

The New Turing Omnibus Ebook

Looking for a head start in your undergraduate degree in mathematics? Maybe you've already started your degree and feel bewildered by the subject you previously loved? Don't panic! This friendly companion will ease your transition to real mathematical thinking. Working through the book you will develop an arsenal of techniques to help you unlock the meaning of definitions, theorems and proofs, solve problems, and write mathematics effectively. All the major methods of proof - direct method, cases, induction, contradiction and contrapositive - are featured. Concrete examples are used throughout, and you'll get plenty of practice on topics common to many courses such as divisors, Euclidean algorithms, modular arithmetic, equivalence relations, and injectivity and surjectivity of functions. The material has been tested by real students over many years so all the essentials are covered. With over 300 exercises to help you test your progress, you'll soon learn how to think like a mathematician.

Research Methods For Business, 8th Edition explains the principles and practices of using a systematic, organized method for solving problematic issues in business organizations. Designed to help students view research from the perspective of management, this popular textbook guides students through the

entire business research process. Organized into six main themes—Introduction, Defining the Management and the Research Problem, Theory, Collecting Information, Drawing Conclusions, and Writing and Presenting the Research Report—the text enables students to develop the skills and knowledge required to successfully create, conduct, and analyze a research project. Now in its eighth edition, this popular textbook has been thoroughly updated to incorporate substantial new and expanded content, and reflect current research methods and practices. The text uses a unique blended learning approach, allowing instructors the flexibility to custom-tailor their courses to fit their specific needs. This innovative approach combines the face-to-face classroom methods of the instructor with internet-based activities that enable students to study what they want, when they want, at their own pace.

If you're thinking of opening up your own business, you'll need this book. This is a hands-on book that focuses on the tasks that you or any new business owner must complete in the first 100 days of launching a business. Think of it this way: Imagine you've conceived a business idea, written a business plan, raised seed capital, and are set to launch your business on October 1. Now, what would you actually do on October 1, October 2, October 3, and so forth? How would you set your priorities? How would you know which tasks are the most urgent? Although

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the answers to these questions vary depending on the business, there are a set of key activities that all businesses must accomplish to get their businesses off to a good (and legally proper) start. This book provides examples that include securing proper business licenses and permits; setting up a bookkeeping system; negotiating a lease; buying insurance; entering into contracts with vendors; recruiting and hiring employees; and making the first sale. Broader issues such as developing a business model and building a brand will also be touched upon, but the primary focus of this book is getting you focused on the practical issues that you'll need, as a new business owner, to accomplish, and accomplish correctly, and to get your business off to a good start. To help you prioritize and track the activities that must be completed at the onset of a business, this book will teach you how to set up a "First 100 Days Plan," with the template (titled First 100 Days Plan) included in this book.

Roads?! Where we're going, we don't need roads! When a strange radio signal is detected in deep space, the president needs his finest officers to check it out. Unfortunately, the closest vessel is a lowly asteroid miner staffed with a ragtag crew of misfits. The leader of this crew is Captain Daniel, an "Unwanted." In the future, the rigors of space travel are reserved for two sets of people. Clones of the best and brightest officers, and the products of unplanned pregnancies. As

one of the latter, Daniel is considered inferior to his peers and sees this exploratory mission as a chance to prove himself to the galaxy. Full of tongue-in-cheek humor, "Ghost Probe" will have you chuckling and smiling as the crew of the ship attempts to answer one of humanity's biggest existential questions. With comic dialogue and situations, "Ghost Probe" will appeal to fans of "The Orville" and other sci-fi that doesn't take itself too seriously. Get it now!

No other volume provides as broad, as thorough, or as accessible an introduction to the realm of computers as A. K. Dewdney's The Turing Omnibus. Updated and expanded, The Turing Omnibus offers 66 concise, brilliantly written articles on the major points of interest in computer science theory, technology, and applications. New for this tour: updated information on algorithms, detecting primes, noncomputable functions, and self-replicating computers--plus completely new sections on the Mandelbrot set, genetic algorithms, the Newton-Raphson Method, neural networks that learn, DOS systems for personal computers, and computer viruses.

