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Lewis Carroll's Games and Puzzles Symbolic Logic and the Game of Logic The Mathematical Works of Lewis Carroll **The Logic of Lewis Carroll** Lewis Carroll in Numberland Mathematical Recreations of Lewis Carroll **Logic Games by Lewis Carroll** The Game of Logic *The Game of Logic (1887) by Lewis Carroll (Original Version) Lewis Carroll's Symbolic Logic* Hinter dem Nordwind *The Logic Pamphlets of Charles Lutwidge Dodgson and Related Pieces* **Blending Logic and Imagination** The Game of Logic (Hardcover) *Lewis Carroll's Games and Puzzles Test Your Logic* The Mathematical World of Charles L. Dodgson (Lewis Carroll) **Game of Logic Rediscovered Lewis Carroll Puzzles British Logic in the Nineteenth Century** Mathematical Recreations of Lewis Carroll **Alice im Quantenland** *Logic In Wonderland: An Introduction To Logic Through Reading Alice's Adventures In Wonderland - Teacher's Guidebook* Alice im Wunderland **Lewis Carroll The Mathematical World of Charles L. Dodgson (Lewis Carroll)** Lewis Carroll's Symbolic Logic **Symbolic Logic** Logik des Sinns **Mathematics and Logic in the Works of Lewis Carroll** *101 Puzzles in Thought and Logic Logic and Tea* The Life and Letters of Lewis Carroll **Games for Your Mind Symbolic Logic** *Puzzles in Math and Logic* Symbolic Logic Masters of Mathematics Alice's Adventures in Wonderland *The Life and Letters of Lewis Carroll*

Logik des Sinns May 31 2020

The Game of Logic (Hardcover) Sep 15 2021 The Game of Logic is a recreational activity devised by author Lewis Carroll - this edition contains all of his original and vitally demonstrative illustrations. Although Carroll is best known for his short stories and novels for children, he also harbored a great passion for mathematics and logic puzzles, which he felt held great facility for developing the minds of young and old. He designed a game of logic which attained popularity following his enormously successful stories for children. Although old fashioned and dated by today's standards, Carroll's game offers profound insight into the recreational mathematics and number games of the late 19th century. This book contains a set of detailed instructions for playing Carroll's game, which requires sheets of paper, a ruler and pencil for drawing the tables, and a set of counters. This edition contains all the diagrams and tables crucial for understanding what the author describes.

Alice im Wunderland Nov 05 2020 Ein sprechendes weißes Kaninchen, ein verrückter Hutmacher und Menschen, die wie Spielkarten aussehen – "Alice im Wunderland" ist der Kinderbuchklassiker schlechthin! Die kleine Alice folgt einem weißen Kaninchen in seinen Bau und fällt in die Tiefe. So gelangt sie in das unterirdische Wunderland, in dem alles anders ist als oben in der Menschenwelt. Alice fragt die unheimliche Grinsekatze nach dem Weg, feiert eine skurrile Teeparty mit dem verrückten Hutmacher, spielt Krocket mit der Herzkönigin und erlebt so manch andere wundersame Situation. Lewis Carroll (1832-1898), eigentlich Charles Lutwidge Dodgson, war nicht nur ein englischer Schriftsteller, der mit "Alice im Wunderland" viele Generationen von Kindern verzauberte, sondern auch Fotograf und Mathematiker. Als Kinderbuchautor zeichnete er sich besonders durch Phantasiereichtum und Wortspiele aus. Inspiration für "Alice im Wunderland" war Alice Liddell, die kleine Tochter des Dekans des Christ Church Colleges in Oxford, wo Carroll studiert hatte.

Symbolic Logic and the Game of Logic Sep 27 2022 Lewis Carroll the author of the world famous Alice in Wonderland is well known even today for his fiction, but his tenure as professor of mathematics at Oxford university is less well known as is his love of logic problems. Carroll was a mathematician at heart; he deeply loved and was fascinated by the subject. At first it may seem odd that a creator of such nonsensical writings would have such an interest in this area, although the logic involved in maths appealed to the very clever mind of Dodgson, and logical oddities are at the root of a lot of the wit in the Alice books.

The Life and Letters of Lewis Carroll Jan 27 2020 Lewis Carroll is one of the most prominent English authors of all time for his work for his masterpiece 'Alice in Wonderland'. There is much more to Lewis Carroll then fantasy fiction and with this collection of personal letters we have a unique window into the life and loves of a complex fascinating character.

