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Being Material Marie-Pier Boucher 2019-10-22 Explorations of the many ways of being material in the digital age. In his oracular 1995 book *Being Digital*, Nicholas Negroponte predicted that social relations, media, and commerce would move from the realm of “atoms to bits”—that human affairs would be increasingly untethered from the material world. And yet in 2019, an age dominated by the digital, we have not quite left the material world behind. In *Being Material*, artists and technologists explore the relationship of the digital to the material, demonstrating that processes that seem wholly immaterial function within material constraints. Digital technologies themselves, they remind us, are material things—constituted by atoms of gold, silver, silicon, copper, tin, tungsten, and more. The contributors explore five modes of being material: programmable, wearable, livable, invisible, and audible. Their contributions take the form of reports, manifestos, philosophical essays, and artist portfolios, among other configurations. The book's cover merges the possibilities of paper with those of the digital, featuring a bookmark-like card that, when “seen” by a smartphone, generates graphic arrangements that unlock films, music, and other dynamic content on the book's website. At once artist's book, digitally activated object, and collection of scholarship, this book both demonstrates and chronicles the many ways of being material. Contributors Christina Agapakis, Azra Akšamija, Sandy Alexandre, Dewa Alit, George Barbastathis, Maya Beiser, Marie-Pier Boucher, Benjamin H. Bratton, Hussein Chalayan, Jim Cybulski, Tal Danino, Deborah G. Douglas, Arnold Dreyblatt, M. Amah Edoh, Michelle Tolini Finamore, Team Foldscope and Global Foldscope community, Ben Fry, Victor Gama, Stefan Helmreich, Hyphen-Labs, Leila Kinney, Rebecca Konte, Winona LaDuke, Brendan Landis, Grace Leslie, Bill Maurer, Lucy McRae, Tom Özden-Schilling, Trevor Paglen, Lisa Parks, Nadya Peek, Claire Pentecost, Manu Prakash, Casey Reas, Paweł Romanczuk, Natasha D. Schüll, Nick Shapiro, Skylar Tibbitts, Rebecca Uchill, Evan Ziporyn Book Design: E Roon Kang Electronics, interactions, and product designer: Marcelo Coelho

Neural Network Learning and Expert Systems Stephen I. Gallant 1993 presents a unified and in-depth development of neural network learning algorithms and neural network expert systems

Perturbations, Optimization, and Statistics Tamir Hazan 2016-12-23 A description of perturbation-based methods developed in machine learning to augment novel optimization methods with strong statistical guarantees. In nearly all machine learning, decisions must be made given current knowledge. Surprisingly, making what is believed to be the best decision is not always the best strategy, even when learning in a supervised learning setting. An emerging body of work on learning under different rules applies perturbations to decision and learning procedures. These methods provide simple and highly efficient learning rules with improved theoretical guarantees. This book describes perturbation-based methods developed in machine learning to augment novel optimization methods with strong statistical guarantees, offering readers a state-of-the-art overview. Chapters address recent modeling ideas that have arisen within the perturbations framework, including Perturb & MAP, herding, and the use of neural networks to map generic noise to distribution over highly structured data. They describe new learning procedures for perturbation models, including an improved EM algorithm and a learning algorithm that aims to match moments of model samples to moments of data. They discuss understanding the relation of perturbation models to their traditional counterparts, with one chapter showing that the perturbations viewpoint can lead to new algorithms in the traditional setting. And they consider perturbation-based regularization in neural networks, offering a more complete understanding of dropout and studying perturbations in the context of deep neural networks.

Introduction to Machine Learning Ethem Alpaydm 2014-08-29 The goal of machine learning is to program computers to use example data or past experience to solve a given problem. Many successful applications of machine learning exist already, including systems that analyze past sales data to predict customer behavior, optimize robot behavior so that a task can be completed using minimum resources, and extract knowledge from bioinformatics data. Introduction to Machine Learning is a comprehensive textbook on the subject, covering a broad array of topics not usually included in introductory machine learning texts. Subjects include supervised learning; Bayesian decision theory; parametric, semi-parametric, and nonparametric methods; multivariate analysis; hidden Markov models; reinforcement learning; kernel machines; graphical models; Bayesian estimation; and statistical testing. Machine learning is rapidly becoming a skill that computer science students must master before graduation. The third edition of Introduction to Machine Learning reflects this shift, with added support for beginners, including selected solutions for exercises and additional example data sets (with code available online). Other substantial changes include discussions of outlier detection; ranking algorithms for perceptions and support vector machines; matrix decomposition and spectral methods; distance estimation; new kernel algorithms; deep learning in multilayered perceptrons; and the nonparametric approach to Bayesian methods. All learning algorithms are explained so that students can easily move from the equations in the book to a computer program. The book can be used by both advanced undergraduates and graduate students. It will also be of interest to professionals who are concerned with the application of machine learning methods.

