Hal 9000

Arthur C. Clarke

HAL's Legacy David G. Stork,1997 How science fiction's most famous computer has influenced the research and design of intelligent machines.

Hal 9000 Scott Robinson,2020-03-22 The Robinson Biography, written as it was in the mid-21st century (and thankfully published on paper, we estimate around 2080-90) notably references, and thereby confirms, a number of sources thought by many to be apocryphal: the originaldocumentaries of HAL 9000, including the two scholarly Clarke accounts, and the two visual summaries by Kubrick and Hyams. Several other synoptic accounts are also referenced. In addition, we find the names Turing, Asimov, Hofstadter, all known elsewhere in the surviving pre-Blink record; and the names Forster, Chandra, and Langley, though confined to Hal lore, are encouragingly redundant. All of this in itself is a boon, and we shall be decades poring over it, for that reason alone. Proceedings of the 99th International Congress, of Hybrid Minds, Historical Conclave Edinburgh, Scotland 20 Oct 2391

2010 Arthur Clarke,1984-01-12 For use in schools and libraries only. Haywood Floyd, director of the original Discovery mission, sets out to discover what happened to HAL 9000 and comes face to face with something claiming to be Dave Bowman.

2001: A Space Odyssey Arthur C. Clarke,2000-09-01 The classic science fiction novel that captures and expands on the vision of Stanley Kubrick's immortal film—and changed the way we look at the stars and ourselves. From the savannas of Africa at the dawn of mankind to the rings of Saturn as man ventures to the outer rim of our solar system, 2001: A Space Odyssey is a journey unlike any other. This allegory about humanity's exploration of the universe—and the universe's reaction to humanity—is a hallmark achievement in storytelling that follows the crew of the spacecraft Discovery as they embark on a mission to Saturn. Their vessel is controlled by HAL 9000, an artificially intelligent supercomputer capable of the highest level of cognitive functioning that rivals—and perhaps threatens—the human mind. Grappling with space exploration, the perils of technology, and the limits of human power, 2001: A Space Odyssey continues to be an enduring classic of cinematic scope.

Devices of the Soul Steve Talbott,2007-04-27 Self-forgetfulness is the reigning temptation of the technological era. This is why we so readily give our assent to the absurd proposition that a computer can add two plus two, despite the obvious fact that it can do nothing of the sort--not if we have in mind anything remotely resembling what we do when we add numbers. In the computer's case, the mechanics of addition involve no motivation, no consciousness of the task, no mobilization of the will, no metabolic activity, no imagination. And its performance brings neither the satisfaction of accomplishment nor the strengthening of practical skills and cognitive capacities. In this insightful book, author Steve Talbott, software programmer and technical writer turned researcher and editor for The Nature Institute, challenges us to step back and take an objective look at the technology driving our lives. At a time when 65 percent of American consumers spend more time with their PCs than they do with their significant others, according to a recent study, Talbott illustrates that we're forgetting one important thing--our Selves, the human spirit from which technology stems. Whether we're surrendering intimate details to yet another database, eschewing our physical communities for online social networks, or calculating our net worth, we freely give our power over to technology until, he says, we arrive at a computer's-eye view of the entire world of industry, commerce, and society at large...an ever more closely woven web of programmed logic. Digital technology certainly makes us more efficient. But when efficiency is the only goal, we have no way to know whether we're going in the right or wrong direction. Businesses replace guiding vision with a spreadsheet's bottom line. Schoolteachers are replaced by the computer's dataflow. Indigenous peoples give up traditional skills for the dazzle and ease of new gadgets. Even the Pentagon's zeal to replace boots on the ground with technology has led to the mess in Iraq. And on it goes. The ultimate danger is that, in our willingness to adapt ourselves to technology, we will descend to the level of the computational devices we have engineered--not merely imagining ever new and more sophisticated automatons, but reducing ourselves to automatons. To transform our situation, we need to see it in a new

