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Collana	Theoretical Computer Science and General Issues , 2512-2029 ; ; 4703
Disciplina	004.35
Soggetti	Computer science Computer systems Compilers (Computer programs) Computer programming Theory of Computation Computer System Implementation Computer Science Logic and Foundations of Programming Compilers and Interpreters Programming Techniques
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Invited Lectures -- Mapping the Security Landscape: A Role for Language Techniques -- The Saga of the Axiomatization of Parallel Composition -- Rule-Based Modelling of Cellular Signalling -- Contributed Papers -- Making Random Choices Invisible to the Scheduler -- Strategy Logic -- Solving Games Via Three-Valued Abstraction Refinement -- Linear Time Logics Around PSL: Complexity, Expressiveness, and a Little Bit of Succinctness -- On Modal Refinement and Consistency -- Equivalence Checking for Infinite Systems Using Parameterized Boolean Equation Systems -- Decidability Results for Well-Structured Transition Systems with Auxiliary Storage -- A Nice Labelling for Tree-Like Event Structures of Degree 3 -- Causal Message Sequence Charts -- Checking Coverage for Infinite Collections of Timed Scenarios -- Is Observational Congruence Axiomatisable in Equational

Horn Logic? -- The Must Preorder Revisited -- Topology-Dependent Abstractions of Broadcast Networks -- On the Expressive Power of Global and Local Priority in Process Calculi -- A Marriage of Rely/Guarantee and Separation Logic -- Fair Cooperative Multithreading -- Precise Fixpoint-Based Analysis of Programs with Thread-Creation and Procedures -- Automatic Derivation of Compositional Rules in Automated Compositional Reasoning -- Compositional Event Structure Semantics for the Internal τ -Calculus -- Interpreting a Finitary Pi-calculus in Differential Interaction Nets -- Mobility Control Via Passports -- Coalgebraic Models for Reactive Systems -- Reactive Systems over Directed Bigraphs -- Asynchronous Games: Innocence Without Alternation -- Bisimulation and Logical Preservation for Continuous-Time Markov Decision Processes -- Strategy Synthesis for Markov Decision Processes and Branching-Time Logics -- Timed Concurrent Game Structures -- Pushdown Module Checking with Imperfect Information -- Alternating Automata and a Temporal Fixpoint Calculus for Visibly Pushdown Languages -- Temporal Antecedent Failure: Refining Vacuity.
