

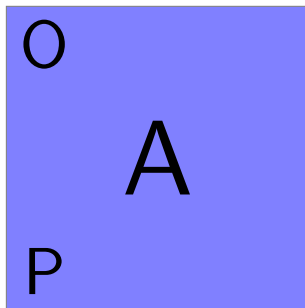
Un modello fully abstract del PCF

Grilletti Gianluca Barbarino Giovanni

Università di Pisa

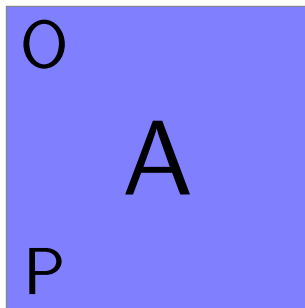
May 17, 2014

Come rappresentiamo i giochi (il tavolo insomma)

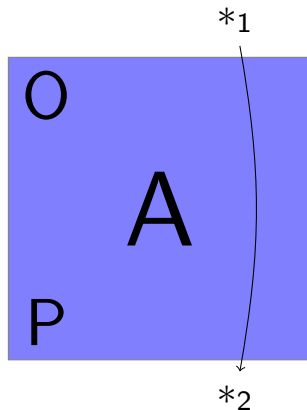


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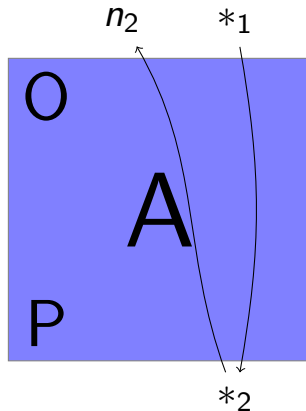
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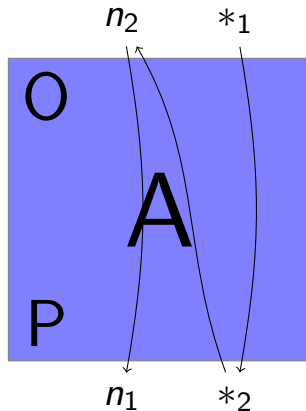
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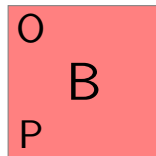
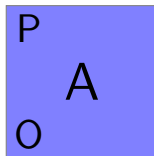
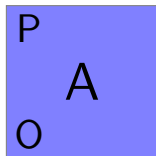
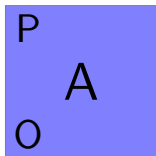
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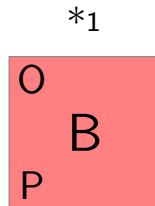
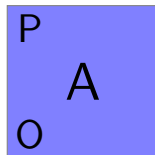
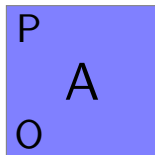
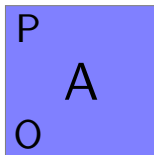
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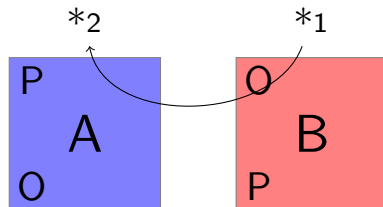
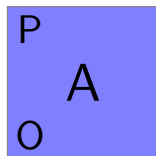
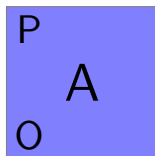
$$A \Rightarrow B \equiv !A \multimap B$$



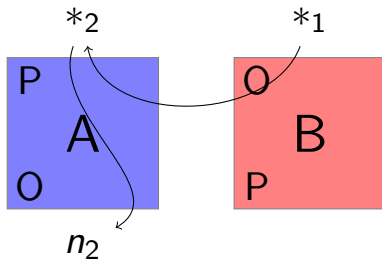
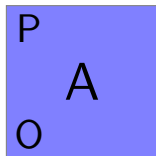
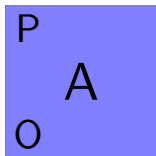
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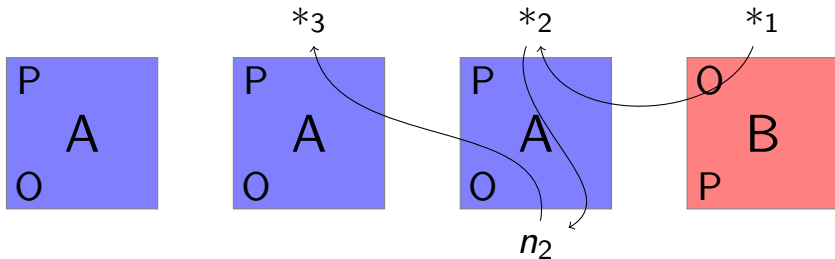
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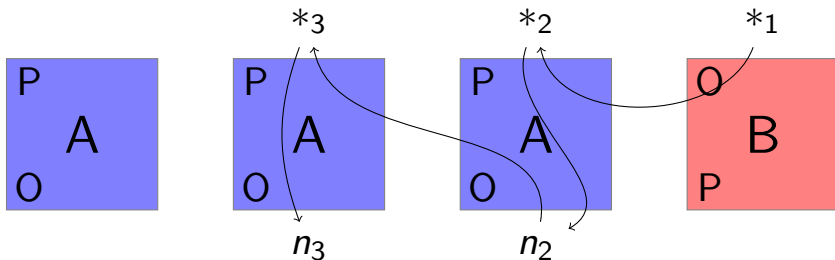
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