Zeus Chart Workshop Data Book Drill Sizes And Decimal Equivalents Details Of All Popular Threads Tapping And Clearance Drills Etc

This book constitutes the refereed joint proceedings of four international workshops held in conjunction with the 22nd International Conference on Conceptual Modelling, ER 2003, held in Chicago, IL, USA in October 2003. The 35 revised full papers presented together with introduction to the four workshops were carefully reviewed and selected from numerous submissions. In accordance with the respective workshops, the papers are organized in topical sections on conceptual modelling approaches for e-business, conceptual modelling quality, agent-oriented information systems, XML data and schema.

Tag along on this New York Times bestselling "witty, entertaining romp" (The New York Times Book Review) as Eric Winer travels the world, from Athens to Silicon Valley—and back through history, too—to show how creative genius flourishes in specific places at specific times. In this "intellectual odyssey, traveler's diary, and comic novel all rolled into one" (Daniel Gilbert, author of Stumbling on Happiness), acclaimed travel writer Weiner sets out to examine the connection between our surroundings and our most innovative ideas. A "superb travel guide: funny, knowledgeable, and self-deprecating" (The Washington Post), he explores the history of places like Vienna of 1900, Renaissance Florence, ancient Athens, Song Dynasty Hangzhou, and Silicon Valley to show how certain urban settings are conducive to ingenuity. With his trademark insightful humor, this "big-hearted humanist" (The Wall Street Journal) walks the same paths as the geniuses who flourished in these settings to see if the spirit of what inspired figures like Socrates, Michelangelo, and Leonardo remains. In these places, Weiner asks, "What was in the air, and can we bottle it?" "Fun and thought provoking" (Miami Herald), The Geography of Genius reevaluates the importance of culture in nurturing creativity and "offers a practical map for how we can all become a bit more inventive" (Adam Grant, author of Originals).

Drilling true, correctly dimensioned holes and cutting accurate threads are basic requirements in all engineering work. This book looks at this subject, and includes tables of all the tools available and explains the difference in various types of drill and their practical application.

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Here's everything the do-it-yourselfer needs to set up, and operate a handy-man's machine shop. Areas covered range from shop requirements and proper lighting to buying, using, and storing tools.

This book provides the detailed knowledge you need to successfully choose, install, and operate a milling machine in your home workshop. Heavily illustrated with color photographs and diagrams, understand which accessories are essential and which can be postponed until your activity demands it. The usage of each machine and accessory is explained in detail for the vast majority of applications in an active shop. Discover options for holding the many diverse shapes and sizes of work pieces that will inevitably surface during your machine's life. This critical task is by far the most important part of learning to use the machine. The Milling Machine will arm you with decision-making skills on which method is best for any application – whether to use a vice or an angle plate, mount the piece directly onto the worktable, or even produce a fixture specifically for the task. With the work piece set up and ready for machining, this book will show you the correct ways to cut metal and maintain all your milling tools.