Reasoning about Uncertainty, second edition Joseph Y. Halpern 2017-04-07 Formal ways of representing uncertainty and various logics for reasoning about it; updated with new material on weighted probability measures, complexity-theoretic considerations, and other topics. In order to deal with uncertainty intelligently, we need to be able to represent it and reason about it. In this book, Joseph Halpern examines formal ways of representing uncertainty and considers various logics for reasoning about it. While the ideas presented are formalized in terms of definitions and theorems, the emphasis is on the philosophy of representing and reasoning about uncertainty. Halpern surveys possible formal systems for representing uncertainty, including probability measures, possibility measures, and plausibility measures; considers the updating of beliefs based on changing information and the relation to Bayes' theorem; and discusses qualitative, quantitative, and plausibilistic Bayesian networks. This second edition has been updated to reflect Halpern's recent research. New material includes a consideration of weighted probability measures and how they can be used in decision making; analyses of the Doomsday argument and the Sleeping Beauty problem; modeling games with imperfect recall using the runs-and-systems approach; a discussion of complexity-theoretic considerations; the application of first-order conditional logic to security. Reasoning about Uncertainty is accessible and relevant to researchers and students in many fields, including computer science, artificial intelligence, economics (particularly game theory), mathematics, philosophy, and statistics.

Self-Tracking Gina Neff 2016-06-24 What happens when people turn their everyday experience into data: an introduction to the essential ideas and key challenges of self-tracking. People keep track. In the eighteenth century, Benjamin Franklin kept charts of time spent and virtues lived up to. Today, people use technology to self-track: hours slept, steps taken, calories consumed, medications administered. Ninety million wearable sensors were shipped in 2014 to help us gather data about our lives. This book examines how people record, analyze, and reflect on this data, looking at the tools they use and the communities they become part of. Gina Neff and Dawn Nafus describe what happens when people turn their everyday experience—in particular, health and wellness-related experience—into data, and offer an introduction to the essential ideas and key challenges of using these technologies. They consider self-tracking as a social and cultural phenomenon, describing not only the use of data as a kind of mirror of the self but also how this enables people to connect to, and learn from, others. Neff and Nafus consider what's at stake: who wants our data and why; the practices of serious self-tracking enthusiasts; the design of commercial self-tracking technology; and how self-tracking can fill gaps in the healthcare system. Today, no one can lead an entirely untracked life. Neff and Nafus show us how to use data in a way that empowers and educates.

Social Cognition Ziva Kunda 1999 In this survey of research and theory about social cognition, Ziva Kunda reviews basic processes in social cognition, including the representation of social concepts, rules of inference, memory, hot cognition and automatic processing.

AI in the Wild Peter Dauvergne 2020-09-15 Examining the potential benefits and risks of using artificial intelligence to advance global sustainability. Drones with night vision are tracking elephant and rhino poachers in African wildlife parks and sanctuaries; smart submersibles are saving coral from carnivorous starfish on Australia's Great Barrier Reef; recycled cell phones alert Brazilian forest rangers to the sound of illegal logging. The tools of artificial intelligence are being increasingly deployed in the battle for global sustainability. And yet, warns Peter Dauvergne, we should be cautious in declaring AI the planet's savior. In AI in the Wild, Dauvergne avoids the AI industry-powered hype and offers a critical view, exploring both the potential benefits and risks of using artificial intelligence to advance global sustainability.

After Access Jonathan Donner 2015-11-20 An expert considers the effects of a more mobile Internet on socioeconomic development and digital inclusion, examining both potentialities and constraints. Almost anyone with a \$40 mobile phone and a nearby cell tower can get online with an ease unimaginable just twenty years ago. An optimistic narrative has proclaimed the mobile phone as the device that will finally close the digital divide. Yet access and effective use are not the same thing, and the digital world does not run on mobile handsets alone. In *After Access*, Jonathan Donner examines the implications of the shift to a more mobile, more available Internet for the global South, particularly as it relates to efforts to promote socioeconomic development and broad-based inclusion in the global information society. Drawing on his own research in South Africa and India, as well as the burgeoning literature from the ICT4D (Internet and Communication Technologies for Development) and mobile communication communities, Donner introduces the “*After Access Lens*,” a conceptual framework for understanding effective use of the Internet by those whose “digital repertoires” contain exclusively mobile devices. Donner argues that both the potentialities and constraints of the shift to a more mobile Internet are important considerations for scholars and practitioners interested in Internet use in the global South.

Introduction to Random Vibrations N. C. Nigam 1983

Introduction to Statistical Relational Learning Lise Getoor 2007 Advanced statistical modeling and knowledge representation techniques for a newly emerging area of machine learning and probabilistic reasoning; includes introductory material, tutorials for different proposed approaches, and applications. Handling inherent uncertainty and exploiting compositional structure are fundamental to understanding and designing large-scale systems. Statistical relational learning builds on ideas from probability theory and statistics to address uncertainty while incorporating tools from logic, databases and programming languages to represent structure. In *Introduction to Statistical Relational Learning*, leading researchers in this emerging area of machine learning describe current formalisms, models, and algorithms that enable effective and robust reasoning about richly structured systems and data. The early chapters provide tutorials for material used in later chapters, offering introductions to representation, inference and learning in graphical models, and logic. The book then describes object-oriented approaches, including probabilistic relational models, relational Markov networks, and probabilistic entity-relationship models as well as logic-based formalisms including Bayesian logic programs, Markov logic, and stochastic logic programs. Later chapters discuss such topics as probabilistic models with unknown objects, relational dependency networks, reinforcement learning in relational domains, and information extraction. By presenting a variety of approaches, the book highlights commonalities and clarifies important differences among proposed approaches and, along the way, identifies important representational and algorithmic issues. Numerous applications are provided throughout.