The overlooked history of an early appropriation of digital technology: the creation of games through coding and hardware hacking by microcomputer users. From the late 1970s through the mid-1980s, low-end microcomputers offered many users their first taste of computing. A major use of these inexpensive 8-bit

machines--including the TRS System 80s and the Sinclair, Atari, Microbee, and Commodore ranges--was the development of homebrew games. Users with often self-taught programming skills devised the graphics, sound, and coding for their self-created games. In this book, Melanie Swalwell offers a history of this era of homebrew game development, arguing that it constitutes a significant instance of the early appropriation of digital computing technology. Drawing on interviews and extensive archival research on homebrew creators in 1980s Australia and New Zealand, Swalwell explores the creation of games on microcomputers as a particular mode of everyday engagement with new technology. She discusses the public discourses surrounding microcomputers and programming by home coders; user practices; the development of game creators' ideas, with the game Donut Dilemma as a case study; the widely practiced art of hardware hacking; and the influence of 8-bit aesthetics and gameplay on the contemporary game industry. With *Homebrew Gaming and the Beginnings of Vernacular Digitality*, Swalwell reclaims a lost chapter in video game history, connecting it to the rich cultural and media theory around everyday life and to critical perspectives on user-generated content.

A groundbreaking argument about the link between autism and ingenuity. Why can humans alone invent? In *The Pattern Seekers*, Cambridge University

psychologist Simon Baron-Cohen makes a case that autism is as crucial to our creative and cultural history as the mastery of fire. Indeed, Baron-Cohen argues that autistic people have played a key role in human progress for seventy thousand years, from the first tools to the digital revolution. How? Because the same genes that cause autism enable the pattern seeking that is essential to our species's inventiveness. However, these abilities exact a great cost on autistic people, including social and often medical challenges, so Baron-Cohen calls on us to support and celebrate autistic people in both their disabilities and their triumphs. Ultimately, *The Pattern Seekers* isn't just a new theory of human civilization, but a call to consider anew how society treats those who think differently.

How did the British codebreakers succeed in cracking the apparently unbreakable Enigma code during the Second World War? Was it their gifted amateurism? The brilliance of Alan Turing? The invention of the very first computers? Or the pioneering work of Polish cryptographers? It was all of the above. But there is one other crucial factor, which is much less well known. The same team had done it before. The truth is that many of those most closely involved in cracking the Enigma code - Alistair Denniston, Frank Birch, Dilly Knox - had wrestled with German naval codes for most of the First World War. By the

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end of the war they had been successfully cracking a new code every day, from their secret Room 40 at the Old Admiralty Building, in a London blacked out for Zeppelin Raids. The techniques they developed then, the ideas that they came to rely on, the people they came to trust, had been developed the hard way, under intense pressure and absolute secrecy during World War I. Before Enigma tells their story and explains how they managed to crack the supposedly indecipherable code. The book outlines the capture of the Magdeburg and the Hobart, discusses the use of cracked codes to bring German fleets to battle at Dogger Bank and Jutland, and focuses on individuals such as Winston Churchill and Admiral Sir Reginald 'Blinker' Hall and their importance in the development of a British naval code tradition.

The goal of this book is to teach you to think like a computer scientist. This way of thinking combines some of the best features of mathematics, engineering, and natural science. Like mathematicians, computer scientists use formal languages to denote ideas (specifically computations). Like engineers, they design things, assembling components into systems and evaluating tradeoffs among alternatives. Like scientists, they observe the behavior of complex systems, form hypotheses, and test predictions. The single most important skill for a computer scientist is problem solving. Problem solving means the ability to formulate problems, think creatively about solutions, and

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express a solution clearly and accurately. As it turns out, the process of learning to program is an excellent opportunity to practice problem-solving skills. That's why this chapter is called, The way of the program. On one level, you will be learning to program, a useful skill by itself. On another level, you will use programming as a means to an end. As we go along, that end will become clearer.

