Symmetry in Theoretical Computer Science

Guest Editor:

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Message from the Guest Editor

Dear Colleagues,

Symmetry is a basic concept even in Theoretical Computer Science. For the design and analysis of the algorithms, the symmetry plays an important role. The symmetry often makes the probabilistic analysis of randomized algorithms easier and simpler. Sometimes, the incorporation of elegant methods of symmetry- or tie- breaking into algorithms leads to the efficiency. Moreover, symmetric structures and patterns are omnipresent and the study of their algorithmic or computational aspects gives us an understanding of the nature of the symmetry.

Contributions are invited on all aspects of symmetry in theoretical computer science. Those that involve other fields are welcomed if they are discussed from the algorithmic or computational point of view.

Prof. Dr. Takeshi Koshiba
Guest Editor

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Special Issue

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Message from the Editor-in-Chief

Symmetry is ultimately the most important concept in natural sciences. It is not surprising then that very basic and fundamental research achievements are related to symmetry. For instance, the Nobel Prize in Physics 1979 (Glashow, Salam, Weinberg) was received for a unified symmetry description of electromagnetic and weak interactions, while the Nobel Prize in Physics 2008 (Nambu, Kobayashi, Maskawa) was received for the discovery of the mechanism of spontaneous breaking of symmetry, including CP symmetry. Our journal is named *Symmetry* and it manifests its fundamental role in nature.

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