

*Computer Manual
in MATLAB®
to accompany*

Pattern Classification

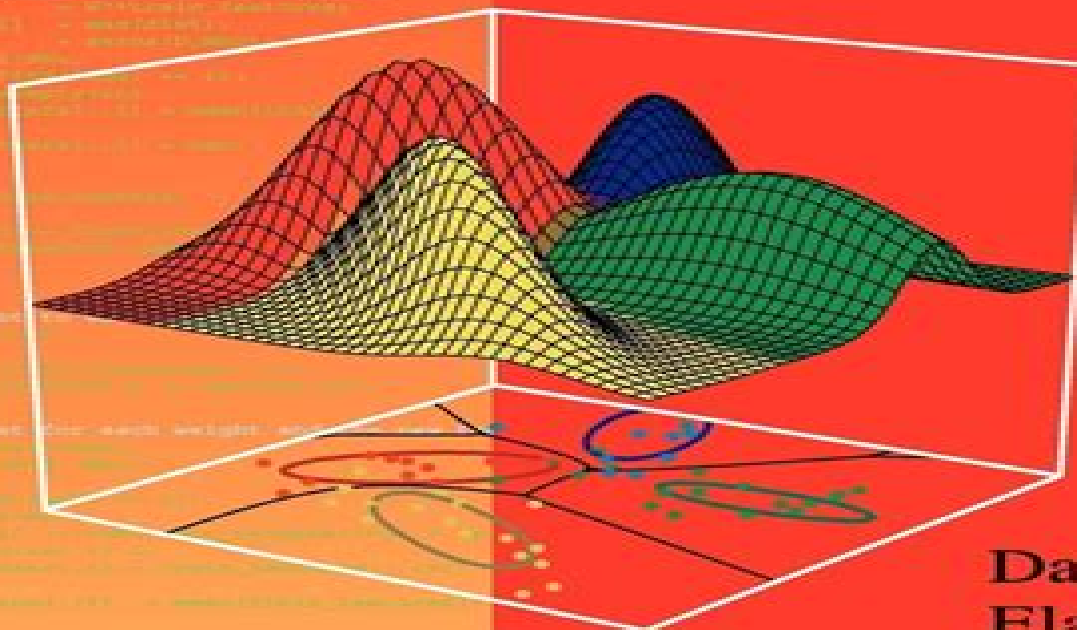
Second Edition

```
while (done == 0 && iter < 100)
    % Choose a sample randomly
    k = randperm(K);
    pdd = train_features(1:k(1));
    out_k = K * pdd;
    y_star = findmax_kk == max(out_k);
    y_star = y_star(1);

    % Just in case two have the same weights:
    while (k == k)
        k = K + 1;
        if (k == K)
            k = 1;
        end
    end

    % Assign each of the features to a center
    for i = 1:length(pdd)
        [d, k] = min(abs(pdd(i,:) - out_k));
        if (k == y_star)
            % This feature is assigned to the winning class
            % and its weight is increased
            out_k = out_k + pdd(i,:);
        else
            % This feature is assigned to another class
            % and its weight is decreased
            out_k = out_k - pdd(i,:);
        end
    end

    % Assign a weight to each feature
    for i = 1:length(pdd)
        [d, k] = min(abs(pdd(i,:) - out_k));
        if (k == y_star)
            % This feature is assigned to the winning class
            % and its weight is increased
            out_k = out_k + pdd(i,:);
        else
            % This feature is assigned to another class
            % and its weight is decreased
            out_k = out_k - pdd(i,:);
        end
    end
end
```



David G. Stork
Elad Yom-Tov

David G Stork Computer Manual

Editors of Scientific American



David G Stork Computer Manual:

Computational Statistics Handbook with MATLAB Wendy L. Martinez, Angel R. Martinez, 2015-12-16 A Strong Practical Focus on Applications and Algorithms Computational Statistics Handbook with MATLAB Third Edition covers today's most commonly used techniques in computational statistics while maintaining the same philosophy and writing style of the bestselling previous editions The text keeps theoretical concepts to a minimum emphasizing the i **Understanding Artificial Intelligence** Editors of Scientific American, 2002-06-01 Drawn from the pages of Scientific American and collected here for the first time this work contains updated and condensed information made accessible to a general popular science audience on the subject of artificial intelligence **American Book Publishing Record**, 2004 *A History of Modern Computing, second edition* Paul E. Ceruzzi, 2003-04-08 From the first digital computer to the dot com crash a story of individuals institutions and the forces that led to a series of dramatic transformations This engaging history covers modern computing from the development of the first electronic digital computer through the dot com crash The author concentrates on five key moments of transition the transformation of the computer in the late 1940s from a specialized scientific instrument to a commercial product the emergence of small systems in the late 1960s the beginning of personal computing in the 1970s the spread of networking after 1985 and in a chapter written for this edition the period 1995-2001 The new material focuses on the Microsoft antitrust suit the rise and fall of the dot coms and the advent of open source software particularly Linux Within the chronological narrative the book traces several overlapping threads the evolution of the computer's internal design the effect of economic trends and the Cold War the long term role of IBM as a player and as a target for upstart entrepreneurs the growth of software from a hidden element to a major character in the story of computing and the recurring issue of the place of information and computing in a democratic society The focus is on the United States though Europe and Japan enter the story at crucial points on computing per se rather than on applications such as artificial intelligence and on systems that were sold commercially and installed in quantities **HAL's Legacy** David G. Stork, 1997 How science fiction's most famous computer has influenced the research and design of intelligent machines *Science Fiction and Computing* David L. Ferro, Eric G. Swedin, 2011-09-29 The prevalence of science fiction readership among those who create and program computers is so well known that it has become a cliché but the phenomenon has remained largely unexplored by scholars What role has science fiction played in the actual development of computers and computing And likewise how has computing including the related fields of robotics and artificial intelligence affected the course of science fiction The 18 essays in this critical work explore the interrelationship of these domains over the span of more than half a century **Science Fiction Literature through History** Gary Westfahl, 2021-07-19 This book provides students and other interested readers with a comprehensive survey of science fiction history and numerous essays addressing major science fiction topics authors works and subgenres written by a distinguished scholar This encyclopedia deals with written science

fiction in all of its forms not only novels and short stories but also mediums often ignored in other reference books such as plays poems comic books and graphic novels Some science fiction films television programs and video games are also mentioned particularly when they are relevant to written texts Its focus is on science fiction in the English language though due attention is given to international authors whose works have been frequently translated into English Since science fiction became a recognized genre and greatly expanded in the 20th century works published in the 20th and 21st centuries are most frequently discussed though important earlier works are not neglected The texts are designed to be helpful to numerous readers ranging from students first encountering science fiction to experienced scholars in the field

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Speechreading by Humans and Machines David G. Stork, Marcus E. Hennecke, 2013-11-11 This book is one outcome of the NATO Advanced Studies Institute ASI Workshop Speechreading by Man and Machine held at the Chateau de Bonas Castera Verduzan near Auch France from August 28 to September 8 1995 the first interdisciplinary meeting devoted the subject of speechreading lipreading The forty five attendees from twelve countries covered the gamut of speechreading research from brain scans of humans processing bi modal stimuli to psychophysical experiments and illusions to statistics of comprehension by the normal and deaf communities to models of human perception to computer vision and learning algorithms and hardware for automated speechreading machines The first week focussed on speechreading by humans the second week by machines a general organization that is preserved in this volume After the inevitable difficulties in clarifying language and terminology across disciplines as diverse as human neurophysiology audiology psychology electrical engineering mathematics and computer science the participants engaged in lively discussion and debate We think it is fair to say that there was an atmosphere of excitement and optimism for a field that is both fascinating and potentially lucrative Of the many general results that can be taken from the workshop

two of the key ones are these The ways in which humans employ visual image for speech recognition are manifold and complex and depend upon the talker perceiver pair severity and age of onset of any hearing loss whether the topic of conversation is known or unknown the level of noise and so forth

The Vatican to Vegas Norman M. Klein, 2024-10-27 A guided tour through the nuanced politics of architectural illusion The Vatican to Vegas takes the reader from lavish Baroque fantasies of the seventeenth century to the Electronic Baroque of today The scripted spaces described by Norman M Klein are punctuated with devices widely used in special effects since 1500 shocks surprise twists grand fakes and copies Since its first publication 2004 The Vatican To Vegas has emerged as a classic across many fields from media and architecture to the fine arts and urban planning Its timing was ironic Klein assumed in 2004 that the future of scripted illusion was about to radically shift This new edition brings the ironic story up to the present and into the digitally overwhelmed scripted spaces of the future

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