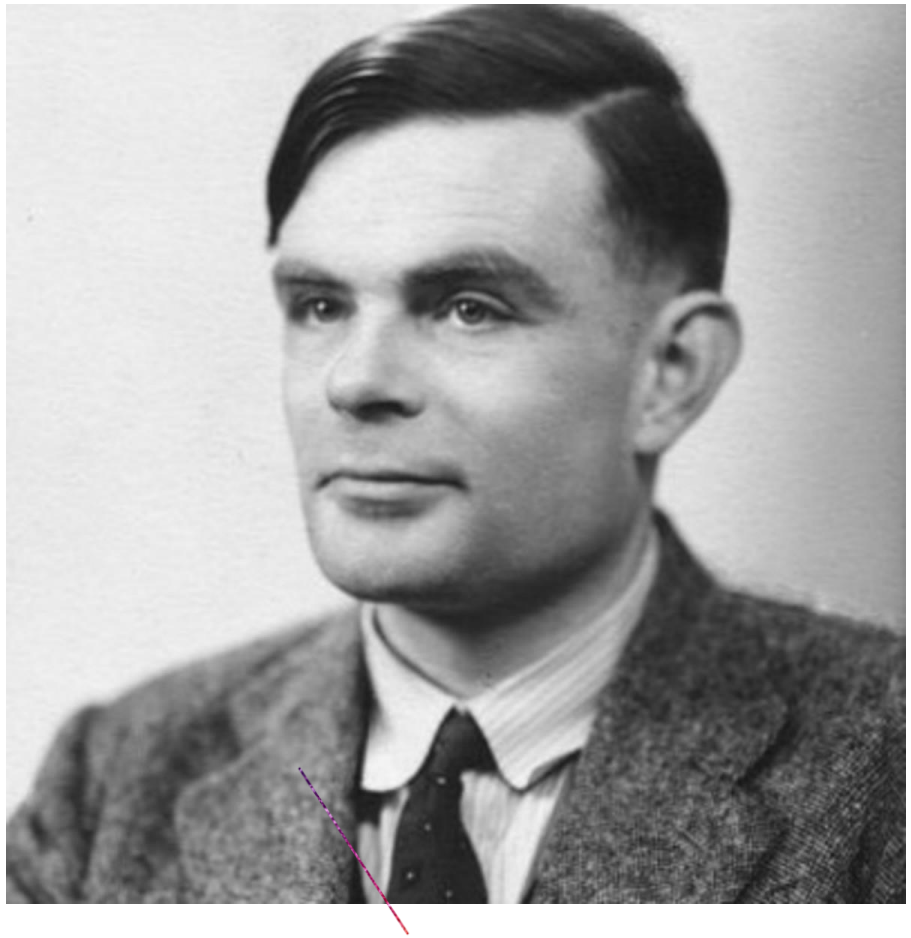
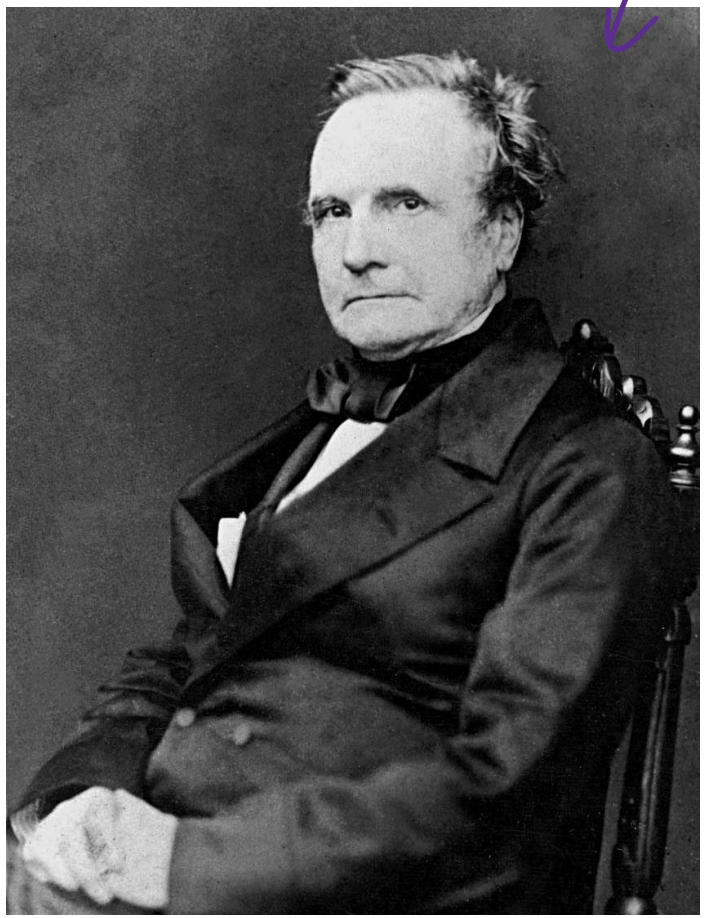
ALAN TURING



