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### DESCRIPTION

*Theoretical Computer Science* is mathematical and abstract in spirit, but it derives its motivation from practical and everyday computation. Its aim is to understand the nature of **computation** and, as a consequence of this understanding, provide more efficient methodologies. All 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**.

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The second section, 'Logic, semantics and theory of programming', is devoted to formal methods to check properties of programs or implement formally described languages; it contains all papers dealing with semantics of sequential and parallel **programming languages**. All formal methods treating these problems are published in this section, including rewriting techniques, abstract data types, automatic theorem proving, calculi such as SCP or CCS, Petri nets, new logic calculi and developments in categorical methods.

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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