and unaccustomed light, and that's what Talbott provides by examining the deceiving virtues of technology--how we're killing education, socializing our machines, and mechanizing our society.Once you take this eye-opening journey, you will think more clearly about how you consume technology and how you allow it to consume you. Nothing is as rare or sorely needed in our tech-enchanted culture right now as intelligent criticism of technology, and Steve Talbott is exactly the critic we've been waiting for: trenchant, sophisticated, and completely original. Devices of the Soul is an urgent and important book. --Michael Pollan, author of The Omnivore's Dilemma: A Natural History of Four Meals and The Botany of Desire: A Plant's Eye View of the World Steve Talbott is a rare voice of clarity, humanity, and passion in a world enthralled by machines and calculation. His new book, Devices of the Soul, lays out a frightening and at the same time inspiring analysis of what computers and computer-like thinking are doing to us, our children, and the future of our planet. Talbott is no Luddite. He fully understands and appreciates the stunning power of technology for both good and evil. His cool and precise skewering of the fuzzy thinking and mindless enthusiasm of the technology true believers is tempered by his modesty, the elegance of his writing, and his abiding love for the world of nature and our capacity for communion with it. --Edward Miller, Former editor, Harvard Education Letter Those who care about the healthy and wholesome lives of children can gain much from Steve Talbott's wisdom. He examines the need to help children spend more time touching nature and real life and less touching keyboards. He eloquently questions the assumption that speeding up learning is a good thing. Is, after all, a sped-up life a well-lived life? Most importantly, he reminds all of us that technology is just one part of life and ought not to overshadow the life of self and soul. --Joan Almon, Coordinator, Alliance for Childhood One of the most original and provocative writers of our time, Steve Talbott offers a rich assortment of insightful reflections on the nature of our humanity, challenging our own thinking and conventional wisdom about advances in technology. --Dorothy E. Denning, Department of Defense Analysis, Naval Postgraduate School, Monterey, CA Are you experiencing growing unease as computational metaphors have seized our discourse? Steve Talbott offers immediate relief. You are not losing your mind! Chapter after chapter, he shows how to draw on the powers of technology without losing your soul or breaking your heart. --Peter Denning, Past President of ACM, Monterey, California Steve Talbott is a rare writer whose words can alter one's entire perception of the world. He is our most original and perceptive defender of the wholeness of life against the onslaught of mechanism. Devices of the Soul is written with Talbott's typical grace and clarity. It displays a quality hardly found anymore in our high tech culture--wisdom. --Lowell Monke, Associate Professor of Education, Wittenberg University

2010 Arthur Charles Clarke,1982 Haywood Floyd, director of the original Discovery mission, sets out to discover what happened to HAL 9000 and comes face to face with something claiming to be Dave Bowman.

3001 Arthur C. Clarke,2012-11-30 The mysteries of the monoliths are revealed in this inspired conclusion to the Hugo Award–winning Space Odyssey series—"there are marvels aplenty" (The New York Times). On an ill-fated mission to Jupiter in 2001, the mutinous supercomputer HAL sent crewmembers David Bowman and Frank Poole into the frozen void of space. Bowman's strange transformation into a Star Child is traced through the novels 2010 and 2061. But now, a thousand years after his death, Frank Poole is brought back to life—and thrust into a world far more technically advanced than the one he left behind. Poole discovers a world of human minds interfacing directly with computers, genetically engineered dinosaur servants, and massive space elevators built around the equator. He also discovers an impending threat to humanity lurking within the enigmatic monoliths. To fight it, Poole must join forces with Bowman and HAL, now fused into one corporeal consciousness—and the only being with the power to thwart the monoliths' mysterious creators. "3001 is not just a page-turner, plugged in to the great icons of HAL and the monoliths, but a book of wisdom too, pithy and provocative." —New Scientist

2061: Odyssey Three Arthur C. Clarke,1989-04-13 Arthur C. Clarke's 2061: Odyssey Three is truly a masterful elaboration on one man's epic vision of the universe. Only rarely does a novelist weave a tapestry so compelling that it captures the imagination of the entire world. But that is

precisely what Arthur C. Clarke accomplished with 2001: A Space Odyssey. It is even more unusual that an author is able to complement so well-received an invention with an equally successful sequel. But Arthur C. Clarke's 2010: Odyssey Two enthralled a huge audience worldwide. Now, in 2061: Odyssey Three, Arthur C. Clarke revisits the most famous future ever imagined, as two expeditions into space are inextricably tangled by human necessity and the immutable laws of physics. And Heywood Floyd, survivor of two previous encounters with the mysterious monoliths, must once again confront Dave Bowman—or whatever Bowman has become—a newly independent HAL, and the power of an alien race that has decided Mankind is to play a part in the evolution of the galaxy whether it wishes to or not.