CHARLES BABBAGE



ADA LOVELACE

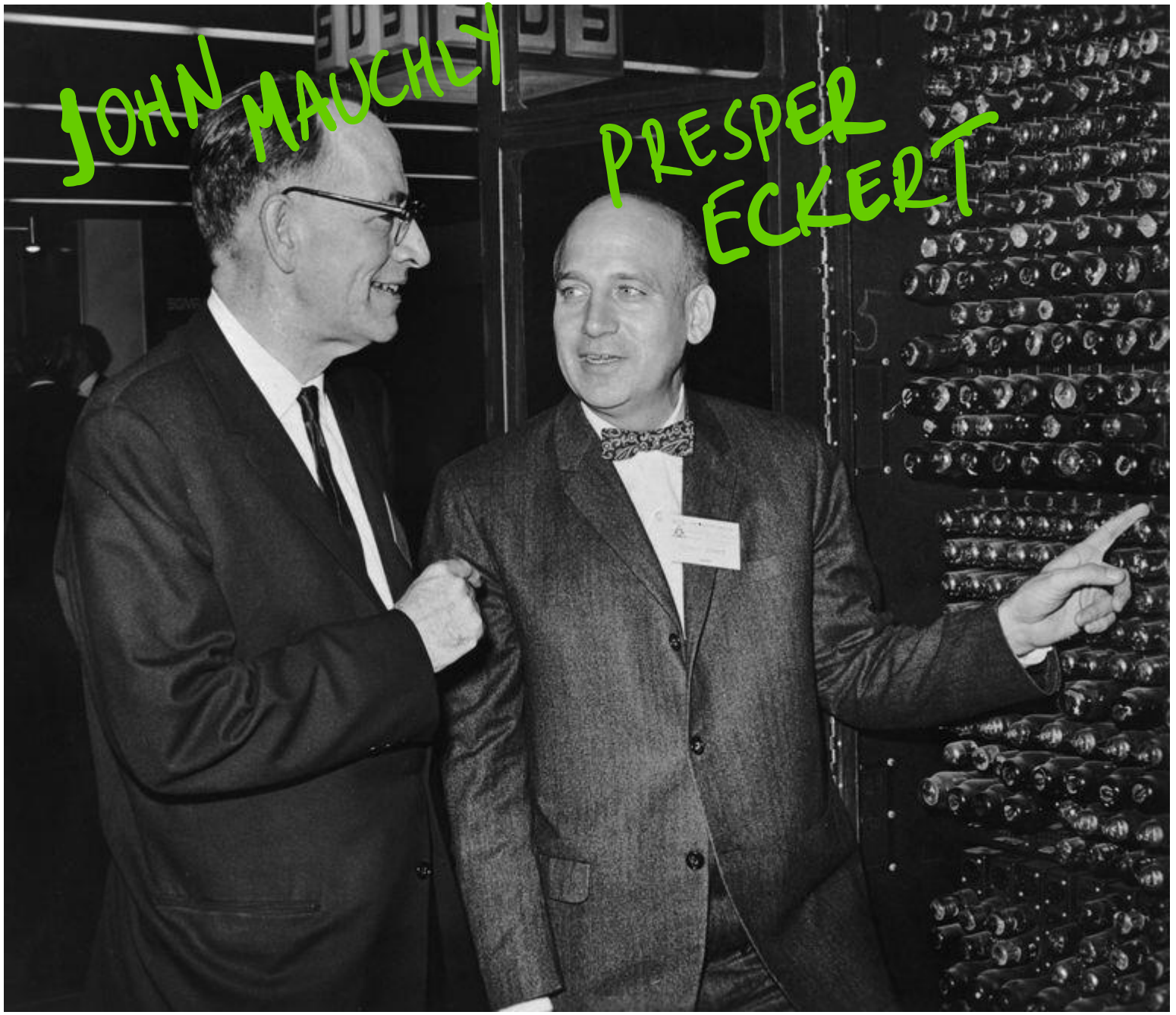
1837

John Atanasoff

1936

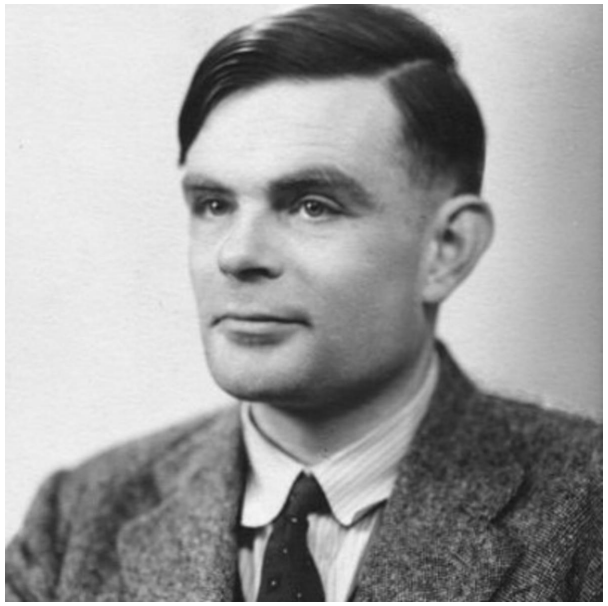
Konrad Zuse

1941



ENIAC

1946



HER ŞEY BÖYLE BAŞLADI