Mathematical Recreations of Lewis Carroll Feb 08 2021 Whimsically and delightfully presented mathematical recreations by the author of Alice in Wonderland are solved by arithmetic, algebra, geometry, trigonometry, differential calculus and transcendental properties. 6 illustrations. Two books bound as one.

Symbolic Logic Jul 01 2020 Symbolic Logic: Part 1, Elementary. By Lewis Carroll

The Logic Pamphlets of Charles Lutwidge Dodgson and Related Pieces Nov 17 2021 In the history of mathematics, Charles Lutwidge Dodgson (1832–1898), better known as Lewis Carroll, stands out as the rare mathematician who also was an exceptional literary figure. In The Pamphlets of Lewis Carroll, each volume of a projected six volumes deals with a particular aspect of his work. When the series is complete, it will include all of his works that were not originally issued in hard cover with the exception of his poetry and fiction. This fourth volume focuses on his writings on logic. It includes pamphlets and sheets privately printed by Dodgson, unpublished manuscript sheets, rare previously published documents, and early versions of published works. These are collected together for the first time, organized by subject, and presented with suitable commentary so that the reader can fully appreciate Dodgson's contributions to the logic of his time and of ours. The general introduction to the book describes the importance of logic in Dodgson's life and work and provides a historical perspective on the state of logic that existed during his lifetime. The sections of the book that follow contain introductory essays that provide analyses and context both for the general reader and for the specialist, followed by the items in transcription or facsimile. Distributed for the Lewis Carroll Society of North America

Lewis Carroll Oct 04 2020 Bestselling author, pioneering photographer, mathematical don and writer of nonsense verse, Lewis Carroll remains a source of continuing fascination. Though many have sought to understand this complex man he remains for many an enigma. Now leading international authority, Edward Wakeling, offers his unique appraisal of the man born Charles Dodgson but whom the world knows best as Lewis Carroll, author of Alice's Adventures in Wonderland and Through the Looking-Glass. This new biography of Carroll presents a fresh appraisal based upon his social circle. Contrary to the claims of many previous authors, Carroll's circle was not child centred: his correspondence was enormous, numbering almost 100,000 items at the time of his death, and included royalty and many of the leading artists, illustrators, publishers, academics, musicians and composers of the Victorian era. Edward Wakeling draws upon his personal database of nearly 6,000 letters, mostly never before published, to fill the gaps left by earlier biographies and resolve some of the key myths that surround Lewis Carroll, such as his friendships with children and his drug-taking. Meticulously researched and based upon a lifetime's study of the man and his work, this important new work will be essential reading for scholars and admirers of one of the key authors of the Victorian age.

Symbolic Logic Sep 22 2019 I shall be grateful to any Reader of this book who will point out any mistakes or misprints he may happen to notice in it, or any passage which he thinks is not clearly expressed. I have a quantity of MS. in hand for Parts II and III, and hope to be able--should life, and health, and opportunity, be granted to me, to publish them in the course of the next few years. Their contents will be as follows: - PART II. ADVANCED. Further investigations in the subjects of Part I. Propositions of other forms (such as "Not-all x are y"). Trilateral and Multiliteral Propositions (such as "All abc are de"). Hypotheticals. Dilemmas. &c. &c. Part III. TRANSCENDENTAL. Analysis of a Proposition into its Elements. Numerical and Geometrical Problems. The Theory of Inference. The Construction of Problems. And many other Curiosa Logica. Introduction TO LEARNERS. [N.B. Some remarks, addressed to Teachers, will be found in the Appendix] The Learner, who wishes to try the question fairly, whether this little book does, or does not, supply the materials for a most interesting mental recreation, is earnestly advised to adopt the following Rules: - (1) Begin at the beginning, and do not allow yourself to gratify a mere idle curiosity by dipping into the book, here and there. This would very likely lead to your throwing it aside, with the remark "This is much too hard for me!," and thus losing the chance of adding a very large item to your stock of mental delights. This Rule (of not dipping) is very desirable with other kinds of books--such as novels, for instance, where you may easily spoil much of the enjoyment you would otherwise get from the story, by dipping into it further on, so that what the author meant to be a pleasant surprise comes to you as a matter of course. Some people, I know, make a practice of looking into Vol. III first, just to see how the story ends: and perhaps it is as well just to know that all ends happily--that the much-persecuted lovers do marry after all, that he is proved to be quite innocent of the murder, that the wicked cousin is completely foiled in his plot and gets the punishment he deserves, and that the rich uncle in India (Qu. Why in India? Ans. Because, somehow, uncles never can get rich anywhere else) dies at exactly the right moment--before taking the trouble to read Vol. I. This, I say, is just permissible with a novel, where Vol. III has a meaning, even for those who have not read the earlier part of the story; but, with a scientific book, it is sheer insanity: you will find the latter part hopelessly unintelligible, if you read it before reaching it in regular course. (2) Don't begin any fresh Chapter, or Section, until you are certain that you thoroughly understand the whole book up to that point, and that you have worked, correctly, most if not all of the examples which have been set. So long as you are conscious that all the land you have passed through is absolutely conquered, and that you are leaving no unsolved difficulties behind you, which will be sure to turn up again later on, your triumphal progress will be easy and delightful. Otherwise, you will find your state of puzzlement get worse and worse as you proceed, till you give up the whole thing in utter disgust. (3) When you come to any passage you don't understand, read it again: if you still don't understand it, read it again: if you fail, even after three readings, very likely your brain is getting a little tired. In that case, put the book away, and take to other occupations, and next day, when you come to it fresh, you will very likely find that it is quite easy. (4) If possible, find some genial friend, who will read the book along with you, and will talk over the difficulties with you. Talking is a wonderful smoother-over of difficulties. When I come upon anything--in Logic or in any other hard subject--that entirely puzzles me, I find it a capital plan to talk it over, aloud. L. C. 29, Bedford Street, Strand. February 21, 1896.

