

under the "usual" operations of analysis. The student is familiar with continuous functions and with the difficulties due to the fact that limits of convergent sequences of such functions are not necessarily continuous. It is thus easy to make him understand the importance and value of the closure property. Furthermore, it seems useful to avoid the possibility of the student's acquiring the misleading idea that the measurability concept is based on the measure concept, and also to point out that these two concepts are related only through the background of completely additive classes. However, the main reason for the suggested approach is didactic. This approach requires a few concepts only, hence it is easier to digest for the student who is not overburdened with new concepts. Also, since convergence theorems are basic in the modern theory of integration and in its use, it seems preferable to get to them as fast as possible and not to have to cover the first 220 pages. Construction of measures and study of metric spaces, which are far more abstract and involved, would come later.

Stripped of the concepts and details unnecessary to the approach outlined above, the part of the book relative to measurability, integration, and convergence theorems would make an excellent text for a one-semester course, possibly an undergraduate one. The foregoing remarks reflect mainly the fact that this well-written and well-rounded book may be used successfully in various ways.

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Contributions to the theory of games. Vol. 2. Ed. by H. W. Kuhn and A. W. Tucker. (Annals of Mathematics Studies, no. 28.) Princeton University Press, 1953. 396 pp. \$4.00.

This collection of various papers on the theory of games is the second such volume edited by Professors Kuhn and Tucker to form an Annals of Mathematics Study. The merit of this form of publication seems to the reviewer to be considerable, because the great extent and development of mathematics make a volume dedicated to a specialized topic an efficient way to reach specialists. A good many of the twenty-one papers in the volume are good and indicate that the subject has not yet lost its vitality or momentum.

The first section of the volume contains five papers on finite zero-sum two-person (z-s t-p) games. Paper no. 1, by v. Neumann, discusses the optimal assignment problem, i.e., the assignment of n persons to n jobs so as to maximize the value of the assignment. He shows that the problem is equivalent to solving a z-s t-p game which is simpler computationally than the original assignment problem. Paper no. 2 by Gillies, Mayberry, and v. Neumann, discusses two