

Computer Science News

David Harel

Computing the Future Committee to Assess the Scope and Direction of Computer Science and Technology, 1992-01-15 Annotation A committee of the National Research Council recommends a broader and better-planned research and education agenda for computer science and engineering. Not technical, but addressed to industry insiders. Annotation c. by Book News, Inc., Portland, Or.

U-M Computing News, 1986

Computers Ltd David Harel, 2000 Advance praise for *Computers Ltd*. 'An enlightening and entertaining explanation, written by a profound computer scientist and master expositor. A must read for inquisitive minds.' Michael Rabin, Professor of Computer Science, Harvard University. Computers are incredible. They are one of the most important inventions of the 20th century, dramatically and irrevocably changing the way we live. That is the good news. The bad news is that there are still major limitations to computers, serious problems that not even the biggest, most powerful computers can solve. The consequences of such limitations can be serious. Too often these limits get overlooked, in the quest for bigger, better, and more powerful computers. In *Computers Ltd*, David Harel, best-selling author of *Algorithmics*, explains and illustrates one of the most fundamental, yet under-exposed facets of computers - their inherent limitations. Looking at the bad news that is proven, lasting, and robust, discussing limitations that no amounts of hardware, software, talents or resources can overcome, the book presents a disturbing and provocative view of computing at the start of the 21st century. Along the way he shows just how far from perfect computers are, while shattering some of the many claims made for these machines. Though we may strive for bigger and better things in computing, we need to be realistic: computers are not omnipotent - far from it. Moreover, the problem is real and is here to stay. From reviews of *Algorithmics*: 'This book is a veritable tour de force. Harel writes with uncommon verve, clarity, and imagination... This is science writing at its best.' *Times Higher Education Supplement* 'This is the book I would most like to have written.' Professor Darrell Ince, Open University

Quantum Computing for Computer Scientists Noson S. Yanofsky, 2008 The multidisciplinary field of quantum computing strives to exploit some of the uncanny aspects of quantum mechanics to expand our computational horizons. *Quantum Computing for Computer Scientists* takes readers on a tour of this fascinating area of cutting-edge research. Written in an accessible yet rigorous fashion, this book employs ideas and techniques familiar to every student of computer science. The reader is not expected to have any advanced mathematics or physics background. After presenting the necessary prerequisites, the material is organized to look at different aspects of quantum computing from the specific standpoint of computer science. There are chapters on computer architecture, algorithms, programming languages, theoretical computer science, cryptography, information theory, and hardware. The text has step-by-step examples, more than two hundred exercises with solutions, and programming drills that bring the ideas of quantum computing alive for today's computer science students and researchers. --from publisher description.

Quantum Computing Since Democritus Scott Aaronson, 2013-03-14 Takes students and researchers on a tour through some of the deepest ideas of maths, computer science and physics.

The Ethical Algorithm Michael Kearns, Aaron Roth, 2019-10-04 Over the course of a generation, algorithms have gone from mathematical abstractions to powerful mediators of daily life. Algorithms have made our lives more efficient, more entertaining, and, sometimes, better informed. At the same time, complex algorithms are increasingly violating the basic rights of individual citizens. Allegedly anonymized datasets routinely leak our most sensitive personal information; statistical models for everything from mortgages to college admissions reflect racial and gender bias. Meanwhile, users manipulate algorithms to game search engines, spam filters, online reviewing services, and navigation apps. Understanding and improving the science behind the algorithms that run our lives is rapidly becoming one of the most pressing issues of this century. Traditional fixes,

such as laws, regulations and watchdog groups, have proven woefully inadequate. Reporting from the cutting edge of scientific research, *The Ethical Algorithm* offers a new approach: a set of principled solutions based on the emerging and exciting science of socially aware algorithm design. Michael Kearns and Aaron Roth explain how we can better embed human principles into machine code - without halting the advance of data-driven scientific exploration. Weaving together innovative research with stories of citizens, scientists, and activists on the front lines, *The Ethical Algorithm* offers a compelling vision for a future, one in which we can better protect humans from the unintended impacts of algorithms while continuing to inspire wondrous advances in technology.

