[eBooks] Making Simple Robots Exploring Cutting Edge Robotics With Everyday Stuff

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Making Simple Robots-Kathy Ceceri 2015-02-19 Making Simple Robots is based on one idea: Anybody can build a robot! That includes kids, school teachers, parents, and non-engineers. If you can knit, sew, or fold a flat piece of paper into a box, you can build a no-tech robotic part. If you can use a hot glue gun, you can learn to solder basic electronics into a low-tech robot that reacts to its environment. And if you can figure out how to use the apps on your smart phone, you can learn enough programming to communicate with a simple robot. Written in language that non-engineers can understand, Making Simple Robots helps beginners move beyond basic craft skills and materials to the latest products and tools being used by artists and inventors. Find out how to animate folded paper origami, design a versatile robot wheel-leg for 3D printing, or program a rag doll to blink its cyborg eye. Each project includes step-by-step directions as well as clear diagrams and photographs. And every chapter offers suggestions for modifying and expanding the projects, so that you can return to the projects again and again as your skill set grows.

Tinkering-Curt Gabrielson 2015-10-28 How can you consistently pull off hands-on tinkering with kids? How do you deal with questions that you can't answer? How do you know if tinkering kids are learning anything or not? Is there a line between fooling around with real stuff and learning? The idea of learning through tinkering is not so radical. From the dawn of time, whenever humanity has wanted to know more, we have achieved it most effectively by getting our hands dirty and making careful observations of real stuff. Make: Tinkering (Kids Learn by Making Stuff) lets you discover how, why--and even what it is--to tinker and tinker well. Author Curt Gabrielson draws on more than 20 years of experience doing hands-on science to facilitate tinkering: learning science while fooling around with real things. This book shows you how to make: A drum set from plastic bottles, tape, and shrink-wrap Magnetic toys that dance, sway, and amaze Catapults, ball launchers, and table-top basketball A battery-powered magic wand and a steadiness game (don't touch the sides!) Chemical reactions with household items Models of bones and tendons that work like real arms and ankles Spin art machine and a hovercraft from a paper plate! Lifelong learners hungry for their next genuine experience

JunkBots, Bugbots, and Bots on Wheels: Building Simple Robots With BEAM Technology-David Hrynkiw 2002-10-18 Offers ideas for building several types of simple, autonomous robots using BEAM technology, which incorporates concepts of biology, electronics, aesthetics, and mechanics.

Make: Paper Inventions-Kathy Ceceri 2015-09-08 Paper is incredible stuff. It's easy to cut, but incredibly strong. It's disposable, but can last for centuries. It can stand as stiff as a board, pop up like a spring, or float like a leaf. And its invention changed the world forever. Perfect for kids, parents, and educators, Paper Inventions is a project-based book with full color illustrations, step-by-step instructions, supply lists, and templates that allow you to follow along with the book or devise something entirely new. Each chapter features new projects that will challenge and intrigue everyone, from beginning to experienced Makers. In this book, you'll learn to make: A light-up paper cat that shows how switches and sensors work An action origami robot worm Edible rice paper perfect for secret messages A space rover that moves thanks to paper machinery A paper generator that creates electricity when you tap or rub it Heat-activated paper models that fold themselves A geodesic dome big enough to crawl into--from newspaper!

Edible Inventions-Kathy Ceceri 2016-09-02 Believe it or not, there's a lot of inventing going on in the kitchen. Unless you only eat fruits and veggies right off the plant, you are using tools and techniques invented by humans to make food more tasty and easier to digest. When you cook food, you start to break it down into a form your body can absorb. When you add chemicals to make it thicker, gooey-er, or puffy-er, you turn a bunch of boring ingredients into a mouth-watering snack. Edible Inventions: Cooking Hacks and Yummy Recipes You Can Build, Mix, Bake, and Grow will show you some unusual ways to create a meal, and help you invent some of your own. Projects include: 3D printing with food Chemical cuisine and molecular gastronomy Prepared foods like jellies and pickles at home Growing your own ingredients Cooking off the grid

