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Analysis in Verification of Discrete-Time Markov Chains -- Robust Synchronization in Markov Decision Processes -- Probabilistic Bisimulation: Naturally on Distributions -- Averaging in LTL -- Decidable Topologies for Communicating Automata with FIFO and Bag Channels -- Controllers for the Verification of Communicating Multi-pushdown Systems -- Pairwise Reachability Analysis for Higher Order Concurrent Programs by Higher-Order Model Checking -- A Linear-Time Algorithm for the Orbit Problem over Cyclic Groups -- A Nearly Optimal Upper Bound for the Self-Stabilization Time in Herman's Algorithm -- Bounds on Mobility -- Typing Messages for Free in Security Protocols: The Case of Equivalence Properties -- Using Higher-Order Contracts to Model Session Types (Extended Abstract) -- A Semantic Deconstruction of Session Types -- Timed Multiparty Session Types -- A Categorical Semantics of Signal Flow Graphs -- Generic Forward and Backward Simulations III: Quantitative Simulations by Matrices -- A General Framework for Well-Structured Graph Transformation Systems -- (Un)decidable Problems about Reachability of Quantum Systems -- Ordered Navigation on Multi-attributed Data Words -- Verification for Timed Automata Extended with Unbounded Discrete Data Structures -- Reducing Clocks in Timed Automata while Preserving Bisimulation -- Qualitative Concurrent Parity Games: Bounded Rationality -- Adding Negative Prices to Priced Timed Games -- Tight Game Abstractions of Probabilistic Automata.

| Sommario/riassunto | This book constitutes the refereed proceedings of the 25th International Conference on Concurrency Theory, CONCUR 2014, held in Rome, Italy in September 2014. The 35 revised full papers presented together with 5 invited talks were carefully reviewed and selected from 124 submissions. The focus of the conference is on the following topics: process calculi, model checking and abstraction, synthesis, quantitative models, automata and multithreading, complexity, process calculi and types, categories, graphs and quantum systems, automata and time, and games. |