

Howard Bowman  
Rodolfo Gomez

# Concurrency Theory

Calculi and Automata for Modelling Untimed  
and Timed Concurrent Systems

 Springer

# Concurrency Theory

**A.W. Roscoe**



## **Concurrency Theory:**

CONCUR 2004 -- Concurrency Theory Philippa Gardner, Nobuko Yoshida, 2011-03-22 This book constitutes the refereed proceedings of the 15th International Conference on Concurrency Theory CONCUR 2004 held in London UK in August September 2004 The 29 revised full papers presented together with 4 invited papers were carefully reviewed and selected from 134 submissions Among the topics covered are concurrency related aspects of models of computation semantic domains process algebras Petri nets event structures real time systems hybrid systems decidability model checking verification techniques refinement term and graph rewriting distributed programming constraint logic programming object oriented programming typing systems and algorithms case studies tools and environments for programming and verification

*CONCUR 2000 - Concurrency Theory* Catuscia Palamidessi, 2003-06-26 This volume contains the proceedings of the 11th International Conference on Concurrency Theory CONCUR 2000 held in State College Pennsylvania USA during 22 25 August 2000 The purpose of the CONCUR conferences is to bring together researchers developers and students in order to advance the theory of concurrency and promote its applications Interest in this topic is continuously growing as a consequence of the importance and ubiquity of concurrent systems and their applications and of the scientific relevance of their foundations The scope covers all areas of semantics logics and verification techniques for concurrent systems Topics include concurrency related aspects of models of computation semantic domains process algebras Petri nets event structures real time systems hybrid systems decidability model checking verification techniques refinement techniques term and graph rewriting distributed programming logic constraint programming object oriented programming typing systems and algorithms case studies tools and environments for programming and verification The first two CONCUR conferences were held in Amsterdam NL in 1990 and 1991 The following ones in Stony Brook USA Hildesheim D Uppsala S Philadelphia USA Pisa I Warsaw PL Nice F and Eindhoven NL The proceedings have appeared in Springer LNCS as Volumes 458 527 630 715 836 962 1119 1243 1466 and 1664 CONCUR 2008 - Concurrency Theory Franck van Breugel, Marsha Chechik, 2008-07-30

This book constitutes the refereed proceedings of the 19th International Conference on Concurrency Theory CONCUR 2008 held in Toronto Canada August 19 22 2008 The 33 revised full papers presented together with 2 tool papers were carefully reviewed and selected from 120 submissions The topics include model checking process calculi minimization and equivalence checking types semantics probability bisimulation and simulation real time and formal languages **CONCUR 2002 -**

**Concurrency Theory** Lubos Brim, Petr Jancar, Mojmir Kretinsky, Antonin Kucera, 2003-08-02 This book constitutes the refereed proceedings of the 13th International Conference on Concurrency Theory CONCUR 2002 held in Brno Czech Republic in August 2002 The 32 revised full papers presented together with abstracts of seven invited contributions were carefully reviewed and selected from 101 submissions The papers are organized in topical sections on verification and model checking logic mobility probabilistic systems models of computation and process algebra security Petri nets and bisimulation

*Concurrency Theory* Howard Bowman, Rodolfo Gomez, 2006-02-28 In the world we live in concurrency is the norm. For example, the human body is a massively concurrent system comprising a huge number of cells all simultaneously evolving and independently engaging in their individual biological processing. In addition, in the biological world truly sequential systems rarely arise. However, they are more common when man-made artefacts are considered. In particular, computer systems are often developed from a sequential perspective. Why is this? The simple reason is that it is easier for us to think about sequential rather than concurrent systems. Thus we use sequentiality as a device to simplify the design process. However, the need for increasingly powerful, flexible and usable computer systems mitigates against simplifying sequentiality assumptions. A good example of this is the all-powerful position held by the Internet which is highly concurrent at many different levels of decomposition. Thus the modern computer scientist and indeed the modern scientist in general is forced to think about concurrent systems and the subtle and intricate behaviour that emerges from the interaction of simultaneously evolving components. Over a period of 25 years or so the field of concurrency theory has been involved in the development of a set of mathematical techniques that can help system developers to think about and build concurrent systems. These theories are the subject matter of this book.

Concurrency Akinori Yonezawa, Takayasu Itō, 1991 This volume is a collection of papers on topics focused around concurrency based on research work presented at the UK Japan Workshop held at Wadham College Oxford September 25-27 1989. The volume is organized into four parts: Papers on theoretical aspects of concurrency which reflect strong research activities in the UK including theories on CCS and temporal logic; RDL Papers on object orientation and concurrent languages which reflect major research activities on concurrency in Japan. The languages presented include extensions of C Prolog and Lisp as well as object-based concurrent languages; Papers on parallel architectures and VLSI logic including a rewrite rule machine, a graph rewriting machine and a dataflow architecture. An overview of the workshop including the abstracts of the talks and the list of participants. The appendix gives a brief report of the first UK Japan Workshop in Computer Science held at Sendai Japan July 6-9 1987. PUBLISHER'S WEBSITE

**Introduction to Concurrency Theory** Roberto Gorrieri, Cristian Versari, 2015-09-02 This book presents the fundamentals of concurrency theory with clarity and rigor. The authors start with the semantic structure, namely labelled transition systems, which provides us with the means and the tools to express processes, to compose them and to prove properties they enjoy. The rest of the book relies on Milner's Calculus of Communicating Systems, tailored versions of which are used to study various notions of equality between systems and to investigate in detail the expressive power of the models considered. The authors proceed from very basic results to increasingly complex issues with many examples and exercises that help to reveal the many subtleties of the topic. The book is suitable for advanced undergraduate and graduate students in computer science and engineering and scientists engaged with theories of concurrency.