How to Make a Robot-Gordon McComb 2018-03-15 Learn the basics of modern robotics while building your own intelligent robot from scratch! You'll use inexpensive household materials to make the base for your robot, then add motors, power, wheels, and electronics. But wait, it gets better: your creation is actually five robots in one! -- build your bot in stages, and add the features you want. Vary the functions to create a robot that's uniquely yours. Mix and match features to make your own custom robot: Flexible Motorized Base -- a playpen for all kinds of programming experiments Obstacle Detector -- whiskers detect when your robot has bumped into things Object Avoider -- ultrasonic sound lets your robot see what's in front of it Infrared Remote Control -- command your robot from your easy chair Line Follower -- use optics to navigate your bot; have races with other robot builders! You will learn how switches, ultrasonics, infrared detectors, and optical sensors work. Install an Arduino microcontroller board and program your robot to avoid obstacles, provide feedback with lights and sound, and follow a tracking line. In this book you will combine multiple disciplines -- electronics, programming, and engineering -- to successfully build a multifunctional robot. You'll discover how to: construct a motorized base set up an Arduino to function as the brain use "whisker" switches to detect physical contact avoid obstacles with ultrasonic sensors teach your robot to judge distances use a universal remote to control your robot install and program a servo motor respond to input with LEDs, buzzers, and tones mount line-following sensors under your robot And more. Everything is explained with lots and lots of full-color line drawings. No prior experience is necessary. You'll have fun while you learn a ton!

Fabric and Fiber Inventions-Kathy Ceceri 2017-10-18 In this book you'll create your own fabric inventions as you learn to make wearables, playthings, and decorative items using textile arts--both old and new. Easy projects using will get you started knitting, adding color to your wardrobe with silkscreen and batik, and transforming old clothing into useful items. Then you'll find out how soft circuits can give your creations personality with light, sound, and motion. Fabric and Fiber Inventions will show you how to turn everyday materials into unique designs everybody will love.

Robotic Systems and Autonomous Platforms-Shawn M. Walsh 2018-10-11 Robotic Systems and Autonomous Platforms: Advances in Materials and Manufacturing showcases new materials and manufacturing methodologies for the enhancement of robotic and autonomous systems. Initial chapters explore how autonomous systems can enable new uses for materials, including innovations on different length scales, from nano, to macro and large systems. The means by which autonomous systems can enable new uses for manufacturing are also addressed, highlighting innovations in 3D additive manufacturing, printing of materials, novel synthesis of multifunctional materials, and robotic cooperation. Concluding themes deliver highly novel applications from the international academic, industrial and government sectors. This book will provide readers with a complete review of the cutting-edge advances in materials and manufacturing methodologies that could enhance the capabilities of robotic and autonomous systems. Presents comprehensive coverage of materials and manufacturing technologies, as well as sections on related technology, such as sensing, communications, autonomy/control and actuation Explores potential applications delivered by a selection of case-studies Contains contributions from leading experts in the field

Musical Inventions-Kathy Ceceri 2017-04-27 People have been playing music on homemade instruments for thousands of years. But creating new instruments is much more than an art form. When you want to make a note sound higher or lower, you have to change the sound waves coming out of the instrument. That's science! When you explore the way different materials produce different sounds, that's engineering. When you speed up or slow down a song, you're counting beats -- using math. And technology makes electronic instruments and devices to record and play back music possible.

10 Great Makerspace Projects Using Language Arts-Anita Louise McCormick 2017-07-15 Makerspaces, equipped with 3D printers, laser cutters, robotics, and other high-tech tools, are often associated with STEM programs like science, math, and technology. Educators have discovered that the learning opportunities makerspaces offer can be just as valuable in other curriculum areas as well. This volume fuses this fabulous technology with the Language Arts.

