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2.9.1 Well-Quasi-Orders for Algorithms
2.9.2 Algorithmic verification of programs
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2.20.3 Mathematical foundations of automata theory

2.26.1 Logic, descriptive complexity and database theory
Automata are « machine » representations of languages. Hence at the heart of parsing techniques in linguistic.
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2.27.1 Logical and Computational Structures for Linguistic Modeling
Games can model the interaction of a system with the environment:

- one player plays the system
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Both play turn by turn, and the system aims at fulfilling a goal. If system wins, one can construct a controller guaranteeing the property!
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Games are used as a key ingredient in the proof of: 
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2.20.1 Game theory techniques in computer science

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2.16 Computation model and automata
2.26.1 Logic, descriptive complexity and database theory
Automata can be used to represent objects (languages, relations).

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Some modules related to automata

1.28 Tree automata and applications
1.22 Basics of verification
2.9.1 Well-quasi-orders for algorithms
   Beaux préordres et algorithmes
2.9.2 Algorithmic verification of programs
   Vérification algorithmique des programmes
2.20.1 Games theory techniques in computer science
   Techniques de théorie des jeux en informatique
2.16 Computation models and
   Modèles de calcul et automates finis
2.20.2 Mathematical foundations of automata theory
   Fondations mathématiques de la théorie des automates
2.26.1 Logic, descriptive complexity and database theory
   Logique, complexité descriptive et théorie des bases de données
2.27.1 Computational structures and logics for natural language modeling
   Structures informatiques et logiques pour la modélisation linguistique