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Disciplina	005.1
Soggetti	Software engineering Computers Computer logic Programming languages (Electronic computers) Mathematical logic Algorithms Software Engineering/Programming and Operating Systems Theory of Computation Logics and Meanings of Programs Programming Languages, Compilers, Interpreters Mathematical Logic and Formal Languages Algorithm Analysis and Problem Complexity
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Invited Papers -- Genome Halving Problem Revisited -- Verifying Probabilistic Procedural Programs -- Streaming Algorithms for Geometric Problems -- Toward a Grainless Semantics for Shared-Variable Concurrency -- Regular Languages, Unambiguous Concatenation and Computational Complexity -- Contributed Papers -- Decidability of Zenoness, Syntactic Boundedness and Token-Liveness for Dense-Timed Petri Nets -- On the Urgency Expressiveness -- Asynchronous Automata-Theoretic Characterization of Aperiodic

Trace Languages -- A Decidable Fragment of Separation Logic -- Approximate Range Searching Using Binary Space Partitions -- Representable Disjoint NP-Pairs -- Symbolic Reachability Analysis of Higher-Order Context-Free Processes -- Optimal Strategies in Priced Timed Game Automata -- A Calculus for Trust Management -- Short-Cuts on Star, Source and Planar Unfoldings -- Subdividing Alpha Complex -- Real-Counter Automata and Their Decision Problems -- Adjunct Elimination Through Games in Static Ambient Logic -- On the Bisimulation Invariant Fragment of Monadic ?1 in the Finite -- On the Complexity of Hilbert's 17th Problem -- Who is Pointing When to Whom? -- An Almost Linear Time Approximation Algorithm for the Permanent of a Random (0-1) Matrix -- Distributed Games with Causal Memory Are Decidable for Series-Parallel Systems -- Expand, Enlarge, and Check: New Algorithms for the Coverability Problem of WSTS -- Minimum Weight Pseudo-Triangulations -- Join Algorithms for the Theory of Uninterpreted Functions -- No, Coreset, No Cry -- Hardness Hypotheses, Derandomization, and Circuit Complexity -- Improved Approximation Algorithms for Maximum Graph Partitioning Problems Extended Abstract -- Learning Languages from Positive Data and a Finite Number of Queries -- The Complexity of the Local Hamiltonian Problem -- Quantum and Classical Communication-Space Tradeoffs from Rectangle Bounds -- Adaptive Stabilization of Reactive Protocols -- Visibly Pushdown Games -- Refinement and Separation Contexts -- Decidability of MSO Theories of Tree Structures -- Distributed Algorithms for Coloring and Domination in Wireless Ad Hoc Networks -- Monotone Multilinear Boolean Circuits for Bipartite Perfect Matching Require Exponential Size -- Testing Geometric Convexity -- Complexity of Linear Connectivity Problems in Directed Hypergraphs -- Actively Learning to Verify Safety for FIFO Automata -- Reasoning About Game Equilibria Using Temporal Logic -- Alternation in Equational Tree Automata Modulo XOR.