Machine Translation Thierry Poibeau 2017-09-15 A concise, nontechnical overview of the development of machine translation, including the different approaches, evaluation issues, and major players in the industry. The dream of a universal translation device goes back many decades, long before Douglas Adams's fictional Babel fish provided this service in *The Hitchhiker's Guide to the Galaxy*. Since the advent of computers, research has focused on the design of digital machine translation tools—computer programs capable of automatically translating a text from a source language to a target language. This has become one of the most fundamental tasks of artificial intelligence. This volume in the MIT Press Essential Knowledge series offers a concise, nontechnical overview of the development of machine translation, including the different approaches, evaluation issues, and market potential. The main approaches are presented from a largely historical perspective and in an intuitive manner, allowing the reader to understand the main principles without knowing the mathematical details. The book begins by discussing problems that must be solved during the development of a machine translation system and offering a brief overview of the evolution of the field. It then takes up the history of machine translation in more detail, describing its pre-digital beginnings, rule-based approaches, the 1966 ALPAC (Automatic Language Processing Advisory Committee) report and its consequences, the advent of parallel corpora, the example-based paradigm, the statistical paradigm, the segment-based approach, the introduction of more linguistic knowledge into the systems, and the latest approaches based on deep learning. Finally, it considers evaluation challenges and the commercial status of the field, including activities by such major players as Google and Systran.

Digital Halftoning Robert Ulichney 1987 Along with text and graphics, images are fast becoming a generic data type for general-purpose computer systems. This poses new problems for the systems designer, who must be able to preprocess digital image data for a wide variety of video and hard copy displays. Digital halftoning, the method by which the illusion of continuous-tone images are created through rearrangement of binary picture elements, is a key component of any preprocessing. *Digital Halftoning* addresses the problem of developing algorithms that best match the specific

parameters of any target display device. It is the first significant study of the process of producing quality images on practical computer displays. To aid the systems designer, Ulichney devises the concept of blue noise—which has many desirable properties for halftoning—and suggests efficient algorithms for its use. He also introduces new metrics for analyzing the frequency content of periodic and aperiodic patterns for both rectangular and hexagonal grids, and presents a unique “aspect ratio immunity” argument in favor of hexagonal grids. Included are several carefully selected digitally-produced images. Robert Ulichney is Principle Engineer with the Digital Equipment Corporation.

Annotation Remi H. Kalir 2021-04-06 An introduction to annotation as a genre—a synthesis of reading, thinking, writing, and communication—and its significance in scholarship and everyday life. Annotation—the addition of a note to a text—is an everyday and social activity that provides information, shares commentary, sparks conversation, expresses power, and aids learning. It helps mediate the relationship between reading and writing. This volume in the MIT Press Essential Knowledge series offers an introduction to annotation and its literary, scholarly, civic, and everyday significance across historical and contemporary contexts. It approaches annotation as a genre—a synthesis of reading, thinking, writing, and communication—and offer examples of annotation that range from medieval rubrication and early book culture to data labeling and online reviews.

Certified Programming with Dependent Types Adam Chlipala 2013-12-06 A handbook to the Coq software for writing and checking mathematical proofs, with a practical engineering focus. The technology of mechanized program verification can play a supporting role in many kinds of research projects in computer science, and related tools for formal proof-checking are seeing increasing adoption in mathematics and engineering. This book provides an introduction to the Coq software for writing and checking mathematical proofs. It takes a practical engineering focus throughout, emphasizing techniques that will help users to build, understand, and maintain large Coq developments and minimize the cost of code change over time. Two topics, rarely discussed elsewhere, are covered in detail: effective dependently typed programming (making productive use of a feature at the heart of the Coq system) and construction of domain-specific proof tactics. Almost every subject covered is also relevant to interactive computer theorem proving in general, not just program verification, demonstrated through examples of verified programs applied in many different sorts of formalizations. The book develops a unique automated proof style and applies it throughout; even experienced Coq users may benefit from reading about basic Coq concepts from this novel perspective. The book also offers a library of tactics, or programs that find proofs, designed for use with examples in the book. Readers will acquire the necessary skills to reimplement these tactics in other settings by the end of the book. All of the code appearing in the book is freely available online.