Hinter dem Nordwind Dec 18 2021

Mathematical Recreations of Lewis Carroll May 23 2022 This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

Symbolic Logic Nov 24 2019

The Game of Logic Mar 21 2022 Reproduction of the original: The Game of Logic by Lewis Carroll

101 Puzzles in Thought and Logic Mar 29 2020 Solve murder problems and robberies, see which fishermen are liars and how a blind man can identify color ? purely by reasoning! Hours of mind-strengthening entertainment.

The Logic of Lewis Carroll Jul 25 2022

Blending Logic and Imagination Oct 16 2021 Lewis Carroll is known mainly for his children's novels and poems. Throughout these ingenious works he interspersed riddles, math and logic games, and a host of other puzzles, reflecting his interest in the ludic (playful) imagination. It is not widely known that Carroll is one of the greatest puzzle makers of history, composing them not only for children, but also for adults in magazines, periodicals, and books. One of his puzzle masterpieces is the so-called doublet puzzle, which he wrote for Vanity Fair, and is still one of the most loved wordplay games to this day. There have been various anthologies of Carroll's puzzles in recent decades, but virtually no study of their importance as part of a unique "puzzle art" exists. This book aims to examine this art as it manifests itself in Carroll's many puzzle creations, both within his novels, and in his many other writings. It dissects the blend of logic and imagination that he employs in creating riddles, anagrams, acrostics, math puzzles, logic games, and a host of other puzzle genresâall of which are discussed in the book. The main theme is that Carroll's literary writings cannot be truly grasped without taking into account his puzzle art.

British Logic in the Nineteenth Century Mar 09 2021 The present volume of the Handbook of the History of Logic is designed to establish 19th century Britain as a substantial force in logic, developing new ideas, some of which would be overtaken by, and other that would anticipate, the century's later capitulation to the mathematization of logic. British Logic in the Nineteenth Century is indispensable reading and a definitive research resource for anyone with an interest in the history of logic. - Detailed and comprehensive chapters covering the entire range of modal logic - Contains the latest scholarly discoveries and interpretative insights that answer many questions in the field of logic

Rediscovered Lewis Carroll Puzzles Apr 10 2021 This challenging collection of 42 mathematical mind-benders, compiled by a noted Lewis Carroll scholar, includes Castle Croquet, A Sticky but Polished Riddle, Who's Coming to Dinner?, A New Way to Pay Old Debts, Eligible Apartments, Predicting the Total, and more. Includes complete solutions and drawings by John Tenniel, the original illustrator of Alice's Adventures in Wonderland.

Lewis Carroll's Symbolic Logic Aug 02 2020

The Mathematical World of Charles L. Dodgson (Lewis Carroll) Jun 12 2021 Charles Lutwidge Dodgson is best known for his 'Alice' books, Alice's Adventures in Wonderland and Through the Looking-Glass, written under his pen name of Lewis Carroll. Yet, whilst lauded for his work in children's fiction and his pioneering work in the world of Victorian photography, his everyday job was a lecturer in Mathematics at Christ Church, Oxford University. The Mathematical World of Charles L. Dodgson (Lewis Carroll) explores the academic background behind this complex individual, outlining his mathematical life, describing his writings in geometry, algebra, logic, the theory of voting, and recreational mathematics, before going on to discuss his mathematical legacy. This is the first academic work that collects the research on Dodgson's wide-ranging mathematical achievements into a single practical volume. Much material appears here for the first time, such as Dodgson's personal letters and drawings, as well as the results of recent investigations into the life and work of Dodgson. Complementing this are many illustrations, both historical and explanatory, as well as a full mathematical bibliography of Dodgson's qnathematical publications.