**CONCUR 2012- Concurrency Theory** Maciej Koutny, Irek Ulidowski, 2012-09-02 This book constitutes the thoroughly refereed proceedings of the 23rd International

Conference on Concurrency Theory CONCUR 2012 held in Newcastle upon Tyne UK September 4-7 2012 The 35 revised full papers presented together with 4 invited talks were carefully reviewed and selected from 97 submissions The papers are organized in topics such as reachability analysis qualitative and timed systems behavioural equivalences temporal logics session types abstraction mobility and space in process algebras stochastic systems probabilistic systems Petri nets and non sequential semantics verification decidability

**CONCUR 2000 - Concurrency Theory** Catuscia Palamidessi, 2000-08-11 This volume contains the proceedings of the 11th International Conference on Concurrency Theory CONCUR 2000 held in State College Pennsylvania USA during 22-25 August 2000 The purpose of the CONCUR conferences is to bring together researchers developers and students in order to advance the theory of concurrency and promote its applications Interest in this topic is continuously growing as a consequence of the importance and ubiquity of concurrent systems and their applications and of the scientific relevance of their foundations The scope covers all areas of semantics logics and verification techniques for concurrent systems Topics include concurrency related aspects of models of computation semantic domains process algebras Petri nets event structures real time systems hybrid systems decidability model checking verification techniques re-naming techniques term and graph rewriting distributed programming logic constraint programming object oriented programming typing systems and algorithms case studies tools and environments for programming and verification The first two CONCUR conferences were held in Amsterdam NL in 1990 and 1991 The following ones in Stony Brook USA Hildesheim D Uppsala S Philadelphia USA Pisa I Warsaw PL Nice F and Eindhoven NL The proceedings have appeared in Springer LNCS as Volumes 458 527 630 715 836 962 1119 1243 1466 and 1664

CONCUR '91 Jos C.M. Baeten, Jan F. Groote, 1991-08-14 CONCUR 91 is the second international conference on concurrency theory organized in association with the NFI project Transfer It is a sequel to the CONCUR 90 conference Its basic aim is to communicate ongoing work in concurrency theory This proceedings volume contains 30 papers selected for presentation at the conference from 71 submitted together with four invited papers and abstracts of the other invited papers The papers are organized into sections on process algebras logics and model checking applications and specification languages models and net theory design and real time tools and probabilities and programming languages The proceedings of CONCUR 90 are available as Volume 458 of Lecture Notes in Computer Science

Current Trends in Theoretical Computer Science Gheorghe Păun, 2004 This book is based on columns and tutorials published in the Bulletin of the European Association for Theoretical Computer Science EATCS during the period 2000-2003 It presents many of the most active current research lines in theoretical computer science The material appears in two volumes OC Algorithms and Complexity OCO and OC Formal Models and Semantics OCO reflecting the traditional division of the field The list of contributors includes many of the well known researchers in theoretical computer science Most of the articles are reader friendly and do not presuppose much knowledge of the area in question Therefore the book constitutes very suitable supplementary reading material for various courses and seminars in

computer science Contents Vol 1 Algorithms Computational Complexity Distributed Computing Natural Computing Vol 2 Formal Specification Logic in Computer Science Concurrency Formal Language Theory Readership Upper level undergraduates graduate students and researchers in theoretical computer science and biocomputing     **CONCUR 2010 - Concurrency Theory** Paul Gastin,Francois Laroussinie,2010-08-18 This book constitutes the refereed proceedings of the 20th International Conference on Concurrency Theory CONCUR 2010 held in Paris France August 31 September 3 2010 The 35 revised full papers were carefully reviewed and selected from 107 submissions The topics include Basic models of concurrency such as abstract machines domain theoretic models game theoretic models process algebras and Petri nets Logics for concurrency such as modal logics probabilistic and stochastic logics temporal logics and resource logics Models of specialized systems such as biology inspired systems circuits hybrid systems mobile and collaborative systems multi core processors probabilistic systems real time systems service oriented computing and synchronous systems Verification and analysis techniques for concurrent systems such as abstract interpretation atomicity checking model checking race detection pre order and equivalence checking and run time verification     *CONCUR '97* Antoni Mazurkiewicz,1997-06-11 This book constitutes the refereed proceedings of the 8th International Conference on Concurrency Theory CONCUR 97 held in Warsaw Poland in July 1997 The 24 revised full papers presented were selected by the program committee for inclusion in the volume from a total of 41 high quality submissions The volume covers all current topics in the science of concurrency theory and its applications such as reactive systems hybrid systems model checking partial orders state charts program logic calculi infinite state systems verification and others     *CONCUR '91* Jos C.M. Baeten,1991-08-14 CONCUR 91 is the second international conference on concurrency theory organized in association with the NFI project Transfer It is a sequel to the CONCUR 90 conference Its basic aim is to communicate ongoing work in concurrency theory This proceedings volume contains 30 papers selected for presentation at the conference from 71 submitted together with four invited papers and abstracts of the other invited papers The papers are organized into sections on process algebras logics and model checking applications and specification languages models and net theory design and real time tools and probabilities and programming languages The proceedings of CONCUR 90 are available as Volume 458 of Lecture Notes in Computer Science     Current Trends In Theoretical Computer Science: The Challenge Of The New Century; Vol 1: Algorithms And Complexity; Vol 2: Formal Models And Semantics Grzegorz Rozenberg,Arto Salomaa,Gheorghe Paun,2004-04-19 This book is based on columns and tutorials published in the Bulletin of the European Association for Theoretical Computer Science EATCS during the period 2000 2003 It presents many of the most active current research lines in theoretical computer science The material appears in two volumes Algorithms and Complexity and Formal Models and Semantics reflecting the traditional division of the field The list of contributors includes many of the well known researchers in theoretical computer science Most of the articles are reader friendly and do not presuppose much knowledge of the area in question Therefore the book constitutes