Bitcoin, Blockchain, and Cryptoassets Fabian Schar 2020-09-01 An introduction to cryptocurrencies and blockchain technology; a guide for practitioners and students. Bitcoin and blockchain enable the ownership of virtual property without the need for a central authority. Additionally, Bitcoin and other cryptocurrencies make up an entirely new class of assets that have the potential for fundamental change in the current financial system. This book offers an introduction to cryptocurrencies and blockchain technology from the perspective of monetary economics.

Algorithms Panos Louridas 2020-08-18 In the tradition of *Real World Algorithms: A Beginner's Guide*, Panos Louridas is back to introduce algorithms in an accessible manner, utilizing various examples to explain not just what algorithms are but how they work. Digital technology runs on algorithms, sets of instructions that describe how to do something efficiently. Application areas range from search engines to tournament scheduling, DNA sequencing, and machine learning. Arguing that every educated person today needs to have some understanding of algorithms and what they do, in this volume in the MIT Press Essential Knowledge series, Panos Louridas offers an introduction to algorithms that is accessible to the nonspecialist reader. Louridas explains not just what algorithms are but also how they work, offering a wide range of examples and keeping mathematics to a minimum.

Data Feminism Catherine D'Ignazio 2020-03-31 A new way of thinking about data science and data ethics that is informed by the ideas of intersectional feminism. Today, data science is a form of power. It has been used to expose injustice, improve health outcomes, and topple governments. But it has also been used to discriminate, police, and surveil. This potential for good, on the one hand, and harm, on the other, makes it essential to ask: Data science by whom? Data science for whom? Data science with whose interests in mind? The narratives around big data and data science are overwhelmingly white, male, and techno-heroic. In *Data Feminism*, Catherine D'Ignazio and Lauren Klein present a new way of thinking about data science and data ethics—one that is informed by intersectional feminist thought. Illustrating data feminism in action, D'Ignazio and Klein show how challenges to the male/female binary can help challenge other hierarchical (and empirically wrong) classification systems. They explain how, for example, an understanding of emotion can expand our ideas about effective data visualization, and how the concept of invisible labor can expose the significant human efforts required by our automated systems. And they show why the data never, ever “speak for themselves.” *Data Feminism* offers strategies for data scientists seeking to learn how feminism can help them work toward justice, and for feminists who want to focus their efforts on the growing field of data science. But *Data Feminism* is about much more than gender. It is about power, about who has it and who doesn't, and about how those differentials of power can be challenged and changed.

When Things Don't Fall Apart Ilene Grabel 2018-01-05 Crises, change, and productive incoherence -- Introduction: contesting continuity -- Productive incoherence : a hirschmanian perspective -- Setting the stage -- The east asian financial crisis and neoliberalism : the beginning of the end of a unified regime -- The global crisis and innovations in financial governance and developmental finance -- Planting seeds, bearing fruit? : the group of 20 and the financial stability board -- IMF stewardship of global finance -- The changing institutional landscape of financial governance and developmental finance in emerging market and developing economies -- Financial crisis, financial control -- Where from here? -- Conclusion: opportunities, challenges, and risks -- Notes -- Bibliography -- Index

An Introduction to Computational Learning Theory Michael J. Kearns 1994-08-15 Emphasizing issues of computational efficiency, Michael Kearns and Umesh Vazirani introduce a number of central topics in computational learning theory for researchers and students in artificial intelligence, neural networks, theoretical computer science, and statistics. Emphasizing issues of computational efficiency, Michael Kearns and Umesh Vazirani introduce a number of central topics in computational learning theory for researchers and students in artificial intelligence, neural networks, theoretical computer science, and statistics. Computational learning theory is a new and rapidly expanding area of research that examines formal models of induction with the goals of discovering the common methods underlying efficient learning algorithms and identifying the computational impediments to learning. Each topic in the book has been chosen to elucidate a general principle, which is explored in a precise formal setting. Intuition has been emphasized in the presentation to make the material accessible to the nontheoretician while still providing precise arguments for the specialist. This balance is the result of new proofs of established theorems, and new presentations of the standard proofs. The topics covered include the motivation, definitions, and fundamental results, both positive and negative, for the widely studied L. G. Valiant model of Probably Approximately Correct Learning; Occam's Razor, which formalizes a relationship between learning and data compression; the Vapnik-Chervonenkis dimension; the equivalence of weak and strong learning; efficient learning in the presence of noise by the method of statistical queries; relationships between learning and cryptography, and the resulting computational limitations on efficient learning; reducibility between learning problems; and algorithms for learning finite automata from active experimentation.

