

Small Basic Programs By Akiyo Moteki 16mb

Computer analysis of images and patterns is a scientific field of longstanding tradition, with roots in the early years of the computer era when electronic brains inspired scientists. Moreover, the design of vision machines is a part of humanity's dream of the artificial person. I remember the 2nd CAIP, held in Wismar in 1987. Lectures were read in German, English and Russian, and proceedings were also only partially written in English. The conference took place under a different political system and proved that ideas are independent of political walls. A few years later the Berlin Wall collapsed, and Professors Sommer and Klette proposed a new formula for the CAIP: let it be held in Central and Eastern Europe every second year. There was a sense of solidarity with scientific communities in those countries that found themselves in a state of transition to a new economy. A well-implemented idea resulted in a chain of successful events in Dresden (1991), Budapest (1993), Prague (1995), Kiel (1997), and Ljubljana (1999). This year the conference was welcomed at Warsaw. There are three invited lectures and about 90 contributions written by more than 200 authors from 27 countries. Besides Poland (60 authors), the largest representation comes from France (23), followed by England (16), Czech Republic (11), Spain (10), Germany (9), and Belarus (9). Regrettably, in spite of free registration fees and free accommodation for authors from former Soviet Union countries, we received only one accepted paper from Russia.

The topics treated in this handbook cover all areas of games and entertainment technologies, such as digital entertainment; technology, design/art, and sociology. The handbook consists of contributions from top class scholars and researchers from the interdisciplinary topic areas. The aim of this handbook is to serve as a key reference work in the field and provides readers with a holistic picture of this interdisciplinary field covering technical issues, aesthetic/design issues, and sociological issues. At present, there is no reference work in the field that provides such a broad and complete picture of the field. Engineers and researchers who want to learn about this emerging area will be able to find adequate answers regarding technology issues on digital entertainment. Designers and artists can learn how their skills and expertise can contribute to this emerging area. Also researchers working in the field of sociology and psychology will find how their experience and knowledge are connected to other areas such as technology and art/design. Although topics are written by foremost experts from the field, the description for each topic has been intended to be easily understandable but yet comprehensive enough so that it caters not only for the experts but also beginners and students in the field.

This publication provides an overview of the common and unique sustainability elements of Indigenous Peoples' food systems, in terms of natural resource management, access to the market, diet diversity, indigenous peoples' governance systems, and links to traditional knowledge and indigenous languages. While enhancing the learning on Indigenous Peoples' food systems, it will raise awareness on the need to enhance the protection of Indigenous Peoples' food systems as a source of livelihood for the 476 million indigenous inhabitants in the world, while contributing to the Zero Hunger Goal. In addition, the UN Decade of Action on Nutrition (2016-2025) and the UN Food Systems Summit call on the enhancement of sustainable food systems and on the importance of diversifying diets with nutritious foods, while broadening the existing food base and preserving biodiversity. This is a feature characteristic of Indigenous Peoples' food systems since hundreds of years, which can provide answers to the current debate on sustainable food systems and resilience.

Highlighting the extraordinary influence Japanese craft has imparted on the world of fiber arts, this brilliantly illustrated manual showcases the stylish sensibilities of eastern expertise in creating gorgeously sophisticated handbags. Revealing a balanced selection of cleverly constructed handbags, exclusive pull-out pattern templates, intricate details and instructions, and simple sewing techniques, sewers are shown how to create distinct and fashionable works of functional art, such as a wool tweed travel bag, a stylish denim bag with grommet and zipper details, a roomy tote with contrast lining and inside pockets, a handy laptop bag, a wool messenger bag with flower detail, and a soft luggage tote. With several concepts offering matching companion projects--such as change purses, drawstring bags, and wristlets--and accessible advice and information, this lively guide will inspire sewers of all experience levels.

The Fourth International Conference on Signal-Image Technology & Internet-Based Systems (SITIS 2008) has been successfully held during the period 30th November to 3rd of December of the year 2008 in Bali, Indonesia. The Track Web-Based Information Technologies & Distributed Systems (WITDS) is one of the four tracks of the conference. The track is devoted to emerging and novel concepts, architectures and methodologies for creating an interconnected world in which information can be exchanged easily, tasks can be processed collaboratively, and communities of users with similar interests can be formed while addressing security threats that are present more than ever before. The track has attracted a large number of submissions; only 17 papers have been accepted with an acceptance rate 27%. After the successful presentations of the papers during the conference, the track chairs have agreed with Atlantis publisher to publish the extended versions of the papers in a book. Each paper has been extended with a minimum of 30% new materials from its original conference manuscript. This book contains these extended versions as chapters after a second round of reviews and improvement. The book is an excellent resource of information to researchers and it is based on four themes; the first theme is on advances in ad-hoc and routing protocols, the second theme focuses on the latest techniques and methods on intelligent systems, the third theme is a latest trend in Security and Policies, and the last theme is applications of algorithms design methodologies on web based systems.

