



the processes, such as regional or international coordination, as well as the engineering principles. Written by an author with extensive experience in the industry, it describes in detail the main methodologies for calculating or computing the interference between radio systems of the same type, and also between radio systems of different types

In 1967, then-unknown writers David Godfrey and Dennis Lee founded a small press they grandly named "The House of Anansi," after an African trickster spider-god. Their goal was to publish groundbreaking new Canadian work in three core genres: literary fiction, poetry, and topical nonfiction. Forty years later, Anansi is not only going strong but enjoying a fascinating creative renaissance, bolstered by both its important backlist and its renewed commitment to seeking out the best new writers and ideas to publish alongside its established ones. Assembled by award-winning writer Lynn Coady, The Anansi Reader features excerpts from ten of the best books from each decade of the existence of the press, for a total of 40 entries. Samples from Lynn Crosbie's *Queen Rat*, Northrop Frye's *The Educated Imagination*, and Kevin Connolly's *Drift* are among the treasures included. In a thoughtful coda, Coady shows readers the future with selections from seven exciting works-in-progress coming from Anansi in the next two years.

Steadily growing applications of game theory in modern science (including psychology, biology and economics) require sources to provide rapid access in both classical tools and recent developments to readers with diverse backgrounds. This book on game theory, its applications and mathematical methods, is written with this objective in mind. The book gives a concise but wide-ranging introduction to games including older (pre-game theory) party games and more recent topics like elections and evolutionary games and is generously spiced with excursions into philosophy, history, literature and politics. A distinguished feature is the clear separation of the text into two parts: elementary and advanced, which makes the book ideal for study at various levels. Part I displays basic ideas using no more than four arithmetic operations and requiring from the reader only some inclination to logical thinking. It can be used in a university degree course without any (or minimal) prerequisite in mathematics (say, in economics, business, systems biology), as well as for self-study by school teachers, social and natural scientists, businessmen or laymen. Part II is a rapid introduction to the mathematical methods of game theory, suitable for a mathematics degree course of various levels. It includes an advanced material not yet reflected in standard textbooks, providing links with the exciting modern developments in financial mathematics (rainbow option pricing), tropical mathematics, statistical physics (interacting particles) and discusses structural stability, multi-criteria differential games and turnpikes. To stimulate the mathematical and scientific imagination, graphics by a world-renowned mathematician and mathematics imaging artist, A T Fomenko, are used. The carefully selected works of this artist fit remarkably into the many ideas expressed in the book.

When Anansi the spider invites Turtle to a party just to play a trick on him, Turtle gets revenge at a party of his own.







