

Machine Learning The New Ai The Mit Press Essential Knowledge Series

Collaborative Society Dariusz Jemielniak 2020-02-18 How networked technology enables the emergence of a new collaborative society. Humans are hard-wired for collaboration, and new technologies of communication act as a super-amplifier of our natural collaborative mindset. This volume in the MIT Press Essential Knowledge series examines the emergence of a new kind of social collaboration enabled by networked technologies. This new collaborative society might be characterized as a series of services and startups that enable peer-to-peer exchanges and interactions through technology. Some believe that the economic aspects of the new collaboration have the potential to make society more equitable; others see collaborative communities based on sharing as a cover for social injustice and user exploitation. The book covers the “sharing economy,” and the hijacking of the term by corporations; different models of peer production, and motivations to participate; collaborative media production and consumption, the definitions of “amateur” and “professional,” and the power of memes; activism and social movements, including Anonymous and anti-ACTA protest; collaborative knowledge creation, including citizen science; collaborative self-tracking; and internet-mediated social relations, as seen in the use of Instagram, Snapchat, and Tinder. Finally, the book considers the future of these collaborative tendencies and the disruptions caused by fake news, bots, and other challenges.

Computational Thinking Peter J. Denning 2019-05-14 An introduction to computational thinking that traces a genealogy beginning centuries before the digital computer. A few decades into the digital era, scientists discovered that thinking in terms of computation made possible an entirely new way of organizing scientific investigation; eventually, every field had a computational branch: computational physics, computational biology, computational sociology. More recently, “computational thinking” has become part of the K-12 curriculum. But what is computational thinking? This volume in the MIT Press Essential Knowledge series offers an accessible overview, tracing a genealogy that begins centuries before digital computers and portraying computational thinking as pioneers of computing have described it. The authors explain that computational thinking (CT) is not a set of concepts for programming; it is a way of thinking that is honed through practice: the mental skills for designing computations to do jobs for us, and for explaining and interpreting the world as a complex of information processes. Mathematically trained experts (known as “computers”) who performed complex calculations as teams engaged in CT long before electronic computers. The authors identify six dimensions of today's highly developed CT—methods, machines, computing education, software engineering, computational science, and design—and cover each in a chapter. Along the way, they debunk inflated claims for CT and computation while making clear the power of CT in all its complexity and multiplicity.

Probabilistic Machine Learning Kevin P. Murphy 2022-03-01 A detailed and up-to-date introduction to machine learning, presented through the unifying lens of probabilistic modeling and Bayesian decision theory. This book offers a detailed and up-to-date introduction to machine learning (including deep learning) through the unifying lens of probabilistic modeling and Bayesian decision theory. The book covers mathematical background (including linear algebra and optimization), basic supervised learning (including linear and logistic regression and deep neural networks), as well as more advanced topics (including transfer learning and unsupervised learning). End-of-chapter exercises allow students to apply what they have learned, and an appendix covers notation. Probabilistic Machine Learning grew out of the author's 2012 book, *Machine Learning: A Probabilistic Perspective*. More than just a simple update, this is a completely new book that reflects the dramatic developments in the field since 2012, most notably deep learning. In addition, the new book is accompanied by online Python code, using libraries such as scikit-learn, JAX, PyTorch, and Tensorflow, which can be used to reproduce nearly all the figures; this code can be run inside a web browser using cloud-based notebooks, and provides a practical complement to the theoretical topics discussed in the book. This introductory text will be followed by a sequel that covers more advanced topics, taking the same probabilistic approach.

Introduction to Machine Learning Ethem Alpaydin 2014-08-22 Introduction -- Supervised learning -- Bayesian decision theory -- Parametric methods -- Multivariate methods -- Dimensionality reduction -- Clustering -- Nonparametric methods -- Decision trees -- Linear discrimination -- Multilayer perceptrons -- Local models -- Kernel machines -- Graphical models -- Brief contents -- Hidden markov models -- Bayesian estimation -- Combining multiple learners -- Reinforcement learning -- Design and analysis of machine learning experiments.

Machine Learning Ethem Alpaydin 2016-10-07 A concise overview of machine learning—computer programs that learn from data—which underlies applications that include recommendation systems, face recognition, and driverless cars. Today, machine learning underlies a range of applications we use every day, from product recommendations to voice recognition—as well as some we don't yet use everyday, including driverless cars. It is the basis of the new approach in computing where we do not write programs but collect data; the idea is to learn the algorithms for the tasks automatically from data. As computing devices grow more ubiquitous, a larger part of our lives and work is recorded digitally, and as “Big Data” has gotten bigger, the theory of machine learning—the foundation of efforts to process that data into knowledge—has also advanced. In this book, machine learning expert Ethem Alpaydin offers a concise overview of the subject for the general reader, describing its evolution, explaining important learning algorithms, and presenting example applications. Alpaydin offers an account of how digital technology advanced from number-crunching mainframes to mobile devices, putting today's machine learning boom in context. He describes the basics of machine learning and some applications; the use of machine learning algorithms for pattern recognition; artificial neural networks inspired by the human brain; algorithms that learn associations between instances, with such applications as customer segmentation and learning recommendations; and reinforcement learning, when an autonomous agent learns act so as to maximize reward and minimize penalty. Alpaydin then considers some future directions for machine learning and the new field of “data science,” and discusses the ethical and legal implications for data privacy and security.