This book is open access under a CC BY-NC-SA 3.0 IGO license. The book uses an economic lens to identify the main features of climate-smart agriculture (CSA), its likely impact, and the challenges associated with its implementation. Drawing upon theory and concepts from agricultural development, institutional, and resource economics, this book expands and formalizes the conceptual foundations of CSA. Focusing on the adaptation/resilience dimension of CSA, the text embraces a mixture of conceptual analyses, including theory, empirical and policy analysis, and case studies, to look at adaptation and resilience through three possible avenues: ex-ante reduction of vulnerability, increasing adaptive capacity, and ex-post risk coping. The book is divided into three sections. The first section provides conceptual framing, giving an overview of the CSA concept and grounding it in core economic principles. The second section is devoted to a set of case studies illustrating the economic basis of CSA in terms of reducing vulnerability, increasing adaptive capacity and ex-post risk coping. The final section addresses policy issues related to climate change. Providing information on this new and important field in an approachable way, this book helps make sense of CSA and fills intellectual and policy gaps by defining the concept and placing it within an economic decision-making framework. This book will be of interest to agricultural, environmental, and natural resource economists, development economists, and scholars of development studies, climate change, and agriculture. It will also appeal to policy-makers, development practitioners, and members of governmental and non-governmental organizations interested in agriculture, food security and climate change.

Reporting the state of the art of colour image processing, this monograph fills a gap in the literature on digital signal and image processing. It contains numerous examples and pictures of colour image processing results, plus a library of algorithms implemented in C.

This book offers the first comprehensive yet critical overview of methods used to evaluate interaction between humans and social robots. It reviews commonly used evaluation methods, and shows that they are not always suitable for this purpose. Using representative case studies, the book identifies good and bad practices for evaluating human-robot

interactions and proposes new standardized processes as well as recommendations, carefully developed on the basis of intensive discussions between specialists in various HRI-related disciplines, e.g. psychology, ethology, ergonomics, sociology, ethnography, robotics, and computer science. The book is the result of a close, long-standing collaboration between the editors and the invited contributors, including, but not limited to, their inspiring discussions at the workshop on Evaluation Methods Standardization for Human-Robot Interaction (EMSHRI), which have been organized yearly since 2015. By highlighting and weighing good and bad practices in evaluation design for HRI, the book will stimulate the scientific community to search for better solutions, take advantages of interdisciplinary collaborations, and encourage the development of new standards to accommodate the growing presence of robots in the day-to-day and social lives of human beings.

This two-volume set CCIS 166 and 167 constitutes the refereed proceedings of the International Conference on Digital Information and Communication Technology and its Applications, DICTAP 2011, held in Dijon, France, in June 2010. The 128 revised full papers presented in both volumes were carefully reviewed and selected from 330 submissions. The papers are organized in topical sections on Web applications; image processing; visual interfaces and user experience; network security; ad hoc network; cloud computing; Data Compression; Software Engineering; Networking and Mobiles; Distributed and Parallel processing; social networks; ontology; algorithms; multimedia; e-learning; interactive environments and emergent technologies for e-learning; signal processing; information and data management.

This book presents a selection of papers representing current research on using field programmable gate arrays (FPGAs) for realising image processing algorithms. These papers are reprints of papers selected for a Special Issue of the Journal of Imaging on image processing using FPGAs. A diverse range of topics is covered, including parallel soft processors, memory management, image filters, segmentation, clustering, image analysis, and image compression. Applications include traffic sign recognition for autonomous driving, cell detection for histopathology, and video compression. Collectively, they represent the current state-of-the-art on image processing using FPGAs.

This book constitutes the thoroughly refereed proceedings of the 8th International Conference on Entertainment Computing, ICEC 2009, held in Paris, France, in September 2009, under the auspices of IFIP. The 14 revised long papers, 19 short papers and 23 poster papers and demos presented were carefully reviewed and selected from 105 submissions for inclusion in the book. The papers cover all main domains of entertainment computing, from interactive music to games, taking a wide range of scientific domains from aesthetic to computer science.