ON COMPUTABLE NUMBERS, WITH AN APPLICATION TO THE ENTSCHEIDUNGSPROBLEM

By A. M. Turing.

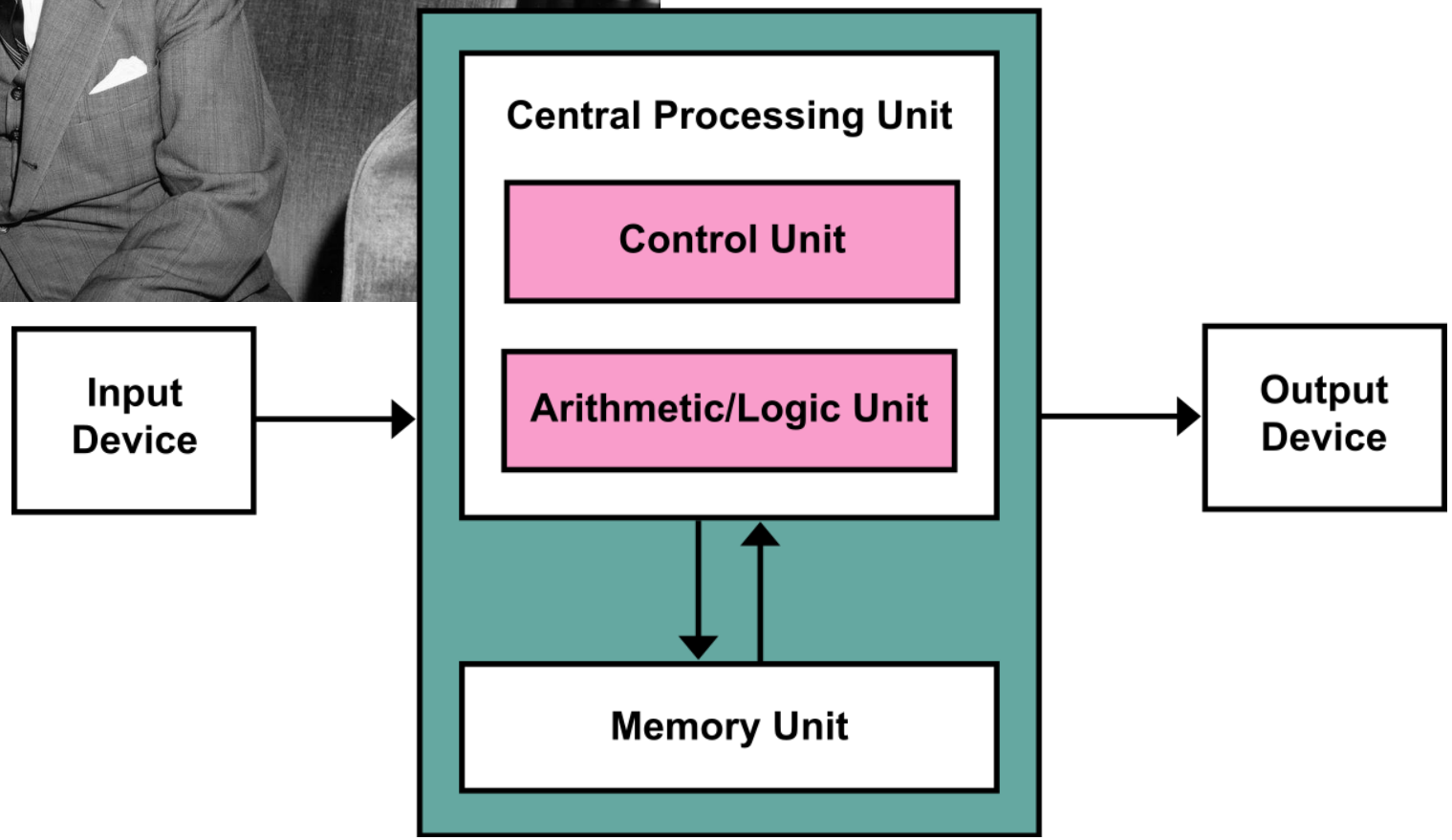
[Received 28 May, 1936.—Read 12 November, 1936.]

