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| Record Nr. | UNINA9910822166003321 |
| Autore | Joyner David <1959-> |
| Titolo | Adventures in group theory : Rubik's cube, Merlin's machine, and other mathematical toys / / David Joyner |
| Pubbl/distr/stampa | Baltimore, : Johns Hopkins University Press, 2008 |
| ISBN | 0-8018-9726-2 |
| Edizione | [2nd ed., Updated and rev. ed.] |
| Descrizione fisica | 1 online resource (329 p.) |
| Disciplina | 512/.2 |
| Soggetti | Group theory |
| | Mathematical recreations |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di bibliografia | Includes bibliographical references (p. 299-304) and index. |
| Nota di contenuto | Intro -- Contents -- Preface -- Acknowledgments -- Where to begin... -- Chapter 1 Elementary, my dear Watson -- Chapter 2 'And you do addition?' -- Chapter 3 Bell ringing and other permutations -- Chapter 4 A procession of permutation puzzles -- Chapter 5 What's commutative and purple? -- Chapter 6 Welcome to the machine -- Chapter 7 'God's algorithm' and graphs -- Chapter 8 Symmetry and the Platonic solids -- Chapter 9 The illegal cube group -- Chapter 10 Words which move -- Chapter 11 The (legal) Rubik's Cube group -- Chapter 12 Squares, two-faces, and other subgroups -- Chapter 13 Other Rubik-like puzzle groups -- Chapter 14 Crossing the Rubicon -- Chapter 15 Some solution strategies -- Chapter 16 Coda: Questions and other directions -- Bibliography -- Index -- A -- B -- C -- D -- E -- F -- G -- H -- I -- J -- K -- L -- M -- N -- O -- P -- Q -- R -- S -- T -- U -- V -- W -- Y -- Z. |
| Sommario/riassunto | Featuring strategies for solving the puzzles and computations illustrated using the SAGE open-source computer algebra system, the second edition of Adventures in Group Theory is perfect for mathematics enthusiasts and for use as a supplementary textbook. |