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Conditioning in probabilistic programming

Processing text for privacy: an information flow perspective

Schedulers and finishers: on generating and filtering the behaviours of an event structure

Privacy in elections: How small is "small"?

Algebra for quantitative information flow

Formal analysis of the information leakage of the DC-nets and crowds anonymity protocols

Reasoning about distributed secrets

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Schedulers and finishers: On generating the behaviours of an event structure

Conditioning in Probabilistic Programming

Abstract hidden Markov models: a monadic account of quantitative information flow

Hidden-Markov program algebra with iteration


Additive and multiplicative notions of leakage, and their capacities

Hopscotch - reaching the target hop by hop

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Graphical modelling for simulation and formal analysis of wireless network protocols

Security, probability and nearly fair coins in the cryptographers' café

Sums and lovers: Case studies in security, compositionality and refinement

The secret art of computer programming

Using probabilistic Kleene algebra pKA for protocol verification

CaVi - Simulation and model checking for wireless sensor networks

Proofs and refutations for probabilistic refinement

Results on the quantitative μ-calculus qMμ
McIver, A. & Morgan, C. 1 Jan 2007 In: ACM Transactions on Computational Logic. 8, 1, p. 1-43 43 p., 3

Automating refinement checking in probabilistic system design

Formal techniques for the analysis of wireless networks

A Novel Stochastic Game Via the Quantitative μ-calculus

Developing and reasoning about probabilistic programs in pGCL
Programming-logic analysis of fault tolerance: expected performance of self-stabilisation

Quantitative refinement and model checking for the analysis of probabilistic systems

Quantitative μ-calculus analysis of power management in wireless networks

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Probabilistic guarded commands mechanized in HOL

Memoryless strategies for stochastic games via domain theory

An elementary proof that Herman's Ring is Θ(N^2)

Probabilistic Guarded Commands Mechanized in HOL

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Development via refinement in probabilistic B - Foundation and case study

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Cost-based analysis of probabilistic programs mechanised in HOL

Deriving probabilistic semantics via the 'weakest completion'

Almost-certain eventualities and abstract probabilities in the quantitative temporal logic qTL

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Cost analysis of games, using program logic

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Demonic, angelic and unbounded probabilistic choices in sequential programs

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