The monograph begins with a systematic introduction of chaos and chaos synchronization, and then extends to the methodologies and technologies in secure communication system design and implementation. The author combines theoretical frameworks with empirical studies, making the book a practical reference for both academics and industrial engineers.

Molecular nutrition (the study of interactions between nutrients and various intracellular and extracellular molecules) is one of the most rapidly developing fields in nutritional science. Ultimately, molecular nutrition research will reveal how nutrients may affect fundamental processes such as DNA repair, cell proliferation, and apoptosis. This book is the only single complete volume available reviewing the field of molecular nutrition. It contains contributions from leading international experts, and reviews the most important and latest research from various areas of molecular nutrition.

This book constitutes the refereed proceedings of the 15th International Conference on Industrial and Engineering Applications of Artificial Intelligence and Expert Systems, IEA/AIE 2002, held in Cairns, Australia, in June 2002. The 79 revised full papers presented were carefully reviewed and selected from more than 150 submissions. The papers are organized in topical sections on neural computation, image and speech processing, evolutionary and genetic algorithms, autonomous agents, Internet applications, expert systems, AI applications, knowledge processing, model-based reasoning, and adaptive systems.

22 stylish bag designs in a simple Japanese-inspired style Projects include a laptop bag, pocketbooks, knitting and sewing organizers, a thermos cover, a bread bag, a paintbrush case, and a variety of purses and shoulder bags Includes patterns and complete step-by-step instructions Composed mostly out of simple rectangles and squares, the bags are easy to make and have a clean, modern look We are delighted to welcome readers to the proceedings of the 6th Pacific-Rim Conference on Multimedia (PCM). The first PCM was held in Sydney, Australia, in 2000. Since then, it has been hosted successfully by Beijing, China, in 2001, Hsinchu, Taiwan, in 2002, Singapore in 2003, and Tokyo, Japan, in 2004, and finally Jeju, one of the most beautiful and fantastic islands in Korea. This year, we accepted 181 papers out of 570 submissions including regular and special session papers. The acceptance rate of 32% indicates our commitment to ensuring a very high-quality conference. This would not be possible without the full support of the excellent Technical Committee and anonymous reviewers that provided timely and insightful reviews. We would therefore like to thank the Program Committee and all reviewers. The program of this year reflects the current interests of the PCM's. The accepted papers cover a range of topics, including, all aspects of multimedia, both technical and artistic perspectives and both theoretical and practical issues. The PCM 2005 program covers tutorial sessions and plenary lectures as well as regular presentations in three tracks of oral sessions and a poster session in a single track. We have tried to expand the scope of PCM to the artistic papers which need not to be strictly technical.

Since the publication of the best-selling first edition, much has been discovered about *Saccharomyces cerevisiae*, the single-celled fungus commonly known as baker's yeast or brewer's yeast that is the basis for much of our understanding of the molecular and cellular biology of eukaryotes. This wealth of new research data demands our attention and r

Dr Donald Bailey starts with introductory material considering the problem of embedded image processing, and how some of the issues may be solved using parallel hardware solutions. Field programmable gate arrays (FPGAs) are introduced as a technology that provides flexible, fine-grained hardware that can readily exploit parallelism within many image processing algorithms. A brief review of FPGA programming languages provides the link between a software mindset normally associated with image processing algorithms, and the hardware mindset required for efficient utilization of a parallel hardware design. The design process for implementing an image processing algorithm on an FPGA is compared with that for a conventional software implementation, with the key differences highlighted. Particular

attention is given to the techniques for mapping an algorithm onto an FPGA implementation, considering timing, memory bandwidth and resource constraints, and efficient hardware computational techniques. Extensive coverage is given of a range of low and intermediate level image processing operations, discussing efficient implementations and how these may vary according to the application. The techniques are illustrated with several example applications or case studies from projects or applications he has been involved with. Issues such as interfacing between the FPGA and peripheral devices are covered briefly, as is designing the system in such a way that it can be more readily debugged and tuned. Provides a bridge between algorithms and hardware Demonstrates how to avoid many of the potential pitfalls Offers practical recommendations and solutions Illustrates several real-world applications and case studies Allows those with software backgrounds to understand efficient hardware implementation Design for Embedded Image Processing on FPGAs is ideal for researchers and engineers in the vision or image processing industry, who are looking at smart sensors, machine vision, and robotic vision, as well as FPGA developers and application engineers. The book can also be used by graduate students studying imaging systems, computer engineering, digital design, circuit design, or computer science. It can also be used as supplementary text for courses in advanced digital design, algorithm and hardware implementation, and digital signal processing and applications. Companion website for the book: www.wiley.com/go/bailey/fpga

