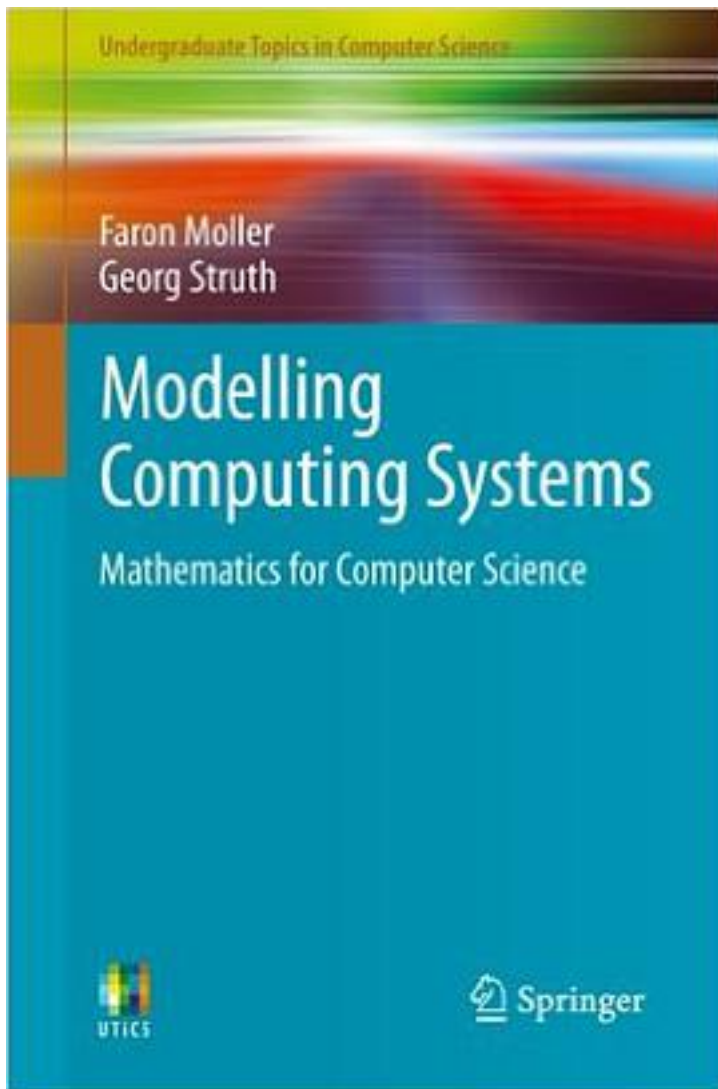# Modelling Computer Systems

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著者:Struth, Georg

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This book explores concepts of games and strategies to provide a paradigm for understanding the nature of computation and provides an elementary introduction to the mathematics and modelling of computing systems through exercises and examples, giving readers the opportunities to test their understanding and broaden their knowledge. This novel approach presents the mathematical foundations in an intuitive style. Emphasis is given to explaining the mathematical concepts: The first part of the book is dedicated to standards topics in discrete mathematics and logic in a clear and accessible framework. The second part innovates by paring games and winning strategies. This exceptionally comprehensive and user friendly textbook is the result of the authora (TM)s successful teaching methods, and will prove invaluable not only in building solid foundations at an introductory level for undergraduates in Computer Science, but equally to gain insight in computational thinking for students from other disciplines.

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