

1. Record Nr.	UNINA9910146418703321
Titolo	Logic and automata : history and perspectives // edited by Jorg Flum, Erich Gradel, and Thomas Wilke
Pubbl/distr/stampa	Amsterdam, : Amsterdam University Press, c2008
ISBN	90-485-0128-8
Edizione	[1st ed.]
Descrizione fisica	1 online resource (737 p.)
Collana	Texts in logic and games ; ; v. 2
Altri autori (Persone)	FlumJorg GradelErich <1958-> WilkeThomas <1965->
Disciplina	511.3
Soggetti	Machine theory Logic, Symbolic and mathematical Computer science - Mathematics Computational complexity
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Table of Contents; Preface; 1. On the topological complexity of tree languages; 2. Nondeterministic controllers of nondeterministic precesses; 3. Reachability in continuous-time Markov reward decision processes; 4. Logical theories and compatible operations; 5. Forest algebras; 6. Automata and semigroups recognizing infinite words; 7. Deterministic graph grammars; 8. Quantifier-free definable graph opeations preserving recognizability; 9. First-order definable languages; 10. Matrix-based complexity functions and recognizable picture languages 11. Apllying Blackwell optimality: priority mean-payoff games as limits of multi-discounted games 12. Logic, graphs and algorithms; 13. Non-regular fixed-points logics and games; 14. The universal automaton; 15. Deterministic top-down tree automata: past, present, and future; 16. Expressive power of monadic logics on words, trees, pictures and graphs; 17. Structured strategies in games on graphs; 18. Counting in trees; 19. Modular quantifiers; 20. Automata: from logics to algorithms
Sommario/riassunto	This collection of papers deal with challenges in disciplines such as complexity theory, games, algorithms and semi group theory and

discuss current challenges in this field
