1.	Record Nr.	UNINA9910139999103321
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	Titolo	Dynamics of Gambling: Origins of Randomness in Mechanical Systems [[electronic resource] /] / by Jaroslaw Strzalko, Juliusz Grabski, Przemyslaw Perlikowski, Andrzej Stefanski, Tomasz Kapitaniak
	Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2009
	ISBN	1-280-38397-6
		9786613561893
		3-642-03960-X
	Edizione	[1st ed. 2009.]
	Descrizione fisica	1 online resource (X, 152 p. 94 illus.)
	Collana	Lecture Notes in Physics, , 0075-8450 ; ; 792
	Disciplina	530.15923
	Soggetti	Mathematical physics
		Vibration
		Dynamical systems
		Dynamics
		Mechanics
		Ergodic theory
		Statistics
		Game theory
		Theoretical, Mathematical and Computational Physics
		Vibration, Dynamical Systems, Control
		Classical Mechanics
		Dynamical Systems and Ergodic Theory
		Statistics for Engineering, Physics, Computer Science, Chemistry and Earth Sciences
		Game Theory, Economics, Social and Behav. Sciences
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Introduction -- Predictability in deterministic and random dynamical systems -- Mechanical randomizers - history, type of games, how fair they are -- Dynamical models -- Simulation results -- Why are mechanical randomizers predictable? -- Why can mechanical

randomizers approximate random processes?- Nature of randomness in mechanical systems.

Sommario/riassunto	This monograph presents a concise discussion of the dynamics of mechanical randomizers (coin tossing, die throw and roulette). The authors derive the equations of motion, also describing collisions and body contacts. It is shown and emphasized that, from the dynamical point of view, outcomes are predictable, i.e. if an experienced player can reproduce initial conditions with a small finite uncertainty, there is a good chance that the desired final state will be obtained. Finally, readers learn why mechanical randomizers can approximate random processes and benefit from a discussion of the nature of randomness in mechanical systems. In summary, the book not only provides a general analysis of random effects in mechanical (engineering) systems, but addresses deep questions concerning the nature of randomness, and gives potentially useful tips for gamblers and the gaming industry.