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Altri autori (Persone)	EsikZoltan <1951->
Disciplina	005.1/015113
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 bibliografia	Includes bibliographical references and index.
Nota di contenuto	Invited Presentations -- Functorial Boxes in String Diagrams -- Some Results on a Game-Semantic Approach to Verifying Finitely-Presentable Infinite Structures (Extended Abstract) -- Automata and Logics for Words and Trees over an Infinite Alphabet -- Nonmonotonic Logics and Their Algebraic Foundations -- Contributions -- Semi-continuous Sized Types and Termination -- Visibly Pushdown Automata: From Language Equivalence to Simulation and Bisimulation -- A Finite Semantics of Simply-Typed Lambda Terms for Infinite Runs of Automata -- The Power of Linear Functions -- Logical Omniscience Via Proof Complexity -- Verification of Ptime Reducibility for System F Terms Via Dual Light Affine Logic -- MSO Queries on Tree

Decomposable Structures Are Computable with Linear Delay --
Abstracting Allocation -- Collapsibility in Infinite-Domain Quantified
Constraint Satisfaction -- Towards an Implicit Characterization of NC k
-- On Rational Trees -- Reasoning About States of Probabilistic
Sequential Programs -- Concurrent Games with Tail Objectives -- Nash
Equilibrium for Upward-Closed Objectives -- Algorithms for Omega-
Regular Games with Imperfect Information -- Relating Two Standard
Notions of Secrecy -- Jump from Parallel to Sequential Proofs:
Multiplicatives -- First-Order Queries over One Unary Function --
Infinite State Model-Checking of Propositional Dynamic Logics -- Weak
Bisimulation Approximants -- Complete Problems for Higher Order
Logics -- Solving Games Without Determinization -- Game
Quantification on Automatic Structures and Hierarchical Model
Checking Games -- An Algebraic Point of View on the Crane Beach
Property -- A Sequent Calculus for Type Theory -- Universality Results
for Models in Locally Boolean Domains -- Universal Structures and the
Logic of Forbidden Patterns -- On the Expressive Power of Graph Logic
-- Hoare Logic in the Abstract -- Normalization of IZF with
Replacement -- Acyclicity and Coherence in Multiplicative Exponential
Linear Logic -- Church Synthesis Problem with Parameters -- Decidable
Theories of the Ordering of Natural Numbers with Unary Predicates --
Separation Logic for Higher-Order Store -- Satisfiability and Finite
Model Property for the Alternating-Time μ -Calculus -- Space-Efficient
Computation by Interaction -- The Ackermann Award 2006.

Sommario/riassunto

This book constitutes the refereed proceedings of the 20th International Workshop on Computer Science Logic, CSL 2006. The book presents 37 revised full papers together with 4 invited contributions, addressing all current aspects of logic in computer science. Coverage includes automated deduction and interactive theorem proving, constructive mathematics and type theory, equational logic and term rewriting, automata and formal logics, modal and temporal logic, model checking, finite model theory, and more.
