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Soggetti	Computers Programming languages (Electronic computers) Theory of Computation Programming Languages, Compilers, Interpreters
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Nota di contenuto	How hard is compiler code generation? -- "Natural" complexity measures and time versus memory: Some definitional proposals -- Semantics and proof theory of pascal procedures -- On the structure of combinatorial problems and structure preserving reductions -- Factor graphs, failure functions and Bi-Trees -- Parallel decomposition of LR (k) parsers -- Some recursively unsolvable problems relating to isolated cutpoints in probabilistic automata -- Termination tests inside ?-calculus -- On the computational power of reversal-bounded machines -- The context sensitivity bounds of context sensitive grammars and languages -- Serial composition of 2-way finite-state transducers and simple programs on strings -- The sequence equivalence problem for dol systems is decidable -- Languages defined by higher type program schemes -- Parsing and syntactic error recovery for context-free grammars by means of coarse structures -- On three types of unambiguity of context-free language -- The mathematics of record handling -- Macro grammars, lindenmayer systems and other copying devices -- On the time and tape complexity of hyper(1)-AFL's -- Renaming and erasing in szilard languages -- Some matching problems -- Complexite des demi — Groupes de matrices -- On the

proper treatment or referencing, dereferencing and assignment -- Complexity of some problems concerning L systems -- Left-fitting translations -- Dynamic binary search -- About the derivation languages of grammars and machines -- Simple chain grammars -- Time-space trade-offs in a pebble game -- Non-deterministic polynomial optimization problems and their approximation -- Simple programs and their decision problems -- Theory of data structures by relational and graph grammars -- On backtracking and greatest fixpoints -- L systems of finite index -- The safety of a coroutine system -- Linear time simulation of multihead turing machines with head — To-head jumps -- Data types as objects -- On the difference between one and many -- On defining error recovery in context-free parsing -- $LL(k)$ languages are closed under union with finite languages -- The time and tape complexity of developmental languages -- Rational relations of binary trees -- Structural equivalence of context-free grammar forms is decidable -- On the definition of classes of interpretations.