Feeling Pain and Being in Pain Nikola Grahek 2011-12-16 An examination of the two most radical dissociation syndromes of the human pain experience—pain without painfulness and painfulness without pain—and what they reveal about the complex nature of pain and its sensory, cognitive, and behavioral components. In *Feeling Pain and Being in Pain*, Nikola Grahek examines two of the most radical dissociation syndromes to be found in human pain experience: pain without painfulness and painfulness without pain. Grahek shows that these two syndromes—the complete dissociation of the sensory dimension of pain from its affective, cognitive, and behavioral components, and its opposite, the dissociation of pain's affective components from its sensory-discriminative components (inconceivable to most of us but documented by ample clinical evidence)—have much to teach us about the true nature and structure of human pain experience. Grahek explains the crucial distinction between feeling pain and being in pain, defending it on both conceptual and empirical grounds. He argues that the two dissociative syndromes reveal the complexity of the human pain experience: its major components, the role they play in overall pain experience, the way they work together, and the basic neural structures and mechanisms that subserve them. *Feeling Pain and Being in Pain* does not offer another philosophical theory of pain that conclusively supports or definitively refutes either subjectivist or objectivist assumptions in the philosophy of mind. Instead, Grahek calls for a less doctrinaire and more balanced approach to the study of mind-brain phenomena.

Deep Learning John D. Kelleher 2019-09-10 An accessible introduction to the artificial intelligence technology that enables computer vision, speech recognition, machine translation, and driverless cars. Deep learning is an artificial intelligence technology that enables computer vision, speech recognition in mobile phones, machine translation, AI games, driverless cars, and other applications. When we use consumer products from Google, Microsoft, Facebook, Apple, or Baidu, we are often interacting with a deep learning system. In this volume in the MIT Press Essential Knowledge series, computer scientist John Kelleher offers an accessible and concise but comprehensive introduction to the fundamental technology at the heart of the artificial intelligence revolution. Kelleher explains that deep learning enables data-driven decisions by identifying and extracting patterns from large datasets; its ability to learn from complex data makes deep learning ideally suited to take advantage of the rapid growth in big data and computational power. Kelleher also explains some of the basic concepts in deep learning, presents a history of advances in the field, and discusses the current state of the art. He describes the most important deep learning architectures, including autoencoders, recurrent neural networks, and long short-term networks, as well as such recent developments as Generative Adversarial Networks and capsule networks. He also provides a comprehensive (and comprehensible) introduction to the two fundamental algorithms in deep learning: gradient descent and backpropagation. Finally, Kelleher considers the future of deep learning—major trends, possible developments, and significant challenges. **Probabilistic Machine Learning** Kevin P. Murphy 2022-03-01 A detailed and up-to-date introduction to machine learning, presented through the unifying lens of probabilistic modeling and Bayesian decision theory. This book offers a detailed and up-to-date introduction to machine learning (including deep learning) through the unifying lens of probabilistic modeling and Bayesian decision theory. The book covers mathematical background (including linear algebra and optimization), basic supervised learning (including linear and logistic regression and deep neural networks), as well as more advanced topics (including transfer learning and unsupervised learning). End-of-chapter exercises allow students to apply what they have learned, and an appendix covers notation. Probabilistic Machine Learning grew out of the author's 2012 book, *Machine Learning: A Probabilistic Perspective*. More than just a simple update, this is a completely new book that reflects the dramatic developments in the field since 2012, most notably deep learning. In addition, the new book is accompanied by online Python code, using libraries such as scikit-learn, JAX, PyTorch, and TensorFlow, which can be used to reproduce nearly all the figures; this code can be run inside a web browser using cloud-based notebooks, and provides a practical complement to the theoretical topics discussed in the book. This introductory text will be followed by a sequel that covers more advanced topics, taking the same probabilistic approach.

Numbered Lives Jacqueline Wernimont 2019-01-01 A feminist media history of quantification, uncovering the stories behind the tools and technologies we use to count, measure, and weigh our lives and realities. Anglo-American culture has used media to measure and quantify lives for centuries. Historical journal entries map the details of everyday life, while death registers put numbers to life's endings. Today we count our daily steps with fitness trackers and quantify births and deaths with digitized data. How are these present-day methods for measuring ourselves similar to those used in the past? In this book, Jacqueline Wernimont presents a new media history of western quantification, uncovering the stories behind the tools and technologies we use to count, measure, and weigh our lives and realities. *Numbered Lives* is the first book of its kind, a feminist media history that maps connections not only between past and present-day “quantum media” but between media tracking and long-standing systemic inequalities. Wernimont explores the history of the pedometer, mortality statistics, and the census in England and the United States to illuminate the entanglement of Anglo-American quantification with religious, imperial, and patriarchal paradigms. In Anglo-American culture, Wernimont argues, counting life and counting death are sides of the same coin—one that has always been used to render statistics of life and death more valuable to corporate and state organizations. *Numbered Lives* enumerates our shared media history, helping us understand our digital culture and inheritance.