The New Fire Ben Buchanan 2022-03-08 AI is revolutionizing the world. Here's how democracies can come out on top. Artificial intelligence is revolutionizing the modern world. It is ubiquitous—in our homes and offices, in the present and most certainly in the future. Today, we encounter AI as our distant ancestors once encountered fire. If we manage AI well, it will become a force for good, lighting the way to many transformative inventions. If we deploy it thoughtlessly, it will advance beyond our control. If we wield it for destruction, it will fan the flames of a new kind of war, one that holds democracy in the balance. As AI policy experts Ben Buchanan and Andrew Imbrie show in *The New Fire*, few choices are more urgent—or more fascinating—than how we harness this technology and for what purpose. The new fire has three sparks: data, algorithms, and computing power. These components fuel viral disinformation campaigns, new hacking tools, and military weapons that once seemed like science fiction. To autocrats, AI offers the prospect of centralized control at home and asymmetric advantages in combat. It is easy to assume that democracies, bound by ethical constraints and disjointed in their approach, will be unable to keep up. But such a dystopia is hardly preordained. Combining an incisive understanding of technology with shrewd geopolitical analysis, Buchanan and Imbrie show how AI can work for democracy. With the right approach, technology need not favor tyranny.

Machine Learning Kevin P. Murphy 2012-08-24 A comprehensive introduction to machine learning that uses probabilistic models and inference as a unifying approach. Today's Web-enabled deluge of electronic data calls for automated methods of data analysis. Machine learning provides these, developing methods that can automatically detect patterns in data and then use the uncovered patterns to predict future data. This textbook offers a comprehensive and self-contained introduction to the field of machine learning, based on a unified, probabilistic approach. The coverage combines breadth and depth, offering necessary background

material on such topics as probability, optimization, and linear algebra as well as discussion of recent developments in the field, including conditional random fields, L1 regularization, and deep learning. The book is written in an informal, accessible style, complete with pseudo-code for the most important algorithms. All topics are copiously illustrated with color images and worked examples drawn from such application domains as biology, text processing, computer vision, and robotics. Rather than providing a cookbook of different heuristic methods, the book stresses a principled model-based approach, often using the language of graphical models to specify models in a concise and intuitive way. Almost all the models described have been implemented in a MATLAB software package—PMTK (probabilistic modeling toolkit)—that is freely available online. The book is suitable for upper-level undergraduates with an introductory-level college math background and beginning graduate students.

Building the New Economy Alex Pentland 2021-10-12 How to empower people and communities with user-centric data ownership, transparent and accountable algorithms, and secure digital transaction systems. Data is now central to the economy, government, and health systems—so why are data and the AI systems that interpret the data in the hands of so few people? Building the New Economy calls for us to reinvent the ways that data and artificial intelligence are used in civic and government systems. Arguing that we need to think about data as a new type of capital, the authors show that the use of data trusts and distributed ledgers can empower people and communities with user-centric data ownership, transparent and accountable algorithms, machine learning fairness principles and methodologies, and secure digital transaction systems. It's well known that social media generate disinformation and that mobile phone tracking apps threaten privacy. But these same technologies may also enable the creation of more agile systems in which power and decision-making are distributed among stakeholders rather than concentrated in a few hands. Offering both big ideas and detailed blueprints, the authors describe such key building blocks as data cooperatives, tokenized funding mechanisms, and tradecoin architecture. They also discuss technical issues, including how to build an ecosystem of trusted data, the implementation of digital currencies, and interoperability, and consider the evolution of computational law systems.

Machine Learning, revised and updated edition Ethem Alpaydin 2021-08-17 A concise overview of machine learning—computer programs that learn from data—the basis of such applications as voice recognition and driverless cars. Today, machine learning underlies a range of applications we use every day, from product recommendations to voice recognition—as well as some we don't yet use everyday, including driverless cars. It is the basis for a new approach to artificial intelligence that aims to program computers to use example data or past experience to solve a given problem. In this volume in the MIT Press Essential Knowledge series, Ethem Alpaydin offers a concise and accessible overview of "the new AI." This expanded edition offers new material on such challenges facing machine learning as privacy, security, accountability, and bias. Alpaydin, author of a popular textbook on machine learning, explains that as "Big Data" has gotten bigger, the theory of machine learning—the foundation of efforts to process that data into knowledge—has also advanced. He describes the evolution of the field, explains important learning algorithms, and presents example applications. He discusses the use of machine learning algorithms for pattern recognition; artificial neural networks inspired by the human brain; algorithms that learn associations between instances; and reinforcement learning, when an autonomous agent learns to take actions to maximize reward. In a new chapter, he considers transparency, explainability, and fairness, and the ethical and legal implications of making decisions based on data.

Fundamentals of Machine Learning for Predictive Data Analytics, second edition John D. Kelleher 2020-10-20 The second edition of a comprehensive introduction to machine learning approaches used in predictive data analytics, covering both theory and practice. Machine learning is often used to build predictive models by extracting patterns from large datasets. These models are used in predictive data analytics applications including price prediction, risk assessment, predicting customer behavior, and document classification. This introductory textbook offers a detailed and focused treatment of the most important machine learning approaches used in predictive data analytics, covering both theoretical concepts and practical applications. Technical and mathematical material is augmented with explanatory worked examples, and case studies illustrate the application of these models in the broader business context. This second edition covers recent developments in machine learning, especially in a new chapter on deep learning, and two new chapters that go beyond predictive analytics to cover unsupervised learning and reinforcement learning.

The Deep Learning Revolution Terrence J. Sejnowski 2018-10-23 How deep learning—from Google Translate to driverless cars to personal cognitive assistants—is changing our lives and transforming every sector of the economy. The deep learning revolution has brought us driverless cars, the greatly improved Google Translate, fluent conversations with Siri and Alexa, and enormous profits from automated trading on the New York Stock Exchange. Deep learning networks can play poker better than professional poker players and defeat a world champion at Go. In this book, Terry Sejnowski explains how deep learning went from being an arcane academic field to a disruptive technology in the information economy. Sejnowski played an important role in the founding of deep learning, as one of a small group of researchers in the 1980s who challenged the prevailing logic-and-symbol based version of AI. The new version of AI Sejnowski and others developed, which became deep learning, is fueled instead by data. Deep networks learn from data in the same way that babies experience the world, starting with fresh eyes and gradually acquiring the skills needed to navigate novel environments. Learning algorithms extract information from raw data; information can be used to create knowledge; knowledge underlies understanding; understanding leads to wisdom. Someday a driverless car will know the road better than you do and drive with more skill; a deep learning network will diagnose your illness; a personal cognitive assistant will augment your puny human brain. It took nature many millions of years to evolve human intelligence; AI is on a trajectory measured in decades. Sejnowski prepares us for a deep learning future.