The Mathematical World of Charles L. Dodgson (Lewis Carroll) Sep 03 2020 Charles Lutwidge Dodgson is best known for his 'Alice' books, Alice's Adventures in Wonderland and Through the Looking-Glass, written under his pen name of Lewis Carroll. Yet, whilst lauded for his work in children's fiction and his pioneering work in the world of Victorian photography, his everyday job was a lecturer in Mathematics at Christ Church, Oxford University. The Mathematical World of Charles L. Dodgson (Lewis Carroll) explores the academic background behind this complex individual, outlining his mathematical life, describing his writings in geometry, algebra, logic, the theory of voting, and recreational mathematics, before going on to discuss his mathematical legacy. This is the first academic work that collects the research on Dodgson's wide-ranging mathematical achievements into a single practical volume. Much material appears here for the first time, such as Dodgson's personal letters and drawings, as well as the results of recent investigations

into the life and work of Dodgson. Complementing this are many illustrations, both historical and explanatory, as well as a full mathematical bibliography of Dodgson's mathematical publications.

The Mathematical Works of Lewis Carroll Aug 26 2022 Lewis Carroll wrote several mathematics books. He was mainly interested in using logic diagrams as a pedagogical tool. Symbolic Logic, first published in 1896, contains literally dozens of puzzles. He believed heartily that children would enjoy learning mathematics if they could be enticed by amusing stories and puzzles. The Game of Logic, published in 1897, was intended to teach logic to children. His "game" consisted of a card with two diagrams, together with a set of counters, five grey and four red. The two diagrams were Carroll's version of a two-set and a three-set Venn diagram. A manuscript of a brief lecture Lewis Carroll once gave, Feeding the Mind, discusses the importance of not only feeding the body, but also the mind. Carroll wittily puts forth connections between the diet of the body and mind, and gives helpful tips on how to best digest knowledge in the brain. This essay was originally printed in 1907. Lewis Carroll ((1832-1898) is best known as the author of Alice in Wonderland and Alice Through the Looking Glass. His real name was Charles Dodgson. His father, the Reverend Charles Dodgson, instilled in his son a love of mathematics from an early age. Lewis studied at Oxford, and later taught there as a Mathematics Lecturer.

Masters of Mathematics Aug 22 2019 The original title for this work was "Mathematical Literacy, What Is It and Why You Need it". The current title reflects that there can be no real learning in any subject, unless questions of who, what, when, where, why and how are raised in the minds of the learners. The book is not a mathematical text, and there are no assigned exercises or exams. It is written for reasonably intelligent and curious individuals, both those who value mathematics, aware of its many important applications and others who have been inappropriately exposed to mathematics, leading to indifference to the subject, fear and even loathing. These feelings are all consequences of meaningless presentations, drill, rote learning and being lost as the purpose of what is being studied. Mathematics education needs a radical reform. There is more than one way to accomplish this. Here the author presents his approach of wrapping mathematical ideas in a story. To learn one first must develop an interest in a problem and the curiosity to find how masters of mathematics have solved them. What is necessary to be mathematically literate? It's not about solving algebraic equations or even making a geometric proof. These are valuable skills but not evidence of literacy. We often seek answers but learning to ask pertinent questions is the road to mathematical literacy. Here is the good news: new mathematical ideas have a way of finding applications. This is known as "the unreasonable effectiveness of mathematics."

The Life and Letters of Lewis Carroll Jun 19 2019 The Life and Letters of Lewis Carroll (1898) is an anthology of letters and biographical information about Lewis Carroll compiled by his nephew, Stuart Dodgson Collingwood. It presents the life history of the author, highlighting not only his literary achievements but also his personal relationships. The work includes illustrations and snapshots and sheds light on Carrol's his interest in logic, mathematics, and literature for children.