Robotics-Kathy Ceceri 2012-08-01 Once, robots were only found in science fiction books and movies. Today, robots are everywhere! They assemble massive cars and tiny computer chips. They help doctors do delicate surgery. They vacuum our houses and mow our lawns. Robot toys play with us, follow our commands, and respond to our moods. We even send robots to explore the depths of the ocean and the expanse of space. In Robotics, children ages 9 and up learn how

robots affect both the future and the present. Hands-on activities make learning both fun and lasting.

Getting Paid to Make Cosplay Costumes and Props-Christy Mihaly 2016-12-15 This book will help young readers discover how a little education, practice, and networking can bring their cosplay game to the next level. Part acting, part design, and part promotion, becoming a professional cosplayer will also result in many friends and admirers, not to mention sparkling LEDs, brilliant metalwork, and perfectly spiked hair.

Artificial Intelligence-Joe Greek 2017-12-15 For ages, the idea of machines that think and act on their own has gripped scientists, thinkers, and the general public. This book explores the history of artificial intelligence (A.I.), and how science fiction is quickly becoming science fact. It examines the technologies involved in A.I. and its inevitable effects on work, life, health, and many other aspects of human society. Rooted in history and science, this book provides an inside look at a topic that captivates engineers, scientists, and dreamers, but also raises important ethical issues and challenges how we see ourselves and our mechanical and computer creations.

The Robot Book- 2014-10-01 Drones, RC cars, artificial limbs, Roombas-the robots have arrived! Anyone interested in taking control before the machines do needs a helpful resource. Author and physics teacher Bobby Mercer will show readers 20 inexpensive, easy-to-build and robots that can be built with everyday items. The Robot Book will teach readers how to use recycled motors and computer components, junk drawer supplies, and old mechanical toys to build a variety of devices. They will learn how to turn a toothbrush, an old cell phone, and scrap wire into a Brush Bot, or hack a toy car to hotwire a Not-So-Remote Bot. A small electric fan, several craft sticks, and rubber bands make a Fan-Tastic Dancing Machine, and drinking straws, string, tape, and glue can be used to construct a working model of the human hand. Every hands-on project contains a materials list and detailed step-by-step instructions with photos. Mercer also includes explanations of the science and technology behind each robot, including concepts such as friction, weight and mass, center of gravity, kinetic and potential energy, electric circuitry, DC vs. AC current, and more. Teachers will appreciate the opportunity to augment their STEM curricula while having fun at the same time. These projects are also perfect for science fairs or design competitions. Bobby Mercer has been a high school physics teacher for over two decades. He is the author of The Flying Machine Book, The Racecar Book and Junk Drawer Physics and lives with his family outside of Asheville, North Carolina.

Arduino Robotics-John-David Warren 2011-10-08 This book will show you how to use your Arduino to control a variety of different robots, while providing step-by-step instructions on the entire robot building process. You'll learn Arduino basics as well as the characteristics of different types of motors used in robotics. You also discover controller methods and failsafe methods, and learn how to apply them to your project. The book starts with basic robots and moves into more complex projects, including a GPS-enabled robot, a robotic lawn mower, a fighting bot, and even a DIY Segway-clone. Introduction to the Arduino and other components needed for robotics Learn how to build motor controllers Build bots from simple line-following and bump-sensor bots to more complex robots that can mow your lawn, do battle, or even take you for a ride Please note: the print version of this title is black & white; the eBook is full color.

