Programming Interactive Worldswith Linear Logic

Chris Martens

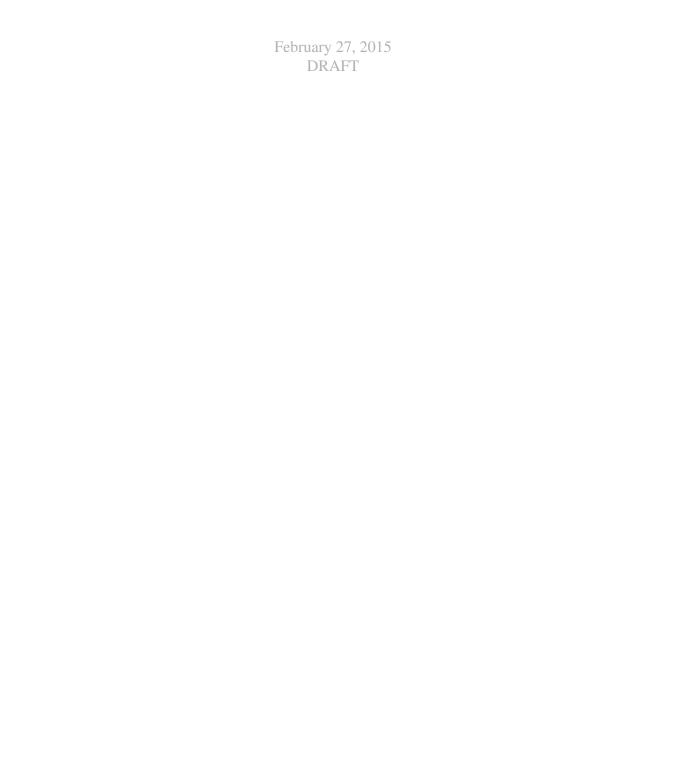
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School of Computer Science Carnegie Mellon University Pittsburgh, PA 15213

Thesis Committee:

Frank Pfenning, Chair Karl Crary André Platzer Roger Dannenberg Anne-Gwenn Bosser

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Abstract

XXX A short summary.

Acknowledgments

XXX write this last.

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