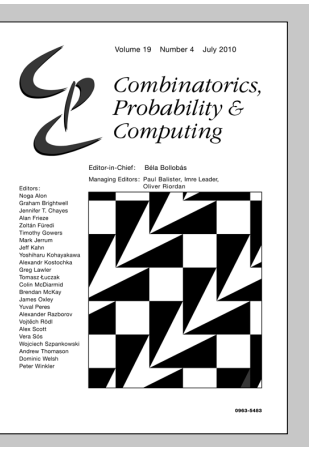
Combinatorics, Probability and Computing



Published bimonthly, *Combinatorics, Probability & Computing* is devoted to the three areas of combinatorics, probability theory and theoretical computer science. Topics covered include classical and algebraic graph theory, extremal set theory, matroid theory, probabilistic methods and random combinatorial structures; combinatorial probability and limit theorems for random combinatorial structures; the theory of algorithms (including complexity theory), randomised algorithms, probabilistic analysis of algorithms, computational learning theory and optimisation.

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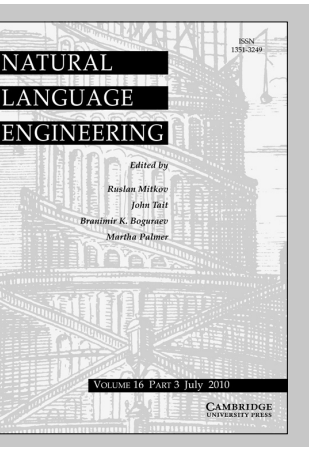
Natural Language Engineering



Natural Language Engineering meets the needs of professionals and researchers working in all areas of computerised language processing, whether from the perspective of theoretical or descriptive linguistics, lexicology, computer science or engineering. Its aim is to bridge the gap between traditional computational linguistics research and the implementation of practical applications with potential real-world use. The journal publishes research articles on a broad range of topics, an industry-watch column and book reviews. *JNLE* now includes surveys, as well as squibs discussing specific problems.

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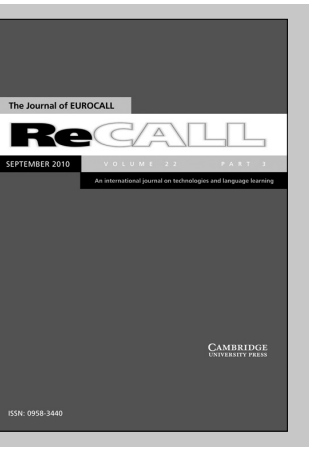
ReCALL

An international journal on technologies and language learning

Now indexed by Thomson ISI and Scopus



Published for EUROCALL (European Association for Computer-Assisted Language Learning)

The primary focus of *ReCALL* is the use of technologies for language learning and teaching, including all relevant aspects of research and development. Typical subjects for submissions include theoretical debate on language learning strategies and their influence on courseware design; practical applications at developmental stage; evaluative studies of courseware used in the teaching and learning process; exploitation and assessment of the potential of technological advances in the delivery of language learning materials; discussions of policy and strategy at institutional and discipline levels.

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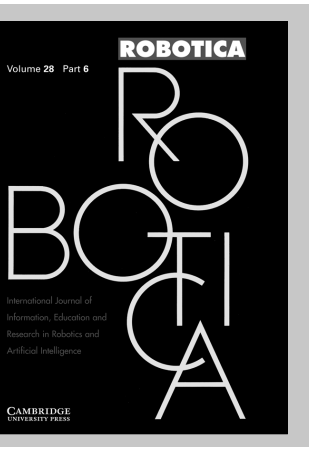
Robotica

An Official Journal of the
International Federation of Robotics



Robotica provides an international forum for the multidisciplinary subject of robotics and encourages developments in this important field of automation with regard to industry, education and research. It covers the many aspects of robotics, including sensory perception, software, kinematics and dynamics involved in robot design, robot task planning and description, intelligibility of skilled motion, applications of robots in the service industries, world model representation, artificial intelligence, development of relevant educational courses, training methods, economic and cost problems and other items of theoretical and practical interest.

