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	ISBN	3-030-19634-8
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	Descrizione fisica	1 online resource (257 pages)
	Collana	Emergence, Complexity and Computation, , 2194-7287 ; ; 36
	Disciplina	519.3
	Soggetti	Computational intelligence Engineering mathematics Quantum physics Game theory Computational Intelligence Engineering Mathematics Quantum Physics Game Theory
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Classical game theory -- Quantum approach to game theory -- Spatial quantum game simulation -- Unfair contests.
	Sommario/riassunto	This book addresses two disciplines that have traditionally occupied completely different realms: quantum information and computation, and game theory. Helping readers connect these fields, it appeals to a wide audience, including computer scientists, engineers, mathematicians, physicists, biologists or economists. The book is richly illustrated and basic concepts are accessible to readers with basic training in science. As such it is useful for undergraduate students as well as established academicians and researchers. Further, the didactic and tutorial-like style makes it ideal supplementary reading for courses on quantum information and computation, game theory, cellular automata and simulation.