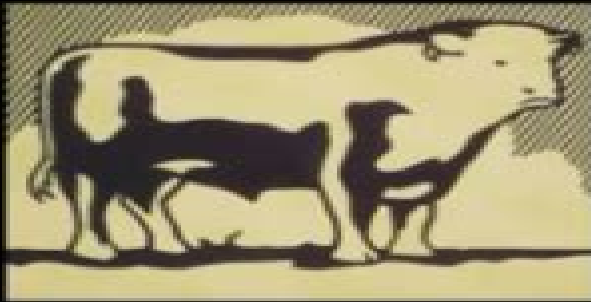


Semantics of Programming Languages

Structures and Techniques

Carl A. Gunter

Semantics Of Programming Languages Structures And Techniques Foundations Of Computing

Georg Gottlob



Semantics Of Programming Languages Structures And Techniques Foundations Of Computing:

Semantics of Programming Languages Carl A. Gunter, 1992 Semantics of Programming Languages exposes the basic motivations and philosophy underlying the applications of semantic techniques in computer science It introduces the mathematical theory of programming languages with an emphasis on higher order functions and type systems Designed as a text for upper level and graduate level students the mathematically sophisticated approach will also prove useful to professionals who want an easily referenced description of fundamental results and calculi Basic connections between computational behavior denotational semantics and the equational logic of functional programs are thoroughly and rigorously developed Topics covered include models of types operational semantics category theory domain theory fixed point denotational semantics full abstraction and other semantic correspondence criteria types and evaluation type checking and inference parametric polymorphism and subtyping All topics are treated clearly and in depth with complete proofs for the major results and numerous exercises

The Structure of Typed Programming Languages David A. Schmidt, 1994 The text is unique in its tutorial presentation of higher order lambda calculus and intuitionistic type theory

Proceedings of the Sixth ACM SIGPLAN International Conference on Functional Programming (ICFP '01), Florence, Italy, September 3-5, 2001, 2001

Foundations and Applications of Multi-Agent Systems Mark d'Inverno, 2002-07-12 This book presents revised full versions of papers contributed to UK Workshops on Multi Agent Systems UKMAS during 1996 and 2000 From the early days of MAS research the UK community has been a particularly productive one with numerous key contributions The 15 papers by internationally reputed researchers deal with various aspects of agent technology with a certain emphasis on foundational issues in multi agent systems

Samson Abramsky on Logic and Structure in Computer Science and Beyond Alessandra Palmigiano, Mehrnoosh Sadrzadeh, 2023-08-01 Samson Abramsky s wide ranging contributions to logical and structural aspects of Computer Science have had a major influence on the field This book is a rich collection of papers inspired by and extending Abramsky s work It contains both survey material and new results organised around six major themes domains and duality game semantics contextuality and quantum computation comonads and descriptive complexity categorical and logical semantics and probabilistic computation These relate to different stages and aspects of Abramsky s work reflecting its exceptionally broad scope and his ability to illuminate and unify diverse topics Chapters in the volume include a review of his entire body of work spanning from philosophical aspects to logic programming language theory quantum theory economics and psychology and relating it to a theory of unification of sciences using dual adjunctions The section on game semantics shows how Abramsky s work has led to a powerful new paradigm for the semantics of computation The work on contextuality and categorical quantum mechanics has been highly influential and provides the foundation for increasingly widely used methods in quantum computing The work on comonads and descriptive complexity is building bridges between currently disjoint research areas in computer science relating Structure to Power The volume also

includes a scientific autobiography and an overview of the contributions The outstanding set of contributors to this volume including both senior and early career academics serve as testament to Samson Abramsky's enduring influence It will provide an invaluable and unique resource for both students and established researchers Metainformatics David L.

Hicks, 2004-04-29 This book constitutes the thoroughly refereed post proceedings of the Metainformatics Symposium MIS 2003 held in Graz Austria in September 2003 The 17 revised papers presented were carefully reviewed and selected for inclusion in the book The topics addressed span the entire range from theoretical considerations of important metainformatics related questions and issues to practical descriptions of approaches and systems that offer assistance in their resolution **Theoretical Computer Science - Proceedings Of The 6th Italian Conference** Giuseppe