1936

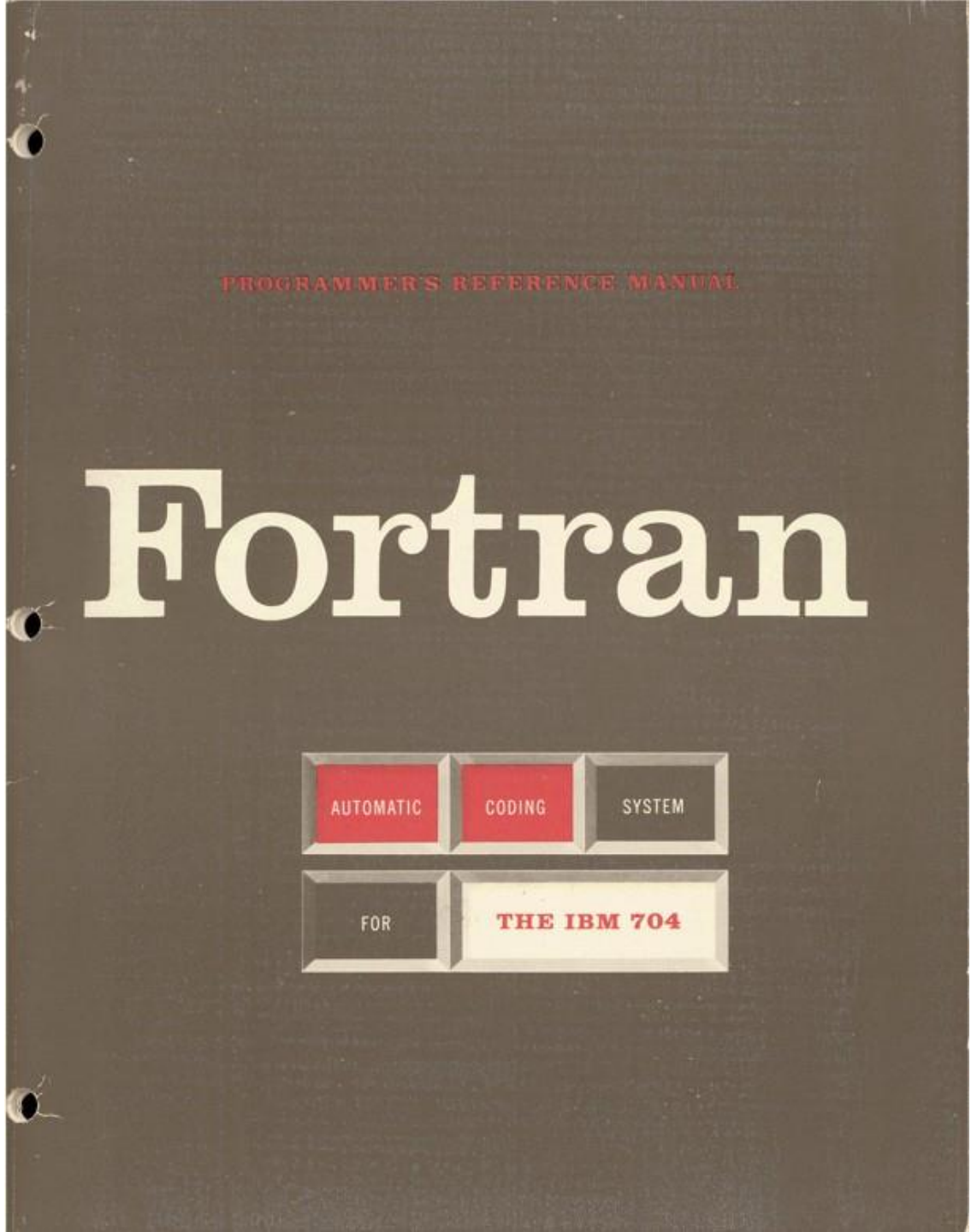
https://www.cs.virginia.edu/~robins/Turing_Paper_1936.pdf