The Promise of Artificial Intelligence Brian Cantwell Smith 2019-10-08 An argument that—despite dramatic advances in the field—artificial intelligence is nowhere near developing systems that are genuinely intelligent. In this provocative book, Brian Cantwell Smith argues that artificial intelligence is nowhere near developing systems that are genuinely intelligent. Second wave AI, machine learning, even visions of third-wave AI: none will lead to human-level intelligence and judgment, which have been honed over millennia. Recent advances in AI may be of epochal significance, but human intelligence is of a different order than even the most powerful calculative ability enabled by new computational capacities. Smith calls this AI ability "reckoning," and argues that it does not lead to full human judgment—dispassionate, deliberative thought grounded in ethical commitment and responsible action. Taking judgment as the ultimate goal of intelligence, Smith examines the history of AI from its first-wave origins ("good old-fashioned AI," or GOF AI) to such celebrated second-wave approaches as machine learning, paying particular attention to recent advances that have led to excitement, anxiety, and debate. He considers each AI technology's underlying assumptions, the conceptions of intelligence targeted at each stage, and the successes achieved so far. Smith unpacks the notion of intelligence itself—what sort humans have, and what sort AI aims at. Smith worries that, impressed by AI's reckoning prowess, we will shift our expectations of human intelligence. What we should do, he argues, is learn to use AI for the reckoning tasks at which it excels while we strengthen our commitment to judgment, ethics, and the world.

Data Science John D. Kelleher 2018-04-13 A concise introduction to the emerging field of data science, explaining its evolution, relation to machine learning, current uses, data infrastructure issues, and ethical challenges. The goal of data science is to improve decision making through the analysis of data. Today data science determines the ads we see online, the books and movies that are recommended to us online, which emails are filtered into our spam folders, and even how much we pay for health insurance. This volume in the MIT Press Essential Knowledge series offers a concise introduction to the emerging field of data science, explaining its evolution, current uses, data infrastructure issues, and ethical challenges. It has never been easier for organizations to gather, store, and process data. Use of data science is driven by the rise of big data and social media, the development of high-performance computing, and the emergence of such powerful methods for data analysis and modeling as deep learning. Data science encompasses a set of principles, problem definitions, algorithms, and processes for extracting non-obvious and useful patterns from large datasets. It is closely related to the fields of data mining and machine learning, but broader in scope. This book offers a

brief history of the field, introduces fundamental data concepts, and describes the stages in a data science project. It considers data infrastructure and the challenges posed by integrating data from multiple sources, introduces the basics of machine learning, and discusses how to link machine learning expertise with real-world problems. The book also reviews ethical and legal issues, developments in data regulation, and computational approaches to preserving privacy. Finally, it considers the future impact of data science and offers principles for success in data science projects.

Food Fabio Parasecoli 2019-05-28 A consumer's guide to the food system, from local to global: our part as citizens in the interconnected networks, institutions, and organizations that enable our food choices. Everybody eats. We may even consider ourselves experts on the topic, or at least Instagram experts. But are we aware that the shrimp in our freezer may be farmed and frozen in Vietnam, the grapes in our fruit bowl shipped from Chile, and the coffee in our coffee maker grown in Nicaragua, roasted in Germany, and distributed in Canada? Whether we know it or not, every time we shop for food, cook, and eat, we connect ourselves to complex supply networks, institutions, and organizations that enable our food choices. Even locavores may not know the whole story of the produce they buy at the farmers market. In this volume in the MIT Press Essential Knowledge series, food writer and scholar Fabio Parasecoli offers a consumer's guide to the food system, from local to global. Parasecoli describes a system made up of open-ended, shifting, and unstable networks rather than well-defined chains; considers healthy food and the contradictory advice about it consumers receive; discusses food waste and the implications for sustainability; explores food technologies (and “culinary luddism”); and examines hunger and food insecurity in both developing and developed countries. Parasecoli reminds us that we are not only consumers but also citizens, and as citizens we have more power to improve the food system than we do by our individual food choices.

Mathematics for Machine Learning Marc Peter Deisenroth 2020-04-23 The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Recommendation Engines Michael Schrage 2020-09-01 How companies like Amazon and Netflix know what “you might also like”: the history, technology, business, and social impact of online recommendation engines. Increasingly, our technologies are giving us better, faster, smarter, and more personal advice than our own families and best friends. Amazon already knows what kind of books and household goods you like and is more than eager to recommend more; YouTube and TikTok always have another video lined up to show you; Netflix has crunched the numbers of your viewing habits to suggest whole genres that you would enjoy. In this volume in the MIT Press's Essential Knowledge series, innovation expert Michael Schrage explains the origins, technologies, business applications, and increasing societal impact of recommendation engines, the systems that allow companies worldwide to know what products, services, and experiences “you might also like.” Schrage offers a history of recommendation that reaches back to antiquity's oracles and astrologers; recounts the academic origins and commercial evolution of recommendation engines; explains how these systems work, discussing key mathematical insights, including the impact of machine learning and deep learning algorithms; and highlights user experience design challenges. He offers brief but incisive case studies of the digital music service Spotify; ByteDance, the owner of TikTok; and the online personal stylist Stitch Fix. Finally, Schrage considers the future of technological recommenders: Will they leave us disappointed and dependent—or will they help us discover the world and ourselves in novel and serendipitous ways?

