

The Sachertorte Algorithm And Other Antidotes To Computer Anxiety

The Science of Computing presents, in a no-nonsense way, an exposition on algorithms, the topic that is the essence of computer programming. Appropriate for programmers, computer professionals, and the technically minded public.

Advancing Digital Humanities moves beyond definition of this dynamic and fast growing field to show how its arguments, analyses, findings and theories are pioneering new directions in the humanities globally.

This book is the fourth in the series and describes some of the most recent advances and examines emerging problems in engineering psychology and cognitive ergonomics. It bridges the gap between the academic theoreticians, who are developing models of human performance, and practitioners in the industrial sector, responsible for the design, development and testing of new equipment and working practices.

By paying close attention to the metaphors of artificial intelligence and their consequences for the field's patterns of success and failure, this text argues for a reorientation of the field away from thought and toward activity. It offers a critical reconstruction of AI research.

For the past three decades, policies regarding a variety of information issues have emanated from federal agencies, legislative chambers, and corporate boardrooms. Despite the focus on information policy, it is still a relatively new concept and one only now beginning to be studied. The subject area is wider than believed--archives and records policies, information resources management, information technology, telecommunications, international communications, privacy and confidentiality, computer regulation and crime, intellectual property, and information systems and dissemination. This is not a compendium of policies to be used, but rather an exploration in a more detailed fashion of the fundamental principles supporting the setting of records policies. Records policies are critically important for records professionals to develop and use as a means of strategically managing the information and evidence found in the millions of records created daily, provided that the policies are based on comprehensible principles. This is a series of discourses on the fundamentals of archives and records management needing to be understood before any organization attempts to define and set any policy affecting records and information. The chapters concern defining records, how information technology plays into policy compiling, the fundamental tasks of identifying and maintaining records as critical to records and information policy, public outreach and advocacy as a key objective for such policy, and the role of educating records professionals in supporting sensible records policies.

Examines the origins of modern archives and records management, appraising records, records and memory, the education of records professionals, and the future of archives in the emerging cyberculture.

In diesem Buch thematisiert die Professorenschaft der accadis Hochschule die Auswirkungen der Digitalisierung auf ihre Fachbereiche: Notwendige Umbrüche der Wirtschaftsethik, Auswirkungen künstlicher Intelligenz auf Marketing und Produktentwicklung, Veränderungen in der Unternehmenskommunikation, digitale Innovationen in Sport- und Gesundheitsmanagement, intelligente Distribution mit Blockchain-Technologien sowie Tokens im Finanzmarkt.

The Sachertorte Algorithm and Other Antidotes to Computer Anxiety Viking Press

A research scientist at the Naval Research Laboratory offers a witty explanation of computers and computer technology, proceeding from the basics of computer design and computing to matters of complexity and technological moment

This extraordinary book tells of the creation of the world-class checkers computer program, Chinook. From its beginnings in 1988, Chinook became a worthy opponent to the world champion and by 1992 had defeated all the worlds top human players. In his fascinating account, Jonathan Schaeffer, the originator and leader of the Chinook team, provides an engrossing story of failures and successes. He describes the human story behind Chinook and his own feelings in his continuous effort to improve the programs performance. We follow the development of Chinook from an innocent question asked over lunch, through to the final match against the then world champion, Marion Tinsley. As the story unfolds, readers are introduced to the rules of checkers and the basics of computer game programs, as well as to the key figures in the story. The culmination of this new edition expounds upon checker finally perfected and solved by Chinook ten years after the story was originally told.

Strategic Defense Initiative examines developments in the technologies currently being researched under SDI. The OTA does not repeat the work of its earlier reports but gives special attention to filling in gaps in those reports and to describing technical progress made in the intervening period. The report also presents information on the prospects for functional survival against preemptive attack of alternative ballistic missile defense system architectures now being considered under the SDI. Finally, it analyzes the feasibility of developing reliable software to perform the battle management tasks required by such system architectures. Originally published in 1988. The Princeton Legacy Library uses the latest print-on-demand technology to again make available previously out-of-print books from the distinguished backlist of Princeton University Press. These editions preserve the original texts of these important books while presenting them in durable paperback and hardcover editions. The goal of the Princeton Legacy Library is to vastly increase access to the rich scholarly heritage found in the thousands of books published by Princeton University Press since its founding in 1905.

Provides a study of the fundamental theoretical ideas of computing and examining how to design accurate and efficient algorithms. Includes sections "Reviews of books" and "Abstracts of archive publications (Western and Eastern Europe)."

