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## **Exploratory Workshop on the Social Impacts of Robotics** CRC Press

Mankind's dependence on artificial intelligence and robotics is increasing rapidly as technology becomes more advanced. Finding a way to seamlessly intertwine these two worlds will help boost productivity in society and aid in a variety of ways in modern civilization. *Androids, Cyborgs, and Robots in Contemporary Culture and Society* is an essential scholarly resource that delves into the current issues, methodologies, and trends relating to advanced robotic technology in the modern world. Featuring relevant topics that include STEM technologies, brain-controlled androids, biped robots, and media

perception, this publication is ideal for engineers, academicians, students, and researchers that would like to stay current with the latest developments in the world of evolving robotics.

## *Analytics, Data Science, and Artificial Intelligence* Springer

For courses in decision support systems, computerized decision-making tools, and management support systems. Market-leading guide to modern analytics, for better business decisions. *Analytics, Data Science, & Artificial Intelligence: Systems for Decision Support* is the most comprehensive introduction to technologies collectively called analytics (or business analytics) and the fundamental methods, techniques, and software used to design and develop these systems. Students gain inspiration from examples of organisations

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that have employed analytics to make decisions, while leveraging the resources of a companion website. With six new chapters, the 11th edition marks a major reorganisation reflecting a new focus -- analytics and its enabling technologies, including AI, machine-learning, robotics, chatbots, and IoT.

**Predicting Market Success IGI Global**

This book presents the proceedings of the 4th International Conference on Internet of Things and Connected Technologies (ICIoTCT), held on May 9 – 10, 2019, at Malaviya National Institute of Technology (MNIT), Jaipur, India. The Internet of Things (IoT) promises to usher in a revolutionary, fully interconnected “ smart ” world, with relationships between objects and their environment and objects and people becoming more tightly intertwined. The prospect of the Internet of Things as a ubiquitous array of devices bound to the Internet could fundamentally change how people think about what it means to be “ online ” . The ICIotCT 2019 conference provided a platform to discuss advances in Internet of Things (IoT) and connected technologies, such as various protocols and standards. It also offered participants the opportunity to interact with experts through keynote talks, paper presentations and discussions, and as such stimulated research. With the recent adoption of a variety of enabling wireless communication technologies, like RFID tags, BLE, ZigBee, embedded sensor and actuator nodes, and various protocols such

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as CoAP, MQTT and DNS, IoT has moved on from its infancy. Today smart sensors can collaborate directly with machines to automate decision-making or to control a task without human involvement. Further, smart technologies, including green electronics, green radios, fuzzy neural approaches, and intelligent signal processing techniques play an important role in the development of the wearable healthcare devices.

Android Internals - Volume I John Wiley & Sons

Annotation Telematic Embrace combines a provocative collection of writings from 1964 to the present by the preeminent artist and art theoretician Roy Ascott, with a

critical essay by Edward Shanken that situates Ascott's work within a history of ideas in art, technology, and philosophy.

Beyond Calculation Melcher Media Incorporated Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today ' s landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an

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AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog ' s latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game ' s object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture,

Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

Technological Innovation for Applied AI Systems "O'Reilly Media, Inc."

With platforms designed for rapid adaptation and failure recovery such as Amazon Web Services, cloud computing is more like programming than traditional system administration. Tools for automatic scaling and instance replacement allow even small DevOps teams to manage massively scalable application infrastructures—if team members drop their old views of development and operations and start mastering automation. This comprehensive guide shows developers and system administrators how to configure and manage AWS services including EC2, CloudFormation, Elastic Load Balancing, S3, and

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Route 53 Sysadmins will learn will learn to automate bioelectric selves. Robert O. Becker, a pioneer in their favorite tools and processes; developers will the filed of regeneration and its relationship to pick up enough ops knowledge to build a robust electrical currents in living things, challenges the and resilient AWS application infrastructure. established mechanistic understanding of the body. He found clues to the healing process in the Launch instances with EC2 or CloudFormation long-discarded theory that electricity is vital to Securely deploy and manage your applications life. But as exciting as Becker's discoveries are, with AWS tools Learn to automate AWS pointing to the day when human limbs, spinal configuration management with Python and cords, and organs may be regenerated after they Puppet Deploy applications with Auto Scaling have been damaged, equally fascinating is the and Elastic Load Balancing Explore approaches the story of Becker's struggle to do such original for deploying application and infrastructure work. The Body Electric explores new pathways updates Save time on development and in our understanding of evolution, acupuncture, operations with reusable components Learn strategies for managing log files in AWS psychic phenomena, and healing. environments Configure a cloud-aware DNS The Next Step Springer Science & Business service with Route 53 Use AWS CloudWatch to Media monitor your infrastructure and applications The classic work on the music of Afrofuturism, from jazz to jungle More Brilliant than the Sun: Modern Embedded Computing Springer Nature Adventures in Sonic Fiction is one of the most The Body Electric tells the fascinating story of our

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extraordinary books on music ever written. Part manifesto for a militant posthumanism, part journey through the unacknowledged traditions of diasporic science fiction, this book finds the future shock in Afrofuturist sounds from jazz, dub and techno to funk, hip hop and jungle. By exploring the music of such musical luminaries as Sun Ra, Alice Coltrane, Lee Perry, Dr Octagon, Parliament and Underground Resistance, theorist and artist Kodwo Eshun mobilises their concepts in order to open the possibilities of sonic fiction: the hitherto unexplored intersections between science fiction and organised sound. Situated between electronic music history, media theory, science fiction and Afrodiasporic studies, *More Brilliant than the Sun* is one of the key works to stake a claim for the generative possibilities of Afrofuturism. Much referenced since its original publication in 1998, but long unavailable, this new

edition includes an introduction by Kodwo Eshun as well as texts by filmmaker John Akomfrah and producer Steve Goodman aka kode9.