The Work of the Future David H. Autor 2022-06-21 Why the United States lags behind other industrialized countries in sharing the benefits of innovation with workers and how we can remedy the problem. The United States has too many low-quality, low-wage jobs. Every country has its share, but those in the United States are especially poorly paid and often without benefits. Meanwhile, overall productivity increases steadily and new technology has transformed large parts of the economy, enhancing the skills and paychecks of higher paid knowledge workers. What’s wrong with this picture? Why have so many workers benefited so little from decades of growth? The Work of the Future shows that technology is neither the problem nor the solution. We can build better jobs if we create institutions that leverage technological innovation and also support workers through long cycles of technological transformation. Building on findings from the multiyear MIT Task Force on the Work of the Future, the book argues that we must foster institutional innovations that complement technological change. Skills programs that emphasize work-based and hybrid learning (in person and online), for example, empower workers to become and remain productive in a continuously evolving workplace. Industries fueled by new technology that augments workers can supply good jobs, and federal investment in R&D can help make these industries worker-friendly. We must act to ensure that the labor market of the future offers benefits, opportunity, and a measure of economic security to all.

Learning for Adaptive and Reactive Robot Control Aude Billard 2022-02-08 Methods by which robots can learn control laws that enable real-time reactivity using dynamical systems; with applications and exercises. This book presents a wealth of machine learning techniques to make the control of robots more flexible and safe when interacting with humans. It introduces a set of control laws that enable reactivity using dynamical systems, a widely used method for solving motion-planning problems in robotics. These control approaches can replan in milliseconds to adapt to new environmental constraints and offer safe and compliant control of forces in contact. The techniques offer theoretical advantages, including convergence to a goal, non-penetration of obstacles, and passivity. The coverage of learning begins with low-level control parameters and progresses to higher-level competencies composed of combinations of skills. Learning for Adaptive and Reactive Robot Control is designed for graduate-level courses in robotics, with chapters that proceed from fundamentals to more advanced content. Techniques covered include learning from demonstration, optimization, and reinforcement learning, and using dynamical systems in learning control laws, trajectory planning, and methods for compliant and force control. Features for teaching in each chapter: applications, which range from arm manipulators to whole-body control of humanoid robots; pencil-and-paper and programming exercises; lecture videos, slides, and MATLAB code examples available on the author’s website. an eTextbook platform website offering protected material[EPS2] for instructors including solutions.

AI Assistants Roberto Pieraccini 2021-09-07 An accessible explanation of the technologies that enable such popular voice-interactive applications as Alexa, Siri, and Google Assistant. Have you talked to a machine lately? Asked Alexa to play a song, asked Siri to call a friend, asked Google Assistant to make a shopping list? This volume in the MIT Press Essential Knowledge series offers a nontechnical and accessible explanation of the technologies that enable these popular devices. Roberto Pieraccini, drawing on more than thirty years of experience at companies including Bell Labs, IBM, and Google, describes the developments in such fields as artificial intelligence, machine learning, speech recognition, and natural language understanding that allow us to outsource tasks to our ubiquitous virtual assistants. Pieraccini describes the software components that enable spoken communication between humans and computers, and explains why it's so difficult to build machines that understand humans. He explains speech recognition technology; problems in extracting meaning from utterances in order to execute a request; language and speech generation; the dialog manager module; and interactions with social assistants and robots. Finally, he considers the next big challenge in the development of virtual assistants: building in more intelligence--enabling them to do more than communicate in natural language and endowing them with the capacity to know us better, predict our needs more accurately, and perform complex tasks with ease.

Understanding Machine Learning Shai Shalev-Shwartz 2014-05-19 Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

Algorithms Panos Louridas 2020-08-18 In the tradition of *Real World Algorithms: A Beginner's Guide*, Panos Louridas is back to introduce algorithms in an accessible manner, utilizing various examples to explain not just what algorithms are but how they work. Digital technology runs on algorithms, sets of instructions that describe how to do something efficiently. Application areas range from search engines to tournament scheduling, DNA sequencing, and machine learning. Arguing that every educated person today needs to have some understanding of algorithms and what they do, in this volume in the MIT Press Essential Knowledge series, Panos Louridas offers an introduction to algorithms that is accessible to the nonspecialist reader. Louridas explains not just what algorithms are but also how they work, offering a wide range of examples and keeping mathematics to a minimum.

Working with AI Thomas H. Davenport 2022-09-27 Two management and technology experts show that AI is not a job destroyer, exploring worker-AI collaboration in real-world work settings. This book breaks through both the hype and the doom-and-gloom surrounding automation and the deployment of artificial intelligence-enabled—“smart”—systems at work. Management and technology experts Thomas Davenport and Steven Miller show that, contrary to widespread predictions, prescriptions, and denunciations, AI is not primarily a job destroyer. Rather, AI changes the way we work—by taking over some tasks but not entire jobs, freeing people to do other, more important and more challenging work. By offering detailed, real-world case studies of AI-augmented jobs in settings that range from finance to the factory floor, Davenport and Miller also show that AI in the workplace is not the stuff of futuristic speculation. It is happening now to many companies and workers. These cases include a digital system for life insurance underwriting that analyzes applications and third-party data in real time, allowing human underwriters to focus on more complex cases; an intelligent telemedicine platform with a chat-based interface; a machine learning-system that identifies impending train maintenance issues by analyzing diesel fuel samples; and Flippy, a robotic assistant for fast food preparation. For each one, Davenport and Miller describe in detail the work context for the system, interviewing job incumbents, managers, and technology vendors. Short “insight” chapters draw out common themes and consider the implications of human collaboration with smart systems.

