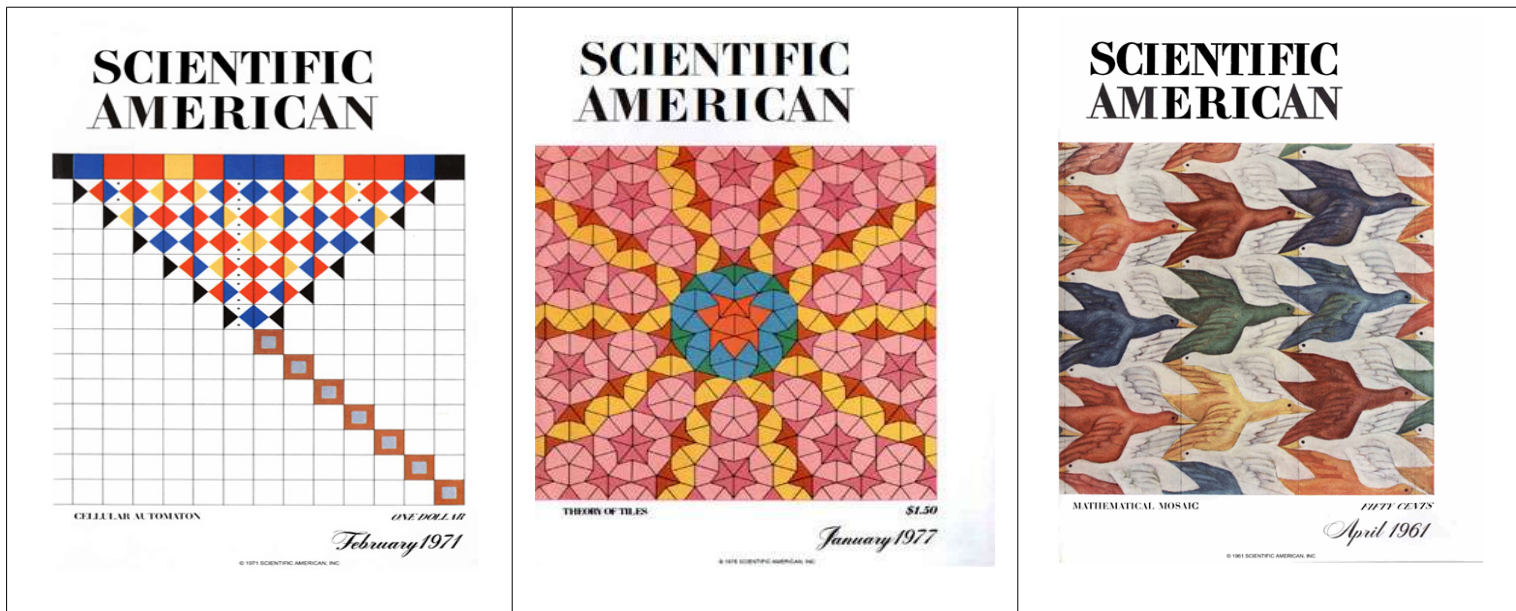


# Martin Gardner 101

A Tech Talk by Colm Mulcahy

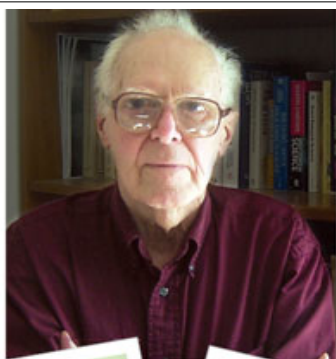

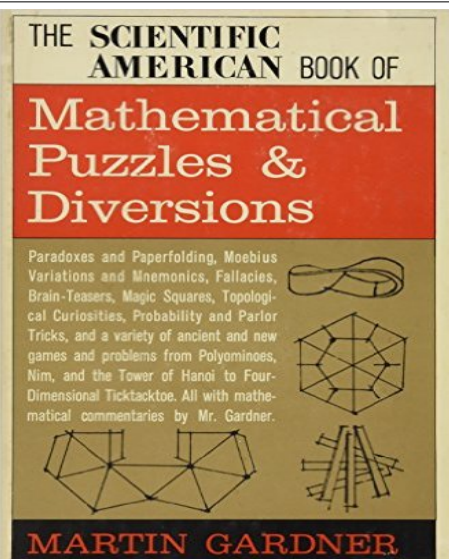
Thurs July 30, 11am, MTV-1950-1-Bodega Bay



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="1"><thead><tr><th></th><th>0</th><th>1</th><th>2</th><th></th></tr></thead><tbody><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></tbody></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 <b>101</b> this year)</p>	 <p>THE SCIENTIFIC AMERICAN BOOK OF <b>Mathematical Puzzles &amp; Diversions</b></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><b>MARTIN GARDNER</b></p>
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