

Chapter - (draft): Notes, Future work, Conclusion

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December 21, 2021

Part I

Symbolic Execution

Part II

Runtime Poof Search

Part III

Future work

1 Semantics

More subtle is that the procedure described here will allow f to observe parallel or, even though parallel or cannot be constructed within the language. This hints that the approach presented here could be revised in terms of games semantics (perhaps along lines like [LT20]). Though game semantics for dependent types is a complicated subject in and of itself .

cite

2 Effects

3 Logic programming

Part IV

Conclusion

References

- [LT20] Yu-Yang Lin and Nikos Tzevelekos. Symbolic Execution Game Semantics. In Zena M. Ariola, editor, *5th International Conference on Formal Structures for Computation and Deduction (FSCD 2020)*, volume 167 of *Leibniz International Proceedings in Informatics (LIPIcs)*, pages 27:1–27:24, Dagstuhl, Germany, 2020. Schloss Dagstuhl–Leibniz-Zentrum für Informatik.

Part V

TODO

Todo list

cite 1

4 notes

5 unused