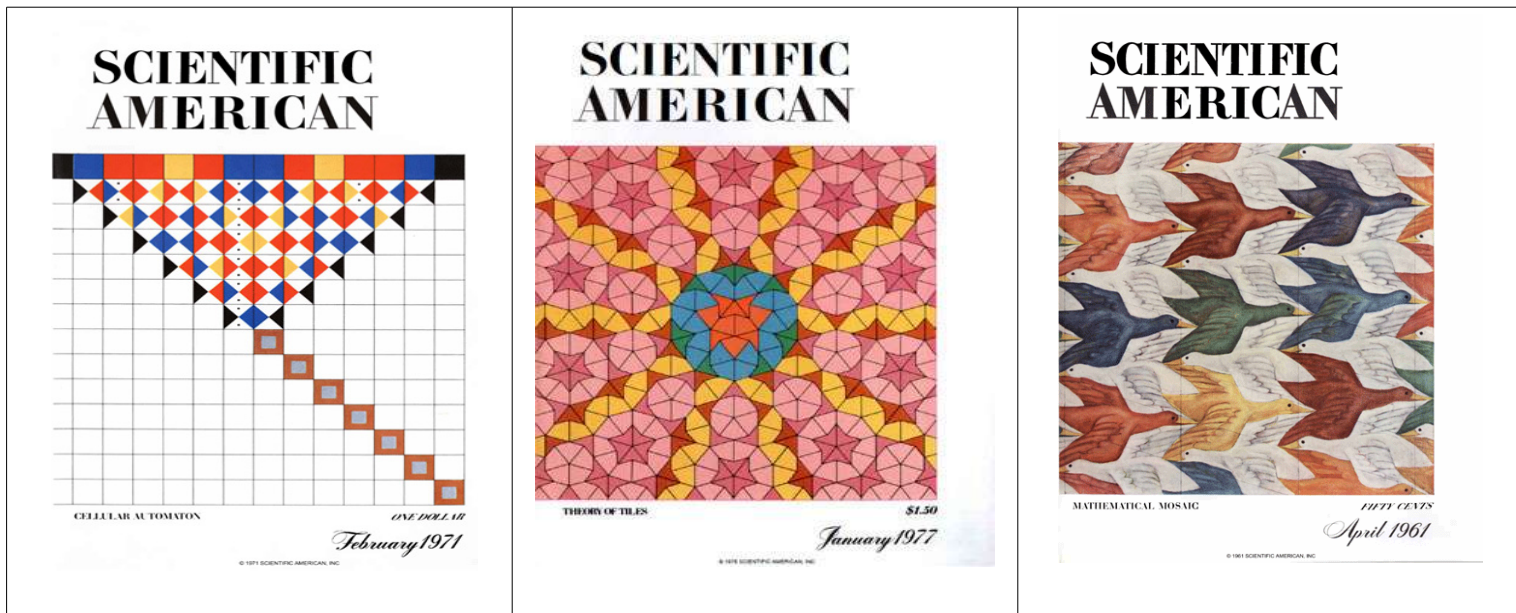


Martin Gardner 101

A Tech Talk by Colm Mulcahy

Thurs July 30, 11am, MTV-1950-1-Bodega Bay



Martin Gardner authored the Mathematical Games column in Scientific American from 1956 to 1981. He authored **101** books on topics ranging from magic, physics and puzzles to Alice in Wonderland, skepticism, philosophy and religion.

He's been called **The Best Friend Mathematics Ever Had**.

Those interview puzzles (that we don't use anymore) largely came from his books and columns! **Conway's Life, Hexaflexagons, Public Key Cryptography, and Penrose Tilings** were all popularized by Martin Gardner, and have become a core part of our Silicon Valley culture today.

<p>Conway's Game of Life</p> <p>moves</p> <table border="0"> <tr> <td></td> <td>0</td> <td>1</td> <td>2</td> <td></td> </tr> <tr> <td>a</td> <td></td> <td></td> <td></td> <td>dies</td> </tr> <tr> <td>b</td> <td></td> <td></td> <td></td> <td>dies</td> </tr> <tr> <td>c</td> <td></td> <td></td> <td></td> <td>dies</td> </tr> <tr> <td>d</td> <td></td> <td></td> <td></td> <td>block (stable)</td> </tr> <tr> <td>e</td> <td></td> <td></td> <td></td> <td>blinker (period 2)</td> </tr> </table> <p>October 1970</p>		0	1	2		a				dies	b				dies	c				dies	d				block (stable)	e				blinker (period 2)	<p>Martin Gardner 1914 – 2010 (and would be 101 this year)</p>	<p>THE SCIENTIFIC AMERICAN BOOK OF Mathematical Puzzles & Diversions</p> <p>Paradoxes and Paperfolding, Moebius Variations and Mnemonics, Fallacies, Brain-Teasers, Magic Squares, Topological Curiosities, Probability and Parlor Tricks, and a variety of ancient and new games and problems from Polyominoes, Nim, and the Tower of Hanoi to Four-Dimensional Ticktacktoe. All with mathematical commentaries by Mr. Gardner.</p> <p>MARTIN GARDNER</p>
	0	1	2																													
a				dies																												
b				dies																												
c				dies																												
d				block (stable)																												
e				blinker (period 2)																												