NEW YORK TIMES BEST SELLER • A grand, devastating portrait of three generations of the Sackler family, famed for their philanthropy, whose fortune was built by Valium and whose reputation was destroyed by OxyContin. From the prize-winning and bestselling author of Say Nothing, as featured in the HBO documentary Crime of the Century. The Sackler name adorns the walls of many storied institutions—Harvard, the Metropolitan Museum of Art, Oxford, the Louvre. They are one of the richest families in the world, known for their lavish donations to the arts and the sciences. The source of the family fortune was vague, however, until it emerged that the Sacklers were responsible for making and marketing a blockbuster painkiller that was the catalyst for the opioid crisis. Empire of Pain begins with the story of three doctor brothers, Raymond, Mortimer and the incalculably energetic Arthur, who weathered the poverty of the Great Depression and appalling anti-Semitism. Working at a barbaric mental institution, Arthur saw a better way and conducted groundbreaking research into drug treatments. He also had a genius for marketing, especially for pharmaceuticals, and bought a small ad firm. Arthur devised the marketing for Valium, and built the first great Sackler fortune. He purchased a drug manufacturer, Purdue Frederick, which would be run by Raymond and Mortimer. The brothers began collecting art, and wives, and grand residences in exotic locales. Their children and grandchildren grew up in luxury. Forty years later, Raymond's son Richard ran the family-owned Purdue. The template Arthur Sackler created to sell Valium—co-opting doctors, influencing the FDA, downplaying the drug's addictiveness—was employed to launch a far more potent product: OxyContin. The drug went on to generate some thirty-five billion dollars in revenue, and to launch a public health crisis in which hundreds of thousands would die. This is the saga of three generations of a single family and the mark they would leave on the world, a tale that moves from the bustling streets of early twentieth-century Brooklyn to the seaside palaces of Greenwich, Connecticut, and Cap d'Antibes to the corridors of power in Washington, D.C. Empire of Pain chronicles the multiple investigations threaten the Sacklers and their company, and the scorched-earth legal tactics that the family has used to evade accountability. The history of the Sackler dynasty is rife with drama—baroque personal lives; bitter disputes over estates; fistfights in boardrooms; glittering art collections; Machiavellian courtroom maneuvers; and the calculated use of money to burnish reputations and crush the less powerful. Empire of Pain is a masterpiece of narrative reporting and writing, exhaustively documented and ferociously compelling. It is a portrait of the excesses of America's second Gilded Age, a study of impunity among the super elite and a relentless investigation of the naked greed and indifference

to human suffering that built one of the world's great fortunes.

This book recalls the basics required for an understanding of the nanoworld (quantum physics, molecular biology, micro and nanoelectronics) and gives examples of applications in various fields: materials, energy, devices, data management and life sciences. It is clearly shown how the nanoworld is at the crossing point of knowledge and innovation. Written by an expert who spent a large part of his professional life in the field, the title also gives a general insight into the evolution of nanosciences and nanotechnologies. The reader is thus provided with an introduction to this complex area with different "tracks" for further personal comprehension and reflection. This guided and illustrated tour also reveals the importance of the nanoworld in everyday life.

"Mesmerizing & fascinating..." —The Seattle Post-Intelligencer "The Freakonomics of big data." —Stein Kretsinger, founding executive of Advertising.com Award-winning | Used by over 30 universities | Translated into 9 languages An introduction for everyone. In this rich, fascinating — surprisingly accessible — introduction, leading expert Eric Siegel reveals how predictive analytics (aka machine learning) works, and how it affects everyone every day. Rather than a "how to" for hands-on techies, the book serves lay readers and experts alike by covering new case studies and the latest state-of-the-art techniques. Prediction is booming. It reinvents industries and runs the world. Companies, governments, law enforcement, hospitals, and universities are seizing upon the power. These institutions predict whether you're going to click, buy, lie, or die. Why? For good reason: predicting human behavior combats risk, boosts sales, fortifies healthcare, streamlines manufacturing, conquers spam, optimizes social networks, toughens crime fighting, and wins elections. How? Prediction is powered by the world's most potent, flourishing unnatural resource: data. Accumulated in large part as the by-product of routine tasks, data is the unsalted, flavorless residue deposited en masse as organizations churn away. Surprise! This heap of refuse is a gold mine. Big data embodies an extraordinary wealth of experience from which to learn. Predictive analytics (aka machine learning) unleashes the power of data. With this technology, the computer literally learns from data how to predict the future behavior of individuals. Perfect prediction is not possible, but putting odds on the future drives millions of decisions more effectively, determining whom to call, mail, investigate, incarcerate, set up on a date, or medicate. In this lucid, captivating introduction — now in its Revised and Updated edition — former Columbia University professor and Predictive Analytics World founder Eric Siegel reveals the power and perils of prediction: What type of mortgage risk Chase Bank predicted before the recession. Predicting which people will drop out of school, cancel a subscription, or get divorced before they even know it themselves. Why early retirement predicts a shorter life expectancy and vegetarians miss fewer flights. Five reasons why organizations predict death — including one health insurance company. How U.S. Bank and Obama for America calculated the way to most strongly persuade each individual. Why the NSA wants all your data: machine learning supercomputers to fight terrorism. How IBM's Watson computer used predictive modeling to answer questions and beat the human champs on TV's Jeopardy! How companies ascertain untold, private truths — how Target figures out you're pregnant and Hewlett-Packard deduces you're about to quit your job. How judges and parole boards rely on crime-predicting computers to decide how long convicts remain in prison. 182 examples from Airbnb, the BBC, Citibank, ConEd, Facebook, Ford, Google, the IRS, LinkedIn, Match.com, MTV, Netflix, PayPal, Pfizer, Spotify, Uber, UPS, Wikipedia, and more. How does predictive analytics work? This jam-packed book satisfies by demystifying the intriguing science under the hood. For future hands-on practitioners pursuing a career in the field, it sets a strong foundation, delivers the prerequisite knowledge, and whets your appetite for more. A truly omnipresent science, predictive analytics constantly affects our daily lives. Whether you are a consumer of it — or consumed by it — get a handle on the power of Predictive Analytics.

