

Handbook Of Theoretical Computer Science Vol B Formal Models And Semantics

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Theoretical Computer Science is mathematical and abstract in spirit, but it derives its motivation from practical and everyday computation. Its aim is to understand the nature of computation and, as a consequence of this understanding, provide more efficient methodologies. All papers introducing or studying...

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Theoretical computer science (TCS) is a subset of general computer science and mathematics that focuses on mathematical aspects of computer science such as the theory of computation, lambda calculus, and type theory.. It is difficult to circumscribe the theoretical areas precisely. The ACM's Special Interest Group on Algorithms and Computation Theory (SIGACT) provides the following description:

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A volume in Handbook of Theoretical Computer Science. ... String matching is also one of the central and most widely studied problems in theoretical computer science. The simplest form of the problem is to locate an occurrence of a keyword as a substring in a sequence of characters, which is called the input string. ...

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This first part presents chapters on models of computation, complexity theory, data structures, and efficient computation in many recognized sub-disciplines of Theoretical Computer Science.

Theoretical computer science provides the foundations for understanding and exploiting the concepts and mechanisms in computing and information processing. This handbook will provide professionals and students with a comprehensive overview of the main results and developments in this rapidly evolving field. It consists of thirty-seven chapters in two volumes, all addressing core areas of theoretical computer science as it is practiced today. The material is written by leading American and European researchers, and each volume may be used independently. Volume A covers models of computation, complexity theory, data structures, and efficient computation in many recognized subdisciplines of theoretical computer science. Volume B presents a choice of material on the theory of automata and rewriting systems, the foundations of modern programming languages, logics for program specification and verification, and several chapters on the theoretic modeling of advanced information processing. The organization of each volume reflects the development of theoretical computer science from its classical roots to the modern theoretical approaches in parallel and distributed computing. Extensive bibliographies, a subject index, and list of contributors are included in each volume.

The purpose of this Handbook is to highlight both theory and applications of weighted automata. Weighted finite automata are classical nondeterministic finite automata in which the transitions carry weights. These weights may model, e. g. , the cost involved when executing a transition, the amount of resources or time needed for this, or the probability or reliability of its successful execution. The behavior of weighted finite automata can then be considered as the function (suitably defined) associating with each word the weight of its execution. Clearly, weights can also be added to classical automata with infinite state sets like pushdown automata; this extension constitutes the general concept of weighted automata. To illustrate the diversity of weighted automata, let us consider the following scenarios. Assume that a quantitative system is modeled by a classical automaton in which the transitions carry as weights the amount of resources needed for their execution. Then the amount of resources needed for a path in this weighted automaton is obtained simply as the sum of the weights of its transitions. Given a word, we might be interested in the minimal amount of resources needed for its execution, i. e. , for the successful paths realizing the given word. In this example, we could also replace the "resources" by "profit" and then be interested in the maximal profit realized, correspondingly, by a given word.

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