"slack" variable is usually applied to a variable which is introduced to transform an inequality to an equation, while an "artificial" variable is usually applied to a variable which is introduced to provide a basis-variable in the process of obtaining an initial solution.

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13 [W].—E. S. VENTZEL, *Lectures on Game Theory*, Gordon and Breach, New York, 1961, 22 cm., 78 p. Price $4.50.

The 78 pages of this book cover an elementary exposition of game theory in eight chapters touching on the object of the theory of games, the minimax principle, pure and mixed strategies, elementary methods of solution, general methods of solution of finite games (for example, linear programming), approximate methods and methods of solving a few infinite games. The book may give a good idea of the subject to the non-mathematician, particularly since it concentrates on elementary applied illustrations of game theory.

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14 [W, Z].—MARTIN GREENBERGER, Editor, *Management and the Computer of the Future*, John Wiley & Sons, Inc., and The M.I.T. Press, New York, 1962, xxvi + 340 p., 21 cm. Price $6.00.

This volume contains the proceedings of a series of eight lectures on the subject, Management and The Computer of the Future, sponsored by the School of Industrial Management of the Massachusetts Institute of Technology during the spring of 1961 in celebration of MIT's centennial. At each session the main speaker presented a paper, which was followed by prepared remarks by two discussants. After additional brief remarks by the speaker the meeting was opened for general discussion. The list of participants includes some of the best known experts in the field of computers, admixed with a sprinkling of "amateurs" and prominent names outside the field. The following are the topics covered at the individual sessions:

1. Scientists and Decision Making—C. P. Snow, Speaker; E. E. Morison and N. Wiener, Discussants; H. W. Johnson, Moderator.

2. Managerial Decision Making—J. W. Forrester, Speaker; C. C. Holt and R. A. Howard, Discussants; R. C. Sprague, Moderator.

3. Simulation of Human Thinking—H. A. Simon, Speaker; A. Newell, Coauthor; M. L. Minsky and G. A. Miller, Discussants; S. S. Alexander, Moderator.

4. A Library of 2000 A.D.—J. G. Kemeny, Speaker; R. M. Fano and G. W. King, Discussants; W. N. Locke, Moderator.

5. The Computer in the University—A. J. Perlis, Speaker; P. Elias and J. C. R. Licklider, Discussants; D. G. Marquis, Moderator.

6. Time-Sharing Computer Systems—J. McCarthy, Speaker; J. W. Mauchly and G. M. Amdahl, Discussants; E. R. Piore, Moderator.

7. A New Concept in Programming—G. W. Brown, Speaker; G. M. Hopper and D. Sayre, Discussants; P. M. Morse, Moderator.