Describes how patterns of information, knowledge, and cultural production are changing. The author shows that the way information and knowledge are made available can either limit or enlarge the ways people create and express themselves. He describes the range of legal and policy choices that confront.

Style icon India Hicks's charming take on entertaining, featuring dreamy tablescapes, found centerpieces, and enjoyable family anecdotes. Daughter of the late David Hicks and goddaughter to Prince Charles, India Hicks is known for her irreverent take on style. In her previous books, she invited readers into her homes on Harbour Island and in England. For her third book, India presents her own slightly madcap spin on entertaining. Organized by meal, the book begins marvelously with the most important meal of the day--cocktail hour--and ends with breakfast. In between, there are family suppers and big dinners, birthday cakes and Christmas crackers, great British breakfasts, quick teas and long lunches, mustard pots as vases, and bedcovers for tablecloths. Like India, these stories are full of personality, from the Panic Dinner (or what to do when you suddenly have a crowd descending) to the Naked Cake (cake decorating for the harried or untalented) to a White Christmas in the Bahamas. Each celebration includes clever advice and inspiration for place settings, homemade flower arrangements, table design, and more. These are parties that make use of what is on hand, whether it's beach towels thrown down a long table, children's candy piled in cups on a tray, or massing palm fronds collected from the lawn. Beautifully photographed and embellished here and there with a bit of Hicks family lore, the book is rounded out with a sprinkling of recipes from India's beloved cook, Claire Williams, fondly known as Top Banana, and other family members, from traditional English fare such as Victoria Sponge to tropical treats such as the Marquess's Banana Daiquiri.

In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

"In Urban Rituals in Sacred Landscapes in Hellenistic Asia Minor, Christina G. Williamson examines the phenomenon of monumental sanctuaries in the countryside of Asia Minor that accompanied the second rise of the Greek city-state in the Hellenistic period. Moving beyond monolithic categories, Williamson provides a transdisciplinary frame of analysis that takes into account the complex local histories, landscapes, material culture, and social and political dynamics of such shrines in their

transition towards becoming prestigious civic sanctuaries. This frame of analysis is applied to four case studies: the sanctuaries of Zeus Labraundos, Sinuri, Hekate at Lagina, and Zeus Panamaros. All in Karia, these well-documented shrines offer valuable insights for understanding religious strategies adopted by emerging cities as they sought to establish their position in the expanding world"--

The purpose of the Beer/McMurrey book is to give engineering students and engineers a brief, easy to use guide to the essentials of engineering writing. Appropriate for use as a supplement to an existing course, or as a resource for an introduction to engineering course that includes writing as one of its components, the Beer/McMurrey book will give engineers the basics of writing reports, specifications, using electronic mail and computers without trying to be an exhaustive survey of all kinds of technical writing.