Data Science for Fake News Deepak P, Tanmoy Chakraborty, Cheng Long, Santhosh Kumar G, 2021-04-29 This book provides an overview of fake news detection, both through a variety of tutorial-style survey articles that capture advancements in the field from various facets and in a somewhat unique direction through expert perspectives from various disciplines. The approach is based on the idea that advancing the frontier on data science approaches for fake news is an interdisciplinary effort, and that perspectives from domain experts are crucial to shape the next generation of methods and tools. The fake news challenge cuts across a number of data science subfields such as graph analytics, mining of spatio-temporal data, information retrieval, natural language processing, computer vision and image processing, to name a few. This book will present a number of tutorial-style surveys that summarize a range of recent work in the field. In a unique feature, this book includes perspective notes from experts in disciplines such as linguistics, anthropology, medicine and politics that will help to shape the next generation of data science research in fake news. The main target groups of this book are academic and industrial researchers working in the area of data science, and with interests in devising and applying data science technologies for fake news detection. For young researchers such as PhD students, a review of data science work on fake news is provided, equipping them with enough know-how to start engaging in research within the area. For experienced researchers, the detailed descriptions of approaches will enable them to take seasoned choices in identifying promising directions for future research.

Formalism in AI and Computer Science Philip Leith, 1990 A work on the philosophy and sociology of computer science. Limited technical discussion. Although intended for students of computer science, it will likely appeal more to philosophers with a scientific bent. Annotation copyrighted by Book News, Inc., Portland, OR

Categories and Computer Science R. F. C. Walters, Richard F. Walters, 1991 Category theory has become increasingly important and popular in computer science, and many universities now have introductions to category theory as part of their courses for undergraduate computer scientists. The author is a respected category theorist and has based this textbook on a course given over the last few years at the University of Sydney. The theory is developed in a straightforward way, and is enriched with many examples from computer science. Thus this book meets the needs of undergraduate computer scientists, and yet retains a level of mathematical correctness that will broaden its appeal to include students of mathematics new to category theory.

Quantum Computer Science N. David Mermin, 2007-08-30 In the 1990's it was realized that quantum physics has some spectacular applications in computer science. This book is a concise introduction to quantum computation, developing the basic elements of this new branch of computational theory without assuming any background in physics. It begins with an introduction to the quantum theory from a computer-science perspective. It illustrates the quantum-computational approach with several elementary examples of quantum speed-up, before moving to the major applications: Shor's factoring algorithm, Grover's search algorithm, and quantum error correction. The book is intended primarily for computer scientists who know nothing about quantum theory, but will also be of interest to physicists who want to learn the theory of quantum computation, and philosophers of science interested in quantum foundational issues. It evolved during six years of teaching the subject to undergraduates and graduate students in

computer science, mathematics, engineering, and physics, at Cornell University.

Lessons in Enumerative Combinatorics Ömer Eğecioğlu, Adriano M. Garsia, 2021-05-13 This textbook introduces enumerative combinatorics through the framework of formal languages and bijections. By starting with elementary operations on words and languages, the authors paint an insightful, unified picture for readers entering the field. Numerous concrete examples and illustrative metaphors motivate the theory throughout, while the overall approach illuminates the important connections between discrete mathematics and theoretical computer science. Beginning with the basics of formal languages, the first chapter quickly establishes a common setting for modeling and counting classical combinatorial objects and constructing bijective proofs. From here, topics are modular and offer substantial flexibility when designing a course. Chapters on generating functions and partitions build further fundamental tools for enumeration and include applications such as a combinatorial proof of the Lagrange inversion formula. Connections to linear algebra emerge in chapters studying Cayley trees, determinantal formulas, and the combinatorics that lie behind the classical Cayley-Hamilton theorem. The remaining chapters range across the Inclusion-Exclusion Principle, graph theory and coloring, exponential structures, matching and distinct representatives, with each topic opening many doors to further study. Generous exercise sets complement all chapters, and miscellaneous sections explore additional applications. *Lessons in Enumerative Combinatorics* captures the authors' distinctive style and flair for introducing newcomers to combinatorics. The conversational yet rigorous presentation suits students in mathematics and computer science at the graduate, or advanced undergraduate level. Knowledge of single-variable calculus and the basics of discrete mathematics is assumed; familiarity with linear algebra will enhance the study of certain chapters.

Why Greatness Cannot Be Planned Kenneth O. Stanley, Joel Lehman, 2015-05-05 Why does modern life revolve around objectives? From how science is funded, to improving how children are educated -- and nearly everything in-between -- our society has become obsessed with a seductive illusion: that greatness results from doggedly measuring improvement in the relentless pursuit of an ambitious goal. In *Why Greatness Cannot Be Planned*, Stanley and Lehman begin with a surprising scientific discovery in artificial intelligence that leads ultimately to the conclusion that the objective obsession has gone too far. They make the case that great achievement can't be bottled up into mechanical metrics; that innovation is not driven by narrowly focused heroic effort; and that we would be wiser (and the outcomes better) if instead we whole-heartedly embraced serendipitous discovery and playful creativity. Controversial at its heart, yet refreshingly provocative, this book challenges readers to consider life without a destination and discovery without a compass.