Robot Builder-John Baichtal 2014-10-29 Absolutely no experience needed! Learn robot building from the ground up, hands-on, in full color! Love robots? Start building them. It's way easier than you ever imagined! John Baichtal has helped thousands of people get started with robotics. He knows what beginners need to know. He knows your questions. He knows where you might need extra help. Now, he's brought together this practical knowledge in one incredibly easy tutorial. Hundreds of full-color photos guide you through every step, every skill. You'll start simple, as you build a working robot in the very first chapter. Then, you'll grow your skills to expert-level: powering motors, configuring sensors, constructing a chassis, even programming low-cost Arduino microcontrollers. You'll learn hands-on, through real step-by-step projects…and go straight to the cutting-edge with in-depth sidebars. Wondering just how much you can really do? Baichtal shows you 30 incredible robots built by people just like you! John Baichtal's books about toys, tools, robots, and hobby electronics include Hack This: 24 Incredible Hackerspace Projects from the DIY Movemen t; Basic Robot Building With Lego Mindstorms NXT 2. 0; Arduino for Beginners; MAKE: Lego and Arduino Projects for MAKE (as coauthor); and the forthcoming Building Your Own Drones: The Beginner's Guide to UAVs and ROVs. A founding member of the pioneering Twin Cities Maker hackerspace, he got his start writing for Wired's legendary GeekDad blog, and for DIYer bible MAKE Magazine. Make your robots move with motors and wheels Build solar-powered robots that work without batteries Control robots via Wi-Fi, radio, or even across the Internet Program robots to respond to sensor inputs Use your standard TV remote to control your robots Create robots that detect intruders and shoot them with Nerf® darts Grab and carry objects using claws and grippers Build water-borne robots that float, submerge, and "swim" Create "artbots" that paint or draw original artworks Enable your robots to send text messages when they take specific actions Discover today's new generation of hobbyist-friendly robotics kits Organize your ultimate robot-builder's toolbox Master simple safety routines that protect you whatever you're building

Terahertz Spectroscopy-Jamal Uddin 2017-03-13 The terahertz regime of the electromagnetic spectrum was largely unexplored due to the lack of technology needed to generate and detect the radiation. However, in the last couple of decades, there has been a dramatic increase in tools needed to harness the radiation. This remarkable progress made in the development of terahertz sources, components, and detectors has resulted in an ever-increasing inquisitiveness of the applications of terahertz technology in a wide range of fields including medicine, pharmaceuticals, security, sensing, and quality assurance. This book, Terahertz Spectroscopy - A Cutting Edge Technology, presents an overview of the recent advances in terahertz technology and their application in a vast array of fields. The scientists and students are encouraged to read and share the content of this volume. The book also provides a good starting point for researchers who are new to the terahertz regime. The various chapters of the book have been written by renowned scientists in different parts of the world who are at the forefront of terahertz research fields. It is our (InTech publisher, editor, and authors) hope that this book will enhance knowledge and stimulate more interest and future research in terahertz technology.

Seeing Like a Rover-Janet Vertesi 2015-04-22 In the years since the Mars Exploration Rover Spirit and Opportunity first began transmitting images from the surface of Mars, we have become familiar with the harsh, rocky, rusty-red Martian landscape. But those images are much less straightforward than they may seem to a layperson: each one is the result of a complicated set of decisions and processes involving the large team behind the Rovers. With Seeing Like a Rover, Janet Vertesi takes us behind the scenes to reveal the work that goes into creating our knowledge of Mars. Every photograph that the Rovers take, she shows, must be processed, manipulated, and interpreted—and all that comes after team members negotiate with each other about what they should even be taking photographs of in the first place. Vertesi's account of the inspiringly successful Rover project reveals science in action, a world where digital processing uncovers scientific truths, where images are used to craft consensus, and where team members develop an uncanny intimacy with the sensory apparatus of a robot that is millions of miles away. Ultimately, Vertesi shows, every image taken by the Mars Rovers is not merely a picture of Mars—it's a portrait of the whole Rover team, as well.

