PREFACE

This special issue contains revised and extended versions of papers presented at the 33rd Annual IEEE Symposium on Logic in Computer Science (LICS 2018), held in Oxford in July 2018, as part of the larger Federated Logic Conference (FLoC). A small number of papers from the proceedings were selected and their authors were invited to submit a full version of their paper to this special issue. The papers were selected to represent the depth and quality of work presented at the conference and at the same time the breadth of topics covered. They span topics such as games and automata; probability and concurrency; type theory; and finite model theory.

All submissions were refereed according to the usual standards of Logical Methods in Computer Science. We are grateful to the authors for their excellent submissions and to the reviewers for their efforts to evaluate and improve these papers. We thank the program committee members and their subreviewers who reviewed the original conference submissions for their work. We also want to express our appreciation of the LMCS editors and staff who have helped put this special issue together.

Finally, we would also like to take this opportunity to remember and recognise the contribution of our late colleague Martin Hofmann, who was originally appointed as chair of the LICS 2018 programme committee but sadly passed away before its work was complete.

Anuj Dawar, Erich Grädel
LICS 2018 Program Committee Chairs and Special Issue Guest Editors

All articles have already been published in the regular issues of Logical Methods in Computer Science.