2001 A SPACE ODYSSEY ARTHUR CLARKE,1968

2010 Arthur C. Clarke,2012-11-30 The celebrated author continues his Space Odyssey with this Hugo Award winner: "A daring romp through the solar system and a worthy successor to 2001" (Carl Sagan). In 1968, Arthur C. Clarke's bestselling 2001: A Space Odyssey captivated the world and was adapted into the classic film by Stanley Kubrick. Fourteen years later, fans and critics were thrilled by the release of 2010: Odyssey Two. Nine years after the ill-fated Discovery One mission to Jupiter, a joint Soviet-American crew travels to the planet to investigate the mysterious monolith orbiting the planet, the cause of the earlier mission's failure—and what became of astronaut David Bowman. The crew includes project expert Heywood Floyd, and Dr. Chandra, the creator of HAL 9000. What they discover is an unsettling alien conspiracy tampering with the evolution of life on Jupiter's moons as well as that of humanity itself. Meanwhile, the being that was once Dave Bowman—the only human to unlock the mystery of the monolith—streaks toward Earth on a vital mission of its own . . . "Clarke deftly blends discovery, philosophy, and a newly acquired sense of play." —Time "2010 is easily Clarke's best book in over a decade." —The San Diego Union-Tribune

From AI to Robotics Arkapravo Bhaumik,2018-02-28 From AI to Robotics: Mobile, Social, and Sentient Robots is a journey into the world of agent-based robotics and it covers a number of interesting topics, both in the theory and practice of the discipline. The book traces the earliest ideas for autonomous machines to the mythical lore of ancient Greece and ends the last chapter with a debate on a prophecy set in the apparent future, where human beings and robots/technology may merge to create superior beings – the era of transhumanism. Throughout the text, the work of leading researchers is presented in depth, which helps to paint the socio-economic picture of how robots are transforming our world and will continue to do so. This work is presented along with the influences and ideas from futurists, such as Asimov, Moravec, Lem, Vinge, and of course Kurzweil. The book furthers the discussion with concepts of Artificial Intelligence and how it manifests in robotic agents. Discussions across various topics are presented in the book, including control paradigm, navigation, software, multi-robot systems, swarm robotics, robots in social roles, and artificial consciousness in robots. These discussions help to provide an overall picture of current day agent- based robotics and its prospects for the future. Examples of software and implementation in hardware are covered in Chapter 5 to encourage the imagination and creativity of budding robot enthusiasts. The book addresses several broad themes, such as AI in theory versus applied AI for robots, concepts of anthropomorphism, embodiment and situatedness, extending theory of psychology and animal behavior to robots, and the proposal that in the future, AI may be the new definition of science. Behavior-based robotics is covered in Chapter 2 and retells the debate between deliberative and reactive approaches. The text reiterates that the effort of modern day robotics is to replicate human-like intelligence and behavior, and the tools that a roboticist has at his or her disposal are open source software, which is often powered by crowd-sourcing. Open source meta-projects, such as Robot Operating System (ROS), etc. are briefly discussed in Chapter 5. The ideas and themes presented in the book are supplemented with cartoons, images, schematics and a number of special sections to make the material engaging for the reader. Designed for robot enthusiasts – researchers, students, or the hobbyist, this comprehensive book will entertain and inspire anyone interested in the exciting world of robots.

Space Odyssey Michael Benson,2019-04-23 The definitive story of the making of 2001: A Space Odyssey, acclaimed today as one of the greatest films ever made, and of director Stanley Kubrick and writer Arthur C. Clarke—"a tremendous explication of a tremendous film....Breathtaking" (The Washington Post). Fifty years ago a strikingly original film had its premiere. Still acclaimed as one of the most remarkable and important motion pictures ever made, 2001: A Space Odyssey depicted the first contacts between humanity and extraterrestrial intelligence. The movie was the product of a singular collaboration between Stanley Kubrick and science fiction visionary Arthur C. Clarke. Fresh off the success of his cold war satire Dr. Strangelove, Kubrick wanted to make the first truly first-rate science fiction film. Drawing from Clarke's ideas and with one of the author's short stories as the initial inspiration, their bold vision benefited from pioneering special effects that still look extraordinary today, even in an age of computer-generated images. In Space Odyssey, author, artist, and award-winning filmmaker Michael Benson "delivers expert inside stuff" (San Francisco Chronicle) from his extensive research of Kubrick's and Clarke's archives. He has had the cooperation of Kubrick's widow, Christiane, and interviewed most of the key people still alive who worked on the film. Drawing also from other previously unpublished interviews, Space Odyssey provides a 360-degree view of the film from its genesis to its legacy, including many previously untold stories. And it features dozens of photos from the making of the film, most never previously published. "At last! The dense, intense, detailed, and authoritative saga of the making of the greatest motion picture I've ever seen...Michael Benson has done the Cosmos a great service" (Academy Award-winning actor Tom Hanks).