*The Future of Making Springer Nature*

*Out of Control* chronicles the dawn of a new era in which the machines and systems that drive our economy are so complex and autonomous as to be indistinguishable from living things.

*Androids, Cyborgs, and Robots in Contemporary Culture and Society* Univ of California Press

Praise for *Predicting Market Success* "Predicting Market Success has come at the right time for major companies. The value of understanding the dimensions of your brand's unique appeal and strength of preference is indispensable for brand strategy today. This book is well worth your time."

—Joseph T. Plummer, Chief Research Officer  
The Advertising Research Foundation "In the competitive world of branding, understanding what drives consumer loyalty is the cornerstone of a brand's

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continued success. Passikoff's market-driven insights on how to obtain, analyze, and utilize loyalty metrics will help you make strategic, brand-enhancing decisions." —Seth M. Siegel, Cochairman, The Beanstalk Group "Passikoff is the guy who can explain to me why people buy certain things from certain companies, even though other things by other companies seem just as good. With his great feel for pop culture and almost philosophical outlook, he understands what makes consumers tick-and stick." —Lenore Skenazy, syndicated columnist "Loyalty is a key component of the strength of a brand and brand equity, and Passikoff understands loyalty like few others. In this book, he captures the essence of loyalty and branding in a practical way-showing how loyalty drives profitability." —Erich Joachimsthaler, Chairman, Vivaldi Partners "If you want a business book that will make you feel justified, complimented, and comfortable, don't read this. If you want a book to challenge your beliefs about brand marketing right down to the core, you can't afford not to." —John

Gaffney, Executive Editor, Peppers & Rogers Group  
Freedom of Expression® Basic Books  
An in-depth exploration of the inner-workings of Android: In Volume I, we take the perspective of the Power User as we delve into the foundations of Android, filesystems, partitions, boot process, native daemons and services.

The Body Electric Springer Nature  
Projects that bring the ‘ hard ’ sciences into art are increasingly being exhibited in galleries and museums across the world. In a surge of publications on the subject, few focus on regions beyond Europe and the Anglophone world. Decolonizing Science in Latin American Art assembles a new corpus of art-science projects by Latin American artists, ranging from big-budget collaborations with NASA and MIT to homegrown experiments in artists ’ kitchens. While they draw on



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recent scientific research, these art projects also thought, reconnecting a disembodied, ' decolonize ' science. If increasing knowledge of the natural world has often gone hand-in-hand with our objectification and exploitation of it, the artists studied here emphasize the subjectivity and intelligence of other species, staging new forms of collaboration and co-creativity beyond the human. They design technologies that work with organic processes to promote the health of ecosystems, and seek alternatives to the logics of extractivism and monoculture farming that have caused extensive ecological damage in Latin America. They develop do-it-yourself, open-source, commons-based practices for sharing creative and intellectual property. They establish critical dialogues between Western science and indigenous abstracted form of knowledge with the cultural, social, spiritual, and ethical spheres of experience from which it has often been excluded. Decolonizing Science in Latin American Art interrogates how artistic practices may communicate, extend, supplement, and challenge scientific ideas. At the same time, it explores broader questions in the field of art, including the relationship between knowledge, care, and curation; nonhuman agency; art and utility; and changing approaches to participation. It also highlights important contributions by Latin American thinkers to themes of global significance, including the Anthropocene, climate change and environmental justice.

Entrepreneurship WIPO

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In March 1997, the Association for Computing Machinery celebrated the fiftieth anniversary of the electronic computer. Computers are everywhere: in our cars, our homes, our supermarkets, at the office, and at the local hospital. But as the contributors to this volume make clear, the scientific, social and economic impact of computers is only now beginning to be felt. These sixteen invited essays on the future of computing take on a dazzling variety of topics, with opinions from such experts as Gordon Bell, Sherry Turkle, Edsger W. Dijkstra, Paul Abraham, Donald Norman, Franz Alt, and David Gelernter. This brilliantly eclectic collection will fascinate everybody with an interest in computers and where they are leading us.

Game Coding Complete "O'Reilly Media, Inc."

This book is a well-illustrated and comprehensive guide to the etiology, clinical manifestations, diagnosis, clinical management and prevention of dental caries. Current challenging problems in the field are analyzed and the latest research findings, presented. After an introductory chapter on tooth development, the relationships of biofilm and saliva to dental caries and the significance of the balance between demineralization and remineralization for the development of carious lesions are discussed. Subsequent chapters address the state of the art in diagnosis and treatment, the implications of disease burden for prevention and the association between systemic diseases and dental caries. Dental Caries: Principles and Management is intended for dental school students, practicing dentists and researchers in dentistry.