Most people are baffled by how computers work and assume that they will never understand them. What they don't realize -- and what Daniel Hillis's short book brilliantly demonstrates -- is that computers' seemingly complex operations can be broken down into a few simple parts that perform the same simple procedures over and over again. Computer wizard Hillis offers an easy-to-follow explanation of how data is processed that makes the operations of a computer seem as straightforward as those of a bicycle. Avoiding technobabble or discussions of advanced hardware, the lucid explanations and colorful anecdotes in *The Pattern on the Stone* go straight to the heart of what computers really do. Hillis proceeds from an outline of basic logic to clear descriptions of programming languages, algorithms, and memory. He then takes readers in simple steps up to the most exciting developments in computing today -- quantum computing, parallel computing, neural networks, and self-organizing systems. Written clearly and succinctly by one of the world's leading computer scientists, *The Pattern on the Stone* is an indispensable guide to understanding the workings of that most ubiquitous and important of machines: the computer.

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How to use data as a tool for empowerment rather than oppression. Big data can be used for good--from tracking disease to exposing human rights violations--and for bad--implementing surveillance and control. Data inevitably represents the ideologies of those who control its use; data analytics and algorithms too often exclude women, the poor, and ethnic groups. In *Data Action*, Sarah Williams provides a guide for working with data in more ethical and responsible ways. Too often data has been used--and manipulated--to make policy decisions without much stakeholder input. Williams outlines a method that emphasizes collaboration among data scientists, policy experts, data designers, and the public. This approach creates trust and co-ownership in the data by opening the process to those who know the issues best.

An accessible and engaging account of the mind and its connection to the brain. The mind encompasses everything we experience, and these experiences are created by the brain--often without our awareness. Experience is private; we can't know the minds of others. But we also don't know what is happening in our own minds. In this book, E. Bruce Goldstein offers an accessible and engaging account of the mind and its connection to the brain. He takes as his starting point two central questions--what is the mind? and what is consciousness?--and leads readers through topics that range from conceptions of the mind in popular culture to the wiring system of the brain. Throughout, he draws on the latest research, explaining its significance and relevance. *The Structure of Digital Computing* takes a fifty year perspective on computing and

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discusses what is significant, what is novel, what endures, and why it is all so confusing. The book tries to balance two point of views: digital computing as viewed from a business perspective, where the focus is on marketing and selling, and digital computing from a research perspective, where the focus is on developing fundamentally new technology.

A jaw-dropping exploration of everything that goes wrong when we build AI systems and the movement to fix them. Today's "machine-learning" systems, trained by data, are so effective that we've invited them to see and hear for us—and to make decisions on our behalf. But alarm bells are ringing. Recent years have seen an eruption of concern as the field of machine learning advances. When the systems we attempt to teach will not, in the end, do what we want or what we expect, ethical and potentially existential risks emerge. Researchers call this the alignment problem. Systems cull résumés until, years later, we discover that they have inherent gender biases. Algorithms decide bail and parole—and appear to assess Black and White defendants differently. We can no longer assume that our mortgage application, or even our medical tests, will be seen by human eyes. And as autonomous vehicles share our streets, we are increasingly putting our lives in their hands. The mathematical and computational models driving these changes range in complexity from something that can fit on a spreadsheet to a complex system that might credibly be called "artificial intelligence." They are steadily replacing both human judgment and explicitly

programmed software. In best-selling author Brian Christian's riveting account, we meet the alignment problem's "first-responders," and learn their ambitious plan to solve it before our hands are completely off the wheel. In a masterful blend of history and on-the-ground reporting, Christian traces the explosive growth in the field of machine learning and surveys its current, sprawling frontier. Readers encounter a discipline finding its legs amid exhilarating and sometimes terrifying progress. Whether they—and we—succeed or fail in solving the alignment problem will be a defining human story. *The Alignment Problem* offers an unflinching reckoning with humanity's biases and blind spots, our own unstated assumptions and often contradictory goals. A dazzlingly interdisciplinary work, it takes a hard look not only at our technology but at our culture—and finds a story by turns harrowing and hopeful.