Test Your Logic Jul 13 2021 Fifty unique brain-teasers requiring a minimum of mathematical skills challenge the reader's ability to reason logically

Mathematics and Logic in the Works of Lewis Carroll Apr 29 2020

Alice's Adventures in Wonderland Jul 21 2019 First published in 1865, Alice's Adventures in Wonderland began as a story told to Alice Liddell and her two sisters on a boating trip in July of 1862. The novel follows Alice down a rabbit-hole and into a surreal world of strange and wonderful characters who constantly turn everything upside-down with their mind-boggling logic and word play, and their fantastic parodies. Carroll's fable illustrates his masterful ability to weave logic with nonsense in a tale that continues to delight all ages. While this great classic is widely available, the Broadview edition is unique. Richard Kelly combines Alice's Adventures in Wonderland not with the later (and largely distinct) work Through the Looking Glass but rather with Alice's Adventures Under Ground, Lewis Carroll's first version of the story. Readers are thus able to trace the literary revisions, and to compare Caroll's own illustrations in the original with the famous John Tenniel illustrations for Alice's Adventures in Wonderland. Among the many other materials included in the Broadview Literary Texts edition are a substantial selection of early reviews, selections from Carroll's diaries and correspondence, Carroll's early nonsense poems, and the originals of the poems parodied in his text.

Lewis Carroll's Games and Puzzles Aug 14 2021 Forty-two perplexing puzzles by creator of Alice in Wonderland: Cakes in a Row, Looking-Glass Time, Arithmetical Croquet, Diverse Doublets, and others. Hints, solutions. Illustrations by John Tenniel.

Lewis Carroll in Numberland Jun 24 2022 Lewis Carroll's books have delighted children and adults for generations, but behind their exuberant fantasy and delightful nonsense was the mind of a brilliant mathematician. Now his forgotten achievements in the world of numbers are brought to light by acclaimed author and mathematician Robin Wilson. Here he explores the curious imagination of a man whose pioneering work at Oxford University included investigations into voting patterns and tennis seeding, who dreamt up numerical conundrums in bed at night and who filled his writings with problems, paradoxes, puzzles and teasing games of logic. Taking us into a world of mock turtles and maps, gryphons and gravity, Lewis Carroll in Numberland reveals the singular mind of a genius.

Lewis Carroll's Games and Puzzles Oct 28 2022 Forty-two perplexing puzzles by creator of Alice in Wonderland: Cakes in a Row, Looking-Glass Time, Arithmetical Croquet, Diverse Doublets, and others. Hints, solutions. Illustrations by John Tenniel.

Logic In Wonderland: An Introduction To Logic Through Reading Alice's Adventures In Wonderland - Teacher's Guidebook Dec 06 2020 This guidebook is for college instructors who teach a course in Introduction to Logic at a teachers college or provide a workshop in this subject for in-service mathematics teachers. It can also be used by high school mathematics teachers for teaching students who are capable and interested in Logic.Learning is based on reading Alice's Adventures in Wonderland, and discussing quotes from that book as a trigger for developing basic notions in Logic. This guidebook includes the student's worksheets with exemplary solutions, the background in elementary logic, and pedagogical comments. There is a student's workbook that accompanies this guidebook which includes the student's worksheets without solutions.Ordinary textbooks for such a course are purely mathematical in their nature, and students usually find the course difficult, boring and very technical. Our approach is likely to motivate the students through reading the classic novel Alice's Adventures in Wonderland, written by Lewis Carroll who was not only one of the best storytellers but also a logician.Click here for Student's Workbook

Puzzles in Math and Logic Oct 24 2019 Selected brain teasers requiring geometric, algebraic, and logical solutions

Lewis Carroll's Symbolic Logic Jan 19 2022

Logic and Tea Feb 26 2020

The Game of Logic (1887) by Lewis Carroll (Original Version) Feb 20 2022 This Game requires nine Counters--four of one colour and five of another: say four red and five grey. Besides the nine Counters, it also requires one Player, AT LEAST. I am not aware of any Game that can be played with LESS than this number: while there are several that require MORE: take Cricket, for instance, which requires twenty-two. How much easier it is, when you want to play a Game, to find ONE Player than twenty-two. At the same time, though one Player is enough, a good deal more amusement may be got by two working at it together, and correcting each other's mistakes. A second advantage, possessed by this Game, is that, besides being an endless source of amusement (the number of arguments, that may be worked by it, being infinite), it will give the Players a little instruction as well. But is there any great harm in THAT, so long as you get plenty of amusement

Game of Logic May 11 2021 Game of Logic is a book written by Lewis Carroll. Over 350 ingenious problems involving classical logic: logic is expressed in terms of symbols; syllogisms and the sorites are diagrammed; logic becomes a game played with two diagrams and a set of counters. Two books bound as one.