Named a Best Book of 2020 by NPR and Vanity Fair One of Smithsonian's Ten Best Science Books of 2020 "A searching and vital explication of germ theory, social norms, and what the modern era is really doing to our bodies and our psyches." —Vanity Fair A preventative medicine physician and staff writer for The Atlantic explains the surprising and unintended effects of our hygiene practices in this informative and entertaining introduction to the new science of skin microbes and probiotics. Keeping skin healthy is a booming industry, and yet it seems like almost no one agrees on what actually works. Confusing messages from health authorities and ineffective treatments have left many people desperate for reliable solutions. An enormous alternative industry is filling the void, selling products that are often of questionable safety and totally unknown effectiveness. In Clean, doctor and journalist James Hamblin explores how we got here, examining the science and culture of how we care for our skin today. He talks to dermatologists, microbiologists, allergists, immunologists, aestheticians, bar-soap enthusiasts, venture capitalists, Amish people, theologians, and straight-up scam artists, trying to figure out what it really means to be clean. He even experiments with giving up showers entirely, and discovers that he is not alone. Along the way, he realizes that most of our standards of cleanliness are less related to health than most people think. A major part of the picture has been missing: a little-known ecosystem known as the skin microbiome—the trillions of microbes that live on our skin and in our pores. These microbes are not dangerous; they're more like an outer layer of skin that no one knew we had, and they influence everything from acne, eczema, and dry skin, to how we smell. The new goal of skin care will be to cultivate a healthy biome—and to embrace the meaning of "clean" in the natural sense. This can mean doing much less, saving time, money, energy, water, and plastic bottles in the process. Lucid, accessible, and deeply researched, Clean explores the ongoing, radical change in the way we think about our skin, introducing readers to the emerging science that will be at the forefront of health and wellness conversations in coming years.

Join Bartholomew Cubbins in Dr. Seuss's Caldecott Honor–winning picture book about a king's magical mishap! Bored with rain, sunshine, fog, and snow, King Derwin of Didd summons his royal magicians to create something new and exciting to fall from the sky. What he gets is a storm of sticky green goo called Oobleck—which soon wreaks havock all over his kingdom! But with the assistance of the wise page boy Bartholomew, the king (along with young readers) learns that the simplest words can sometimes solve the stickiest problems.

A new collection of short fiction from the Edgar Award-winning author of Devil in a Blue Dress and Trouble is What I Do. With his extraordinary fiction and gripping television writing, Walter Mosley has proven himself a master of narrative tension. The Awkward Black Man collects seventeen of Mosley's most accomplished short stories to showcase the full range of his remarkable talent. Touching, contemplative, and always surprising, these stories introduce an array of imperfect characters—awkward, self-defeating, elf-involved, or just plain odd. In The Awkward Black Man, Mosley overturns the stereotypes that corral black male characters and paints subtle, powerful portraits of unique individuals. In "The Good News Is," a man's insecurity about his weight gives way to illness and a loneliness so intense that he'd do anything for a little human comfort. "Pet Fly," previously published in the New Yorker, follows a man working as a mailroom clerk—a solitary job for which he is overqualified—and the unforeseen repercussions he endures when he attempts to forge a new connection. And "Almost Alyce" chronicles failed loves, family loss, alcoholism, and a Zen approach to the art of begging that proves surprisingly effective.

The first biography of the epic life of one of the most important, enigmatic and private artists of the 20th century. Drawn from almost 40 years of conversations with the artist, letters and papers, it is a major work written by a well-known British art critic. Lucian Freud (1922-2011) is one of the most influential figurative painters of the 20th century. His paintings are in every major museum and many private collections here and abroad. William Feaver's daily calls from 1973 until Freud died in 2011, as well as interviews with family and friends were crucial sources for this book. Freud had ferocious energy, worked day and night but his circle was broad including not just other well-known artists but writers, bluebloods, royals in England and Europe, drag queens, fashion models gamblers, bookies and gangsters like the Kray twins. Fierce, rebellious, charismatic, extremely guarded about his life, he was witty, mischievous and a womanizer. This brilliantly researched book begins with the Freuds' life in Berlin, the rise of Hitler and the family's escape to London in 1933 when Lucian was 10. Sigmund Freud was his grandfather and Ernst, his father was an architect. In London in his twenties, his first solo show was in 1944 at the Lefevre Gallery. Around this time, Stephen Spender introduced him to Virginia Woolf; at night he was taking Pauline Tennant to the Gargoyle Club, owned by her father and frequented by Dylan Thomas; he was also meeting Sonia Orwell, Cecil Beaton, Auden, Patrick Leigh-Fermor and the Aly Khan, and his muse was a married femme fatale, 13 years older, Lorna Wishart. But it was Francis Bacon who would become his most important influence and the painters Frank Auerbach and David Hockney, close friends. This is an extremely intimate, lively and rich portrait of the artist, full of gossip and stories recounted by Freud to Feaver about people, encounters, and work. Freud's art was his life—"my work is purely autobiographical"—and he usually painted only family, friends, lovers, children, though there were exceptions like the famous small portrait of the Queen. With his later portraits, the subjects were often nude, names were never given and sittings could take up to 16 months, each session lasting five hours but subjects were rarely bored as Freud was a great raconteur and mimic. This book is a major achievement, a tour de force that reveals the details of the life and innermost thoughts of the greatest portrait painter of our time. Volume I has 41 black and white integrated images, and 2 eight-page color inserts.