Traditional models struggle to cope with complexity, noise, and the existence of a changing environment, while Computational Intelligence (CI) offers solutions to complicated problems as well as reverse problems. The main feature of CI is adaptability, spanning the fields of machine learning and computational neuroscience. CI also comprises biologically-inspired technologies such as the intellect of swarm as part of evolutionary computation and encompassing wider areas such as image processing, data collection, and natural language processing. This book aims to discuss the usage of CI for optimal solving of various applications proving its wide reach and relevance. Bounding of optimization methods and data mining strategies make a strong and reliable prediction tool for handling real-life applications. In order for wireless devices to function, the signals must be coded in standard ways so that the sender and the receiver can communicate. This area of video source coding is one of the key challenges in the worldwide push to deliver full video communications over wireless devices. Video Coding for Mobile Communications reviews current progress in this field and looks at how to solve some of the most important technology issues in the months and years ahead. The vision of being able to communicate from anywhere, at any time, and with any type of information is on its way to becoming reality. This natural convergence of mobile communications and multimedia is a field that is expected to achieve unprecedented growth and commercial success. Current wireless communication devices support a number of basic multimedia services (voice, messages, basic internet access), but have coding problems that need to be solved before "real-time" mobile video communication can be achieved. Addresses the emerging field of mobile multimedia communications

The two-volume proceedings LNCS 7087 + LNCS 7088 constitute the proceedings of the 5th Pacific Rim Symposium on Image and Video Technology, PSIVT 2011, held in Gwangju, Korea, in November 2011. The total of 71 revised papers was carefully reviewed and selected from 168 submissions. The topics covered are: image/video coding and transmission; image/video processing and analysis; imaging and graphics hardware and visualization; image/video retrieval and scene understanding; biomedical image processing and analysis; biometrics and image forensics; and computer vision applications. Semantic Video Object Segmentation for Content-Based Multimedia Applications provides a thorough review of state-of-the-art techniques as well as describing several novel ideas and algorithms for semantic object extraction from image sequences. Semantic object extraction is an essential element in content-based multimedia services, such as the newly developed MPEG4 and MPEG7 standards. An interactive system called SIVOG (Smart Interactive Video Object Generation) is presented, which converts user's semantic input into a form that can be conveniently integrated with low-level video processing. Thus, high-level semantic information and low-level video features are integrated seamlessly into a smart segmentation system. A region and temporal adaptive algorithm was further proposed to improve the efficiency of the SIVOG system so that it is feasible to achieve nearly real-time video object segmentation with robust and accurate performances. Also included is an examination of the shape coding problem and the object segmentation problem simultaneously. Semantic Video Object Segmentation for Content-Based Multimedia Applications will be of great interest to research scientists and graduate-level students working in the area of content-based multimedia representation and applications and its related fields.

Experts estimate that as many as 98,000 people die in any given year from medical errors that occur in hospitals. That's more than die from motor vehicle accidents, breast cancer, or AIDS--three causes that receive far more public attention. Indeed, more people die annually from medication errors than from workplace injuries. Add the financial cost to the human tragedy, and medical error easily rises to the top ranks of urgent, widespread public problems. To Err Is Human breaks the silence that has surrounded medical errors and their consequence--but not by pointing fingers at caring health care professionals who make honest mistakes. After all, to err is human. Instead, this book sets forth a national agenda--with state and local implications--for reducing medical errors and improving patient safety through the design of a safer health system. This volume reveals the often startling statistics of medical error and the disparity between the incidence of error and public perception of it, given many patients' expectations that the medical profession always performs perfectly. A careful examination is made of how the surrounding forces of legislation, regulation, and market activity influence the quality of care provided by health care organizations and then looks at their handling of medical mistakes. Using a detailed case study, the book reviews the current understanding of why these mistakes happen. A key theme is that legitimate liability concerns discourage reporting of errors--which begs the question, "How can we learn from our mistakes?" Balancing regulatory versus market-based initiatives and public versus private efforts, the Institute of Medicine presents wide-ranging recommendations for improving patient safety, in the areas of leadership, improved data collection and analysis, and development of effective systems at the level of direct patient care. To Err Is Human asserts that the problem is not bad people in health care--it is that good people are working in bad systems that need to be made safer. Comprehensive and straightforward, this book offers a clear prescription for raising the level of patient safety in American health care. It also explains how patients themselves can influence the quality of care that they receive once they check into the hospital. This book will be vitally important to federal, state, and local health policy makers and regulators, health professional licensing officials, hospital administrators, medical educators and students, health caregivers, health journalists, patient advocates--as well as patients themselves. First in a series of publications from the Quality of Health Care in America, a project initiated by the Institute of Medicine