Brain-Inspired Computing Katrin Amunts, Lucio Grandinetti, Thomas Lippert, Nicolai Petkov, 2021-07-20 This open access book constitutes revised selected papers from the 4th International Workshop on Brain-Inspired Computing, BrainComp 2019, held in Cetraro, Italy, in July 2019. The 11 papers presented in this volume were carefully reviewed and selected for inclusion in this book. They deal with research on brain atlasing, multi-scale models and simulation, HPC and data infra-structures for neuroscience as well as artificial and natural neural architectures.

The NeWS Book James Gosling, David S.H. Rosenthal, Michelle J. Arden, 2012-12-06 This book is an introduction to NeWS: the Networked, Extensible, Window System from Sun Microsystems. It is oriented towards people who have a basic knowledge of programming and window systems who would like to understand more about window systems in general and NeWS in particular. A significant portion of the book is devoted to an overview and history of window systems. While there is enough detail here to allow readers to write simple NeWS applications, the NeWS Reference Manual [SUN87a] should be consulted for a more complete treatment. This book was written to refer to the NeWS 1. 1 product, available from Sun and also available from several non-Sun suppliers. Shortly after this book is published, Sun will be releasing the next version of NeW- the X11/NeWS merged window system. Chapter 10 is dedicated to an overview of that product, but X11/NeWS deserves a book of its own. All the code examples in

this book have been tested on both NeWS and the Xll/NeWS merge. Should there be another edition of this book, we will discuss some of the new development being done in the user interface tool kit area on NeWS. Significantly, the NeWS Development Environment (NDE) is now being developed at Sun; NDE promises to eclipse existing user interface toolkit designs and window programming environments.

Occupational Outlook Handbook United States. Bureau of Labor Statistics,1957

U-M Computing News ,1987

Computer Science and Computing Michael Knee,2006 Publishers description: Michael Knee offers a selective guide to the major resources and tools central to the computer industry. A discussion of three commonly used subject classification systems precedes an annotated bibliography of over 500 items.

Law for Computer Scientists and Other Folk Mireille Hildebrandt,2020 This book introduces law to computer scientists and other folk. Computer scientists develop, protect, and maintain computing systems in the broad sense of that term, whether hardware (a smartphone, a driverless car, a smart energy meter, a laptop, or a server), software (a program, an application programming interface or API, a module, code), or data (captured via cookies, sensors, APIs, or manual input). Computer scientists may be focused on security (e.g. cryptography), or on embedded systems (e.g. the Internet of Things), or on data science (e.g. machine learning). They may be closer to mathematicians or to electrical or electronic engineers, or they may work on the cusp of hardware and software, mathematical proofs and empirical testing. This book conveys the internal logic of legal practice, offering a hands-on introduction to the relevant domains of law, while firmly grounded in legal theory. It bridges the gap between two scientific practices, by presenting a coherent picture of the grammar and vocabulary of law and the rule of law, geared to those with no wish to become lawyers but nevertheless required to consider the salience of legal rights and obligations. Simultaneously, this book will help lawyers to review their own trade. It is a volume on law in an onlife world, presenting a grounded argument of what law does (speech act theory), how it emerged in the context of printed text (philosophy of technology), and how it confronts its new, data-driven environment. Book jacket.

The Computer Science Activity Book Christine Liu,Tera Johnson,2018-11-13 A hands-on introduction to computer science concepts for non-technical readers. Activities include word searches, mazes, Find the Bug! hunts, matching games, Color by Boolean (a twist on the classic Paint by Numbers), and more. The Computer Science Activity Book is the perfect companion for curious youngsters -- or grown-ups who think they'll never understand some of the basics of how computers work. Work through this brief, coloring book-like collection of fun and innovative hands-on exercises and learn some basic programming concepts and computer terminology that form the foundation of a STEM education. You'll learn a bit about historical figures like Charles Babbage, Ada Lovelace, Grace Hopper, and Alan Turing; how computers store data and run programs; and how the parts of a computer work together (like the hard drive, RAM, and CPU). Draw a garden of flowers using loops, create creatures with conditional statements, and just have a bit of fun.

Logic for Computer Scientists Uwe Schöning,2009-11-03 This book introduces the notions and methods of formal logic from a computer science standpoint, covering propositional logic, predicate logic, and foundations of logic programming. The classic text is replete with illustrative examples and exercises. It presents applications and themes of computer science research such as resolution, automated deduction, and logic programming in a rigorous but readable way. The style and scope of the work, rounded out by the inclusion of exercises, make this an excellent textbook for an advanced undergraduate course in logic for computer scientists.

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