An industry insider explains why there is so much bad software—and why academia doesn't teach programmers what industry wants them to know. Why is software so prone to bugs? So vulnerable to viruses? Why are software products so often delayed, or even canceled? Is software development really hard, or are software developers just not that good at it? In *The Problem with Software*, Adam Barr examines the proliferation of bad software, explains what causes it, and offers some suggestions on how to improve the situation. For one thing, Barr points out, academia doesn't teach programmers what they actually need to know to do their jobs: how to work in a team to create code that works reliably and can be maintained by somebody other than the original authors. As the size and complexity of commercial software have grown, the gap between academic computer science and industry has widened. It's an open secret that there is little engineering in software engineering, which continues to rely not on codified scientific knowledge but on intuition and experience. Barr, who worked as a programmer for more than twenty years, describes how the industry has evolved, from the era of mainframes and Fortran to today's embrace of the cloud. He explains bugs and why software has so many of them, and why today's interconnected computers offer fertile ground for viruses and worms. The difference between good and bad software can be a single line of code, and Barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers. Looking to the future, Barr writes that the best prospect for improving software engineering is the move to the cloud. When software is a service and not a product, companies will have more incentive to make it good rather than "good enough to ship."

Presents extended reviews of noteworthy books, short reviews, essays and articles on topics and trends in publishing, literature, culture and the arts. Includes lists of best sellers (hardcover and paperback).

Ethics in ICT – An Australian perspective has been written for students studying the Ethics of Information and Computer Technology (ICT) and explores how the potential consequences of our actions can affect user communities. It addresses the topics of ethics, social implications, professional practice and interpersonal communications outlined in the Australian Computer Society (ACS) guidelines for professional accreditation of ICT courses. The authors of this wholly Australian text encourage students preparing for a career in the exciting and ever-changing ICT industry to consider ethical issues and social responsibility. Includes, beginning Sept. 15, 1954 (and on the 15th of each month, Sept.-May) a special section: School library journal, ISSN 0000-0035, (called Junior libraries, 1954-May 1961). Also issued separately.

We are building systems today-and using computers to control them-that have the potential for large-scale destruction of life and environment. More than ever, software engineers and system developers, as well as their managers, must understand the issues and develop the skills needed to anticipate and prevent accidents. Nancy Leveson examines what is currently known about building safe electromechanical systems and looks at past accidents to see what practical lessons can be applied to new computer-controlled systems.

Most organisations try to protect their systems from unauthorised access, usually through passwords. Considerable resources are spent designing secure authentication mechanisms, but the number of security breaches and problems is still increasing (DeAlvare, 1990; Gordon, 1995; Hitchings, 1995). Unauthorised access to systems, and resulting theft of information or misuse of the system, is usually due to hackers "cracking" user passwords, or obtaining them through social engineering. System security, unlike other fields of system development, has to date been regarded as an entirely technical issue - little research has been done on usability or human factors related to use of security mechanisms. Hitchings (1995) concludes that this narrow perspective has produced security mechanisms which are much less effective than they are generally thought to be. Davis & Price (1987) point out that, since security is designed, implemented, used and breached by people, human factors should be considered in the design of security mechanism. It seems that currently hackers pay more attention to human factors than security designers do. The technique of social engineering, for instance- obtaining passwords by deception and persuasion- exploits users' lack of security awareness. Hitchings (1995) also suggests that organisational factors ought to be considered when assessing security systems. The aim of the study described in this paper was to identify usability and organisational factors which affect the use of passwords. The following section provides a brief overview of authentication systems along with usability and organisational issues which have been identified to date. 1.

A Computer Science Reader covers the entire field of computing, from its technological status through its social, economic and political significance. The book's clearly written selections represent the best of what has been published in the first three-and-a-half years of ABACUS, Springer-Verlag's international quarterly journal for computing professionals. Among the articles included are: - U.S. versus IBM: An Exercise in Futility? by Robert P. Bigelow - Programmers: The Amateur vs. the Professional by Henry Ledgard - The Composer and the Computer by Lejaren Hiller - SDI: A Violation of Professional Responsibility by David L. Parnas - Who Invented the First Electronic Digital Computer? by Nancy Stern - Foretelling the Future by Adaptive Modeling by Ian H. Witten and John G. Cleary - The Fifth Generation: Banzai or Pie-in-the-Sky? by Eric A. Weiss This volume contains more than 30 contributions by outstanding and authoritative authors grouped into the magazine's regular categories: Editorials, Articles, Departments, Reports from Correspondents, and Features. A Computer Science Reader will be interesting and important to any computing professional or student who wants to know about the status, trends, and controversies in computer science today. This encyclopaedia of library and information science explores business information visualization. It offers guidance for research and practice to Virtual Reality Modelling Language (VRML).