Living Books Janneke Adema 2021-08-31 Reimagining the scholarly book as living and collaborative—not as commodified and essentialized, but in all its dynamic materiality. In this book, Janneke Adema proposes that we reimagine the scholarly book as a living and collaborative project—not as linear, bound, and fixed, but as fluid, remixed, and liquid, a space for experimentation. She presents a series of cutting-edge experiments in arts and humanities book publishing, showcasing the radical new forms that book-based scholarly work might take in the digital age. Adema's proposed alternative futures for the scholarly book go beyond such print-based assumptions as fixity, stability, the

single author, originality, and copyright, reaching instead for a dynamic and emergent materiality. Adema suggests ways to unwind the book, describing experiments in scholarly book publishing with new forms of anonymous collaborative authorship, radical open access publishing, and processual, living, and remixed publications, among other practices. She doesn't cast digital as the solution and print as the problem; the problem in scholarly publishing, she argues, is not print itself, but the way print has been commodified and essentialized. Adema explores alternative, more ethical models of authorship; constructs an alternative genealogy of openness; and examines opportunities for intervention in current cultures of knowledge production. Finally, asking why it is that we cut and bind our research together at all, she examines two book publishing projects that experiment with remix and reuse and try to rethink and reperform the book-apparatus by taking responsibility for the cuts they make.

Deep Learning Ian Goodfellow 2016-11-10 An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, Deep Learning is the only comprehensive book on the subject." –Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.

Introduction to Computation and Programming Using Python, second edition John V. Guttag 2016-08-12 The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

Design Rules, Volume 1 Carliss Y. Baldwin 2000-03-02 We live in a dynamic economic and commercial world, surrounded by objects of remarkable complexity and power. In many industries, changes in products and technologies have brought with them new kinds of firms and forms of organization. We are discovering new ways of structuring work, of bringing buyers and sellers together, and of creating and using market information. Although our fast-moving economy often seems to be outside of our influence or control, human beings create the things that create the market forces. Devices, software programs, production processes, contracts, firms, and markets are all the fruit of purposeful action: they are designed. Using the computer industry as an example, Carliss Y. Baldwin and Kim B. Clark develop a powerful theory of design and industrial evolution. They argue that the industry has experienced previously unimaginable levels of innovation and growth because it embraced the concept of modularity, building complex products from smaller subsystems that can be designed independently yet function together as a whole. Modularity freed designers to experiment with different approaches, as long as they obeyed the established design rules. Drawing upon the literatures of industrial organization, real options, and computer architecture, the authors provide insight into the forces of change that drive today's economy.

Machine Learning for Data Streams Albert Bifet 2018-03-16 A hands-on approach to tasks and techniques in data stream mining and real-time analytics, with examples in MOA, a popular freely available open-source software framework. Today many information sources—including sensor networks, financial markets, social networks, and healthcare monitoring—are so-called data streams, arriving sequentially and at high speed. Analysis must take place in real time, with partial data and without the capacity to store the entire data set. This book presents algorithms and techniques used in data stream mining and real-time analytics. Taking a hands-on approach, the book demonstrates the techniques using MOA (Massive Online Analysis), a popular, freely available open-source software framework, allowing readers to try out the techniques after reading the explanations. The book first offers a brief introduction to the topic, covering big data mining, basic methodologies for mining data streams, and a simple example of MOA. More detailed discussions follow, with chapters on sketching techniques, change, classification, ensemble methods, regression, clustering, and frequent pattern mining. Most of these chapters include exercise exercises, an MOA-based lab session, or both. Finally, the book discusses the MOA software, covering the MOA graphical user interface, the command line, use of its API, and the development of new methods within MOA. The book will be an essential reference for readers who want to use data stream mining as a tool, researchers in innovation or data stream mining, and programmers who want to create new algorithms for MOA.

Assetization Kean Birch 2020-07-14 How the asset—anything that can be controlled, traded, and capitalized as a revenue stream—has become the primary basis of technoscientific capitalism. In this book, scholars from a range of disciplines argue that the asset—meaning anything that can be controlled, traded, and capitalized as a revenue stream—has become the primary basis of technoscientific capitalism. An asset can be an object or an experience, a sum of money or a life form, a patent or a bodily function. A process of assetization prevails, imposing investment and return as the key rationale, and overtaking commodification and its speculative logic. Although assets can be bought and sold, the point is to get a durable economic rent from them rather than make a killing on the market. Assetization examines how assets are constructed and how a variety of things can be turned into assets, analyzing the interests, activities, skills, organizations, and relations entangled in this process. The contributors consider the assetization of knowledge, including patents, personal data, and biomedical innovation; of infrastructure, including railways and energy; of nature, including mineral deposits, agricultural seeds, and "natural capital"; and of publics, including such public goods as higher education and "monetizable social ills." Taken together, the chapters show the usefulness of assetization as an analytical tool and as an element in the critique of capitalism. Contributors Thomas Beauvisage, Kean Birch, Veit Braun, Natalia Buiér, Béatrice Cointe, Paul Robert Gilbert, Hyo Yoon Kang, Les Levidow, Kevin Mellet, Sveta Milyaeva, Fabian Muniesa, Alain Nadaï, Daniel Neyland, Victor Roy, James W. Williams

The Big Book of Concepts Gregory Murphy 2004-01-30 Concepts embody our knowledge of the kinds of things there are in the world. Tying our past experiences to our present interactions with the environment, they enable us to recognize and understand new objects and events. Concepts are also relevant to understanding domains such as social situations, personality types, and even artistic styles. Yet like other phenomenologically simple cognitive processes such as walking or understanding speech, concept formation and use are maddeningly complex. Research since the 1970s and the decline of the "classical view" of concepts have greatly illuminated the psychology of concepts. But persistent theoretical disputes have sometimes obscured this progress. The Big Book of Concepts goes beyond those disputes to reveal the advances that have been made, focusing on the major empirical discoveries. By reviewing and evaluating research on diverse topics such as category learning, word meaning, conceptual development in infants and children, and the basic level of categorization, the book develops a much broader range of criteria than is usual for evaluating theories of concepts.

