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| Edizione                | [1st ed. 2002.]   |
| Descrizione fisica      | 1 online resource (XII, 609 p.)   |
| Collana                 | Lecture Notes in Computer Science, , 0302-9743 ; ; 2421   |
| Disciplina              | 004.35  |
| Soggetti                | Computers   |
|                         | Architecture, Computer  |
|                         | Computer logic  |
|                         | Programming languages (Electronic computers)<br>Computer programming  |
|                         | Theory of Computation   |
|                         | Computer System Implementation  |
|                         | Logics and Meanings of Programs   |
|                         | Computation by Abstract Devices   |
|                         | Programming Languages, Compilers, Interpreters  |
|                         | Programming Techniques  |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Bibliographic Level Mode of Issuance: Monograph   |
| Nota di bibliografia    | Includes bibliographical references at the end of each chapters and index.  |
| Nota di contenuto       | Invited Talks Refinement and Verification Applied to an In-Flight<br>Data Acquisition Unit* A Deductive Proof System for CTL* Event-<br>State Duality: The Enriched Case Expressive Power of Temporal<br>Logics Types, or: Where's the Difference Between CCS and ??<br>Invited Tutorials to Modal and Temporal Mu-Calculi Types for<br>Cryptographic Protocols Verification, Model Checking Network<br>Invariants in Action* Regular Model Checking Made Simple and<br>Effcient* A Hierarchy of Polynomial-Time Computable Simulations<br>for Automata A Decidable Class of Asynchronous Distributed |

1.

Controllers -- Alphabet-Based Synchronisation is Exponentially Cheaper -- Safe Realizability of High-Level Message Sequence Charts\* -- Widening the Boundary between Decidable and Undecidable Hybrid Systems\* -- Logic -- A Spatial Logic for Concurrency (Part II) --Reducing Model Checking from Multi-valued CTL\* to CTL\* -- Local Model Checking Games for Fixed Point Logic with Chop -- A Decidable Fixpoint Logic for Time-Outs\* -- Mobility -- A Calculus of Mobile Resources\* -- Using Ambients to Control Resources\* -- Typing and Subtyping Mobility in Boxed Ambients\* -- Orchestrating Transactions in Join Calculus\* -- Probabilistic Systems -- Simulation for Continuous-Time Markov Chains -- Weak Bisimulation is Sound and Complete for PCTL\* -- Decision Algorithms for Probabilistic Bisimulation\* -- Models of Computation, Process Algebra --Axiomatizing an Algebra of Step Reactions for Synchronous Languages -- Regular Sets of Pomsets with Autoconcurrency -- The Fusion Machine -- HOPLA—A Higher-Order Process Language -- A First Order Coalgebraic Model of ?-Calculus Early Observational Equivalence\* --Traces, Pomsets, Fairness and Full Abstraction for Communicating Processes -- Security -- A Framework for the Analysis of Security Protocols\* -- On Name Generation and Set-Based Analysis in the Dolev-Yao Model -- On the Decidability of Cryptographic Protocols with Open-Ended Data Structures -- Petri Nets -- Causality Semantics of Petri Nets with Weighted Inhibitor Arcs -- Refinement-Robust Fairness -- Bisimulation -- Decidability of Strong Bisimilarity for Timed BPP -- Undecidability of Weak Bisimilarity for Pushdown Processes --Why Is Simulation Harder than Bisimulation?.