2010 Arthur Charles Clarke,1997

The Computer's Voice Liz W. Faber,2020-12-22 A deconstruction of gender through the voices of Siri, HAL 9000, and other computers that talk Although computer-based personal assistants like Siri are increasingly ubiquitous, few users stop to ask what it means that some assistants are gendered female, others male. Why is Star Trek's computer coded as female, while HAL 9000 in 2001: A Space Odyssey is heard as male? By examining how gender is built into these devices, author Liz W. Faber explores contentious questions around gender: its fundamental constructedness, the rigidity of the gender binary, and culturally situated attitudes on male and female embodiment. Faber begins by considering talking spaceships like those in Star Trek, the film Dark Star, and the TV series Quark, revealing the ideologies that underlie space-age progress. She then moves on to an intrepid decade-by-decade investigation of computer voices, tracing the evolution from the masculine voices of the '70s and '80s to the feminine ones of the '90s and '00s. Faber ends her account in the present, with incisive looks at the film Her and Siri herself. Going beyond current scholarship on robots and AI to focus on voice-interactive computers, The Computer's Voice breaks new ground in questions surrounding media, technology, and gender. It makes important contributions to conversations around the gender gap and the increasing acceptance of transgender people.

2010: Odyssey Two Arthur C. Clarke,1984-01-12 "A daring romp through the solar system and a worthy successor to 2001."—Carl Sagan Nine years after the disastrous Discovery mission to Jupiter in 2001, a joint U.S.-Soviet expedition sets out to rendezvous with the derelict spacecraft—to search the memory banks of the mutinous computer HAL 9000 for clues to what went wrong...and what became of Commander Dave Bowman. Without warning, a Chinese expedition targets the same objective, turning the recovery mission into a frenzied race for the precious information Discovery may hold about the enigmatic monolith that orbits Jupiter. Meanwhile, the being that was once Dave Bowman—the only human to unlock the mystery of the monolith—streaks toward Earth on a vital mission of its own . . . "Clarke deftly blends discovery, philosophy, and a newly acquired sense of play."—Time "2010 is easily Clarke's best book in over a decade."—The San Diego Tribune

Inkscape 0.48 Illustrator's Cookbook Michaela Jurković,Rigel Di Scala,2011-04-26 Annotation Inkscape is an open source vector graphics editor with an intuitive user interface that has enough depth to make quality graphic designs with an attractive layout comparable to what you would make using Illustrator or CorelDraw. But choosing the right tool and the best approach to creating the desired effect can be challenging. Inkscape 0.48

Illustrator's Cookbook makes it super-easy for you to make your own vector-based graphics with the powerful Inkscape editor. Inkscape 0.48 Illustrator's Cookbook provides you with the latest recipes to quickly create scalable vector graphics. Recipes in this book teach you about some of the most useful time-saving features in Inkscape accompanied by a list of keyboard shortcuts that you can easily memorize. In addition to covering use of Inkscape tools and their advanced features, examples from the recipes uncover solutions to common graphics problems. The book starts off with familiarizing you with the tools and techniques in Inkscape that you can use to draw 2D shapes, calligraphic shapes, and 3D boxes easily. It then guides you through the most common color-changing steps performed in Inkscape along with some convenient procedures that can save your time when dealing with colors. It explains drawing using linear and radial gradients, which are irreplaceable, usage of clones to create interesting effects in illustrations, and live-path effects that can help you speed up constructing a shape and make the process more natural. You will learn how to make those tweaks on some of the ready-made filters, and in the final recipe we will create a filter from scratch. This practical book also contains recipes showing how to use Inkscape as a raster editor and how to achieve photo-realistic effects in Inkscape. For each important technique and skill, you'll see some simple recipes, then some more advanced recipes followed by an explanation of how Inkscape works to produce the desired effects in your illustrations. By the end of this book you will be confident enough to create your own vector-based graphics with Inkscape. Get solutions to common graphic problems to achieve photo-realistic effects with Inkscape.