Introduction to Deep Learning Eugene Charniak 2019-01-29 A project-based guide to the basics of deep learning. This concise, project-driven guide to deep learning takes readers through a series of program-writing tasks that introduce them to the use of deep learning in such areas of artificial intelligence as computer vision, natural language processing, and reinforcement learning. The author, a longtime artificial intelligence researcher specializing in natural language processing, covers feed-forward neural nets, convolutional neural nets, word embeddings, recurrent neural nets, sequence-to-sequence learning, deep reinforcement learning, unsupervised models, and other fundamental concepts and techniques. Students and practitioners learn the basics of deep learning by working through programs in Tensorflow, an open-source machine learning framework. "I find I learn computer science material best by sitting down and writing programs," the author writes, and the book reflects this approach. Each chapter includes a programming project, exercises, and references for further reading. An early chapter is devoted to Tensorflow and its interface with Python, the widely used programming language. Familiarity with linear algebra, multivariate calculus, and probability and statistics is required, as is a rudimentary knowledge of programming in Python. The book can be used in both undergraduate and graduate courses; practitioners will find it an essential reference.

An Introduction to Genetic Algorithms Melanie Mitchell 1998-03-02 Genetic algorithms have been used in science and engineering as adaptive algorithms for solving practical problems and as computational models of natural evolutionary systems. This brief, accessible introduction describes some of the most interesting research in the field and also enables readers to implement and experiment with genetic algorithms on their own. It focuses in depth on a small set of

important and interesting topics—particularly in machine learning, scientific modeling, and artificial life—and reviews a broad span of research, including the work of Mitchell and her colleagues. The descriptions of applications and modeling projects stretch beyond the strict boundaries of computer science to include dynamical systems theory, game theory, molecular biology, ecology, evolutionary biology, and population genetics, underscoring the exciting "general purpose" nature of genetic algorithms as search methods that can be employed across disciplines. An Introduction to Genetic Algorithms is accessible to students and researchers in any scientific discipline. It includes many thought and computer exercises that build on and reinforce the reader's understanding of the text. The first chapter introduces genetic algorithms and their terminology and describes two provocative applications in detail. The second and third chapters look at the use of genetic algorithms in machine learning (computer programs, data analysis and prediction, neural networks) and in scientific models (interactions among learning, evolution, and culture; sexual selection; ecosystems; evolutionary activity). Several approaches to the theory of genetic algorithms are discussed in depth in the fourth chapter. The fifth chapter takes up implementation, and the last chapter poses some currently unanswered questions and surveys prospects for the future of evolutionary computation.

Reinforcement Learning, second edition Richard S. Sutton 2018-11-13 The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence.

Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

Machine Learning Kevin P. Murphy 2012-08-24 A comprehensive introduction to machine learning that uses probabilistic models and inference as a unifying approach. Today's Web-enabled deluge of electronic data calls for automated methods of data analysis. Machine learning provides these, developing methods that can automatically detect patterns in data and then use the uncovered patterns to predict future data. This textbook offers a comprehensive and self-contained introduction to the field of machine learning, based on a unified, probabilistic approach. The coverage combines breadth and depth, offering necessary background material on such topics as probability, optimization, and linear algebra as well as discussion of recent developments in the field, including conditional random fields, L1 regularization, and deep learning. The book is written in an informal, accessible style, complete with pseudo-code for the most important algorithms. All topics are copiously illustrated with color images and worked examples drawn from such application domains as biology, text processing, computer vision, and robotics. Rather than providing a cookbook of different heuristic methods, the book stresses a principled model-based approach, often using the language of graphical models to specify models in a concise and intuitive way. Almost all the models described have been implemented in a MATLAB software package—PMTK (probabilistic modeling toolkit)—that is freely available online. The book is suitable for upper-level undergraduates with an introductory-level college math background and beginning graduate students.

People Count Susan Landau 2021-04-06 An introduction to the technology of contact tracing and its usefulness for public health, considering questions of efficacy, equity, and privacy. How do you stop a pandemic before a vaccine arrives? Contact tracing is key, the first step in a process that has proven effective: trace, test, and isolate. Smartphones can collect some of the information required by contact tracers—not just where you've been but also who's been near you. Can we repurpose the tracking technology that we carry with us—devices with GPS, Wi-Fi, Bluetooth, and social media connectivity—to serve public health in a pandemic? In People Count, cybersecurity expert Susan Landau looks at some of the apps developed for contact tracing during the COVID-19 pandemic, finding that issues of effectiveness and equity intersect. Landau explains the effectiveness (or ineffectiveness) of a range of technological interventions, including dingles in Singapore that collect proximity information; India's biometric national identity system; Harvard University's experiment, TraceFi; and China's surveillance network. Other nations rejected China-style surveillance in favor of systems based on Bluetooth, GPS, and cell towers, but Landau explains the limitations of these technologies. She also reports that many current apps appear to be premised on a model of middle-class income and a job that can be done remotely. How can they be effective when low-income communities and front-line workers are the ones who are hit hardest by the virus? COVID-19 will not be our last pandemic; we need to get this essential method of infection control right.

