The Tower of Hanoi: A Bibliography

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This is a substantially enlarged edition of the Tower of Hanoi bibliography first posted in 1997. In this edition, an attempt has been made to include every relevant document published during the first 100 years of the tower’s history, from 1883 through 1983. Coverage is more selective in recent years. In particular, recent articles in psychological journals that discuss uses of the puzzle in testing of subjects, and articles in artificial intelligence that serve similar purposes, are generally not included, nor are textbooks in discrete mathematics or computer science that provide routine presentations of standard basic information.

The notation MR in a citation, when present, is followed by the new style 7-digit accession number in Mathematical Reviews, with the old style review citation in parentheses. Full descriptions of most of the journals cited can be found in the journal index at the end of the bibliography.

As always, readers are encouraged to send additions, comments, corrections, and suggestions to the author.

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Tower of Hanoi is actually a puzzle game widely popularized by French mathematician Édouard Lucas in year of 1883. See pic 1. It can be also known by other names such as Tower of Brahma or The Lucas Tower. The origin of history is often disputed but most of the oral history mentions of Brahmin monks who are given a divine order from God to move 64 discs from smallest on top to largest of bottom to move through 3 towers guarding a Vietnamese temple. If they managed to complete the puzzles, the world