Learn Robotics Programming-Danny Staple 2018-11-29 Gain experience of building a next-generation collaboration robot Key Features Get up and running with the fundamentals of robotic programming Program a robot using Python and the Raspberry Pi 3 Learn to build a smart robot with interactive and AI-enabled behaviors Book Description We live in an age where the most difficult human tasks are now automated. Smart and intelligent robots, which will perform different tasks precisely and efficiently, are the requirement of the hour. A combination of Raspberry Pi and Python works perfectly when making these kinds of robots. Learn Robotics Programming starts by introducing you to the basic structure of a robot, along with how to plan, build, and program it. As you make your way through the book, you will gradually progress to adding different outputs and sensors, learning new building skills, and writing code for interesting behaviors with sensors. You'll also be able to update your robot, and set up web, phone, and Wi-Fi connectivity in order to control it. By the end of the book, you will have built a clever robot that can perform basic artificial intelligence (AI) operations. What you will learn Configure a Raspberry Pi for use in a robot Interface motors and sensors with a Raspberry Pi Implement code to make interesting and intelligent robot behaviors Understand the first steps in AI behavior such as speech recognition visual processing Control AI robots using Wi-Fi Plan the budget for requirements of robots while choosing parts Who this book is for Learn Robotics Programming is for programmers, developers, and enthusiasts interested in robotics and developing a fully functional robot. No major experience required just some programming knowledge would be sufficient.

Programming Robots with ROS-Morgan Quigley 2015-11-16 Want to develop novel robot applications, but don't know how to write a mapping or object-recognition system? You're not alone, but you're certainly not without help. By combining real-world examples with valuable knowledge from the Robot Operating System (ROS) community, this practical book provides a set of motivating recipes for solving specific robotics use cases. Ideal for enthusiasts, from students in robotics clubs to professional robotics scientists and engineers, each recipe describes a complete solution using ROS open source libraries and tools. You'll learn how to complete tasks described in the recipes, as well as how to configure and recombine components for other tasks. If you're familiar with Python, you're ready to go. Learn fundamentals, including key ROS concepts, tools, and patterns Program robots that perform an increasingly complex set of behaviors, using the powerful packages in ROS See how to easily add perception and navigation abilities to your robots Integrate your own sensors, actuators, software libraries, and even a whole robot into the ROS ecosystem Learn tips and tricks for using ROS tools and community resources, debugging robot behavior, and using C++ in ROS

The Wild Robot-Peter Brown 2016-04-19 Wall-E meets Hatchet in this New York Times bestselling illustrated middle grade novel from Caldecott Honor winner Peter Brown Can a robot survive in the wilderness? When robot Roz opens her eyes for the first time, she discovers that she is alone on a remote, wild island. She has no idea how she got there or what her purpose is--but she knows she needs to survive. After battling a violent storm and escaping a vicious bear attack,

she realizes that her only hope for survival is to adapt to her surroundings and learn from the island's unwelcoming animal inhabitants. As Roz slowly befriends the animals, the island starts to feel like home--until, one day the robot's mysterious past comes back to haunt her. From bestselling and award-winning author and illustrator Peter Brown comes a heartwarming and action-packed novel about what happens when nature and technology collide.

The Racecar Book-Bobby Mercer 2013-10-01 Though students aren't yet old enough to drive, that doesn't mean they can't satisfy their need for speed. Author and physics teacher Bobby Mercer will show readers 25 easy-to-build racecars that can be driven both indoors and out. Better still, each of these vehicles is constructed for little or no cost using recycled and repurposed materials. The Racecar Book will teach readers how to use mousetraps, rubber bands, chemical reactions, gravity, and air pressure to power these fast-moving cars. They will learn how to turn a potato chip can, a rubber band, and weights into a Chip-Can Dancer, or retrofit a toy car with a toy plane propeller to make an air-powered Prop Car. An effervescent tablet in a small canister makes an impressive rocket engine for a Mini Pop Car, and old CDs, a small cardboard food box, and drinking straws become a Mac-n-Cheese Roller. Every hands-on project contains a materials list and detailed step-by-step instructions. Mercer also includes explanations of the science behind each racecar, including concepts such as friction, Newton's laws of motion, kinetic and potential energy, and more. Teachers will appreciate the opportunity to augment their STEM curricula while having fun at the same time. These projects are also perfect for science fairs or design competitions. Bobby Mercer has been a high school physics teacher for over two decades. He is the author of The Flying Machine Book and Smash It! Crash It! Launch It! and lives with his family outside of Asheville, North Carolina.

