

1. Record Nr.	UNINA9910847596403321
Titolo	Foundations of Software Science and Computation Structures : 27th International Conference, FoSSaCS 2024, Held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2024, Luxembourg City, Luxembourg, April 6–11, 2024, Proceedings, Part I / / edited by Naoki Kobayashi, James Worrell
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	3-031-57228-9
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (290 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14574
Disciplina	40,151
Soggetti	Computer science Logic, Symbolic and mathematical Data structures (Computer science) Information theory Computer systems Computer science - Mathematics Theory of Computation Mathematical Logic and Foundations Data Structures and Information Theory Computer System Implementation Mathematics of Computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Invited Talk -- Ackermannian Completion of Separators -- Infinite Games -- Fair Omega-regular Games -- Stochastic Window Mean-Payoff Games -- Symbolic Solution of Emerson-Lei Games for Reactive Synthesis -- Parity Games on Temporal Graphs -- Categorical Semantics -- Drawing from an Urn is Isometric -- Enriching Diagrams with Algebraic Operations -- Monoidal Extended Stone Duality -- Towards a Compositional Framework for Convex Analysis (with Applications to Probability Theory) -- Automata and Synthesis -- Determinization of Integral Discounted-Sum Automata is Decidable --

Checking History-Determinism is NP-hard for Parity Automata --
Tighter Construction of Tight Büchi Automata -- Synthesis with Privacy
Against an Observer.

Sommario/riassunto

The two open access volumes LNCS 14574 and 14575 constitute the proceedings of the 27th International Conference on Foundations of Software Science and Computation Structures, FOSSACS 2024, which took place in Luxembourg in April 2024. The 24 full papers included in this book were carefully reviewed and selected from 79 submissions. They were organized in topical sections as follows: Part I: Infinite games; categorical semantics; automata and synthesis; Part II: Types and programming languages; logic and proofs; infinite-state systems.
