

## Publications

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Mes publications disponibles en ligne ou ailleurs.

• [[Thèse de doctorat]] - Quantum games as quantum types. • [[Game Semantics for Quantum Data]], Proceedings of the Quantum Physics and Logic Development of Computational Models (QPL) workshop, 2008. • [[Game Semantics for Quantum Stores]], Proceedings of the 24th Conference on the Mathematical Foundations of Programming Semantics (MFPS XXIV), Electronic Notes in Theoretical Computer Science, Volume 218, 2008, pages 153-170. • [[Censure sur Internet et informatique libre]], Bulletin FACIL, novembre 2005. • [[A Quantum Game Semantics for the Measurement Calculus]], Proceedings of the 4th International Workshop on Quantum Programming Languages (QPL 2006), Electronic Notes in Theoretical Computer Science, Volume 210, 2008, pages 33-48. • [[Information and information flow in game semantics]], Proceedings of GALOP 2005 workshop (ETAPS conference), 2005. • [[Entretien avec Michel Longtin]], Circuit, volume 14, numéro 2, 2004.