Hellenistic and Roman Terracottas is a collective volume presenting newly excavated material, as well as diverse and innovative approaches in the study the iconography, function and technology of ancient terracottas.

"Open Water is tender poetry, a love song to Black art and thought, an exploration of intimacy and vulnerability between two young artists learning to be soft with each other in a world that hardens against Black people."—Yaa Gyasi, author of HOMEGOING In a crowded London pub, two young people meet. Both are Black British, both won scholarships to private schools where they struggled to belong, both are now artists—he a photographer, she a dancer—and both are trying to make their mark in a

world that by turns celebrates and rejects them. Tentatively, tenderly, they fall in love. But two people who seem destined to be together can still be torn apart by fear and violence, and over the course of a year they find their relationship tested by forces beyond their control. Narrated with deep intimacy, Open Water is at once an achingly beautiful love story and a potent insight into race and masculinity that asks what it means to be a person in a world that sees you only as a Black body; to be vulnerable when you are only respected for strength; to find safety in love, only to lose it. With gorgeous, soulful intensity, and blistering emotional intelligence, Caleb Azumah Nelson gives a profoundly sensitive portrait of romantic love in all its feverish waves and comforting beauty. This is one of the most essential debut novels of recent years, heralding the arrival of a stellar and prodigious young talent. Traditional philosophical discussions of knowledge have focused on the epistemic status of full beliefs. Sarah Moss argues that in addition to full beliefs, credences can constitute knowledge. For instance, your 0.4 credence that it is raining outside can constitute knowledge, in just the same way that your full beliefs can. In addition, you can know that it might be raining, and that if it is raining then it is probably cloudy, where this knowledge is not knowledge of propositions, but of probabilistic contents. The notion of probabilistic content introduced in this book plays a central role not only in epistemology, but in the philosophy of mind and language as well. Just as tradition holds that you believe and assert propositions, you can believe and assert probabilistic contents. Accepting that we can believe, assert, and know probabilistic contents has significant consequences for many philosophical debates, including debates about the relationship between full belief and credence, the semantics of epistemic modals and conditionals, the contents of perceptual experience, peer disagreement, pragmatic encroachment, perceptual dogmatism, and transformative experience. In addition, accepting probabilistic knowledge can help us discredit negative evaluations of female speech, explain why merely statistical evidence is insufficient for legal proof, and identify epistemic norms violated by acts of racial profiling. Hence the central theses of this book not only help us better understand the nature of our own mental states, but also help us better understand the nature of our responsibilities to each other.
The definitive history of America's greatest incubator of innovation and the birthplace of some of the 20th century's most influential technologies "Filled with colorful characters and inspiring lessons . . . The Idea Factory explores one of the most critical issues of our time: What causes innovation?" —Walter Isaacson, The New York Times Book Review "Compelling . . . Gertner's book offers fascinating evidence for those seeking to understand how a society should best invest its research resources." —The Wall Street Journal From its beginnings in the 1920s until its demise in the 1980s, Bell Labs-officially, the research and development wing of AT&T-was the biggest, and arguably the best, laboratory for new ideas in the world. From the transistor to the laser, from digital communications to cellular telephony, it's hard to find an aspect of modern life that hasn't been touched by Bell Labs. In The Idea Factory, Jon Gertner traces the origins of some of the twentieth century's most important inventions and delivers a riveting and heretofore untold chapter of American history. At its heart this is a story about the life and work of a small group of brilliant and eccentric men-Mervin Kelly, Bill Shockley, Claude Shannon, John Pierce, and Bill Baker-who spent their careers at Bell Labs. Today, when the drive to invent has become a mantra, Bell Labs offers us a way to enrich our understanding of the challenges and solutions to technological innovation. Here, after all, was where the foundational ideas on the management of innovation were born.
