ator on the space of bounded sequences. This theorem again has nothing to do with symmetry, and that seems important as we have seen that the nonsymmetric inversion problem arises naturally in probability theory. Unfortunately the analogous problem for one-sided infinite Toeplitz matrices was not yet solved when this book was written.[1]

The book is authoritatively documented by means of an appendix of 10 pages, providing references as well as remarks which clarify the mathematical or historical setting of important ideas in the text. The mathematical presentation is of the same high caliber as in Szegö's *Orthogonal polynomials*, but even more elegant because the subject matter here is so much more unified. Most of the background theory required in the book is relegated to an introductory chapter. Therefore there are no digressions from the natural development of the theory, and this has enabled the authors to write in a terse but at the same time pleasingly informal style.

Not only good students but also serious research workers may find this book difficult if they want to fully bridge the conceptual gap between the two fields which are unified here. But as the book offers so much more than would two separate monographs in the corresponding subjects of analysis and probability, this is precisely the challenge it offers to the reader. The content of the book is evidence enough that this challenge will contribute to the growth of mathematics.

F. SPITZER

Contributions to the theory of games, vol. III. Ed. by M. Dresher, A. W. Tucker and P. Wolfe. Annals of Mathematics Study, no. 39. Princeton, Princeton University Press, 1957. 8+435 pp. $5.00.

This is the third volume in a series on the theory of games, a series which can teach an interesting lesson in mathematical publication applicable to other branches of mathematics. The present volume, as the preceding volumes, is made up of a number (twenty-three in this instance) of individual papers on the theory of games grouped into five general classifications. The volume is prefaced by an introduction which briefly explains this classification and then gives brief summaries of the individual papers. The would-be reader can decide from these summaries what papers he wishes to read. No one not interested in game theory need enter these portals and waste his time.

[1] *Added in proof.* The continuous analogue of this problem is famous under the name of the Wiener-Hopf equation. It was recently solved by M. Krein (Uspehi Mat. Nauk, 1958).