Logic Games by Lewis Carroll Apr 22 2022 This Game requires nine Counters--four of one colour and five of another: say four red and five grey. Besides the nine Counters, it also requires one Player, AT LEAST. I am not aware of any Game that can be played with LESS than this number: while there are several that require MORE: take Cricket, for instance, which requires twenty-two. How much easier it is, when you want to play a Game, to find ONE Player than twenty-two. At the same time, though one Player is enough, a good deal more amusement may be got by two working at it together, and correcting each other's mistakes. A second advantage, possessed by this Game, is that, besides being an endless source of amusement (the number of arguments, that may be worked by it, being infinite), it will give the Players a little instruction as well. But is there any great harm in THAT, so long as you get plenty of amusement?

Alice im Quantenland Jan 07 2021 Alice sitzt gelangweilt vor dem Fernseher; da fällt ihr Blick auf "Alice im Wunderland", das sie kürzlich gelesen hat. Sie sehnt sich danach, vergleichbare Abenteuer zu erleben, stürzt und fällt in Ohnmacht. In ihrem Traum fällt sie durch den Bildschirm hindurch, wo sie - verkleinert - auf die Elektronen trifft, die als Strahl den Bildschirm zum Leuchten bringen. Das ist erst der Anfang der Geschichte, in der Alice nach und nach die Besonderheiten der Quantenwelt kennenlernt. Sie begegnet Menschen wie Niels Bohr, die sie unter ihre Fittiche nehmen, und steht mit Elektronen und Quarks auf du und du. In dieser neuen Form der Geschichte von Alice beschreibt Robert Gilmore - selbst angesehener Physiker - kenntnisreich und amüsant, welche Besonderheiten uns die Welt der Elektronen und Quarks bietet. Schließlich wird Alice (und damit den Lesern) klargemacht, daß nach 70 Jahren der Forschung auf diesem Gebiet ungelöste Fragen an die Grundlagen der Quantentheorie übriggeblieben sind, die vielleicht nie gelöst werden können. Rezension erschienen in: junge wissenschaft Ausgabe / Band 12Jg., Heft 45, S. 60f Feb. 97 (...) ist es dem Autor in hervorragender Weise gelungen, eine didaktisch äußerst wertvolle Darstellung der Quantenmechanik zu präsentieren(...) (...)erreicht damit einen wesentlich größerenLeserkreis(...) (...)sehr abgerundetes Bild der Quantenphysik(...) (...)in sehr geschickter Weise(...) (...)in sehr prägnanter Form, jedoch in fachlicher Hinsicht völlig korrekt(...) (...)Als besonders gelungen darf man die Übersetzung aus dem englischen Original bezeichnen(...) (...)Sehr lobenswert erwähnt werden muß wohl auch die vom deutschen Übersetzer vorgenommene Aktualisierung beim inzwischen gelungenen Nachweis des top-Quark am Fermilab(...) (...)Der rezensent ist davon überzeugt, daß auch der versierte Physiker dieses Buch mit großem Genuß lesen muß(...)

Games for Your Mind Dec 26 2019 A lively and engaging look at logic puzzles and their role in mathematics, philosophy, and recreation Logic puzzles were first introduced to the public by Lewis Carroll in the late nineteenth century and have been popular ever since. Games like Sudoku and Mastermind are fun and engrossing recreational activities, but they also share deep foundations in mathematical logic and are worthy of serious intellectual inquiry. Games for Your Mind explores the history and future of logic puzzles while enabling you to test your skill against a variety of puzzles yourself. In this informative and entertaining book, Jason Rosenhouse begins by introducing readers to logic and logic puzzles and goes on to reveal the rich history of these puzzles. He shows how Carroll's puzzles presented Aristotelian logic as a game for children, yet also informed his scholarly work on logic. He reveals how another pioneer of logic puzzles, Raymond Smullyan, drew on classic puzzles about liars and truthtellers to illustrate Kurt Gödel's theorems and illuminate profound questions in mathematical logic. Rosenhouse then presents a new vision for the future of logic puzzles based on nonclassical logic, which is used today in computer science and automated reasoning to manipulate large and sometimes contradictory sets of data. Featuring a wealth of sample puzzles ranging from simple to extremely challenging, this lively and engaging book brings together many of the most ingenious puzzles ever devised, including the "Hardest Logic Puzzle Ever," metapuzzles, paradoxes, and the logic puzzles in detective stories.