Words and Automata Research Group

Seminar Announcement

Combinatorial Game Theory

Stanislaw Goldstein (University of Lodz)

Thursday 27th September 2018, 3 p.m.
Room 7, Via Archirafi 34, 90123 Palermo

Combinatorial Game Theory is a young branch of mathematics and computer science dealing with two-player games with no hidden information and no elements of chance, like Tic-Tac-Toe. The theory is particularly successful when applied to games that decompose into disjoint parts that can be treated one by one, and the result of the whole game is the sum of the results of the parts. A good example is the game of Go. After introducing basic definitions and giving some examples, we shall concentrate on impartial games, where the moves for both players are the same. We will indicate how to solve such games algorithmically. We shall also mention constrained logic, a new model for computation, a subject that connects games and computational complexity.

For further information:

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All interested people, in particular students, are invited to participate