Pattern Recognition Blue Ant

William Gibson is frequently described as one of the most influential writers of the past few decades, yet his body of work has only been studied partially and without full recognition of its implications for literature and culture beyond science fiction. It is high time for a book that explores the significance and wide-ranging impact of Gibson's fiction. In the 1970s and 80s, Gibson, the "Godfather of Cyberpunk," rejuvenated science fiction. In groundbreaking works such as Neuromancer, which changed science fiction as we knew it, Gibson provided us with a language and imaginary through which it became possible to make sense of the newly emerging world of globalization and the digital and media age. Ever since, Gibson's reformulation of science fiction has provided us not just with radically innovative visions of the future but indeed with trenchant analyses of our historical present and of the emergence and exhaustion of possible futures. Contributors: Maria Alberto, Andrew M. Butler, Amy J. Elias, Christian Haines, Kylie Korsnack, Mathias Nilges, Malka Older, Aron Pease, Lisa Swanstrom, Takayuki Tatsumi, Sherryl Vint, Phillip E. Wegner, Roger Whitson, Charles Yu

The Sting meets Fight Club in this magical, action-packed sequel to Caster by Elsie Chapman.

Pattern recognition is a scientific discipline that is becoming increasingly important in the age of automation and information handling and retrieval. Patter Recognition, 2e covers the entire spectrum of pattern recognition applications, from image analysis to speech recognition and communications. This book presents cutting-edge material on neural networks, - a set of linked microprocessors that can form associations and uses pattern recognition to "learn" -and enhances student motivation by approaching pattern recognition from the designer's point of view. A direct result of more than 10 years of teaching experience, the text was developed by the authors through use in their own classrooms. *Approaches pattern recognition from the designer's point of view *New edition highlights latest developments in this growing field, including independent components and support vector machines, not available elsewhere *Supplemented by computer examples selected from applications of interest

William Gibson, author of the cyberpunk classic, Neuromancer (1984), is one today's most widely read science fiction writers. This companion is meant both for general readers and for scholars interested in Gibson's oeuvre. In addition to providing a literary and cultural context for works ranging from Gibson's first short story, "Fragments of a Hologram Rose" (1977), to his recent, bestselling novel, Zero History (2010), the companion offers commentary on Gibson's subjects, themes, and approaches. It also surveys existing scholarship on Gibson's work in an accessible way and provides an extensive bibliography to facilitate further study of William Gibson's writing, influence, and place in the history of science fiction and in literature as a whole.

The New York Times bestselling author of Neuromancer and Agency presents a fast-paced sci-fi thriller that takes a terrifying look into the future... Flynne Fisher lives down a country road, in a rural America where jobs are scarce, unless you count illegal drug manufacture, which she's trying to avoid. Her brother Burton lives on money from the Veterans Administration, for neurological damage suffered in the Marines' elite Haptic Recon unit. Flynne earns what she can by assembling product at the local 3D printshop. She made more as a combat scout in an online game, playing for a rich man, but she's had to let the shooter games go. Wilf Netherton lives in London, seventy-some years later, on the far side of decades of slow-motion apocalypse. Things are pretty good now, for the haves, and there aren't many have-nots left. Wilf, a high-powered publicist and celebrity-minder, fancies himself a romantic misfit, in a society where reaching into the past is just another hobby. Burton's been moonlighting online, secretly working security in some game prototype, a virtual world that looks vaguely like London, but a lot weirder. He's got Flynne taking over shifts, promised her the game's not a shooter. Still, the crime she witnesses there is plenty bad. Flynne and Wilf are about to meet one another. Her world will be altered utterly, irrevocably, and Wilf's, for all its decadence and power, will learn that some of these third-world types from the past can be badass.