Gods and Robots-Adrienne Mayor 2020-04-21 Traces the story of how ancient cultures envisioned artificial life, automata, self-moving devices and human enhancements, sharing insights into how the mythologies of the past related to and shaped ancient machine innovations.

Getting Started with Arduino-Massimo Banzi 2011-09-13 Presents an introduction to the open-source electronics prototyping platform.

Cut in Half-Mike Warren 2018-10-09 What exactly is inside a laptop, a golf ball, a vacuum cleaner, or a novelty singing fish toy? The insides of these and dozens of other objects are revealed in this photographic exploration of the stuff all around us, exposed and explained. With the help of a high-pressure waterjet cutter able to slice through 4 inches of steel plate, designer and fabricator Mike Warren (creator of the popular Cut in Half YouTube channel) cuts into everything from boom boxes to boxing gloves, oil filters to seashells, describing and demystifying the inner workings and materials of each. With gorgeously detailed photography, Cut in Half is a fascinating and accessible popular science look at the extraordinary in the everyday.

Awesome Robotics Projects for Kids-Bob Katovich 2019-12-17 An practical introduction to robotics and circuitry, with 20 projects to design and build, from beginner to more advanced.

The Martian Chronicles-Ray Bradbury 2012-04-17 The tranquility of Mars is disrupted by humans who want to conquer space, colonize the planet, and escape a doomed Earth.

Robot Motion Planning-Jean-Claude Latombe 2012-12-06 One of the ultimate goals in Robotics is to create autonomous robots. Such robots will accept high-level descriptions of tasks and will execute them without further human intervention. The input descriptions will specify what the user wants done rather than how to do it. The robots will be any kind of versatile mechanical device equipped with actuators and sensors under the control of a computing system. Making progress toward autonomous robots is of major practical inter est in a wide variety of application domains including manufacturing, construction, waste management, space exploration, undersea work, as sistance for the disabled, and medical surgery. It is also of great technical interest, especially for Computer Science, because it raises challenging and rich computational issues from which new concepts of broad useful ness are likely to emerge. Developing the technologies necessary for autonomous robots is a formidable undertaking with deep interweaved ramifications in auto mated reasoning, perception and control. It raises many important prob lems. One of them - motion planning - is the central theme of this book. It can be loosely stated as follows: How can a robot decide what motions to perform in order to achieve goal arrangements of physical objects? This capability is eminently necessary since, by definition, a robot accomplishes tasks by moving in the real world. The minimum one would expect from an autonomous robot is the ability to plan its x Preface own motions.

Building Your Own Robots-Gordon McComb 2016-08-29 Fun robotics projects that teach kids to make, hack, and learn! There's no better way for kids to learn about the world around them than to test how things work. Building Your Own Robots presents fun robotics projects that children aged 7 – 11 can complete with common household items and old toys. The projects introduce core robotics concepts while keeping tasks simple and easy to follow, and the vivid, full-color graphics keep your kid's eyes on the page as they work through the projects. Brought to you by the trusted For Dummies brand, this kid-focused book offers your child a fun and easy way to start learning big topics! They'll gain confidence as they design and build a self-propelled vehicle, hack an old remote control car to create a motorized robot, and use simple commands to build and program a virtual robot—all while working on their own and enjoying a sense of accomplishment! Offers a kid-friendly design that is heavy on eye-popping graphics Focuses on basic projects that set your child on the road to further exploration Boasts a small, full-color, accessible package that instills confidence in the reader Introduces basic robotics concepts to kids in a language they can understand If your youngster loves to tinker, they'll have a whole lot of fun while developing their creative play with the help of Building Your Own Robots.