Transhumanists would have humanity's creation of posthumanity be our governing aim. Susan B. Levin challenges their overarching commitments regarding the mind, brain, ethics, liberal democracy, knowledge, and reality. Her critique unmasks their notion of humanity's self-transcendence via science and technology as pure, albeit seductive, fantasy.
A charming new story from the author of Guess How Much I Love You offers an original--and heartening--take on childhood anxiety. Once there was a girl called Mindi who was afraid of something that no one else could see. This thing that she was afraid of, this thing that no one else could see, was a big goose. It came into her room as quietly as a thought comes into your head. . . . When a little girl named Mindi says she is being visited by a big goose--a scary creature that is visible only to her--her devoted dad and mom try everything they can think of to drive it away. But maybe some outside assistance is warranted from their wise friend Austen, a farmer who knows what is needed to help Mindi turn her mind to something new. In a sensitive exploration of childhood fears, Sam McBratney, the author of Guess How Much I Love You, narrates with charm, wit, and a touch of whimsy, while Linda Ólafsdóttir's delicate illustrations enhance the modern fairy-tale feel in a story that is sure to become a bedtime favorite.
The Newnes Mechanical Engineer's Pocket Book is a comprehensive collection of data for mechanical engineers and students of mechanical engineering. Bringing together the data and information that is required to-hand when designing, making or repairing mechanical devices and systems, it has been revised to keep pace with changes in technology and standards. The Pocket Book emphasises current engineering practice and is supported by clear accounts of the fundamental principles of mechanical engineering. Key features include the latest BSI engineering data; focus on engineering design issues; enhanced coverage of roller chain drives, pneumatic and hydraulic systems; and expanded and more accessible detail on statics, dynamics and mathematics. * Over 300 pages of new material, including the latest standards information from BSI * Exhaustive collection of data for mechanical engineers and students of mechanical engineering * Unique emphasis on engineering design, theory, materials and properties
Created for Mechanical, Manufacturing, and Design Engineers, Draftsmen, Toolmakers, Machinists, Students, and Hobbyists. This is the right choice for you if you want a pocket reference that. Is compact, lightweight easy to carry and really does fit in your pocket. Contains the essential data you need practically every day, yet is uncluttered by extraneous information. Is organized so you can easily locate the data you need very quickly. Contains data not found in similar books, such as thread charts showing all effective sizes.
A completely revised and expanded third edition of this best-selling pocket guide. Engineers Data Book provides a concise and useful source of up-to-date essential information for the student or practising engineer. * Updated, expanded edition. * Easy to use. * Handy reference guide. * Core technical data. Clifford Matthews is an experienced engineer with worldwide knowledge or mechanical engineering.
"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the

instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the desiger can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

Artificial intelligence (AI) is a field within computer science that is attempting to build enhanced intelligence into computer systems. This book traces the history of the subject, from the early dreams of eighteenth-century (and earlier) pioneers to the more successful work of today's AI engineers. AI is becoming more and more a part of everyone's life. The technology is already embedded in face-recognizing cameras, speech-recognition software, Internet search engines, and health-care robots, among other applications. The book's many diagrams and easy-to-understand descriptions of AI programs will help the casual reader gain an understanding of how these and other AI systems actually work. Its thorough (but unobtrusive) end-of-chapter notes containing citations to important source materials will be of great use to AI scholars and researchers. This book promises to be the definitive history of a field that has captivated the imaginations of scientists, philosophers, and writers for centuries.