Pirillo, Pierpaolo Degano, Ugo Vaccaro, 1998-10-15 The Italian Conference on Theoretical Computer Science ICTCS 98 is the annual conference of the Italian Chapter of the European Association for Theoretical Computer Science The Conference aims at enabling computer scientists especially young researchers to enter the community and to exchange theoretical ideas and results as well as theoretical based practical experiences and tools in computer science This volume contains 32 papers selected out of 50 submissions The main topics include computability automata formal languages term rewriting analysis and design of algorithms computational geometry computational complexity symbolic and algebraic computation cryptography and security data types and data structures semantics of programming languages program specification and verification foundations of logic programming parallel and distributed computation and theory of concurrency The volume provides an up to date view of the status of several relevant topics in theoretical computer science and suggests directions for future research It constitutes a valuable working tool for researchers and graduate students **Computer Science Logic** Dirk

van Dalen, Marc Bezem, European Association for Computer Science Logic. Conference, 1997-06-18 The related fields of fractal image encoding and fractal image analysis have blossomed in recent years This book originating from a NATO Advanced Study Institute held in 1995 presents work by leading researchers It is developing the subjects at an introductory level but it also has some recent and exciting results in both fields The book contains a thorough discussion of fractal image compression and decompression including both continuous and discrete formulations vector space and hierarchical methods and algorithmic optimizations The book also discusses multifractal approaches to image analysis segmentation and recognition including medical applications *Practical Foundations of Mathematics* Paul Taylor, 1999-05-13 Practical

Foundations collects the methods of construction of the objects of twentieth century mathematics Although it is mainly concerned with a framework essentially equivalent to intuitionistic Zermelo Fraenkel logic the book looks forward to more subtle bases in categorical type theory and the machine representation of mathematics Each idea is illustrated by wide ranging examples and followed critically along its natural path transcending disciplinary boundaries between universal algebra type theory category theory set theory sheaf theory topology and programming Students and teachers of computing

mathematics and philosophy will find this book both readable and of lasting value as a reference work **Database Theory - ICDT '95** Georg Gottlob,1995-01-03 This volume presents the proceedings of the 1995 International Conference on Database Theory ICDT 95 held in Prague in January 1995 Besides two full invited papers and the abstracts of two tutorials the book includes the revised full versions of 29 technical contributions selected from a total of 116 submissions The papers address all current aspects of database theory they are organized in sections on optimization nonmonotonic semantics query languages concurrency control advanced models probabilistic methods constraints and dependencies and Datalog analysis

Computability and Complexity Neil D. Jones,1997 Computability and complexity theory should be of central concern to practitioners as well as theorists Unfortunately however the field is known for its impenetrability Neil Jones's goal as an educator and author is to build a bridge between computability and complexity theory and other areas of computer science especially programming In a shift away from the Turing machine and Godel number oriented classical approaches Jones uses concepts familiar from programming languages to make computability and complexity more accessible to computer scientists and more applicable to practical programming problems According to Jones the fields of computability and complexity theory as well as programming languages and semantics have a great deal to offer each other Computability and complexity theory have a breadth depth and generality not often seen in programming languages The programming language community meanwhile has a firm grasp of algorithm design presentation and implementation In addition programming languages sometimes provide computational models that are more realistic in certain crucial aspects than traditional models New results in the book include a proof that constant time factors do matter for its programming oriented model of computation In contrast Turing machines have a counterintuitive constant speedup property that almost any program can be made to run faster by any amount Its proof involves techniques irrelevant to practice Further results include simple characterizations in programming terms of the central complexity classes PTIME and LOGSPACE and a new approach to complete problems for NLOGSPACE PTIME NPTIME and PSPACE uniformly based on Boolean programs Foundations of Computing series The Compiler Design Handbook Y.N. Srikant,Priti Shankar,2002-09-25 The widespread use of object oriented languages and Internet security concerns are just the beginning Add embedded systems multiple memory banks highly pipelined units operating in parallel and a host of other advances and it becomes clear that current and future computer architectures pose immense challenges to compiler designers challenges th *Advances in Computing Science - ASIAN'98* Jieh Hsiang,Atsushi Ohori,2003-05-20 This book constitutes the refereed proceedings of the 4th Asian Computing Science Conference ASIAN 98 held in Manila The Philippines in December 1998 The 17 revised full papers presented were carefully reviewed and selected from a total of 43 submissions Also included are a few invited contributions Among the topics covered are automated deduction proof theory rewriting systems program semantics distributed processing algorithms and graph theoretical aspects

