

## PREFACE

---

This special issue features extended versions of papers presented at GandALF 2021, the Twelfth International Symposium on Games, Automata, Logics, and Formal Verification, held in Padua, Italy, from September 20 to 22, 2021.

The aim of the GandALF Symposium is to bring together researchers from academia and industry which are actively working in the fields of Games, Automata, Logics, and Formal Verification. The symposium covers a broad spectrum of topics, from theoretical foundations to practical applications, and encourages interdisciplinary exchange.

The papers included in this special issue underwent a rigorous two-stage review process. In the first stage, the GandALF program committee selected 19 papers out of 39 submissions. Following the conference, the authors of the seven best papers were invited to submit revised and extended versions of their work. We received three submissions from this group. Additionally, we invited our keynote speakers to contribute, resulting in one submission.

In the second stage, all submitted extended and invited papers were reviewed according to the high standards of LMCS. Each paper received two additional reviews to ensure quality.

We extend our gratitude to all the authors for their professional contributions and to the expert reviewers for their insightful feedback, which significantly enhanced the original submissions.

Davide Bresolin, Pierre Ganty  
Guest Editors of the GandALF 2021 Special Issue