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Multimedia over IP and Wireless Networks is an indispensable guide for professionals or researchers working in areas such as networking, communications, data compression, multimedia processing, streaming architectures, and computer graphics. Beginning with a concise overview of the fundamental principles and challenges of multimedia communication and networking, this book then branches off organically to tackle compression and networking next before moving on to systems, wireless multimedia and more advanced topics. The Compression section advises on the best means and methodology to ensure multimedia signal (images, text, audio and data) integrity for transmissions on wireless and wired systems. The Networking section addresses channel protection and performance. In the Systems section, the focus is on streaming media on demand, live broadcast and video and voice's role in real-time communication. Wireless multimedia transmission and Quality of Service issues are discussed in the Wireless Multimedia section. An Advanced Topics section concludes the book with an assortment of topics including Peer-to-Peer multimedia communication and multipath networks. Up-to-date coverage of

existing standards for multimedia networking Synergistic tutorial approach reinforces knowledge gained in previous chapters Balanced treatment of audio and video with coverage of end-to-end systems Intelligent Systems involve a large class of systems which possess human-like capabilities such as learning, observation, perception, interpretation, reasoning under uncertainty, planning in known and unknown environments, decision making, and control action. The field of intelligent systems is actually a new interdisciplinary field which is the outcome of the interaction, cooperation and synergetic merging of classical fields such as system theory, control theory, artificial intelligence, information theory, operational research, soft computing, communications, linguistic theory, and others. Integrated intelligent decision and control systems involve three primary hierarchical levels, namely organization, coordination and execution levels. As we proceed from the be performed organization to the execution level, the precision about the jobs to increases and accordingly the intelligence required for these jobs decreases. This is in compliance with the principle of increasing precision with decreasing intelligence (IPOI) known from the management field and theoretically established by Saridis using information theory concepts. This book is concerned with intelligent systems and techniques and gives emphasis on the computational and processing issues. Control issues are not included here. The contributions of the book are presented in four parts as follows.

This book situates the 2020 Tokyo Olympics within the social, economic, and political challenges facing contemporary Japan. Using the 2020 Tokyo Olympics as a lens into the city and the country as a whole, the stellar line up of contributors offer hidden insights and new perspectives on the Games. These include city planning, cultural politics, financial issues, language use, security, education, volunteerism, and construction work. The chapters then go on to explore the many stakeholders, institutions, citizens, interest groups, and protest groups involved, and feature the struggle over Tokyo's extreme summer heat, food standards, the implementation of diversity around disabilities, sexual minorities, and technological innovations. Giving short glimpses into the new Olympic sports, this book also analyses the role of these sports in Japanese society. Japan Through the Lens of the Tokyo Olympics will be of huge interest to anyone attending the Olympic Games in Tokyo 2020. It will also be useful to students and scholars of the Olympics and the sociology of sport, as well as Japanese culture and society.

