

CONFERENCE ON LOGIC AND REASONING, 2020.

This conference is organized on Logic and Reasoning with multi-track Seminar or Symposium on logic and computation research areas. Logic has been called the calculus of computer science and engineering. These formalize an aspect of human reasoning that originated in a more or less natural context. They are all essentially term algebra and as such they put an aspect of reasoning within reach of a machine. The focus is on game stimulations or games. The specific areas but not limited subject areas of interest includes the following:

- **Formal Logic** - **Automated Deduction** - **Rewriting**
- Logic and Automata - Lambda Calculus - Domain Theory
- **Set Theoretical** - **Model Checking** - **Formal Verification**
- Modal Logic - Temporal Logic - Propositional Logic
- **Logical Theorem** **Game**
- **Symbolic Logic**
- **First-order Logic** - **Safe Algebra**
- **Logical Aspects** - **Categorical Logic**
- **Security** - **Language**