AI Ethics Mark Coeckelbergh 2020-04-07 An accessible synthesis of ethical issues raised by artificial intelligence that moves beyond hype and nightmare scenarios to address concrete questions. Artificial intelligence powers Google's search engine, enables Facebook to target advertising, and allows Alexa and Siri to do their jobs. AI is also behind self-driving cars, predictive policing, and autonomous weapons that can kill without human intervention. These and other AI applications raise complex ethical issues that are the subject of ongoing debate. This volume in the MIT Press Essential Knowledge series offers an accessible synthesis of these issues. Written by a philosopher of technology, AI Ethics goes beyond the usual hype and nightmare scenarios to address concrete questions. Mark Coeckelbergh describes influential AI narratives, ranging from Frankenstein's monster to transhumanism and the technological singularity. He surveys relevant philosophical discussions: questions about the fundamental differences between humans and machines and debates over the moral status of AI. He explains the technology of AI, describing different approaches and focusing on machine learning and data science. He offers an overview of important ethical issues, including privacy concerns, responsibility and the delegation of decision making, transparency, and bias as it arises at all stages of data science processes. He also considers the future of work in an AI economy. Finally, he analyzes a range of policy proposals and discusses challenges for policymakers. He argues for ethical practices that embed values in design, translate democratic values into practices and include a vision of the good life and the good society.

Smart Cities Germaine Haleboua 2020-02-18 Key concepts, definitions, examples, and historical contexts for understanding smart cities, along with discussions of both drawbacks and benefits of this approach to urban problems. Over the past ten years, urban planners, technology companies, and governments have promoted smart cities with a somewhat utopian vision of urban life made knowable and manageable through data collection and analysis. Emerging smart cities have become both crucibles and showrooms for the practical application of the Internet of Things, cloud computing, and the integration of big data into everyday life. Are smart cities optimized, sustainable, digitally networked solutions to urban problems? Or are they neoliberal, corporate-controlled, undemocratic non-places? This volume in the MIT Press Essential Knowledge series offers a concise introduction to smart cities, presenting key concepts, definitions, examples, and historical contexts, along with discussions of both the drawbacks and the benefits of this approach to urban life. After reviewing current terminology and justifications employed by technology designers, journalists, and researchers, the book describes three models for smart city development—smart-from-the-start cities, retrofitted cities, and social cities—and offers examples of each. It covers technologies and methods, including sensors, public wi-fi, big data, and smartphone apps, and discusses how developers conceive of interactions among the built environment, technological and urban infrastructures, citizens, and citizen engagement. Throughout, the author—who has studied smart cities around the world—argues that smart city developers should work more closely with local communities, recognizing their preexisting relationship to urban place and realizing the limits of technological fixes. Smartness is a means to an end: improving the quality of urban life.

MOOCs Jonathan Haber 2014-09-26 Everything you always wanted to know about MOOCs: an account of massive open online courses and what they might mean for the future of higher education. The New York Times declared 2012 to be “The Year of the MOOC” as millions of students enrolled in massive open online courses (known as MOOCs), millions of investment dollars flowed to the companies making them, and the media declared MOOCs to be earth-shaking game-changers in higher education. During the inevitable backlash that followed, critics highlighted MOOCs' high dropout rate, the low chance of earning back initial investments, and the potential for any earth-shaking game change to make things worse instead of better. In this volume in the Essential Knowledge series, Jonathan Haber offers an account of MOOCs that avoids both hype and doomsaying. Instead, he provides an engaging, straightforward explanation of a rare phenomenon: an education innovation that captures the imagination of the public while moving at the speed of an Internet startup. Haber explains the origins of MOOCs, what they consist of, the controversies surrounding them, and their possible future role in education. He proposes a new definition of MOOCs based on the culture of experimentation from which they emerged, and adds a student perspective—missing in most MOOC discussion. Haber's unique Degree of Freedom experiment, during which he attempted to learn the equivalent of a four-year liberal arts degree in one year using only MOOCs and other forms of free education, informs his discussion. Haber urges us to avoid the fallacy of thinking that because MOOCs cannot solve all educational challenges they are not worth pursuing, and he helps us understand what MOOCs—despite their limitations—still offer the world. His book is required reading for anyone trying to sort out the competing claims, aspirations, and accusations that color the MOOC debate.

Machine Translation Thierry Poibeau 2017-09-15 A concise, nontechnical overview of the development of machine translation, including the different approaches, evaluation issues, and major players in the industry. The dream of a universal translation device goes back many decades, long before Douglas Adams's fictional Babel fish provided this service in *The Hitchhiker's Guide to the Galaxy*. Since the advent of computers, research has focused on the design of digital machine translation tools—computer programs capable of automatically translating a text from a source language to a target language. This has become one of the most fundamental tasks of artificial intelligence. This volume in the MIT Press Essential Knowledge series offers a concise, nontechnical overview of the development of machine translation, including the different approaches, evaluation issues, and market potential. The main approaches are presented from a largely historical perspective and in an intuitive manner, allowing the reader to understand the main principles without knowing the mathematical details. The book begins by discussing problems that must be solved during the development of a machine translation system and offering a brief overview of the evolution of the field. It then takes up the history of machine translation in more detail, describing its pre-digital beginnings, rule-based approaches, the 1966 ALPAC (Automatic Language Processing Advisory Committee) report and its consequences, the advent of parallel corpora, the example-based paradigm, the statistical paradigm, the segment-based approach, the introduction of more linguistic knowledge into the systems, and the latest approaches based on deep learning. Finally, it considers evaluation challenges and the commercial status of the field, including activities by such major players as Google and Systran.

