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LOGIC IN COMPUTER SCIENCE

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On 8 August 1997, prompted by the visit of Hajime Ishihara from JAIST (the Japan Advanced Institute of Science & Technology, Hokoriku), the Centre for Discrete Mathematics & Theoretical Computer Science held a one-day workshop on *Logic in Computer Science* at the University of Auckland, New Zealand. This workshop brought together a number of mathematicians and computer scientists interested in computability, complexity, constructive mathematics, and other aspects of theoretical computer science. The proceedings of the workshop, having been subjected to the normal process of refereeing, are now collected together in this special issue of *J. UCS*, where the reader will find a wide variety of papers, dealing with subjects ranging from constructive aspects of the Dirichlet Problem to pure recursion theory and from partial orders to automata theory.

It is intended that the workshop be the first of a series of conferences in these areas, to be held in Japan and New Zealand, under the auspices of JAIST and the Centre. Readers interested in further information about these conferences, or the work of the Centre, are invited to contact the editors of this special issue.