Theoretical Computer Science
Algorithms, automata, complexity and games

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Stringology: In Celebration of Bill Smyth's 80th Birthday

Guest Editors: Costas S. Iliopoulos
Simon J. Pugisi

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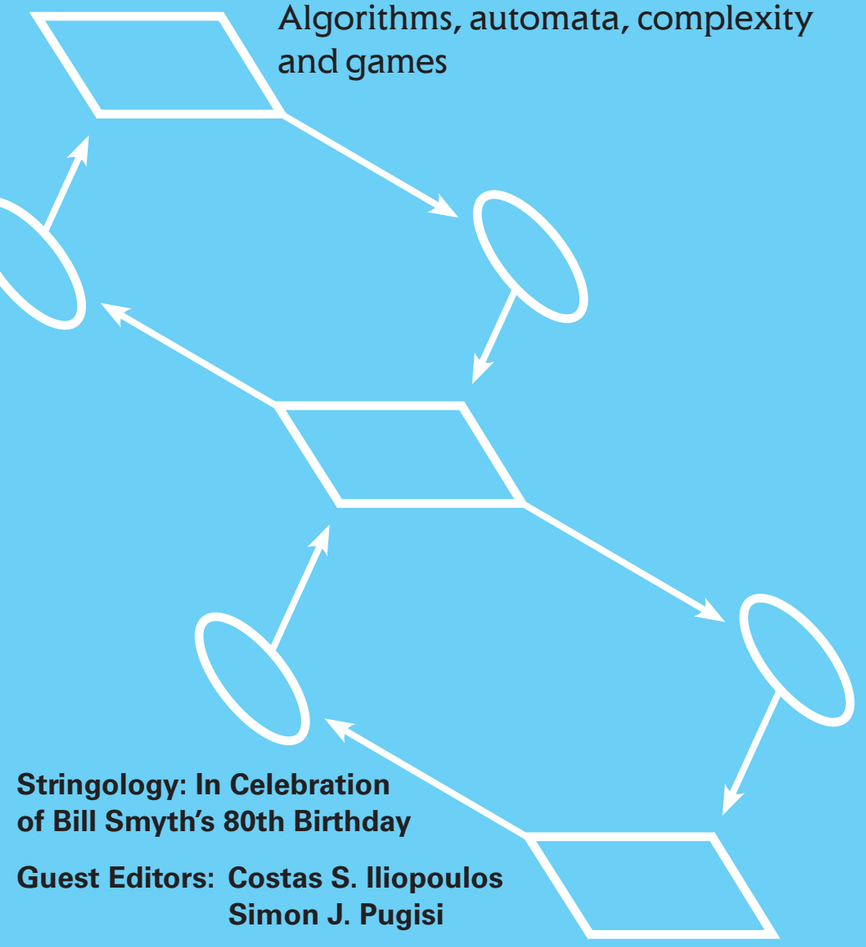

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Theoretical Computer Science

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All kinds of papers, introducing or studying mathematical, logic and formal concepts and methods are welcome, provided that their motivation is clearly drawn from the field of computing.

Papers published in *Theoretical Computer Science* are grouped in three sections according to their nature.

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The third section, "Natural computing", is devoted to the study of computing occurring in nature and computing inspired by nature. In the rapidly evolving field of computer science natural computing plays an important role as the catalyst for the synergy of human designed computing with the computing going on in nature. This synergy leads to a deeper and broader understanding of the nature of computation. Although natural computing is concerned also with experiments and applications, this section of Theoretical Computer Science is focused on the theoretical aspects of natural computing with clear relevance to computing. Among others, it will contain papers dealing with the theoretical issues in evolutionary computing, neural networks, molecular computing, and quantum computing.

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Theoretical Computer Science

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