This book assumes familiarity with threads (in a language such as Ada, C#, or Java) and introduces the entity-life modeling (ELM) design approach for certain kinds of multithreaded software. ELM focuses on "reactive systems," which continuously interact with the problem environment. These "reactive systems" include embedded systems, as well as such interactive systems as cruise controllers and automated teller machines. Part I covers two fundamentals: program-language thread support and state diagramming. These are necessary for understanding ELM and are provided primarily for reference. Part II covers ELM from different angles. Part III positions ELM relative to other design approaches.

This is an investigation of the syndrome of computer addiction which attempts to discover if obsessive dependency is harmful to the psychological and social development. It is based on case studies made of volunteers from all over the UK who considered themselves to be dependent upon computers. Extensive research was carried out into these people, and this book is the result of the findings.

Pesticide Interactions in Crop Production: Beneficial and Deleterious Effects evaluates the effects of pesticides on plants by exploring the physical, chemical, biological, and ecological interactions of pesticides that influence a crop. The effects of pesticides on the environment and on the crop pests themselves are considered as well. Specific topics addressed include iatrogenic responses, the fate of pesticides applied to cereals under field conditions, the persistence of pesticides on target crops, the effect of pesticides on soil symbionts, and the role of ecological agriculture on conventional and organic cropping systems. Pesticide Interactions in Crop Production: Beneficial and Deleterious Effects will be an important volume for agriculturalists, phytologists, mycologists, soil biologists, plant pathologists, tropical ecologists, arboriculturalists, and other researchers interested in the effects of pesticides on crops and soil.

This book forges a bridge between logical principles in their application to reasoning in ordinary language on one hand and logical principles as fundamental to the development and operation of computers on the other.

This is the second in a series of comprehensive annual reference guides to the use of computers in all the disciplines of the humanities. Like its predecessor, this volume provides a taxonomy of the field and an annotated survey of publications, research centers, text archives and termbanks, electronic communications, software, and hardware relevant to the humanities. It also includes special larger entries for important software that offer up-to-date information, and practical help in applying that information to research projects and instruction in colleges and universities. For the 1989-1990 edition, Lancashire has, for the first time, appointed an international advisory board of specialists to assist in discovering, assembling, and evaluating materials for inclusion; and, to keep up with the rapidly developing nature of the

field and its international constituency, Lancashire has included many completely new or revised sections, including a major new chapter on computing in Law. A monumental work of current and enduring value, The Humanities Computing Yearbook will prove invaluable to a wide range of students, teachers, and researchers in humanities and social sciences, computational linguistics, and related fields in computer scienc

Adult books are categorized by genre (i.e., fiction, mystery, science fiction, nonfiction). Along with bibliographic information, the expected date of publication and the names of literary agents for individual titles are provided. Starred reviews serve several functions: In the adult section, they mark potential bestsellers, major promotions, book club selections, and just very good books; in the children's section, they denote books of very high quality. The unsigned reviews manage to be discerning and sometimes quite critical.

This unique book introduces earth scientists to MATLAB and its use for displaying and analyzing typical data sets encountered in geology, geophysics, or geography. Includes many MATLAB scripts to implement displays of graph types rarely provided by spreadsheets or presentation graphics programs. These include triangular diagrams, rose diagrams, stereographic projections, histograms with fitted normal curves, cumulative curves (plotted on probability paper), trend surface and residual contour plots, semivariograms, and divider plots for the determination of fractal dimension.

Appropriate for those interested in Data Analysis found in geology, geography, or geographics.

Gathers articles on telecommunications, interactive video, computers, and educational programs, and provides information on organizations, associations, graduate programs, funding sources, and educational materials

The second edition of this comprehensive reference is a collection of 78 articles that examine the social aspects of computerization from a variety of perspectives. Fields represented include computer science, information systems, management, journalism, psychology, law, library science, and sociology.

A reader designed to explore the most significant scientific activities of an historic period in a cultural context.

A comprehensive guide to the uses of computers in exploration where "exploration" means the application of scientific methods to discover unknown features of the earth's surface and crust. This includes the search for new mineral and oil resources as well as such related problems as identifying geologic hazards and mapping patterns of pollution. The emphasis is on the practical aspects of using computers. The principles of the various exploration techniques are given only in outline to concentrate on the problems of getting information into a computer-acceptable form, running programs in an efficient manner and maintaining flexibility in choosing analytical methods. The software to do all the tasks related to exploration data analysis is readily available, so mathematical details have not been included.

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