Voice & Vision Mick Hurbis-Cherrier,2018-07-03 Develop your creative voice while acquiring the practical skills and confidence to use it with this new and fully updated edition of Mick Hurbis-Cherrier's filmmaking bible, Voice & Vision. Written for independent filmmakers and film students who want a solid grounding in the tools, techniques, and processes of narrative film, this comprehensive manual covers all of the essentials while keeping artistic vision front and center. Hurbis-Cherrier walks the reader through every step of the process—from the transformation of an idea into a cinematic story, to the intricacies of promotion and distribution—and every detail in between. Features of this book include: Comprehensive technical information on video production and postproduction tools, allowing filmmakers to express themselves with any camera, in any format, and on any budget An emphasis on the collaborative filmmaking process, including the responsibilities and creative contributions of every principal member of the crew and cast A focus on learning to work successfully with available resources (time, equipment, budget, personnel, etc.) in order to turn limitations into opportunities Updated digital filmmaking workflow breakdowns for Rec. 709 HD, Log Format, and D-Cinema productions Substantial coverage of the sound tools and techniques used in film production and the creative impact of postproduction sound design An extensive discussion of digital cinematography fundamentals, including essential lighting and exposure control tools, common gamma profiles, the use of LUTs, and the role of color grading Abundant examples referencing contemporary and classic films from around the world Indispensible information on production safety, team etiquette, and set procedures. The third edition also features a robust companion website that includes eight award-winning example short films; interactive and high-resolution figures; downloadable raw footage; production forms and logs for preproduction, production, and postproduction; video examples that illustrate key concepts found within the book, and more. Whether you are using it in the classroom or are looking for a comprehensive reference to learn everything you need to know about the filmmaking process, Voice & Vision delivers all of the details in an accessible and reader-friendly format.

Voice and Vision Mick Hurbis-Cherrier,2012-11-12 Voice & Vision is a comprehensive manual for the independent filmmakers and film students who want a solid grounding in the tools, techniques, and processes of narrative film in order to achieve their artistic vision. This book includes essential and detailed information on relevant film and digital video tools, a thorough overview of the filmmaking stages, and the aesthetic considerations for telling a visual story. The ultimate goal of this book is to help you develop your creative voice while acquiring the solid practical skills and confidence to use it.

Unlike many books that privilege raw technical information or the line-producing aspects of production, Voice & Vision places creativity, visual expression, and cinematic ideas front and center. After all, every practical decision a filmmaker makes, like choosing a location, an actor, a film stock, a focal length, a lighting set-up, an edit point, or a sound effect is also an expressive one and should serve the filmmaker's vision. Every decision, from the largest conceptual choices to the smallest practical solutions, has a profound impact on what appears on the screen and how it moves an audience. In Practice sidebars throughout connect conceptual, aesthetic and technical issues to their application in the real world. Some provide a brief analysis of a scene or technique from easily rentable films which illustrate how a specific technology or process is used to support a conceptual, narrative, or aesthetic choice. Others recount common production challenges encountered on real student and professional shoots which will inspire you to be innovative and resourceful when you are solving your own filmmaking challenges.

The Risk Perception of Artificial Intelligence Hugo Neri,2020-12-16 In The Risk Perception of Artificial Intelligence, Hugo Neri examines how society has come to understand artificial intelligence by studying how cultural productions, intellectuals, and the media have shaped society's views, understandings, and fears of artificial intelligence. As an abstract term, artificial intelligence has been understood both as a discipline and a robot's mind. In the twenty and twenty-first centuries, cultural representations in comics, television shows, and movies converged with public lectures about the risks of A.I. by prominent public figures such as Stephen Hawking and Elon Musk. Neri analyzes how this cultural and intellectual miscellany shapes the way we perceive artificial intelligence and whether this perception is universal or restricted to the Western world.

Robots in Popular Culture Richard A. Hall,2021-07-12 Robots in Popular Culture: Androids and Cyborgs in the American Imagination seeks to provide one go-to reference for the study of the most popular and iconic robots in American popular culture. In the last 10 years, technology and artificial intelligence (AI) have become not only a daily but a minute-by-minute part of American life—more integrated into our lives than anyone would have believed even a generation before. Americans have long known the adorable and helpful R2-D2 and the terrible possibilities of Skynet and its army of Terminators. Throughout, we have seen machines as valuable allies and horrifying enemies. Today, Americans cling to their mobile phones with the same affection that Luke Skywalker felt for the squat R2-D2. Meanwhile, our phones, personal computers, and cars have attained the ability to know and learn everything about us. This volume opens with essays about robots in popular culture, followed by 100 A–Z entries on the most famous AIs in film, comics, and more. Sidebars highlight ancillary points of interest, such as authors, creators, and tropes that illuminate the motives of various robots. The volume closes with a glossary of key terms and a bibliography providing students with resources to continue their study of what robots tell us about ourselves.

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