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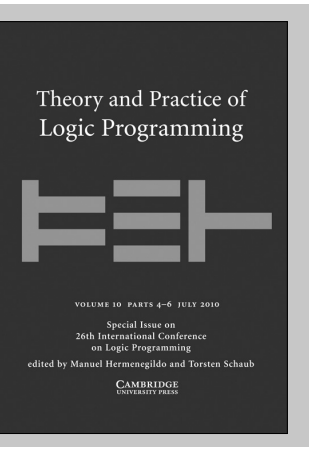
Theory and Practice of Logic Programming

Published for the Association for Logic programming



Theory and Practice of Logic Programming emphasises both the theory and practice of logic programming. Logic programming applies to all areas of artificial intelligence and computer science and is fundamental to them. Among the topics covered are AI applications that use logic programming, logic programming methodologies, specification, analysis and verification of systems, inductive logic programming, multi-relational data mining, natural language processing, knowledge representation, non-monotonic reasoning, semantic web reasoning, databases, implementations and architectures and constraint logic programming.

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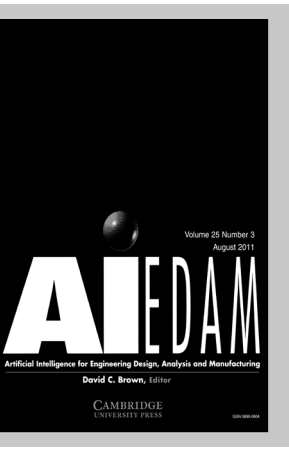
AI EDAM



AI EDAM is a journal for engineers and designers who see AI technologies as powerful means for solving difficult engineering problems; and for researchers in AI and computer science who are interested in applications of AI and in the theoretical issues that arise from such applications. The journal publishes original articles about significant theory and applications based on the most up-to-date research in all branches and phases of engineering. Suitable topics include: analysis and evaluation; selection; configuration and design; manufacturing and assembly; and concurrent engineering.

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Instructions for contributors

Editorial policy

Mathematical Structures in Computer Science (*MSCS*) is a journal of theoretical computer science which focuses on the application of ideas from the structural side of mathematics and mathematical logic to computer science. The journal aims to bridge the gap between theoretical contributions and software design, publishing original papers or broad surveys with original perspectives in all areas of computing, provided that ideas or results from logic, algebra, geometry, category theory or other areas of logic and mathematics form a basis for the work. The journal also welcomes applications to computing based on the use of specific mathematical structures (e.g. topological and order-theoretic structures) as well as on proof-theoretic notions or results. In addition, it is interested in contributions in new interdisciplinary fields bridging computer science, quantum physics, mathematics and information theory. In particular, papers on mathematical formalisms for quantum computation, quantum information processing and communication will be considered.

The journal will also consider papers on computational modelling of epigenetic phenomena, protein-protein interactions, stochasticity in molecular cascades. Mathematical approaches to System Biology will be welcomed, within the broad framework of post-genomic views of embryogenesis and evolution.

The purpose of the journal is to increase the circulation of new very high standard results in fast growing areas which are currently influencing various aspects of actual computing. Indeed, this journal is not meant to be only a 'theory journal' but, by choosing as a theme the use of mathematical methods of Computer Science independently of their area of application, it aims to highlight connections among different topics and to encourage applications of theoretical contributions.

In order to promote the use of mathematical methods in computer science, expository and introductory papers are welcome, provided that there is a clear connection to computational issues or they investigate mathematical structures whose relevance to computer science is well established. However, these contributions should be directed to the broad audience of computer scientists to which this journal is addressed. Equally, discussions of a methodological or philosophical nature concerning the foundation of Computer Science are of interest for the journal.

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Papers may be submitted to any member of the Editorial Board. A file .pdf should be sent accompanied by the author's address, telephone and fax number, and e-mail address.

A copy of the paper together with the name of the editor chosen should also be sent to the Editor-in-Chief who will record the submission.

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