"This easy-to-use pocket book contains a wealth of up-to-date, useful, practical and hard-to- find information. With 160 matt laminated, greaseproof pages you'll enjoy glare-free reading and durability. Includes: data sheets, formulae, reference tables and equivalent charts. New content in the 3rd edition includes; Reamer and Drill Bit Types, Taper Pins, T-slot sizing, Counterboring/Sinking, Extended Angles Conversions for Cutting Tapers, Keyways and Keyseats, Woodruff Keys, Retaining Rings, 0-Rings, Flange Sizing, Common Workshop Metals, Adhesives, GD&T, Graph and Design Paper included at the back of the book. Engineers Black Book contains a wealth of up-to-date, useful, information within over 160 matt laminated grease proof pages. It is ideal for engineers, trades people, apprentices, machine shops, tool rooms and technical colleges." -- publisher website.

An autobiographical exploration of the role and meaning of music in our world by one of India's greatest living authors, himself a vocalist and performer. Amit Chaudhuri, novelist, critic, and essayist, is also a musician, trained in the Indian classical vocal tradition but equally fluent as a guitarist and singer in the American folk music style, who has recorded his experimental compositions extensively and performed around the world. A turning point in his life took place when, as a lonely teenager living in a high-rise in Bombay, far from his family's native Calcutta, he began, contrary to all his prior inclinations, to study Indian classical music. Finding the Raga chronicles that transformation and how it has continued to affect and transform not only how Chaudhuri listens to and makes music but how he listens to and thinks about the world at large. Offering a highly personal introduction to Indian music, the book is also a meditation on the differences between Indian and Western music and art-making as well as the ways they converge in a modernism that Chaudhuri reframes not as a twentieth-century Western art movement but as a fundamental mode of aesthetic response, at once immemorial and extraterritorial. Finding the Raga combines memoir, practical and cultural criticism, and philosophical reflection with the same individuality and flair that Chaudhuri demonstrates throughout a uniquely wide-ranging, challenging, and enthralling body of work.

A poignant tale about one woman's quest to recover her family's history, and a story of loss and survival during the Holocaust. Consie is home for a funeral when she stumbles upon a family letter sent from Germany in 1945, which contains staggering news: Consie's great-uncle Hermann, who was transported to Auschwitz with his wife and three daughters, might have escaped. This seems improbable to Consie. Did people escape from Auschwitz? Could her great-uncle have been among them? What happened to Hermann? Did anyone know? These questions are at the root of Consie's excavation of her family's history as she seeks, seventy years after the liberation of Auschwitz, to discover what happened to Hermann. The Plum Trees follows Consie as she draws on oral testimonies, historical records, and more to construct a visceral account of the lives of Hermann, his wife, and their daughters from the happy days in prewar Czechoslovakia through their internment in Auschwitz and the end of World War II. The Plum Trees is a powerful, intimate reckoning with the past.

"Large format edition of the popular engineering reference guide. This easy-to-use book contains a wealth of up-to-date, useful, practical and hard-to- find information. With 160 matt laminated, greaseproof pages you'll enjoy glare-free reading and durability. Includes: data sheets, formulae, reference tables and equivalent charts. New content in the 3rd edition includes; Reamer and Drill Bit Types, Taper Pins, T-slot sizing, Counterboring/Sinking, Extended Angles Conversions for Cutting Tapers, Keyways and Keyseats, Woodruff Keys, Retaining Rings, 0-Rings, Flange Sizing, Common Workshop Metals, Adhesives, GD&T, Graph and Design Paper included at the back of the book.." -- distributor website.

This book contains a comprehensive range of data which is required in the metal working workshop, and by those designing a wide range of engineered items, tools and machines. It provides in a single concise volume data that is only otherwise available by reference to many different sources or more expensive publications.

"State of the art science fiction . . . a landmark novel."—Isaac Asimov's Science Fiction Magazine Now, in the stunning continuation of the epic adventure begun in Hyperion, Simmons returns us to a far future resplendent with drama and invention. On the world of Hyperion, the mysterious Time Tombs are opening. And the secrets they contain mean that nothing—nothing anywhere in the universe—will ever be the same. Praise for The Fall of Hyperion "One of the finest SF novels published in the past few years."—Science Fiction Eye "A magnificently original blend of themes and styles."—The Denver Post