The Art of Game Design-Jesse Schell 2008-08-04 Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

We Have Never Been Modern-Bruno Latour 2012-11-01 With the rise of science, we moderns believe, the world changed irrevocably, separating us forever from our primitive, premodern ancestors. But if we were to let go of this fond conviction, Bruno Latour asks, what would the world look like? His book, an anthropology of science, shows us how much of modernity is actually a matter of faith. What does it mean to be modern? What difference does the scientific method make? The difference, Latour explains, is in our careful distinctions between nature and society, between human and thing, distinctions that our benighted ancestors, in their world of alchemy, astrology, and phrenology, never made. But alongside this purifying practice that defines modernity, there exists another seemingly contrary one: the construction of systems that mix politics, science, technology, and nature. The ozone debate is such a hybrid, in Latour's analysis, as are global warming, deforestation, even the idea of black holes. As these hybrids proliferate, the prospect of keeping nature and culture in their separate mental chambers becomes overwhelming—and rather than try, Latour suggests, we should rethink our distinctions, rethink the definition and constitution of modernity itself. His book offers a new explanation of science that finally recognizes the connections between nature and culture—and so, between our culture and others, past and present. Nothing short of a reworking of our mental landscape. We Have Never Been Modern blurs the boundaries among science, the humanities, and the social sciences to enhance understanding on all sides. A summation of the work of one of the most influential and provocative interpreters of science, it aims at saving what is good and valuable in modernity and replacing the rest with a broader, fairer, and finer sense of possibility.

Deep Learning for Coders with fastai and PyTorch-Jeremy Howard 2020-06-29 Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

Robot Operating System (ROS) for Absolute Beginners-Lentin Joseph 2018-05-24 Learn how to get started with robotics programming using Robot Operation System (ROS). Targeted for absolute beginners in ROS, Linux, and Python, this short guide shows you how to build your own robotics projects. ROS is an open-source and flexible framework for writing robotics software. With a hands-on approach and sample projects, Robot Operating System for Absolute Beginners will enable you to begin your first robot project. You will learn the basic concepts of working with ROS and begin coding with ROS APIs in both C++ and Python. What You'll Learn Install ROS Review fundamental ROS concepts Work with frequently used commands in ROS Build a mobile robot from scratch using ROS Who This Book Is For Absolute beginners with little to no programming experience looking to learn robotics programming.

The Bell Jar-Sylvia Plath 2015-08-11 Sylvia Plath's shocking, realistic, and intensely emotional novel about a woman falling into the grip of insanity Esther Greenwood is brilliant, beautiful, enormously talented, and successful, but slowly going under—maybe for the last time. In her acclaimed and enduring

masterwork, Sylvia Plath brilliantly draws the reader into Esther's breakdown with such intensity that her insanity becomes palpably real, even rational—as accessible an experience as going to the movies. A deep penetration into the darkest and most harrowing corners of the human psyche, The Bell Jar is an extraordinary accomplishment and a haunting American classic.

Hacking Your LEGO Mindstorms EV3 Kit-John Baichtal 2015-10-28 EV3 without limits! Build 5 amazing robotics projects that take DIY to a whole new level! You can do way more with your LEGO Mindstorms EV3 kit than anyone ever told you! In this full-color, step-by-step tutorial, top-maker and best-selling author John Baichtal shows you how to transcend Mindstorms' limits as you build five cutting-edge robotics projects. You'll discover just how much you can do with only the parts that came with your kit–and how much farther you can go with extremely low-cost add-ons like Arduino and Raspberry Pi. You'll learn how to reprogram your Mindstorms Intelligent Brick to add additional hardware options and create more complex programs. Hundreds of full-color, step-by-step photos teach you every step, every skill. Whenever you're ready for advanced techniques, Baichtal explains them in plain English. Here's just some of what you'll learn how to do: Build a drawing Plotter Bot that gyrates to draw new patterns Hack Mindstorms' wires–and control robots without wires Create a remote-controlled crane, and operate it from your smartphone Use the EV3 brick to control third-party electronic modules of all kinds Replace the EV3 brick with smarter, more flexible Arduino, Raspberry Pi, or BeagleBone Black hardware Build a robotic flower whose petals open and close based on time of day Use third-party sensors to build robots that can sense practically anything Load an alternate operating system onto your EV3 brick 3D print, laser, and mill your own perfect LEGO parts Create ball contraptions, and extend them with your own custom parts Make a pole-climbing robot–and hook up an altimeter to track its height This book is not authorized or endorsed by the LEGO® Group. Register Your Book at www.quepublishing.com/register and receive 35% off your next purchase.

