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Descrizione fisica	1 online resource (251 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15050
Disciplina	004.0151
Soggetti	Machine theory Computer science Software engineering Logic programming Algorithms Computer science - Mathematics Formal Languages and Automata Theory Computer Science Logic and Foundations of Programming Software Engineering Logic in AI Design and Analysis of Algorithms Mathematics of Computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Invited Papers -- Quantifying Uncertainty in Probabilistic Loops without Sampling: a Fully Automated Approach.-The Satisfaction and Validity Problems for Probabilistic CTL.-Computability and Reachability -- Computing Reachable Simulations on Transition Systems -- Computing All Minimal Ways to Reach a Context-Free Language -- On Solving All-Path Reachability Problems for Starvation Freedom of Concurrent Rewrite Systems under Process Fairness -- Automata and Complexity -- Rollercoasters with Plateaus -- Quantum Automata and Languages of Finite Index -- On Shortest Products for Nonnegative Matrix Mortality -- Hardness of Busy Beaver Value BB(15) -- Linear Systems

and Recurrences -- On the Complexity of Reachability and Mortality for Bounded Piecewise Affine Maps -- Semi-Linear VASR for Over-Approximate Semi-Linear System Reachability.-Reachability in Linear Recurrence Automata -- Games and Abstractions -- Robust Deterministic Abstractions for Supervising Discrete-time Continuous Systems -- Markov Decision Processes with Sure Parity and Multiple Reachability Objectives -- Modelling Dynamical Systems: Learning ODEs with No Internal ODE Resolution.

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**Sommario/riassunto**

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This book constitutes the proceedings of the 18th International Conference on Reachability Problems, RP 2024, which took place in Vienna, Austria, during September 25–27, 2024. The 13 full papers included in these proceedings were carefully reviewed and selected from 37 submissions. The book also contains two invited talks in full paper length. The contributions in these proceedings cover topics from computability and reachability; automata and complexity; linear systems and recurrences; and games and abstractions.

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