THE ENTHRALLING INSIDE STORY OF THE THAI CAVE RESCUE NOW
CHRONICLED IN NATIONAL GEOGRAPHIC HIT DOCUMENTARY THE RESCUE
WRITTEN BY THE MAN AT THE HEART OF THE MISSION 'The British divers are all heroes' Clive Cussler 'A case study in courage' Ron Howard, Oscar-winning director of *Apollo 13* _____ 'They were utterly alone inside the mountain, isolated from the rest of the world. They might as well have been on another planet . . .' In July 2018, twelve boys and their football coach disappeared into Tham Luang Cave in Thailand. Trapped miles beneath the surface, not even the Thai Navy SEALs had the skills to bring them to safety. With the floodwater rising rapidly, time was running out . . . Any hope of

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survival rested on Rick Stanton, a retired Midlands firefighter with a living room full of homemade cave-diving equipment. As unlikely as it seemed, to those in the know, Rick and his partner, John Volanthen, were regarded as the A-team for exactly this kind of mission. The Thai Cave Rescue was the culmination of a lifelong obsession, requiring every ounce of skill and ingenuity accumulated by Rick over a four decade pursuit of the unknown. While the world held its breath, Rick, John and their assembled team raced against time in the face of near impossible odds. There was simply no precedent for what they were attempting to do . . . In Aquanaut Rick reveals the real story of the cave rescue for the first time. And of a life lived without compromise in which any mistake could have been his last. It's an edge-of-your-seat story of courage and conviction that will take you deep into the most remote and unforgiving places on the planet, told with humour, unflinching honesty, and a relentless drive for adventure.

_____ 'Diver Rick Stanton relives the rescue of the century' SUNDAY TIMES 'This is their riveting, behind-the-scenes story. Captivating' SUNDAY POST THE RESCUE WATCHED BY THE WORLD 'The Thai cave rescue was phenomenally dangerous, and the work of true heroes' iNews '[The rescue] was fantastic, it really was . . .' HRH Prince William 'If it was me stuck anywhere, the one person I would want to come and rescue me is Rick Stanton' Alex Daw, Watch Commander, West Midlands Fire Service 'One of the great stories of our time' Elizabeth Chai Vasarhelyi, Oscar-winning co-director of Free Solo 'Rick Stanton is not the most domesticated of men' Sunday

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Telegraph

A novel of military science fiction telling the story of Earth's annexation by an alien empire. Long considered a primitive people on a backwater planet, humanity finds itself in the middle of a war, and faced with extinction.

Where can you run when there is no place to hide? Brenna Patrick is a brilliant technologist specializing in neural-cognitive functions and AI. She has cracked the code to solve one of the most troublesome problems in the field, and turned that into the multi-billion dollar NeuralTech Corporation. Working quietly with the U.S. Department of Defense, NeuralTech is poised to leapfrog the competition with a revolutionary system for tracking people, starting with the world's most wanted terrorists. But there are only so many terrorists in the world, so who's next? When a pair of Columbia graduate students, Jenny and Leo, stumble on the dark secret of NeuralTech's success, it kicks off a tense game of cat and mouse. As they fight to defeat the powerful forces arrayed against them, nothing less than the fate of humanity hangs in the balance... NEUROGARDEN is a roller-coaster ride of a thriller, one that will have readers pondering the nature of memory, and of reality, long after they've read the last page. Meet the Characters Brenna Patrick Obsessed Genius A mysterious Irish expatriate and founding CEO of the NeuralTech Corporation, Brenna has fought her way to the top of the technology industry with a ruthlessness that would make even the most unscrupulous man cower in his Italian loafers. And that's just how she likes it. Jennifer

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MercadoClever Graduate CandidateA strong Puerto Rican woman working to put the final touches on a Masters degree from Columbia, Jenny is the bedrock of her family and needs to hit the ground running at a new internship to help her widowed mother make ends meet and hold the family together.**Leo MarinoSoldier Turned Student**After leaving the Army to return to school, Leo meets Jenny at Columbia and would rather spend his time with her than study but she likes brains in her musclebound men. He may be struggling to keep up in the classroom, but being able to kick some ass could be a useful backup plan.

This sharp, witty study of a book never written, a sequel to Walter Benjamin's Arcades Project, is dedicated to New York City, capital of the twentieth century. A sui generis work of experimental scholarship or fictional philosophy, it analyzes an imaginary manuscript composed by a ghost. Part sprawling literary montage, part fragmentary theory of modernity, part implosive manifesto on the urban revolution, The Manhattan Project offers readers New York as a landscape built of sheer life. It initiates them into a world of secret affinities between photography and graffiti, pragmatism and minimalism, Andy Warhol and Robert Moses, Hannah Arendt and Jane Jacobs, the flâneur and the homeless person, the collector and the hoarder, the glass-covered arcade and the bare, concrete street. These and many other threads can all be spooled back into one realization: for far too long, we have busied ourselves with thinking about ways to change the city; it is about time we let the city change the way we think.