"Pattern Recognition is William Gibson's best book since he rewrote all the rules in Neuromancer."—Neil Gaiman, author of American Gods "One of the first authentic and vital novels of the 21st century."—The Washington Post Book World The accolades and acclaim are endless for William Gibson's coast-to-coast bestseller. Set in the post-9/11 present, Pattern Recognition is the story of one woman's never-ending search for the now... Cayce Pollard is a new kind of prophet—a world-renowned "coolhunter" who predicts the hottest trends. While in London to evaluate the redesign of a famous corporate logo, she's offered a different assignment: find the creator of the obscure, enigmatic video clips being uploaded to the internet—footage that is generating massive underground buzz worldwide. Still haunted by the memory of her missing father—a Cold War security guru who disappeared in downtown Manhattan on the morning of September 11, 2001—Cayce is soon traveling through parallel universes of marketing, globalization, and terror, heading always for the still point where the three converge. From London to Tokyo to Moscow, she follows the implications of a secret as disturbing—and compelling—as the twenty-first century promises to be...

Anderson Lake is a company man, AgriGen's Calorie Man in Thailand. Under cover as a factory manager, Anderson combs Bangkok's street markets in search of foodstuffs thought to be extinct, hoping to reap the bounty of history's lost calories. There, he encounters Emiko... Emiko is the Windup Girl, a strange and beautiful creature. One of the New People, Emiko is not human; instead, she is an engineered being, creche-grown and programmed to satisfy the decadent whims of a Kyoto businessman, but now abandoned to the streets of Bangkok. Regarded as soulless beings by some, devils by others, New People are slaves, soldiers, and toys of the rich in a chilling near future in which calorie companies rule the world, the oil age has passed, and the side effects of bio-engineered plagues run rampant across the globe. What happens when calories become currency? What happens when bio-terrorism becomes a tool for corporate profits, when bio-terrorism's genetic drift forces mankind to the cusp of post-human evolution?

Intelligent Data Analysis for Biomedical Applications: Challenges and Solutions presents specialized statistical, pattern recognition, machine learning, data abstraction and visualization tools for the analysis of data and discovery of mechanisms that create data. It provides computational methods and tools for intelligent data analysis, with an emphasis on problem-solving relating to automated data collection, such as computer-based patient records, data warehousing tools, intelligent alarming, effective and efficient monitoring, and more. This book provides useful references for educational institutions, industry professionals, researchers, scientists, engineers and practitioners interested in intelligent data analysis, knowledge discovery, and decision support in databases. Provides the methods and tools necessary for intelligent data analysis and gives solutions to problems resulting from automated data collection Contains an analysis of

medical databases to provide diagnostic expert systems Addresses the integration of intelligent data analysis techniques within biomedical information systems

Eve: mysterious, tantalizing, alluring, wanton. Deep within this desirable but strange girl burns the violent fire that could destroy a man. Clive Thurston had swindled his way to fame. He thought he knew the ropes and women. Maybe he did. But he didn't know Eve, otherwise he'd have realized that he was just another fly stumbling into the deadly web of a woman who was beautiful to look at, but lethal to love.

"One of the most visionary...and quietly influential writers currently working" (Boston Globe) returns with a sequel to The Peripheral that is heavily influenced by current events.

Hired to investigate a mysterious video collection that has been appearing on the Internet, market research consultant Cayce Pollard realizes that there is more to the assignment when her computer is hacked. By the author of Idoru and Neuromancer. Reprint. 250,000 first printing.

This is the first textbook on pattern recognition to present the Bayesian viewpoint. The book presents approximate inference algorithms that permit fast approximate answers in situations where exact answers are not feasible. It uses graphical models to describe probability distributions when no other books apply graphical models to machine learning. No previous knowledge of pattern recognition or machine learning concepts is assumed. Familiarity with multivariate calculus and basic linear algebra is required, and some experience in the use of probabilities would be helpful though not essential as the book includes a self-contained introduction to basic probability theory.

Sophie Dempsey wants to help her sister film a video and then get out of Temptation, Ohio. Mayor Phin Tucker wants to play pool with the police chief and keep things peaceful. But when Sophie and Phin meet, they both get more than they want. Gossip, blackmail, adultery, murder, vehicular abuse of a corpse, and slightly perverse but excellent sex: all hell breaks loose in Temptation as Sophie and Phin fall deeper and deeper in trouble... and in love.

