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Disciplina	004.015113
Soggetti	Compilers (Computer programs) Computer science Machine theory Artificial intelligence Logic, Symbolic and mathematical Compilers and Interpreters Theory of Computation Formal Languages and Automata Theory Artificial Intelligence Computer Science Logic and Foundations of Programming Mathematical Logic and Foundations
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Nota di contenuto	Invited Lectures -- Full Completeness: Interactive and Geometric Characterizations of the Space of Proofs (Abstract) -- The Symbolic Approach to Repeated Games (Abstract) -- Proofs, Programs and Abstract Complexity -- Model-Checking First-Order Logic: Automata and Locality -- Tightening the Exchange Rates Between Automata -- Precise Relational Invariants Through Strategy Iteration -- Logic and Games -- Omega-Regular Half-Positional Winning Conditions -- Clique-Width and Parity Games -- Logical Refinements of Church's Problem -- The Power of Counting Logics on Restricted Classes of Finite Structures -- Expressiveness -- Comparing the Expressive Power

of Well-Structured Transition Systems -- There Exist Some ω -Powers of Any Borel Rank -- Games and Trees -- Satisfiability of a Spatial Logic with Tree Variables -- Forest Expressions -- MSO on the Infinite Binary Tree: Choice and Order -- Logic and Deduction -- Classical and Intuitionistic Logic Are Asymptotically Identical -- Qualitative Temporal and Spatial Reasoning Revisited -- On Acyclic Conjunctive Queries and Constant Delay Enumeration -- Integrating Linear Arithmetic into Superposition Calculus -- Lambda Calculus 1 -- The Theory of Calculi with Explicit Substitutions Revisited -- A Soft Type Assignment System for λ -Calculus -- Lambda Theories of Effective Lambda Models -- Typed Normal Form Bisimulation -- Lambda Calculus 2 -- Not Enough Points Is Enough -- Classical Program Extraction in the Calculus of Constructions -- Building Decision Procedures in the Calculus of Inductive Constructions -- Finite Model Theory -- Structure Theorem and Strict Alternation Hierarchy for FO₂ on Words -- On the Complexity of Reasoning About Dynamic Policies -- Relativizing Small Complexity Classes and Their Theories -- Subexponential Time and Fixed-Parameter Tractability: Exploiting the Miniaturization Mapping -- Linear Logic -- From Proofs to Focused Proofs: A Modular Proof of Focalization in Linear Logic -- Linear Realizability -- Correctness of Multiplicative (and Exponential) Proof Structures is NL-Complete -- Focusing and Polarization in Intuitionistic Logic -- Proof Theory -- Incorporating Tables into Proofs -- A Cut-Free and Invariant-Free Sequent Calculus for PLTL -- Unbounded Proof-Length Speed-Up in Deduction Modulo -- Propositional Logic for Circuit Classes -- Game Characterizations and the PSPACE-Completeness of Tree Resolution Space -- Game Semantics -- Continuous Previsions -- Bad Variables Under Control -- A Games Model of Bunched Implications -- The Ackermann Award 2007.

Sommario/riassunto

This book constitutes the refereed proceedings of the 21st International Workshop on Computer Science Logic, CSL 2007, held as the 16th Annual Conference of the EACSL in Lausanne, Switzerland. The 36 revised full papers presented together with the abstracts of six invited lectures are organized in topical sections on logic and games, expressiveness, games and trees, logic and deduction, lambda calculus, finite model theory, linear logic, proof theory, and game semantics.
