# Regular Grammars

$$G = \{V, T, S, P\}$$

V - is a finite non empty set of variable symbols

T - is a finite set of terminal (input) symbols

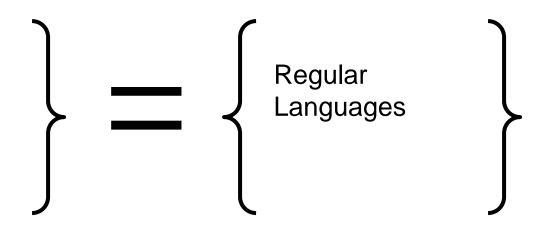
S – is a starting symbol (special variable)

P – production rules

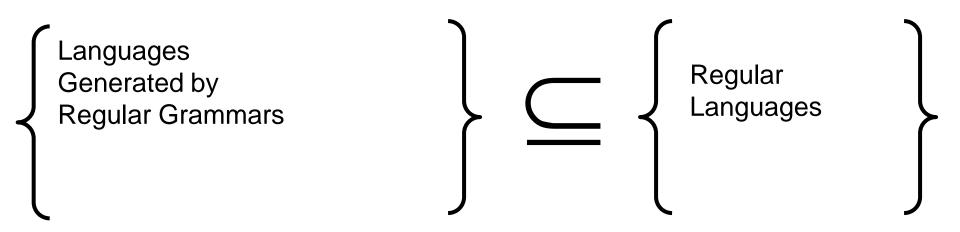
Regular Grammars Generate Regular Languages

# Theorem Languages

Languages
Generated by
Regular Grammars

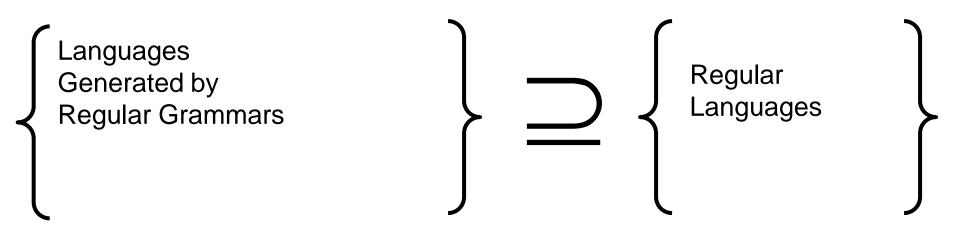


#### Theorem - Part 1



Any regular grammar generates a regular language

#### Theorem - Part 2



Any regular language is generated by a regular grammar

### Left-Linear Grammars

All productions have form:

$$A \rightarrow Bx$$

$$A \rightarrow x$$



string of terminals

$$S \rightarrow Aab$$

Example:

$$A \rightarrow Aab \mid B$$

$$B \rightarrow a$$

## Right-Linear Grammars

All productions have form:

$$\begin{array}{c} A \longrightarrow xB \\ A \longrightarrow x \\ & \\ & \\ \end{array}$$

string of terminals

$$S \rightarrow abS$$

Example:

$$S \rightarrow a$$

### Regular Grammars

A regular grammar is any right-linear or left-linear grammar

Examples:  $G_1$   $G_2$  S o abS S o Aab  $S o Aab \mid B$  B o a

Write regular grammar for all strings with any number of a's ended by one b over  $\sum$  (a, b).

$$L = \{ a^n b \mid n > 0 \}$$

All strings over  $\{a, b\}$  that begin and end with the b over  $\sum (a, b)$ .

L = { b W b | W 
$$\in$$
 {a, b}\* } OR  
L = { b W b | W  $\in$   $\sum$ \* }

Write Regular grammars for given Regular languages

$$L(G_1) = (ab) * a$$
  $L(G_2) = aab(ab) *$ 
 $G_1$   $G_2$   $S \to Aab$   $S \to abS$   $A \to Aab \mid B$   $B \to a$ 

#### Example:

Following grammars are regular grammar?

$$G$$
  $S \rightarrow aA \mid B$   $G2$   $A \rightarrow aa \mid B$   $S \rightarrow SA \mid ab$   $B \rightarrow b \mid B \mid a$   $A \rightarrow aa \mid B$   $B \rightarrow b \mid B \mid a$   $G_1$   $S \rightarrow aSb \mid ab$ 

Write RE for all strings with even number of a's followed by odd number of b's over  $\sum$  (a b).

Write a regular grammar for  $L = \{a^{2n} b^{2m+1} \mid n \ge 0, m \ge 0\}$