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| Nota di contenuto | Invited Contributions -- Modeling Timed Concurrent Systems -- Some Remarks on Definability of Process Graphs -- Sanity Checks in Formal Verification -- Invited Tutorials -- Welcome to the Jungle: A Subjective Guide to Mobile Process Calculi -- Probability and Nondeterminism in Operational Models of Concurrency -- Model Checking -- A Livelock Freedom Analysis for Infinite State Asynchronous Reactive Systems -- Proving Liveness by Backwards Reachability -- Model Checking Quantified Computation Tree Logic -- Process Calculi -- Liveness, Fairness and Impossible Futures -- Checking a Mutex Algorithm in a Process Algebra with Fairness -- A Complete Axiomatic Semantics for the CSP Stable-Failures Model -- Transition Systems of Elementary Net Systems with Localities -- Minimization and Equivalence Checking -- Operational Determinism and Fast Algorithms -- Minimization, Learning, and Conformance Testing of Boolean Programs -- A Capability Calculus for Concurrency and Determinism -- Types -- A New Type System for Deadlock-Free Processes -- Sortings for Reactive Systems -- Dynamic Access Control in a Concurrent Object Calculus -- Semantics -- Concurrent Rewriting for Graphs with Equivalences -- Event Structure Semantics for Nominal Calculi -- Encoding ?Duce in the ??-Calculus -- Probability -- A Complete Axiomatisation of Branching Bisimulation for Probabilistic Systems with an Application in Protocol |

Verification -- Probabilistic I/O Automata: Theories of Two
Equivalences -- Reachability in Recursive Markov Decision Processes --
Strategy Improvement for Stochastic Rabin and Streett Games --
Bisimulation and Simulation -- Weak Bisimulation Up to Elaboration --
Generic Forward and Backward Simulations -- On Finite Alphabets and
Infinite Bases III: Simulation -- Real Time -- Inference of Event-
Recording Automata Using Timed Decision Trees -- Controller
Synthesis for MTL Specifications -- On Interleaving in Timed Automata
-- Formal Languages -- A Language for Task Orchestration and Its
Semantic Properties -- Finding Shortest Witnesses to the Nonemptiness
of Automata on Infinite Words -- Second-Order Simple Grammars.

Sommario/riassunto

This volume contains the proceedings of the 17th International Conference on Concurrency Theory (CONCUR) held in Bonn, Germany, August 27–30, 2006. The purpose of the CONCUR conference series is to bring together researchers, developers and students in order to advance the theory of concurrency and promote its applications. Interest in this topic is continuously growing, as a consequence of the importance and ubiquity of concurrent systems and their applications and the scientific relevance of their foundations. The scope of CONCUR covers all areas of semantics, logics, and verification techniques for concurrent systems. Topics include basic models and logics of concurrent and distributed computation (such as process algebras, Petri nets, domain theoretic or game theoretic models, modal and temporal logics), specialized models or classes of systems (such as circuits, synchronous systems, real-time and hybrid systems, stochastic systems, databases, mobile and migrating systems, parametric protocols, security protocols), related verification techniques and tools (such as state space exploration, model-checking, synthesis, abstraction, automated deduction, testing), and related programming models (such as distributed, constraint- or object-oriented, graph rewriting, as well as associated typesystems, static analyses, abstract machines, and environments). This volume starts with five invited papers covering the invited lectures and tutorials of the conference. The remaining 29 papers were selected by the Programme Committee out of 101 submissions after a very intensive reviewing and discussion phase. We would like to thank the members of the Programme Committee and the external reviewers for their excellent and hard work. The conference programme contained three invited lectures and two invited tutorials. .