Logics in Artificial Intelligence Sarah Gaggl,Maria Vanina Martinez,Magdalena Ortiz,2023-09-23 This book

constitutes proceedings of the 18th European Conference on Logics in Artificial Intelligence JELIA 2023 held in Dresden Germany in September 2023 The 41 full papers and 11 short papers included in this volume were carefully reviewed and selected from 111 submissions The accepted papers span a number of areas within Logics in AI including argumentation belief revision reasoning about actions causality and change constraint satisfaction description logics and ontological reasoning non classical logics and logic programming answer set programming Handbook of Logic in Artificial Intelligence and Logic Programming: Volume 5: Logic Programming Dov M. Gabbay, C. J. Hogger, J. A. Robinson, 1998-01-08 The Handbook of Logic in Artificial Intelligence and Logic Programming is a multi volume work covering all major areas of the application of logic to artificial intelligence and logic programming The authors are chosen on an international basis and are leaders in the fields covered Volume 5 is the last in this well regarded series Logic is now widely recognized as one of the foundational disciplines of computing It has found applications in virtually all aspects of the subject from software and hardware engineering to programming languages and artificial intelligence In response to the growing need for an in depth survey of these applications the Handbook of Logic in Artificial Intelligence and its companion the Handbook of Logic in Computer Science have been created The Handbooks are a combination of authoritative exposition comprehensive survey and fundamental research exploring the underlying themes in the various areas Some mathematical background is assumed and much of the material will be of interest to logicians and mathematicians Volume 5 focuses particularly on logic programming The chapters which in many cases are of monograph length and scope emphasize possible unifying themes

Domains and Processes Klaus Keimel, Guo-Qiang Zhang, Ying Ming Liu, Yixiang Chen, 2012-12-06 Domain theory is a rich interdisciplinary area at the intersection of logic computer science and mathematics This volume contains selected papers presented at the International Symposium on Domain Theory which took place in Shanghai in October 1999 Topics of papers range from the encounters between topology and domain theory sober spaces Lawson topology real number computability and continuous functionals to fuzzy modelling logic programming and pi calculi This book is a valuable reference for researchers and students interested in this rapidly developing area of theoretical computer science Proof, Language, and Interaction Robin Milner, 2000 This collection of essays reflects the breadth of research in computer science Following a biography of Robin Milner it contains sections on semantic foundations programming logic programming languages concurrency and mobility Model Driven Engineering Languages and Systems Gregor Engels, 2007-09-13 This book constitutes the refereed proceedings of the 10th International Conference on Model Driven Engineering Languages and Systems formerly the UML series of conferences MODELS 2007 held in Nashville USA September 30 October 5 2007 The 45 revised full papers were carefully reviewed and selected from 158 initial submissions The papers are organized in topical sections **Dynamic Logic** David Harel, Dexter Kozen, Jerzy Tiuryn, 2000-09-29 This book provides the first comprehensive introduction to Dynamic Logic Among the many approaches to formal reasoning about programs Dynamic Logic enjoys the

singular advantage of being strongly related to classical logic. Its variants constitute natural generalizations and extensions of classical formalisms. For example, Propositional Dynamic Logic (PDL) can be described as a blend of three complementary classical ingredients: propositional calculus, modal logic, and the algebra of regular events. In First Order Dynamic Logic (DL), the propositional calculus is replaced by classical first order predicate calculus. Dynamic Logic is a system of remarkable unity that is theoretically rich as well as of practical value. It can be used for formalizing correctness specifications and proving rigorously that those specifications are met by a particular program. Other uses include determining the equivalence of programs, comparing the expressive power of various programming constructs, and synthesizing programs from specifications. This book provides the first comprehensive introduction to Dynamic Logic. It is divided into three parts. The first part reviews the appropriate fundamental concepts of logic and computability theory and can stand alone as an introduction to these topics. The second part discusses PDL and its variants, and the third part discusses DL and its variants. Examples are provided throughout, and exercises and a short historical section are included at the end of each chapter.

Theoretical Aspects of Computer Software Naoki Kobayashi, Benjamin C. Pierce, 2001-10-12. This volume constitutes the proceedings of the Fourth International Symposium on Theoretical Aspects of Computer Software (TACS 2001) held at Tohoku University, Sendai, Japan, in October 2001. The TACS symposium focuses on the theoretical foundations of programming and their applications. As this volume shows, TACS is an international symposium with participants from many different institutions and countries. TACS 2001 was the fourth symposium in the TACS series, following TACS 91, TACS 94, and TACS 97, whose proceedings were published as Volumes 526, 789, and 1281 respectively of Springer-Verlag's Lecture Notes in Computer Science series. The TACS 2001 technical program consisted of invited talks and contributed talks. In conjunction with this program, there was a special open lecture by Benjamin Pierce; this lecture was open to non-registrants. TACS 2001 benefited from the efforts of many people, in particular members of the Program Committee and the Organizing Committee. Our special thanks go to the Program Committee Co-chairs Naoki Kobayashi (Tokyo Institute of Technology) and Benjamin Pierce (University of Pennsylvania).

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