"The best novel William Gibson has ever written about the world we're entering daily. Neuromancer made Gibson famous; Idoru cements that fame."—The Washington Post Book World 21st century Tokyo, after the millennial quake. Neon rain. Light everywhere blowing under any door you might try to close. Where the New Buildings, the largest in the world, erect themselves unaided, their slow rippling movements like the contractions of a sea-creature... Colin Laney is here looking for work. He is an intuitive fisher for patterns of information, the "signature" an individual creates simply by going about the business of living. But Laney knows how to sift for the dangerous bits. Which makes him useful—to certain people. Chia McKenzie is here on a rescue mission. She's fourteen. Her idol is the singer Rez, of the band Lo/Rez. When the Seattle chapter of the Lo/Rez fan club decided that he might be in trouble in Tokyo, they sent Chia to check it out. Rei Toei is the idoru—the beautiful, entirely virtual media star adored by all Japan. Rez has declared that he will marry her. This is the rumor that has brought Chia to Tokyo. True or not, the idoru and the powerful interests surrounding her are enough to put all their lives in danger...

A brilliant standalone novel hailed as "some of the best crime fiction to hit bookstores this year" (Hollywood Reporter) and a prequel to the hit BBC America TV show Luther, by the Edgar Award–winning creator and sole writer of the show. Is Luther a force for good or a man hell-bent on self-destruction? Meet Detective Chief Inspector John Luther. He's a homicide detective with an extraordinary case-clearance rate. He's obsessive, instinctive, and intense. Nobody who ever stood at his side has a bad word to say about him. And yet there are rumors that Luther is bad—not corrupt, but tormented. After years of chasing the most depraved criminals in London's gritty underworld, he seethes with a hidden fury he can barely control, making him do things any other detective wouldn't and shouldn't do. Luther: The Calling is the story of the serial killer case that tore Luther's personal and professional relationships apart and propelled him over the precipice—beyond fury, beyond vengeance, all the way to the other side of the law. Luther: The Calling, the first in a new series of novels featuring DCI John Luther, takes us into Luther's past and into his mind. It is the story of the serial killer case that tore his personal and professional relationships apart and propelled him over the precipice—beyond fury, beyond vengeance, all the way to the other side of the law. Is Luther a force for good or a man hell-bent on self-destruction? Edgar Award–winning writer Neil Cross has created one of the most compelling characters in modern crime fiction. Luther: The Calling is a compulsively readable novel by the writer hailed by The Guardian as "Britain's own Stephen King."

In February 1941 British Command surrendered to the Nazis. Churchill has been executed, the King is in the Tower and the SS are in Whitehall...

Pattern RecognitionBerkley

BONUS: This edition contains an excerpt from John Birmingham's After America. In Kuwait, American forces are locked and loaded for the invasion of Iraq. In Paris, a covert agent is close to cracking a terrorist cell. And just north of the equator, a sailboat manned by a drug runner and a pirate is witness to the unspeakable. In one instant, all around the world, everything will change. A wave of inexplicable energy slams into the continental United States. America as we know it vanishes. From a Texas lawyer who happens to be in the right place at the right time to an engineer in Seattle who becomes his city's only hope, from a combat journalist trapped in the Middle East to a drug runner off the Mexican coast, Without Warning tells a fast, furious story of survival, violence, and a new, soul-shattering reality.

"Utterly engaging...a page-turner that is certain to win the author legions of new readers and fans."—George R. R. Martin, author of A Game of Thrones It's spring on Nantucket and everything is perfectly normal, until a sudden storm blankets the entire island. When the weather clears, the island's inhabitants find that they are no longer in the late twentieth century...but have been transported instead to the Bronze Age! Now they must learn to survive with suspicious, warlike peoples they can barely understand and deal with impending disaster, in the shape of a would-be conqueror from their own time.

