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Descrizione fisica	1 online resource (X, 369 p. 17 illus.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 10703
Disciplina	004
Soggetti	Machine theory Computer arithmetic and logic units Computer science Artificial intelligence Compilers (Computer programs) Computer programming Formal Languages and Automata Theory Arithmetic and Logic Structures Computer Science Logic and Foundations of Programming Artificial Intelligence Compilers and Interpreters Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Constructive mathematics and type theory -- Homotopy type theory -- Logic, automata, and automatic structures -- Computability and randomness -- Logical foundations of programming -- Logical aspects of computational complexity -- Parameterized complexity -- Logic programming and constraints -- Automated deduction and interactive theorem proving -- Logical methods in protocol and program verification -- Logical methods in program specification and extraction -- Domain theory logics -- Logical foundations of database theory -- Equational logic and term rewriting -- Lambda and combinatory calculi

-- Categorical logic and topological semantics -- Linear logic -- Epistemic and temporal logics -- Intelligent and multiple-agent system logics -- Logics of proof and justification -- Non-monotonic reasoning -- Logic in game theory and social software -- Logic of hybrid systems -- Distributed system logics -- Mathematical fuzzy logic -- System design logics.

Sommario/riassunto

This book constitutes the refereed proceedings of the International Symposium on Logical Foundations of Computer Science, LFCS 2018, held in Deerfield Beach, FL, USA, in January 2018. The 22 revised full papers were carefully reviewed and selected from 22 submissions. The scope of the Symposium is broad and includes constructive mathematics and type theory; homotopy type theory; logic, automata, and automatic structures; computability and randomness; logical foundations of programming; logical aspects of computational complexity; parameterized complexity; logic programming and constraints; automated deduction and interactive theorem proving; logical methods in protocol and program verification; logical methods in program specification and extraction; domain theory logics; logical foundations of database theory; equational logic and term rewriting; lambda and combinatory calculi; categorical logic and topological semantics; linear logic; epistemic and temporal logics; intelligent and multiple-agent system logics; logics of proof and justification; non-monotonic reasoning; logic in game theory and social software; logic of hybrid systems; distributed system logics; mathematical fuzzy logic; system design logics; and other logics in computer science.