The Missing Link to Toyota-Style Success—LEAN LEADERSHIP Winner of the 2012 Shingo Research and Professional Publications Award “This great book reveals the secret ingredient to lean success: lean leadership. Not only is it a pleasure to read, but it is also deep and enlightening. This book is an absolute must-read for anyone interested in lean: it's both an eye opener and a game changer.” —Michael Ballé, Ph.D., coauthor of *The Gold Mine* and *The Lean Manager* “This will immediately be recognized as the most important book ever published to understand and guide ‘True North Lean’ and the goal of perpetual business excellence.” —Ross E. Robson, President and CEO, DnR Lean, LLC, and the original Director of The Shingo Prize “An excellent book that will shape leadership development for decades to come.” —Karen Martin, Principal, Karen Martin & Associates, and author of *The Kaizen Event Planner* About the Book: TOYOTA. The name signifies greatness— world-class cars and game-changing business thinking. One key to the Toyota Motor Company's unprecedented success is its famous production system and its lesser-known product development program. These strategies consider the end user at every turn and have become the model for the global lean business movement. All too often, organizations adopting lean miss the most critical ingredient—lean leadership. Toyota makes enormous investments in carefully selecting and intensively developing leaders who fit its unique philosophy and culture. Thanks to the company's lean leadership approach, explains Toyota Way author Jeffrey Liker and former Toyota executive Gary Convis, the celebrated carmaker has set into motion a drive for continuous improvement at all levels of its business. This has allowed for: Constant growth: Toyota increased profitability for 58 consecutive years—slowing down only in the face of 2008's worldwide financial difficulties, the recall crisis, and the worst Japanese earthquake of the century. Unstoppable inventiveness: Toyota's approach to innovative thinking and problem solving has resulted in top industry ratings and incredible customer satisfaction, while allowing the company to weather these three crises in rapid succession and to come out stronger. Strong branding and respect: Toyota's reputation was instrumental in the company's ability to withstand the recalls-driven media storm of 2010. But what looked to some to be a sinking ship is once again running under a full head of steam. Perhaps the Toyota culture had weakened, but lean leadership was the beacon that showed the way back. In fact, writes Liker, the company is “as good and perhaps a better model for lean leadership than it ever has been.” of innovation and growth. Yet, Industry Week reports that just 2 percent of companies using lean processes can likewise claim to have had long-term success. What the other 98 percent lack is unified leadership with a common method and philosophy. If you want to get lean, you have to take it to the leadership level. The Toyota Way to Lean Leadership shows you how.

The definitive inside account of Toyota's greatest crisis—and lessons you can apply to your own company "Those who write off Toyota in the current climate of second guessing and speculation are making a profound mistake and need to read this book to get the facts. Toyota is a company that will channel the current challenges to push themselves to even more relentless continuous improvement." —Charles Baker, former Chief Engineer and Vice President for R&D, Honda of America "Toyota Under Fire is a superb book and should prove very helpful to American industry's understanding of the problems faced and how any company can prevent similar occurrences in the future." —Norman Bodek, author, founder of Productivity Press, and inductee in 2010 Industry Week Manufacturing Hall of Fame "As a former automotive supplier executive and student of Toyota, I was concerned to see the many negative reports and investigations into the quality and safety of its vehicles. Toyota Under Fire tells the story of how this great company is growing wiser and stronger by living its culture and values." —Michael Fisher, CEO, Cincinnati Children's Hospital Medical Center "Just as Toyota has put itself through excruciating soul-searching in order to understand what went wrong, so should we all take advantage of the opportunity for learning presented to us by Toyota's misfortune. In these pages, you will find that the actual circumstances were far more complex, nuanced, and uncertain than you saw reported in the news." —John Y. Shook, Chairman and CEO, Lean Enterprise Institute "The most comprehensive and detailed review to date of the circumstances that led to the crisis, and the events and contexts that caused it to escalate." —Strategy & Business About the Book For decades, Toyota has been setting standards that are the envy—and goal—of organizations worldwide. Its legendary management principles and business philosophy, first documented by Jeffrey K. Liker in his influential book *The Toyota Way*, changed the business world's approach to operational excellence. Granted unprecedented access to Toyota's facilities worldwide, Liker, along with Timothy N. Ogden, investigated the inside story of how Toyota faced the challenges of the recession and the recall crisis of 2009–2010. In both cases, the company was caught off guard—and found that a root cause of the challenges it faced was its failure to live up to its own principles. But the fundamentals were still there, and the company has ultimately come out of the most challenging years of its postwar existence even stronger than before. *Toyota Under Fire* chronicles all the events of the recession and the recall crisis in detail, providing valuable lessons any business leader can use to survive and thrive in a crisis, no matter how large: Crisis response must start by building a strong culture long before the crisis hits. Culture matters far more than decisions made by top executives. Investing in people, even in the depths of a recession, is the surest path to long-term profitability. Because it had founded its culture on such principles, Toyota didn't need to amass an army of public relations, marketing, and legal experts to "put out the fire"; instead, it redoubled efforts to live up to its founding tenet, going "back to basics." Toyota began solving this crisis more than 70 years ago,

