

PREFACE

This special issue contains seven papers based on extended abstracts that were presented at the 30th instalment of *Computer Science Logic (CSL)*, the annual conference of the European Association for Computer Science Logic (EACSL). CSL 2022 was held at Georg-August-Universität in Göttingen, Germany, 14–19 February 2022.

CSL is an interdisciplinary conference, spanning basic and application-oriented research in mathematical logic and computer science. It is a forum for the presentation of research on all aspects of logic and applications, including automated deduction and interactive theorem proving, constructive mathematics and type theory, equational logic and term rewriting, automata and games, game semantics, modal and temporal logic, logical aspects of computational complexity, finite model theory, computational proof theory, logic programming and constraints, lambda calculus and combinatory logic, domain theory, categorical logic and topological semantics, database theory, specification, extraction and transformation of programs, logical aspects of quantum computing, logical foundations of programming paradigms, verification and program analysis, linear logic, higher-order logic and non-monotonic reasoning.

The papers included in this special issue were selected from the extended abstracts that appeared in the conference proceedings, which in turn were selected for presentation at CSL 2022 through a competitive peer-review process. The members of the programme committee accepted 35 papers from a total of 75 submissions. Compared with the extended abstracts that appeared in the conference proceedings, the papers in this special issue have been extended by the inclusion of full proofs and additional results. The seven chosen papers underwent a further rigorous reviewing process, following the LMCS standard, independent from the selection process of CSL 2020. The wide range of areas covered by CSL is well reflected in the diversity of the papers' topics, which include transductions of words and of graph classes, decidable first-order theories, the formal verification of reduction-based proofs of undecidability, modal logic for dynamic systems, quantale-valued notions of equivalence, and extensions of multiplicative linear logic.

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