The Robot Book-Heather Brown 2010-10-26 Introduces robots, in a text that has movable cardboard bolts and gears designed to show how robots work.

Robot House-Peter Testa 2018-01-04 Robotics is the fastest-growing and most exciting area of development in architecture and architectural education for a generation, offering new paradigms for design and fabrication. Schools and practices around the world are engaging robotics and this publication offers new insights into the full design potential of their application. Robot House features projects produced by one of the most innovative robotics design studios in the world, often interacting with a wide range of technologies from motion capture to material science - a realm far beyond conventional 3D modeling and the capabilities of 3D printing. The book has three central sections: Techniques, which sets out the fields and the thinking that underlie the new uses for robotics; Projects, which offers detailed presentations that explore how these principles can be applied and augmented through interactive prototypes and working models; and Platforms, which presents the working tools for used for this new genre of improvisational robotics through specially drawn technical illustrations. The introduction frames the current developments in the history of architectural innovation, and the reference section includes a glossary and diagrams.

Race After Technology-Ruha Benjamin 2019-07-09 From everyday apps to complex algorithms, Ruha Benjamin cuts through tech-industry hype to understand how emerging technologies can reinforce White supremacy and deepen social inequity. Benjamin argues that automation, far from being a sinister story of racist programmers scheming on the dark web, has the potential to hide, speed up, and deepen discrimination while appearing neutral and even benevolent when compared to the racism of a previous era. Presenting the concept of the "New Jim Code," she shows how a range of discriminatory designs encode inequity by explicitly amplifying racial hierarchies; by ignoring but thereby replicating social divisions; or by aiming to fix racial bias but ultimately doing quite the opposite. Moreover, she makes a compelling case for race itself as a kind of technology, designed to stratify and sanctify social injustice in the architecture of everyday life. This illuminating guide provides conceptual tools for decoding tech promises with sociologically informed skepticism. In doing so, it challenges us to question not only the technologies we are sold but also the ones we ourselves manufacture. If you adopt this book for classroom use in the 2019-2020 academic year, the author would be pleased to arrange to Skype to a session of your class. If interested, enter your details in this sign-up sheet: https://buff.ly/2wJsvZr

The Wild Robot Escapes-Peter Brown 2018-03-13 An instant New York Times bestseller! The sequel to the bestselling The Wild Robot, by award-winning author Peter Brown Shipwrecked on a remote, wild island, Robot Roz learned from the unwelcoming animal inhabitants and adapted to her surroundings--but can she survive the challenges of the civilized world and find her way home to Brightbill and the island? From bestselling and award-winning author and illustrator Peter Brown comes a heartwarming and action-packed sequel to his New York Times bestselling The Wild Robot, about what happens when nature and technology collide.

The Grass-cutting Sword-Catherynne M. Valente 2006 A new novel by the author of The Labyrinth and Yume No Hon: The Book of Dreams, The Grass-Cutting Sword explores the strange landscape of primeval Japan, from the Heaven-Spanning Bridge to the hellish Root-Country: the troubled trickster Susanoo-no-Mikoto, god of wind and storms, is banished from heaven and wanders the earth, lost in human form, in search of his demonic mother and charged with the defeat of an eight-headed serpent... A 3 disc CD-Audio edition. Also available in an MP3-CD edition (0-8095-6229-4, $14.95).

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