Computer Games for Learning Richard E. Mayer 2014-07-18 Many strong claims are made for the educational value of computer games, but there is a need for systematic examination of the research evidence that might support such claims. This book fills that need by providing, a comprehensive and up-to-date investigation of what research shows about learning with computer games. Computer Games for Learning describes three genres of game research: the value-added approach, which compares the learning outcomes of students who learn with a base version of a game to those of students who learn with the base version plus an additional feature; the cognitive consequences approach, which compares learning outcomes of students who play an off-the-shelf computer game for extended periods to those of students who do not; and the media comparative approach, which compares the learning outcomes of students who learn material by playing a game to those of students who learn the same material using conventional media. After introductory chapters that describe the rationale and goals of learning game research as well as the relevance of cognitive science to learning with games, the book offers examples of research in all three genres conducted by the author and his colleagues at the University of California, Santa Barbara; meta-analyses of published research; and suggestions for future research in the field. The book is essential reading for researchers and students of educational games, instructional designers, learning-game developers, and anyone who wants to know what the research has to say about the educational effectiveness of computer games.

Rethinking Media Change David Thorburn 2004-09-17 The essays in Rethinking Media Change center on a variety of media forms at moments of disruption and cultural transformation. The editors' introduction sketches an aesthetics of media transition—patterns of development and social dispersion that operate across eras, media forms, and cultures. The book includes case studies of such earlier media as the book, the phonograph, early cinema, and television. It also examines contemporary digital forms, exploring their promise and strangeness. A final section probes aspects of visual culture in such environments as the evolving museum, movie spectacles, and "the virtual window." The contributors reject apocalyptic scenarios of media revolution, demonstrating instead that media transition is always a mix of tradition and innovation, an accretive process in which emerging and established systems interact, shift, and collude with one another.

Intellectual Property Strategy John Palfrey 2011-10-07 How a flexible and creative approach to intellectual property can help an organization accomplish goals ranging from building market share to expanding an industry. Most managers leave intellectual property issues to the legal department, unaware that an organization's intellectual property can help accomplish a range of management goals, from accessing new markets to improving existing products to generating new revenue streams. In this book, intellectual property expert and Harvard Law School professor John Palfrey offers a short briefing on intellectual property strategy for corporate managers and nonprofit administrators. Palfrey argues for strategies that go beyond the traditional highly restrictive "sword and shield" approach, suggesting that flexibility and creativity are essential to a profitable long-term intellectual property strategy—especially in an era of changing attitudes about media. Intellectual property, writes Palfrey, should be considered a key strategic asset class. Almost every organization has an intellectual property portfolio of some value and therefore the need for an intellectual property strategy. A brand, for example, is an important form of intellectual property, as is any information managed and produced by an organization. Palfrey identifies the essential areas of intellectual property—patent, copyright, trademark, and trade secret—and describes strategic approaches to each in a variety of organizational contexts, based on four basic steps. The most innovative organizations employ multiple intellectual property approaches, depending on the situation, asking hard, context-specific questions. By doing so, they achieve both short- and long-term benefits while positioning themselves for success in the global information economy.

An Introduction to the Event-Related Potential Technique, second edition Steven J. Luck 2014-05-30 An essential guide to designing, conducting, and analyzing event-related potential (ERP) experiments, completely updated for this edition. The event-related potential (ERP) technique, in which neural responses to specific events are extracted from the EEG, provides a powerful noninvasive tool for exploring the human brain. This volume describes practical methods for ERP research along with the underlying theoretical rationale. It offers researchers and students an essential guide to designing, conducting, and analyzing ERP experiments. This second edition has been completely updated, with additional material, new chapters, and more accessible explanations. Freely available supplementary material, including several online-only chapters, offer expanded or advanced treatment of selected topics. The first half of the book presents essential background information, describing the origins of ERPs, the nature of ERP components, and the design of ERP experiments. The second half of the book offers a detailed treatment of the main steps involved in conducting ERP experiments, covering such topics as recording the EEG, filtering the EEG and ERP waveforms, and quantifying amplitudes and latencies. Throughout, the emphasis is on rigorous experimental design and relatively simple analyses. New material in the second edition includes entire chapters devoted to components, artifacts, measuring amplitudes and latencies, and statistical analysis; updated coverage of recording technologies; concrete examples of experimental design; and many more figures. Online chapters cover such topics as overlap, localization, writing and reviewing ERP papers, and setting up and running an ERP lab.