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A limit order book is essentially a file on a computer that contains all orders sent to the market, along with their characteristics such as the sign of the order, price, quantity and a timestamp. The majority of organized electronic markets rely on limit order books to store the list of interests of market participants on their central computer. A limit order book contains all the information available on a specific market and it reflects the way the market moves under the influence of its participants. This book discusses several models of limit order books. It begins by discussing the data to assess their empirical properties, and then moves on to mathematical models in order to reproduce the observed properties. Finally, the book presents a framework for numerical simulations. It also covers important modelling techniques including agent-based modelling, and advanced modelling of limit order books based on Hawkes processes. The book also provides in-depth coverage of simulation techniques and introduces general, flexible, open source library concepts useful to readers studying trading strategies in order-driven markets.

The first and foremost goal of this lecture series was to show the beauty, depth and usefulness of the key ideas in computer science. While working on the lecture notes, we came to understand that one can recognize the true spirit of a scientific discipline only by viewing its contributions in the framework of science as a whole. We present computer science here as a fundamental science that, interacting with other scientific disciplines, changed and changes our view on the world, that contributes to our

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understanding of the fundamental concepts of science and that sheds new light on and brings new meaning to several of these concepts. We show that computer science is a discipline that discovers spectacular, unexpected facts, that finds ways out in seemingly unsolvable situations, and that can do true wonders. The message of this book is that computer science is a fascinating research area with a big impact on the real world, full of spectacular ideas and great challenges. It is an integral part of science and engineering with an above-average dynamic over the last 30 years and a high degree of interdisciplinarity. The goal of this book is not typical for popular science writing, which often restricts itself to outlining the importance of a research area. Whenever possible we strive to bring full understanding of the concepts and results presented.

San Francisco lies under a cloud of radioactive dust. The World War has killed millions, driving entire species to extinction and sending mankind off-planet. Those who remain covet any living creature, and for people who can't afford one, companies build incredibly realistic fakes: horses, birds, cats, sheep...even humans. Rick Deckard is an officially sanctioned bounty hunter tasked to find six rogue androids. They're machines, but look, sound, and think like humans

This classic book on formal languages, automata theory, and computational complexity has been updated to present theoretical concepts in a concise and straightforward manner with the increase of hands-on, practical applications. This new edition comes with Gradiance, an online assessment tool developed for computer science. Please

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note, Gradiance is no longer available with this book, as we no longer support this product.

This timely revision will feature the latest Internet issues and provide an updated comprehensive look at social and ethical issues in computing from a computer science perspective.

The authors reveal Microsoft's product development, marketing, and organizational strategies

Der Turing Omnibus macht in 66 exzellent geschriebenen Beiträgen Station bei den interessantesten Themen aus der Informatik, der Computertechnologie und ihren Anwendungen.

WHAT SECRETS RESIDE IN ENOYA'S ARTIFICIAL MIND? From the acclaimed author of AKIN, Robin Murarka's Rone Isa traverses that border between science and literary fiction, weaving a futuristic dystopian world seeped in technology and wonder. "Leaves behind a properly haunting set of afterimages ... gracefully and poetically rendered." - Kirkus Reviews "Robin Murarka has delivered a tour-de-force in the provocative, daring Rone Isa." - San Francisco Book Review Garbled noise, quickly becoming coherent, strange messages, and soon, she is revealed, calling herself 'Enoya'. The engineer, Dargaud, locked in his small, decrepit loft, marvels over his creation, unaware that she is observing him as much as he is observing her. Set in the futuristic metropolis of Agnus Sistra IV, Rone Isa follows the newly birthed artificial intelligence, 'Enoya', as she learns about the world of man, trying to comprehend abstraction and violence, much as a child would. Dargaud, the engineer that

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created her, also explores the newfound equity in her abilities, and basks in the carnality afforded to him through her achievements. Reminiscent of 2001: A Space Odyssey and Blade Runner (Do Androids Dream of Electric Sheep?), Rone Isa delves into the depths of artificial intelligence and its relationship with humans. What secrets reside in her artificial mind? And will Dargaud's excess destroy him?

