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Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 12094
Disciplina	004.0151
Soggetti	Machine theory Numerical analysis Logic programming Formal Languages and Automata Theory Numerical Analysis Logic in AI
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Nota di contenuto	The Theory of Universal Graphs for Games: Past and Future -- Approximate coalgebra homomorphisms and approximate solutions -- Duality for Instantial Neighbourhood Logic via Coalgebra -- Free-algebra functors from a coalgebraic perspective -- Learning Automata with Side-Effects -- De Finetti's Construction as a Categorical Limit -- Injective Objects and Fibered Codensity Liftings -- Explaining Non-Bisimilarity in a Coalgebraic Approach: Games and Distinguishing Formulas -- A categorical approach to secure compilation -- Semantics for rst-order a ne inductive datatypes via slice categories.
Sommario/riassunto	This book constitutes the thoroughly refereed post-conference proceedings of the 15th International Workshop on Coalgebraic Methods in Computer Science, CMCS 2020, colocated with ETAPS 2020, held in Dublin, Ireland, in April 2020. The conference was held as several online events in September and October due to the COVID-19

pandemic. The 9 revised full papers were carefully reviewed and selected from 13 submissions. Also included is one invited talk. The papers cover a wide range of topics in the theory, logics, and applications of coalgebras.

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