2) $S \Rightarrow aSBc \Rightarrow aabcbC \Rightarrow aabBcc \Rightarrow aabbcc$

$cB \rightarrow Bc$ (rule 3)

$bB \rightarrow bb$ (rule 4) $S \Rightarrow aSBc \Rightarrow aaSBcBc \Rightarrow aaabcbCbc$
 $\Rightarrow aaabBccCbC \Rightarrow aaabBcBcc \Rightarrow aaabBbBccc$
 $\Rightarrow aaabbbBccc \Rightarrow aabbbbccc$

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

Chomsky Hierarchy

Non-recursively enumerable

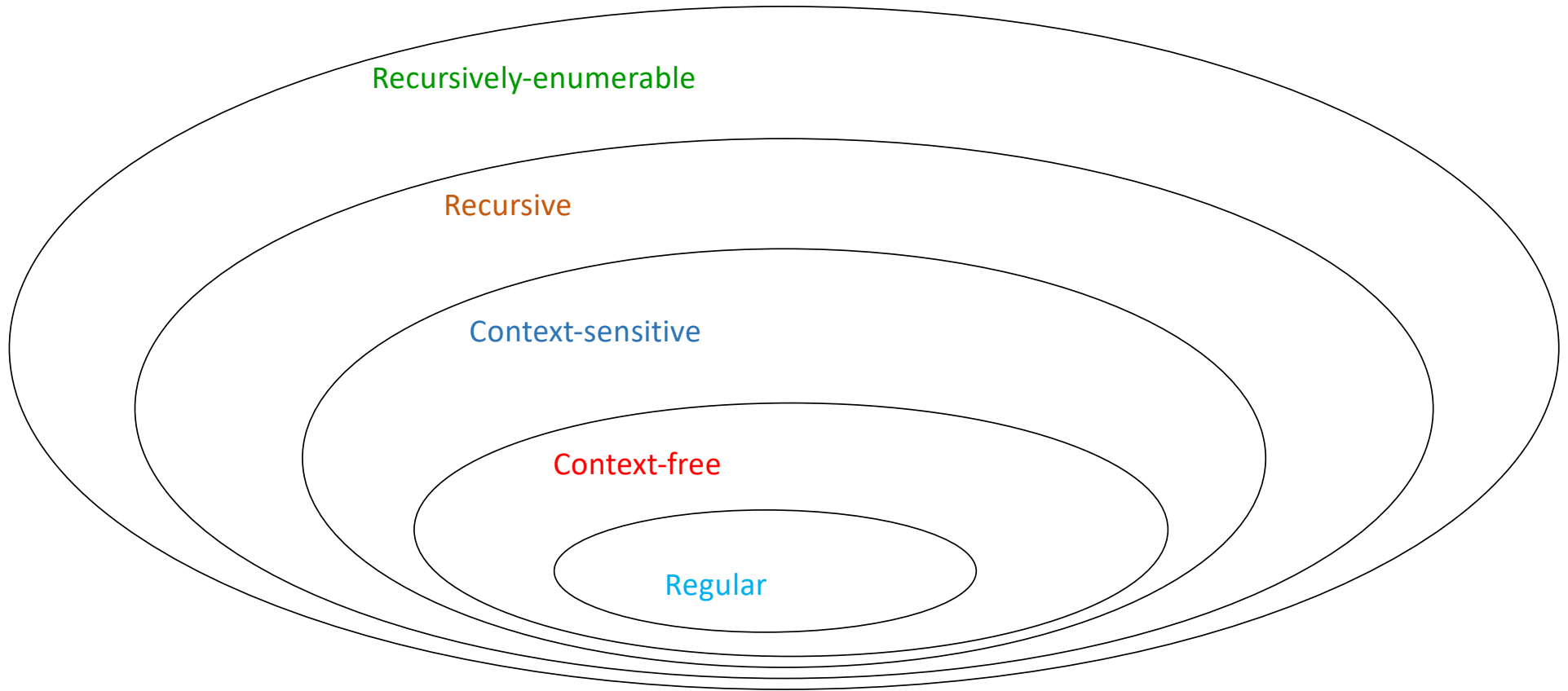
Recursively-enumerable

Recursive

Context-sensitive

Context-free

Regular



Chomsky Hierarchy

	Language	Grammar	Machine	Example
Type 3	Regular languages	Regular grammars <ul style="list-style-type: none">• Right-linear grammars• Left-linear grammars	Finite-state automata	a^*
Type 2	Context-free languages	Context-free grammars	Push-down automata	$a^n b^n$
Type 1	Context-sensitive languages	Context-sensitive grammars	Linear-bound automata	$a^n b^n c^n$
Type 0	Recursive languages Recursively enumerable languages	Unrestricted grammars	Turing machines	any computable function

Read as: unrestricted grammars can generate the languages that can be accepted by a Turing machine.