very suitable supplementary reading material for various courses and seminars in computer science

**CONCUR 2013 -- Concurrency Theory** Pedro R. D'Argenio, Hernan Melgratti, 2013-07-23 This book constitutes the thoroughly refereed proceedings of the 24th International Conference on Concurrency Theory CONCUR 2013 held in Buenos Aires Argentina August 27-30 2013 The 34 revised full papers presented together with 4 invited talks were carefully reviewed and selected from 115 submissions The papers are organized in topics such as process semantics and modal transition systems VAS and pushdown systems Pi calculus and interaction nets linearizability and verification of concurrent programs verification of infinite models model measure and reversibility stochastic models message based interaction processes principles of automatic verification and games and control synthesis *Fundamentals of Computation Theory* Witold Charatonik, 2009-07-28 This book constitutes the refereed proceedings of the 17th International Symposium Fundamentals of Computation Theory FCT 2009 held in Wroclaw Poland in August 2009 The 29 revised full papers were carefully reviewed and selected from 67 submissions The papers address all current topics in computation theory such as automata and formal languages design and analysis of algorithms computational and structural complexity semantics logic algebra and categories in computer science circuits and networks learning theory specification and verification parallel and distributed systems concurrency theory cryptography and cryptographic protocols approximation and randomized algorithms computational geometry quantum computation and information bio inspired computation

**Special Issue on Open Problems in Concurrency Theory** Marco Bernardo, Daniel Gebler, Michele Loreti, 2015 **Understanding Concurrent Systems** A.W. Roscoe, 2010-12-02 CSP notation has been used extensively for teaching and applying concurrency theory ever since the publication of the text *Communicating Sequential Processes* by C A R Hoare in 1985 Both a programming language and a specification language the theory of CSP helps users to understand concurrent systems and to decide whether a program meets its specification As a member of the family of process algebras the concepts of communication and interaction are presented in an algebraic style An invaluable reference on the state of the art in CSP *Understanding Concurrent Systems* also serves as a comprehensive introduction to the field in addition to providing material for a number of more advanced courses A first point of reference for anyone wanting to use CSP or learn about its theory the book also introduces other views of concurrency using CSP to model and explain these The text is fully integrated with CSP based tools such as FDR and describes how to create new tools based on FDR Most of the book relies on no theoretical background other than a basic knowledge of sets and sequences Sophisticated mathematical arguments are avoided whenever possible Topics and features presents a comprehensive introduction to CSP discusses the latest advances in CSP covering topics of operational semantics denotational models finite observation models and infinite behaviour models and algebraic semantics explores the practical application of CSP including timed modelling discrete modelling parameterised verifications and the state explosion problem and advanced topics in the use of FDR examines the ability of CSP to describe and enable reasoning about parallel systems

modelled in other paradigms covers a broad variety of concurrent systems including combinatorial timed priority based mobile shared variable statecharts buffered and asynchronous systems contains exercises and case studies to support the text supplies further tools and information at the associated website <http://www.comlab.ox.ac.uk/ucs> From undergraduate students of computer science in need of an introduction to the area to researchers and practitioners desiring a more in depth understanding of theory and practice of concurrent systems this broad ranging text reference is essential reading for anyone interested in Hoare's CSP

**Theoretical Aspects of Computing - ICTAC 2004** Zhiming Liu, 2005-03-08 This book constitutes the thoroughly refereed postproceedings of the First International Colloquium on Theoretical Aspects of Computing ICTAC 2004 The 34 revised full papers presented together with 4 invited contributions were carefully selected from 111 submissions during two rounds of reviewing and improvement The papers are organized in topical sections on concurrent and distributed systems model integration and theory unification program reasoning and testing verification theories of programming and programming languages real time and co design and automata theory and logics

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