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Disciplina	005.1
Soggetti	Software engineering Application software Computer logic Programming languages (Electronic computers) Computer programming Software Engineering/Programming and Operating Systems Computer Applications Logics and Meanings of Programs Programming Languages, Compilers, Interpreters Software Engineering Programming Techniques
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Nota di contenuto	Full Abstraction for PCF (extended abstract) -- Fully abstract semantics for concurrent λ -calculus -- An operational approach to combining classical set theory and functional programming languages -- ML typing, explicit polymorphism and qualified types -- Extensions to type systems can preserve operational equivalences -- Constraint programming and database query languages -- Intuitionistic resolution for a logic programming language with scoping constructs -- Proof by pointing -- A computer-checked verification of Milner's scheduler -- A purely functional language with encapsulated assignment -- Simple termination of hierarchical combinations of term rewriting systems -- Separate abstract interpretation for control-flow analysis -- Extensible

denotational language specifications -- A normalizing calculus with overloading and subtyping -- A theory of primitive objects -- Programming objects with ML-ART an extension to ML with abstract and record types -- A type system for a lambda calculus with assignments -- Theory and practice of Concurrent Object-Oriented Computing -- The family relation in Interaction Systems -- On syntactic and semantic action refinement -- Locality and true-concurrency in calculi for mobile processes -- Term rewriting properties of SOS axiomatisations -- The tyft/tyxt format reduces to tree rules -- Undecidable equivalences for basic parallel processes -- Normal proofs and their grammar -- A symmetric lambda calculus for "classical" program extraction -- The λ -calculus -- Syntactic definitions of undefined: On defining the undefined -- Discovering needed reductions using type theory -- Nontraditional applications of automata theory -- Abstract pre-orders -- Categorical models of relational databases I: Fibrational formulation, schema integration -- Petri nets, Horn programs, Linear Logic, and vector games -- A complete type inference system for subtyped recursive types -- Subtyping with union types, intersection types and recursive types -- A decidable intersection type system based on relevance -- Temporal verification diagrams -- A semantic theory for Concurrent ML -- Replication in concurrent combinators -- Transitions as interrupts: A new semantics for timed statecharts -- Relating multifunctions and predicate transformers through closure operators -- Notes on typed object-oriented programming -- Observing truly concurrent processes.

Sommario/riassunto

This volume contains the proceedings of the Second International Symposium on Theoretical Aspects of Computer Science, held at Tohoku University, Japan in April 1994. This top-level international symposium on theoretical computer science is devoted to theoretical aspects of programming, programming languages and system, and parallel and distributed computation. The papers in the volume are grouped into sessions on: lambda calculus and programming; automated deduction; functional programming; objects and assignments; concurrency; term rewriting and process equivalence; type theory and programming; algebra, categories and linear logic; and subtyping, intersection and union types. The volume also includes seven invited talks and two open lectures.
