

PREFACE

This special issue contains extended versions of papers presented at GandALF 2022, the Thirteenth International Symposium on Games, Automata, Logics, and Formal Verification, which was held from September 21 to 23 in Madrid, Spain.

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 idea is to cover an ample spectrum of themes, ranging from theory to applications, and stimulate cross-fertilization.

The papers selected for this special issue underwent a reviewing process in two stages. In the first stage, the GandALF program committee selected 14 papers out of 20 submissions. From the papers presented at the conference, we invited authors of the best five papers to submit revised and extended versions of their work to this special issue, and received four submissions. Furthermore, we invited our invited speakers to submit a contribution and received one submission. In the second stage, the submitted extended and invited papers were reviewed following the usual high standards of LMCS. Each paper received two additional reviews.

We thank all the authors of the submitted papers for their professional work. We are especially grateful to the expert reviewers who agreed to review the papers submitted to this special issue for their constructive suggestions to improve the original submissions.

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Guest Editors of the GandALF 2022 Special Issue