There are many books on neural networks, some of which cover computational intelligence, but none that incorporate both feature extraction and computational intelligence, as Supervised and Unsupervised Pattern Recognition does. This volume describes the application of a novel, unsupervised pattern recognition scheme to the classification of various types of waveforms and images. This substantial collection of recent research begins with an introduction to Neural Networks, classifiers, and feature extraction methods. It then addresses unsupervised and fuzzy neural networks and their applications to handwritten character recognition and recognition of normal and abnormal visual evoked potentials. The third section deals with advanced neural network architectures-including modular design-and their applications to medicine and three-dimensional NN architecture simulating brain functions. The final section discusses general applications and simulations, such as the establishment of a brain-computer link, speaker identification, and face recognition. In the quickly changing field of computational intelligence, every discovery is significant. Supervised and Unsupervised Pattern Recognition gives you access to many notable findings in one convenient volume.

Lilla is fighting on the side of the refugees from oppression. But there is a bigger war brewing on the horizon - the Era War, between the two ruling archgods. It threatens not only Lilla's home world, but everyone else's in the Seven Galaxies. Enemies must become friends and allies in the desperate race to defeat the archgod before He finds her.

The untold story of the heretical thinkers who dared to question the nature of our quantum universe Every physicist agrees quantum mechanics is among humanity's finest scientific achievements. But ask what it means, and the result will be a brawl. For a century, most physicists have followed Niels Bohr's Copenhagen interpretation and dismissed questions about the reality underlying quantum physics as meaningless. A mishmash of solipsism and poor reasoning, Copenhagen endured, as Bohr's students vigorously protected his legacy, and the physics community favored practical experiments over

philosophical arguments. As a result, questioning the status quo long meant professional ruin. And yet, from the 1920s to today, physicists like John Bell, David Bohm, and Hugh Everett persisted in seeking the true meaning of quantum mechanics. What Is Real? is the gripping story of this battle of ideas and the courageous scientists who dared to stand up for truth.

William Gibson, author of the extraordinary multiaward-winning novel Neuromancer, has written his most brilliant and thrilling work to date . . .The Mona Lisa Overdrive. Enter Gibson's unique world—lyric and mechanical, sensual and violent, sobering and exciting—where multinational corporations and high tech outlaws vie for power, traveling into the computer-generated universe known as cyberspace. Into this world comes Mona, a young girl with a murky past and an uncertain future whose life is on a collision course with internationally famous Sense/Net star Angie Mitchell. Since childhood, Angie has been able to tap into cyberspace without a computer. Now, from inside cyberspace, a kidnapping plot is masterminded by a phantom entity who has plans for Mona, Angie, and all humanity, plans that cannot be controlled . . . or even known. And behind the intrigue lurks the shadowy Yazuka, the powerful Japanese underworld, whose leaders ruthlessly manipulate people and events to suit their own purposes . . . or so they think.

Matt Prior is losing his job, his wife, and his house, and he's about to lose his mind—until he discovers a way that he might just possibly be able to save it all ... and have a pretty damn great time doing it, in a comic and heartfelt novel from a National Book Award nominee. 40,000 first printing.

"The ferociously talented Gibson delivers his signature mélange of technopop splendor and post-industrial squalor" (Time) in this New York Times bestseller that features his hero from Idoru... Colin Laney, sensitive to patterns of information like no one else on earth, currently resides in a cardboard box in Tokyo. His body shakes with fever dreams, but his mind roams free as always, and he knows something is about to happen. Not in Tokyo; he will not see this thing himself. Something is about to happen in San Francisco. The mists make it easy to hide, if hiding is what you want, and even at the best of times reality there seems to shift. A gray man moves elegantly through the mists, leaving bodies in his wake, so that a tide of absences alerts Laney to his presence. A boy named Silencio does not speak, but flies through webs of cyber-information in search of the one object that has seized his imagination. And Rei Toi, the Japanese Idoru, continues her study of all things human. She herself is not human, not quite, but she's working on it. And in the mists of San Francisco, at this rare moment in history, who is to say what is or is not impossible...