Algorithms Are Not Enough Herbert L. Roitblat 2020-10-13 Why a new approach is needed in the quest for general artificial intelligence. Since the inception of artificial intelligence, we have been warned about the

imminent arrival of computational systems that can replicate human thought processes. Before we know it, computers will become so intelligent that humans will be lucky to be kept as pets. And yet, although artificial intelligence has become increasingly sophisticated—with such achievements as driverless cars and humanless chess-playing—computer science has not yet created general artificial intelligence. In *Algorithms Are Not Enough*, Herbert Roitblat explains how artificial general intelligence may be possible and why a robocalypse is neither imminent, nor likely. Existing artificial intelligence, Roitblat shows, has been limited to solving path problems, in which the entire problem consists of navigating a path of choices—finding specific solutions to well-structured problems. Human problem-solving, on the other hand, includes problems that consist of ill-structured situations, including the design of problem-solving paths themselves. These are insight problems, and insight is an essential part of intelligence that has not been addressed by computer science. Roitblat draws on cognitive science, including psychology, philosophy, and history, to identify the essential features of intelligence needed to achieve general artificial intelligence. Roitblat describes current computational approaches to intelligence, including the Turing Test, machine learning, and neural networks. He identifies building blocks of natural intelligence, including perception, analogy, ambiguity, common sense, and creativity. General intelligence can create new representations to solve new problems, but current computational intelligence cannot. The human brain, like the computer, uses algorithms; but general intelligence, he argues, is more than algorithmic processes.

The Book Amaranth Borsuk 2018-05-04 The book as object, as content, as idea, as interface. What is the book in a digital age? Is it a physical object containing pages encased in covers? Is it a portable device that gives us access to entire libraries? The codex, the book as bound paper sheets, emerged around 150 CE. It was preceded by clay tablets and papyrus scrolls. Are those books? In this volume in the MIT Press Essential Knowledge series, Amaranth Borsuk considers the history of the book, the future of the book, and the idea of the book. Tracing the interrelationship of form and content in the book's development, she bridges book history, book arts, and electronic literature to expand our definition of an object we thought we knew intimately. Contrary to the many reports of its death (which has been blamed at various times on newspapers, television, and e-readers), the book is alive. Despite nostalgic paeans to the codex and its printed pages, Borsuk reminds us, the term “book” commonly refers to both medium and content. And the medium has proved to be malleable. Rather than pinning our notion of the book to a single form, Borsuk argues, we should remember its long history of transformation. Considering the book as object, content, idea, and interface, she shows that the physical form of the book has always been the site of experimentation and play. Rather than creating a false dichotomy between print and digital media, we should appreciate their continuities.

Introduction to Machine Learning, fourth edition Ethem Alpaydin 2020-03-24 A substantially revised fourth edition of a comprehensive textbook, including new coverage of recent advances in deep learning and neural networks. The goal of machine learning is to program computers to use example data or past experience to solve a given problem. Machine learning underlies such exciting new technologies as self-driving cars, speech recognition, and translation applications. This substantially revised fourth edition of a comprehensive, widely used machine learning textbook offers new coverage of recent advances in the field in both theory and practice, including developments in deep learning and neural networks. The book covers a broad array of topics not usually included in introductory machine learning texts, including supervised learning, Bayesian decision theory, parametric methods, semiparametric methods, nonparametric methods, multivariate analysis, hidden Markov models, reinforcement learning, kernel machines, graphical models, Bayesian estimation, and statistical testing. The fourth edition offers a new chapter on deep learning that discusses training, regularizing, and structuring deep neural networks such as convolutional and generative adversarial networks; new material in the chapter on reinforcement learning that covers the use of deep networks, the policy gradient methods, and deep reinforcement learning; new material in the chapter on multilayer perceptrons on autoencoders and the word2vec network; and discussion of a popular method of dimensionality reduction, t-SNE. New appendixes offer background material on linear algebra and optimization. End-of-chapter exercises help readers to apply concepts learned. *Introduction to Machine Learning* can be used in courses for advanced undergraduate and graduate students and as a reference for professionals.

Introduction to Machine Learning, fourth edition Ethem Alpaydin 2020-03-24 A substantially revised fourth edition of a comprehensive textbook, including new coverage of recent advances in deep learning and neural networks. The goal of machine learning is to program computers to use example data or past experience to solve a given problem. Machine learning underlies such exciting new technologies as self-driving cars, speech recognition, and translation applications. This substantially revised fourth edition of a comprehensive, widely used machine learning textbook offers new coverage of recent advances in the field in both theory and practice, including developments in deep learning and neural networks. The book covers a broad array of topics not usually included in introductory machine learning texts, including supervised learning, Bayesian decision theory, parametric methods, semiparametric methods, nonparametric methods, multivariate analysis, hidden Markov models, reinforcement learning, kernel machines, graphical models, Bayesian estimation, and statistical testing. The fourth edition offers a new chapter on deep learning that discusses training, regularizing, and structuring deep neural networks such as convolutional and generative adversarial networks; new material in the chapter on reinforcement learning that covers the use of deep networks, the policy gradient methods, and deep reinforcement learning; new material in the chapter on multilayer perceptrons on autoencoders and the word2vec network; and discussion of a popular method of dimensionality reduction, t-SNE. New appendixes offer background material on linear algebra and optimization. End-of-chapter exercises help readers to apply concepts learned. *Introduction to Machine Learning* can be used in courses for advanced undergraduate and graduate students and as a reference for professionals.