"As a rabbi and a convert, I appreciate this book deeply for its sensitivity to the complex feelings of those who are exploring paths to becoming Jewish, and for the deep love of Judaism it conveys. I will give it to every interfaith couple, and recommend that they give it to their parents. It is wonderful! " --Rachel Cowan, co-author of Mixed Blessings In the same knowledgeable, reassuring, and respectful style that has made her one of the most admired writers of guides to Jewish practices and rituals, Anita Diamant provides advice and information that can transform the act of conversion into an extraordinary journey of self-discovery and spiritual growth. Married to a convert herself, Diamant anticipates all the questions, doubts, and concerns, provides a comprehensive explanation of the rules and rituals of conversion, and offers practical guidance toward creating a Jewish identity. Here you will learn how to choose a rabbi, a synagogue, a denomination, a Hebrew name; how to handle the difficulty of putting aside Christmas; what happens at the mikvah (the ritual bath) or at a hatafat dam brit (circumcision ritual for those already circumcised); how to find your footing in a new spiritual family that is not always well prepared to receive you; and how not to lose your bonds to your family of origin. Sensitive, sympathetic, and insightful, Choosing a Jewish Life provides everything necessary to make conversion a joyful and spiritually meaningful experience.

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The twenty-first century has so far proven to be exciting and wondrous and filled with challenges we had never dreamed. New possibilities previously unimagined appear almost daily . . . and science fiction stories continue to explore those possibilities with delightful results: Collected in this anthology are such compelling stories as: "On K2 with Kanakaredes" by Dan Simmons. A relentlessly paced and absorbing tale set in the near future about three mountain climbers who must scale the face of K2 with some very odd company. "The Human Front" by Ken MacLeod. In this compassionate coming-of-age tale the details of life are just a bit off from things as we know them-and nothing is as it appears to be. "Glacial" by Alastair Reynolds. A fascinating discovery on a distant planet leads to mass death and a wrenching mystery as spellbinding as anything in recent short fiction. The twenty-six stories in this collection imaginatively takes us far across the universe, into the very core of our beings, to the realm of the gods, and the moment just after now. Included here are the works of masters of the form and of bright new talents, including: Eleanor Arnason Chris Beckett Michael Blumlein Michael Cassutt Brenda W. Clough Paul Di Filippo Andy Duncan Carolyn Ives Gilman Jim Grimsley Simon Ings James Patrick Kelly Leigh Kennedy Nancy Kress Ian R. MacLeod Ken MacLeod Paul J. McAuley Maureen F. McHugh Robert Reed Alastair Reynolds Geoff Ryman William Sanders Dan Simmons Allen M. Steele Charles Stross Michael Swanwick Howard Waldrop Supplementing the stories are the editor's insightful summation of the year's events and a lengthy list of honorable mentions, making this book a valuable resource in addition to serving as the single best place in the universe to find stories that stir the imagination and the heart.

Every day, billions of photographs, news stories, songs, X-rays, TV shows, phone calls, and

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emails are being scattered around the world as sequences of zeroes and ones: bits. We can't escape this explosion of digital information and few of us want to-the benefits are too seductive. The technology has enabled unprecedented innovation, collaboration, entertainment, and democratic participation. But the same engineering marvels are shattering centuries-old assumptions about privacy, identity, free expression, and personal control as more and more details of our lives are captured as digital data. Can you control who sees all that personal information about you? Can email be truly confidential, when nothing seems to be private? Shouldn't the Internet be censored the way radio and TV are? is it really a federal crime to download music? When you use Google or Yahoo! to search for something, how do they decide which sites to show you? Do you still have free speech in the digital world? Do you have a voice in shaping government or corporate policies about any of this? *Blown to Bits* offers provocative answers to these questions and tells intriguing real-life stories. This book is a wake-up call To The human consequences of the digital explosion.

The government wanted to kill her. She couldn't let them.

