1. Record Nr. UNINA9910481962303321

Titolo	Logical Foundations of Computer Science : International Symposium, LFCS 2016, Deerfield Beach, FL, USA, January 4-7, 2016. Proceedings / / edited by Sergei Artemov, Anil Nerode
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-27683-2
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (X, 407 p. 33 illus. in color.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 9537
Disciplina	004
Soggetti	Machine theory Formal Languages and Automata Theory
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Constructive mathematics and type theory -- Homotopy type theory -- Logic, automata, and automatic structures -- Computability and randomness -- Logical foundations of programming -- Logical aspects of computational complexity -- Parameterized complexity -- Logic programming and constraints -- Automated deduction and interactive theorem proving -- Logical methods in protocol and program verification -- Logical methods in program specification and extraction -- Domain theory logics -- Logical foundations of database theory -- Equational logic and term rewriting -- Lambda and combinatory calculi -- Categorical logic and topological semantics -- Linear logic -- Epistemic and temporal logics -- Intelligent and multiple-agent system logics -- Logics of proof and justification -- Non-monotonic reasoning -- Logic in game theory and social software -- Logic of hybrid systems -- Distributed system logics -- Mathematical fuzzy logic -- System design logics.
Sommario/riassunto	This book constitutes the refereed proceedings of the International Symposium on Logical Foundations of Computer Science, LFCS 2016, held in Deerfield Beach, FL, USA in January 2016. The 27 revised full papers were carefully reviewed and selected from 46 submissions. The scope of the Symposium is broad and includes constructive mathematics and type theory; homotopy type theory; logic, automata,

and automatic structures; computability and randomness; logical foundations of programming; logical aspects of computational complexity; parameterized complexity; logic programming and constraints; automated deduction and interactive theorem proving; logical methods in protocol and program verification; logical methods in program specification and extraction; domain theory logics; logical foundations of database theory; equational logic and term rewriting; lambda and combinatory calculi; categorical logic and topological semantics; linear logic; epistemic and temporal logics; intelligent and multiple-agent system logics; logics of proof and justification; non-monotonic reasoning; logic in game theory and social software; logic of hybrid systems; distributed system logics; mathematical fuzzy logic; system design logics; and other logics in computer science.