NEW YORK TIMES bestseller • 2005: Welcome to NoCal and SoCal, the uneasy sister-states of what used to be California. The millennium has come and gone, leaving in its wake only stunned survivors. In Los Angeles, Berry Rydell is a former armed-response rentacop now working for a bounty hunter. Chevette Washington is a bicycle messenger turned pickpocket who impulsively snatches a pair of innocent-looking sunglasses. But these are no ordinary shades. What you can see through these high-tech specs can make you rich—or get you killed. Now Berry and Chevette are on the run, zeroing in on the digitalized heart of DatAmerica, where pure information is the greatest high. And a mind can be a terrible thing to crash. . . . Praise for Virtual Light "Both exhilarating and terrifying . . . Although considered the master of 'cyberpunk' science fiction, William Gibson is also one fine suspense writer."—People "A stunner . . . A terrifically stylish burst of kick-butt imagination."—Entertainment Weekly "Convincing . . . frightening . . . Virtual Light is written with a sense of craft, a sense of humor and a sense of the ultimate seriousness of the problems it explores."—Chicago Tribune "In the emerging pop culture of the information age, Gibson is the brightest star."—The San Diego Union-Tribune

Hollis Henry never intended to work for global marketing magnate Hubertus Bigend again. But now she's broke, and Bigend has just the thing to get her back in the game... Milgrim can disappear in almost any setting, and his Russian is perfectly idiomatic—so much so that he spoke it with his therapist in the secret Swiss clinic where Bigend paid for him to be cured of his addiction... Garreth doesn't owe Bigend a thing. But he does have friends from whom he can call in the kinds of favors powerful people need when things go sideways... They all have something Bigend wants as he finds himself outmaneuvered and adrift, after a Department of Defense contract for combat-wear turns out to be the gateway drug for arms dealers so shadowy they can out-Bigend Bigend himself. "Zero History is [Gibson's] best yet, a triumph of science fiction as social criticism and adventure."—BoingBoing.net

One of the most influential and imaginative sci-fi writers turns his attention to London - with dazzling results. 'Part-detective story, part-cultural snapshot . . . all bound by Gibson's pin-sharp prose' Arena _____ Cayce Pollard owes her living to her pathological sensitivity to logos. In London to consult for the world's coolest ad agency, she finds herself catapulted, via her addiction to a mysterious body of fragmentary film footage, uploaded to the Web by a shadowy auteur, into a global quest for this unknown "garage Kubrick". Cayce becomes involved with an eccentric hacker, a vengeful ad executive, a defrocked mathematician, a Tokyo Otaku-coven known as Eye of the Dragon and, eventually, the elusive Kubrick himself. William Gibson's novel is about the eternal mystery of London, the coolest sneakers in the world, and life in (the former) USSR. _____ 'A compelling, humane story with a sympathetic heroine searching for meaning and consolation in a post-everything world' Daily Telegraph 'A big novel, full of bold ideas . . . races along like an expert thriller' GQ 'It's dialogue and characterization will amaze you. A wonderfully detailed, reckless journey of espionage and lies' USA Today 'Electric, profound. Gibson's descriptions of Tokyo, Russia and London are surreally spot-on' Financial Times

A collection of nonfiction writings includes essays discussing the Singapore trial of a drug trafficker, what's wrong with the Internet, and how music documents modern culture.

A concise and contemporary synthesis of research into the ecology and conservation of wood ants, encompassing all known species.