How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim

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Bray, Elliotte Rusty Harold, Michael Feathers, Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren, Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

A step-by-step gentle journey through the mathematics of neural networks, and making your own using the Python computer language. Neural networks are a key element of deep learning and artificial intelligence, which today is capable of some truly impressive feats. Yet too few really understand how neural networks actually work. This guide will take you on a fun and unhurried journey, starting from very simple ideas, and gradually building up an understanding of how neural networks work. You won't need any mathematics beyond secondary school, and an accessible introduction to calculus is also included. The ambition of this guide is to make neural networks as accessible as possible to as many readers as possible - there are enough texts for advanced readers already! You'll learn to code in Python and make your own neural network, teaching it to recognise human handwritten numbers, and performing as well as professionally developed networks. Part 1 is about ideas. We introduce the mathematical ideas underlying the neural networks, gently with lots of illustrations and examples. Part 2 is practical. We introduce the popular and easy to learn Python programming language, and

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gradually builds up a neural network which can learn to recognise human handwritten numbers, easily getting it to perform as well as networks made by professionals. Part 3 extends these ideas further. We push the performance of our neural network to an industry leading 98% using only simple ideas and code, test the network on your own handwriting, take a privileged peek inside the mysterious mind of a neural network, and even get it all working on a Raspberry Pi. All the code in this has been tested to work on a Raspberry Pi Zero.

You may win \$1,000,000. You will judge a man of murder. An eccentric scientist tells you he can read your mind and offers to prove it in a high-stakes wager. A respected college professor exacts impassioned, heat-of-the-moment revenge on his wife's killer-a week after her death-and you're on the jury. Take a Turing test with a twist, discover how your future choices might influence the past, and try your luck at Three Card Monte. And while you weigh chance, superstition, destiny, intuition and logic in making your decisions, ask yourself: are you responsible for your actions at all? Choose wisely-if you can.

Summary R in Action, Second Edition presents both the R language and the examples that make it so useful for business developers. Focusing on practical solutions, the book offers a crash course in statistics and covers elegant methods for dealing with messy and incomplete data that are difficult to analyze using traditional methods. You'll also master R's extensive graphical capabilities for

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exploring and presenting data visually. And this expanded second edition includes new chapters on time series analysis, cluster analysis, and classification methodologies, including decision trees, random forests, and support vector machines. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Business pros and researchers thrive on data, and R speaks the language of data analysis. R is a powerful programming language for statistical computing. Unlike general-purpose tools, R provides thousands of modules for solving just about any data-crunching or presentation challenge you're likely to face. R runs on all important platforms and is used by thousands of major corporations and institutions worldwide. About the Book R in Action, Second Edition teaches you how to use the R language by presenting examples relevant to scientific, technical, and business developers. Focusing on practical solutions, the book offers a crash course in statistics, including elegant methods for dealing with messy and incomplete data. You'll also master R's extensive graphical capabilities for exploring and presenting data visually. And this expanded second edition includes new chapters on forecasting, data mining, and dynamic report writing. What's Inside Complete R language tutorial Using R to manage, analyze, and visualize data Techniques for debugging programs and creating packages OOP

in R Over 160 graphs About the Author Dr. Rob Kabacoff is a seasoned researcher and teacher who specializes in data analysis. He also maintains the popular Quick-R website at statmethods.net. Table of Contents PART 1 GETTING STARTED Introduction to R Creating a dataset Getting started with graphs Basic data management Advanced data management PART 2 BASIC METHODS Basic graphs Basic statistics PART 3 INTERMEDIATE METHODS Regression Analysis of variance Power analysis Intermediate graphs Resampling statistics and bootstrapping PART 4 ADVANCED METHODS Generalized linear models Principal components and factor analysis Time series Cluster analysis Classification Advanced methods for missing data PART 5 EXPANDING YOUR SKILLS Advanced graphics with ggplot2 Advanced programming Creating a package Creating dynamic reports Advanced graphics with the lattice package available online only from manning.com/kabacoff2

“Watching a talented writer take a risk is one of the pleasures of devoted reading, and *On Such a Full Sea* provides all that and more. . . . With *On Such a Full Sea*, [Chang-rae Lee] has found a new way to explore his old preoccupation: the oft-told tale of the desperate, betraying, lonely human heart.”—Andrew Sean Greer, *The New York Times Book Review* “I’ve never been a fan of grand hyperbolic declarations in book reviews, but faced with *On Such a Full Sea*, I

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