The Artist in the Machine Arthur I. Miller 2019-10-01 An authority on creativity introduces us to AI-powered computers that are creating art, literature, and music that may well surpass the creations of humans. Today's computers are composing music that sounds “more Bach than Bach,” turning photographs into paintings in the style of Van Gogh's *Starry Night*, and even writing screenplays. But are computers truly creative—or are they merely tools to be used by musicians, artists, and writers? In this book, Arthur I. Miller takes us on a tour of creativity in the age of machines. Miller, an authority on creativity, identifies the key factors essential to the creative process, from “the need for introspection” to “the ability to discover the key problem.” He talks to people on the cutting edge of artificial intelligence, encountering computers that mimic the brain and machines that have defeated champions in chess, Jeopardy!, and Go. In the central part of the book, Miller explores the riches of computer-created art, introducing us to artists and computer scientists who have, among much else, unleashed an artificial neural network to create a nightmarish, multi-eyed dog-cat; taught AI to imagine; developed a robot that paints; created algorithms for poetry; and produced the world's first computer-composed musical, *Beyond the Fence*, staged by Android Lloyd Webber and friends. But, Miller writes, in order to be truly creative, machines will need to step into the world. He probes the nature of consciousness and speaks to researchers trying to develop emotions and consciousness in computers. Miller argues that computers can already be as creative as humans—and someday will surpass us. But this is not a dystopian account; Miller celebrates the creative possibilities of artificial intelligence in art, music, and literature.

Artificial Intelligence in Healthcare Adam Bohr 2020-06-21 Artificial Intelligence (AI) in Healthcare is more than a comprehensive introduction to artificial intelligence as a tool in the generation and analysis of healthcare data. The book is split into two sections where the first section describes the current healthcare challenges and the rise of AI in this arena. The ten following chapters are written by specialists in each area, covering the whole healthcare ecosystem. First, the AI applications in drug design and drug development are presented followed by its applications in the field of cancer diagnostics, treatment and medical imaging. Subsequently, the application of AI in medical devices and surgery are covered as well as remote patient monitoring. Finally, the book dives into the topics of security, privacy, information sharing, health insurances and legal aspects of AI in healthcare. Highlights different data techniques in healthcare data analysis, including machine learning and data mining Illustrates different applications and challenges across the design, implementation and management of intelligent systems and healthcare data networks Includes applications and case studies across all areas of AI in healthcare data

Deconstruction David J. Gunkel 2021-09-07 An accessible introduction to a concept often considered impossibly abstruse, demonstrating its power as a conceptual tool in the twenty-first century. This volume in the MIT Press Essential Knowledge series offers a clear and concise introduction to a topic often considered difficult and abstruse: deconstruction. David Gunkel sorts out the concept, terminology, and practices of

deconstruction, not to defend academic orthodoxy, or to disseminate the thought of Jacques Derrida--the fabricator of the neologism and progenitor of the concept--but to provide readers with a powerful conceptual tool for the twenty-first century. Gunkel explains that deconstruction is not simply the opposite of construction--the "deconstructed" jacket hanging in your closet is not, strictly speaking, accurately named--or synonymous with destruction. It is a way to think beyond the construction/destruction dichotomy and all other conceptual dichotomies and logical oppositions. After describing what deconstruction is not, and developing an abstract and schematic characterization derived from Derrida, Gunkel offers examples in (rather than of) deconstruction, including logocentrism (the speech/writing dichotomy) and virtuality (the ruling philosophical binary of real/appearance), remix (the original/copy distinction), and the posthuman figure of the cyborg (the human/machine conceptual pairing). Finally, Gunkel discusses the costs and benefits of deconstruction, considering the many things deconstruction is good for and identifying potential problems, including Eurocentrism, relativism, difficulties in communicating the concept, and reappropriation.

Deep Learning Ian Goodfellow 2016-11-10 An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, Deep Learning is the only comprehensive book on the subject." —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.

3D Printing John M. Jordan 2019-03-12 An accessible introduction to 3D printing that outlines the additive manufacturing process, industrial and household markets, and emerging uses. The use of 3D printing—digitally controlled additive manufacturing—is growing rapidly. Consumer models of 3D printers allow people to fabricate small plastic objects, from cabinet knobs to wedding cake toppers. Industrial uses are becoming widespread, as businesses use the technology to fabricate prototypes, spare parts, custom-fitted prosthetics, and other plastic or metal items, often at lower cost and with greater efficiency than standard manufacturing. In this volume in the MIT Press Essential Knowledge series, John Jordan offers an accessible introduction to 3D printing, describing the printing process, industrial and household markets, and emerging uses. Jordan outlines the stages of 3D printing, from idea to software model to a printable file that slices the planned object into printable layers to the finished object itself. He describes additive technologies, consumer 3D printing in homes and schools, mass customization (which can create tens of millions of unique items), and industrial uses. Jordan explains that although 3D printers have not become the ubiquitous home appliance once predicted, they are making inroads into mass markets; and he discusses the business factors that may hinder industry adoption of 3D printing technologies. He considers the possible unintended consequences of 3D printing on jobs, as companies scramble to find employees with an uncommon skill set; on business models and supply chains, as manufacturing is decentralized; and on patent law, as machines can be programmed to copy protected property. Finally, Jordan looks at new and emerging uses, including bioprinting, building construction, and micromachines.

Machines like Us Ronald J. Brachman 2022-05-17 How we can create artificial intelligence with broad, robust common sense rather than narrow, specialized expertise. It's sometime in the not-so-distant future, and you send your fully autonomous self-driving car to the store to pick up your grocery order. The car is endowed with as much capability as an artificial intelligence agent can have, programmed to drive better than you do. But when the car encounters a traffic light stuck on red, it just sits there—indeinitely. Its obstacle-avoidance, lane-following, and route-calculation capacities are all irrelevant; it fails to act because it lacks the common sense of a human driver, who would quickly figure out what's happening and find a workaround. In *Machines like Us*, Ron Brachman and Hector Levesque—both leading experts in AI—consider what it would take to create machines with common sense rather than just the specialized expertise of today's AI systems. Using the stuck traffic light and other relatable examples, Brachman and Levesque offer an accessible account of how common sense might be built into a machine. They analyze common sense in humans, explain how AI over the years has focused mainly on expertise, and suggest ways to endow an AI system with both common sense and effective reasoning. Finally, they consider the critical issue of how we can trust an autonomous machine to make decisions, identifying two fundamental requirements for trustworthy autonomous AI systems: having reasons for doing what they do, and being able to accept advice. Both in the end are dependent on having common sense.

