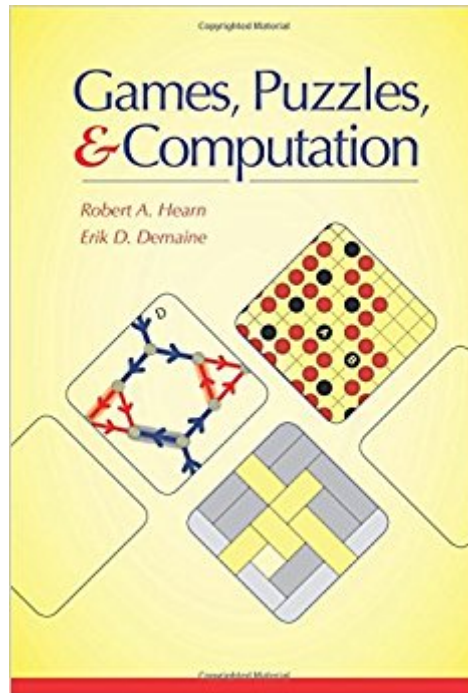




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Games, Puzzles, And Computation



Synopsis

The authors show that there are underlying mathematical reasons for why games and puzzles are challenging (and perhaps why they are so much fun). They also show that games and puzzles can serve as powerful models of computation—quite different from the usual models of automata and circuits—offering a new way of thinking about computation. The appendices provide a substantial survey of all known results in the field of game complexity, serving as a reference guide for readers interested in the computational complexity of particular games, or interested in open problems about such complexities.

Book Information

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material to an upper-level undergraduate or entry-level graduate special topics course in game/puzzle complexity. It could also be used as the primary text for such a course (in principle) given extra preparation by the instructor.

• Daniel Apon, SIGACT News, September 2011 "The authors show that there are underlying mathematical reasons that games and puzzles are challenging (which perhaps explains why they are so much fun). Complementarily, they also show that games and puzzles can serve as powerful models of computation • quite different from the usual models of automata and circuits • offering a new way of thinking about computation."

• L'Enseignement Mathématique, December 2009 "An intriguing book" | Hearn and Demaine present an elegant family of benchmarks they have developed, allowing them to settle open questions on the complexity of various games. | and the authors certainly provide plenty to mull over. The publisher A K Peters has done a quite nice job of production, as well. All in all, this is a book well worth looking into."

• Leon Harkleroad, MAA Reviews, December 2009 "This book will be of interest to advanced readers working in this area."

• Brian Borchers, CHOICE, February 2010

Robert A. Hearn, Dartmouth College, Hanover, New Hampshire, USA
 Erik Demaine, Massachusetts Institute of Technology, Cambridge, USA

Got this book on Kindle because I like Demaine's lectures and I was looking for something rigorous on games, yet specifically not game theory. I just wish he covered solving Rubik's cubes!

Have you ever wondered whether computers can easily win in chess against a human player when played on a 10 by 10 board? 12 by 12? 14 by 14? ... This book is about complexity questions for games played on a "large board": 0-player games such as Conway's "Life

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