"Combinatorial Game Theory in the Apple App store"

Friday, April 13, 2018
Talk at 4:00 – H109
Tea at 3:30 – Foyer outside of H109

Abstract:

We'll describe two games for iOS and Android that are based on recent results from the mathematics of combinatorial game theory, and how we developed them. Along the way, we'll take occasional forays into French film noir and the surprisingly intricate theory of "impartial" Tic-Tac-Toe (both players play "X", and the first person to make three-in-a-row loses). No prior knowledge of any of these subjects will be assumed.