Machine Learning, Optimization, and Data

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## Science Springer

Game Coding Complete, Second Edition is the essential hands-on guide to developing commercial quality games written by master game programmer, Mike McSahffry. This must-have second edition has been expanded from the bestselling first edition to include the absolute latest in exciting new techniques in game interface design programming, game audio programming, game scripting, 3D programming, network game programming and game engine technology. All of the code in the book has been completely updated to work with all of the latest compiler technology.

## The Telephone Book John Wiley & Sons

Learn Augmented Reality! Augmented reality is going to be the next big thing - there's absolutely no doubt about it. If you want to build realistic and immersive AR experiences for the Apple platform, this book is your golden ticket. Apple Augmented Reality by

Tutorials is the easiest and fastest way to get hands-on experience using Apple frameworks and technologies like Reality Composer, RealityKit, and ARKitWho This Book Is ForThis book is for beginner to intermediate iOS developers who already know the basics of Swift development and are looking to build immersive AR experiences for the Apple platform. Topics Covered in Apple AR by TutorialsAR Quick Look: Discover how to integrate AR Quick Look into your apps to give them some cool AR superpowers. Reality Composer & Reality Files: Find out how to leverage the power of Reality Composer to create interactive AR-based experiences. Reality Converter & PBR Materials: Discover how PBR materials can add a level of realism to your AR objects, and how to use Reality Converter to convert, view, customize and create USDZ content. RealityKit: Learn to set up and use RealityKit to build a face-based augmented reality app. Facial Blend Shapes: Build a fully interactive augmented reality face mask that reacts to your facial expressions

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using blend shapes. ARKit: Get a complete introduction to ARKit, Apple's framework for creating fully interactive augmented reality, and learn about the different types of rendering options available with ARKit. Raycasting & Physics: Learn about raycasting, 2D hit-testing and the SpriteKit physics engine as you add more features and functionality to your game. ECS & Collaborative Experiences: Build a collaborative AR experience and learn how to create and manage a multi-peer connection. Object Capture: Learn how to create realistic 3D models from real-life objects with photogrammetry. After reading this book, you'll have a deep understanding of the technologies and frameworks used to create powerful, immersive AR experiences for the Apple platform.

### Out Of Control Verso Books

This book constitutes the refereed proceedings of the 12th IFIP WG 5.5/SOCOLNET Advanced Doctoral Conference on Computing, Electrical and Industrial Systems, DoCEIS 2021, held in

Costa de Caparica, Portugal, in July 2021. \* The 34 papers presented were carefully reviewed and selected from 92 submissions. The papers present selected results produced in engineering doctoral programs and focus on technological innovation for industry and service systems. Research results and ongoing work are presented, illustrated and discussed in the following areas: collaborative networks; smart manufacturing; cyber-physical systems and digital twins; intelligent decision making; smart energy management; communications and electronics; classification systems; smart healthcare systems; and medical devices. \*The conference was held virtually. Chapters “ Characteristics of Adaptable Control of Production Systems and the Role of Self-organization Towards Smart Manufacturing ” and “ Predictive Manufacturing: Enabling Technologies, Frameworks and Applications ”

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AWS System Administration Springer Nature

This two-volume book presents the outcomes of the 8th International Conference on Soft Computing for Problem Solving, SocProS 2018. This conference was a joint technical collaboration between the Soft Computing Research Society, Liverpool Hope University (UK), and Vellore Institute of Technology (India), and brought together researchers, engineers and practitioners to discuss thought-provoking developments and challenges in order to select potential future directions. The book highlights the latest advances and innovations in the interdisciplinary areas of soft computing, including original research papers on algorithms (artificial immune systems, artificial neural networks, genetic algorithms, genetic programming, and particle swarm optimization) and applications (control systems, data mining and clustering, finance, weather forecasting,

game theory, business and forecasting applications). It offers a valuable resource for both young and experienced researchers dealing with complex and intricate real-world problems that are difficult to solve using traditional methods.

Wearable Robots U of Nebraska Press

Modern embedded systems are used for connected, media-rich, and highly integrated handheld devices such as mobile phones, digital cameras, and MP3 players. This book provides an understanding of the platform architecture of modern embedded computing systems that drive mobile devices.

Dental Caries Elsevier

Prepare yourself: How things are made is changing. The digital and physical are uniting, from innovative methods to sense and understand our world to machines that learn and design in ways no human ever could; from 3D printing to materials with properties that literally stretch possibility; from

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objects that evolve to systems that police themselves. The results will radically change our world--and ourselves. The Future of Making illustrates these transformations, showcasing stories and images of people and ideas at the forefront of this radical wave of innovation. Designers, architects, builders, thought leaders--creators of all kinds--have contributed to this look at the materials, connections, and inventions that will define tomorrow. But this book doesn't just catalog the future; it lays down guidelines to follow, new rules for how things are created, that make it the ultimate handbook for anyone who wants to embrace the true future of making.