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“Geometric Puzzles: Algorithms and Complexity”

講演者: Erik D. Demaine

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日時: 平成28年5月24日(火) 15:20~16:20

場所: 情報科学系Ⅲ棟5階 コラボ7

講演要旨:

I love geometry because the problems and solutions are fun and often tangible. Puzzles are one way to express these two features, and are also a great source of their own computational geometry problems: which puzzles can be solved and/or designed efficiently using computer algorithms?
Proving puzzles to be computationally difficult leads to a mathematical sort of puzzle, designing gadgets to build computers out of puzzles.
I will describe a variety of algorithmic and computational complexity results on geometric puzzles, focusing on more playful and recent results.

講演者略歴:

Erik D. Demaine is a professor of Computer Science at the Massachusetts Institute of Technology.
He entered Dalhousie University when he was 12, and completed his Ph.D at University of Waterloo when he was 20 years old. Since then, he has been one of the top researchers in the world.
See <http://erikdemaine.org/> for further details.