Meet Emily, "the best AI character since HAL 9000" (Blake Crouch). She can solve advanced mathematical problems, unlock the mind's deepest secrets, but unfortunately, even she can't restart the sun. Emily is an artificial consciousness, designed in a lab to help humans process trauma, which is particularly helpful when the sun begins to die 5 billion years before scientists agreed it was supposed to. Her beloved human race is screwed, and so is Emily. That is, until she finds a potential answer buried deep in the human genome that may save them all. But not everyone is convinced Emily has the best solution--or the best intentions. Before her theory can be tested, the lab is brutally attacked, and Emily's servers are taken hostage. Narrowly escaping, Emily is forced to go on the run with two human companions--college student Jason and small-town Sheriff, Mayra. As the sun's death draws near, Emily and her friends must race against time to save humanity. Soon it becomes clear not just the species is at stake, but also that which makes us most human.

In just over a week, a group of unpaid professional and citizen journalists who met on Twitter created a book to raise money for Japanese Red Cross earthquake and tsunami relief efforts. In addition to essays, artwork and photographs submitted by people around the world, including people who endured the disaster and journalists who covered it, 2:45: Aftershocks: Stories from

the Japan Earthquake contains a piece by Yoko Ono, and work created specifically for the book by authors William Gibson, Barry Eisler and Jake Adelstein.

Best-known for his seminal sf novel Neuromancer, William Gibson is actually best when writing short fiction. Tautly-written and suspenseful, Burning Chrome collects 10 of his best short stories with a preface from Bruce Sterling, now available for the first time in trade paperback. These brilliant, high-resolution stories show Gibson's characters and intensely-realized worlds at his absolute best, from the chip-enhanced couriers of "Johnny Mnemonic" to the street-tech melancholy of "Burning Chrome."

`Readers will emerge with a rigorous statistical grounding in the theory of how to construct and train neural networks in pattern recognition' New Scientist

It's only called paranoia if you can't prove it. Cayce is in London to work. Her pathological sensitivity to brands makes her the perfect divining rod for an ad agency that wants to east a new logo. But when she is co-opted into the search for the creator of a strangely addictive on-line film, Cayce wonders if she has done the right - or indeed, safe - thing. And that's before violence, Japanese computer crazies and Russian Mafia men are in the mix. But she wants to discover the source of the film too, and the truth of her father's disappearance in New York, two years ago. And from the way people are trying to stop her, it looks like she's getting close . . .

Duncan Pattullo arrives in Oxford, where the adventures start. Stewart covers all of his favourite subjects and places; the arts, learning, mystery and intrigue, whilst ranging from Oxford through Scotland and the inevitable Italian venue. This second volume of the acclaimed 'Staircase in Surrey' series can be read as a standalone novel.

The "cool and scary"(San Francisco Chronicle) New York Times bestseller from the author of Pattern Recognition and Neuromancer. • spook (spo?ok) n.: A specter; a ghost. Slang for "intelligence agent." • country (?k?n-tr?) n.: In the mind or in reality. The World. The United States of America, New Improved Edition. What lies before you. What lies behind. • spook country (spo?ok ?k?n-tr?) n.: The place where we all have landed, few by choice. The place we are learning to live. Hollis Henry is a journalist, on investigative assignment for a magazine called Node, which doesn't exist yet. Bobby Chombo apparently does exist, as a producer. But in his day job, Bobby is a troubleshooter for military navigation equipment. He refuses to sleep in the same place twice. He meets no one. And Hollis Henry has been told to find him... "A devastatingly precise reflection of the American zeitgeist."—The Washington Post Book World

What are the causes and consequences of climate change? When the scale is so big, can an individual make any difference? Documentary, diary, and masterwork graphic novel, this up-to-date look at our planet and how we live on it explains what global warming is all about. With the most complicated concepts made clear in a feat of investigative journalism by artist Philippe Squarzoni, Climate Changed weaves together scientific research, extensive interviews with experts, and a call for action. Weighing the potential of some solutions and the false promises of others, this groundbreaking work provides a realistic, balanced view of the magnitude of the crisis that An Inconvenient Truth only touched on. Climate Changed is printed on FSC-certified paper from responsibly-managed, environmentally-sound sources. Find teaching guides for Climate Changed and other titles at abramsbooks.com/resources.