

Abstract

Panini's grammar (AD) has been extolled as the best specimen of human intelligence, and as something which can be easily converted to a computer program. The paper examines the system of Panini closely and compares it with programming techniques and artificial languages to see if sufficient parallels are found to qualify above statements. The paper will examine the architectural aspects of AD and compare those with a typical Natural Language Processing (NLP) system and then proceed on to the techniques adopted by Panini and how they compete with various programming techniques in our times. The paper will look at some of the rules from the AD and show if they can be converted to computer algorithms easily. In the same subsection, the paper will also examine some other rules which are difficult to compute and convert to pseudo code. Finally the paper will address the implications for working on Panini or AD for the language technology for Indian languages in particular and for the field of computer science and AI in general