Machine Learning for Data Streams Albert Bifet 2018-03-16 A hands-on approach to tasks and techniques in data stream mining and real-time analytics, with examples in MOA, a popular freely available open-source software framework. Today many information sources—including sensor networks, financial markets, social networks, and healthcare monitoring—are so-called data streams, arriving sequentially and at high speed. Analysis must take place in real time, with partial data and without the capacity to store the entire data set. This book presents algorithms and techniques used in data stream mining and real-time analytics. Taking a hands-on approach, the book demonstrates the techniques using MOA (Massive Online Analysis), a popular, freely available open-source software framework, allowing readers to try out the techniques after reading the explanations. The book first offers a brief introduction to the topic, covering big data mining, basic methodologies for mining data streams, and a simple example of MOA. More detailed discussions follow, with chapters on sketching techniques, change, classification, ensemble methods, regression, clustering, and frequent pattern mining. Most of these chapters include exercises, an MOA-based lab session, or both. Finally, the book discusses the MOA software, covering the MOA graphical user interface, the command line, use of its API, and the development of new methods within MOA. The book will be an essential reference for readers who want to use data stream mining as a tool, researchers in innovation or data stream mining, and programmers who want to create new algorithms for MOA.

The Technological Singularity Murray Shanahan 2015-08-07 The idea of technological singularity, and what it would mean if ordinary human intelligence were enhanced or overtaken by artificial intelligence. The idea that human history is approaching a "singularity"—that ordinary humans will someday be overtaken by artificially intelligent machines or cognitively enhanced biological intelligence, or both—has moved from the realm of science fiction to serious debate. Some singularity theorists predict that if the field of artificial intelligence (AI) continues to develop at its current dizzying rate, the singularity could come about in the middle of the present century. Murray Shanahan offers an introduction to the idea of the singularity and considers the ramifications of such a potentially seismic event. Shanahan's aim is not to make predictions but rather to investigate a range of scenarios. Whether we believe that singularity is near or far, likely or impossible, apocalypse or utopia, the very idea raises crucial philosophical and pragmatic questions, forcing us to think seriously about what we want as a species. Shanahan describes technological advances in AI, both biologically inspired and engineered from scratch. Once human-level AI—theoretically possible, but difficult to accomplish—has been achieved, he explains, the transition to superintelligent AI could be very rapid. Shanahan considers what the existence of superintelligent machines could mean for such matters as personhood, responsibility, rights, and identity. Some superhuman AI agents might be created to benefit humankind; some might go rogue. (Is Siri the template, or HAL?) The singularity presents both an existential threat to humanity and an existential opportunity for humanity to transcend its limitations. Shanahan makes it clear that we need to imagine both possibilities if we want to bring about the better outcome.

Deep Learning John D. Kelleher 2019-09-10 An accessible introduction to the artificial intelligence technology that enables computer vision, speech recognition, machine translation, and driverless cars. Deep learning is

an artificial intelligence technology that enables computer vision, speech recognition in mobile phones, machine translation, AI games, driverless cars, and other applications. When we use consumer products from Google, Microsoft, Facebook, Apple, or Baidu, we are often interacting with a deep learning system. In this volume in the MIT Press Essential Knowledge series, computer scientist John Kelleher offers an accessible and concise but comprehensive introduction to the fundamental technology at the heart of the artificial intelligence revolution. Kelleher explains that deep learning enables data-driven decisions by identifying and extracting patterns from large datasets; its ability to learn from complex data makes deep learning ideally suited to take advantage of the rapid growth in big data and computational power. Kelleher also explains some of the basic concepts in deep learning, presents a history of advances in the field, and discusses the current state of the art. He describes the most important deep learning architectures, including autoencoders, recurrent neural networks, and long short-term networks, as well as such recent developments as Generative Adversarial Networks and capsule networks. He also provides a comprehensive (and comprehensible) introduction to the two fundamental algorithms in deep learning: gradient descent and backpropagation. Finally, Kelleher considers the future of deep learning—major trends, possible developments, and significant challenges.

Metadata Jeffrey Pomerantz 2015-11-06 Everything we need to know about metadata, the usually invisible infrastructure for information with which we interact every day. When “metadata” became breaking news, appearing in stories about surveillance by the National Security Agency, many members of the public encountered this once-obscure term from information science for the first time. Should people be reassured that the NSA was “only” collecting metadata about phone calls—information about the caller, the recipient, the time, the duration, the location—and not recordings of the conversations themselves? Or does phone call metadata reveal more than it seems? In this book, Jeffrey Pomerantz offers an accessible and concise introduction to metadata. In the era of ubiquitous computing, metadata has become infrastructural, like the electrical grid or the highway system. We interact with it or generate it every day. It is not, Pomerantz tell us, just “data about data.” It is a means by which the complexity of an object is represented in a simpler form. For example, the title, the author, and the cover art are metadata about a book. When metadata does its job well, it fades into the background; everyone (except perhaps the NSA) takes it for granted. Pomerantz explains what metadata is, and why it exists. He distinguishes among different types of metadata—descriptive, administrative, structural, preservation, and use—and examines different users and uses of each type. He discusses the technologies that make modern metadata possible, and he speculates about metadata's future. By the end of the book, readers will see metadata everywhere. Because, Pomerantz warns us, it's metadata's world, and we are just living in it.

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