1945

VON NEUMANN

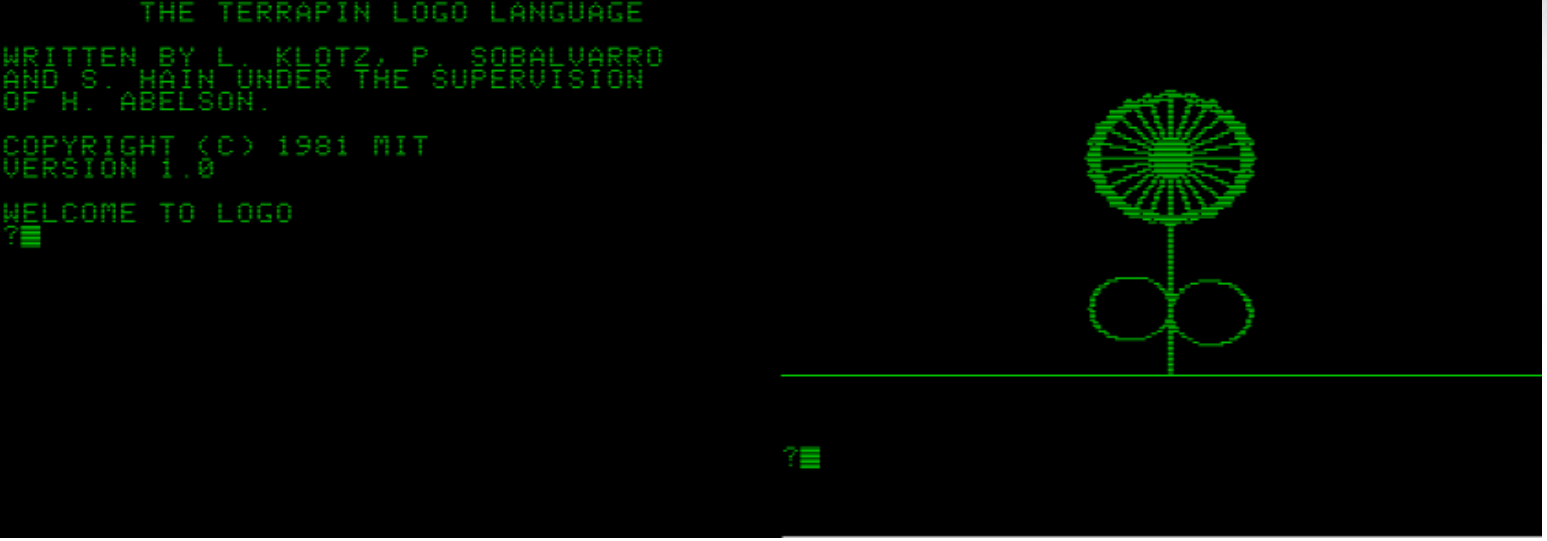


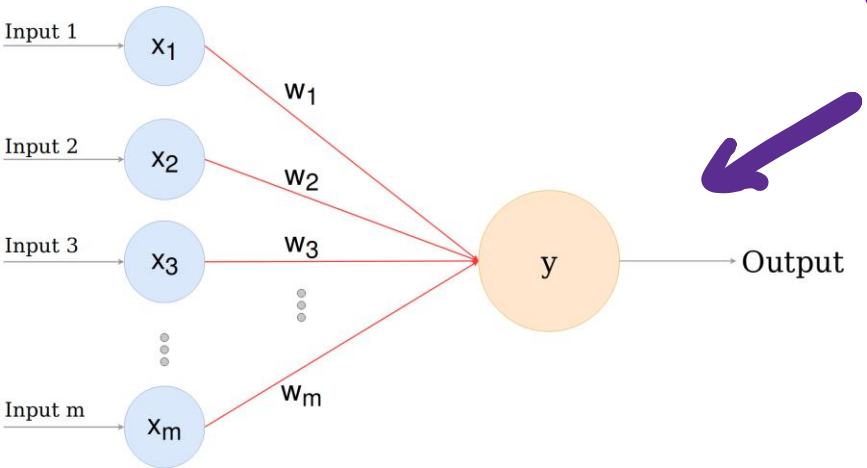
1957



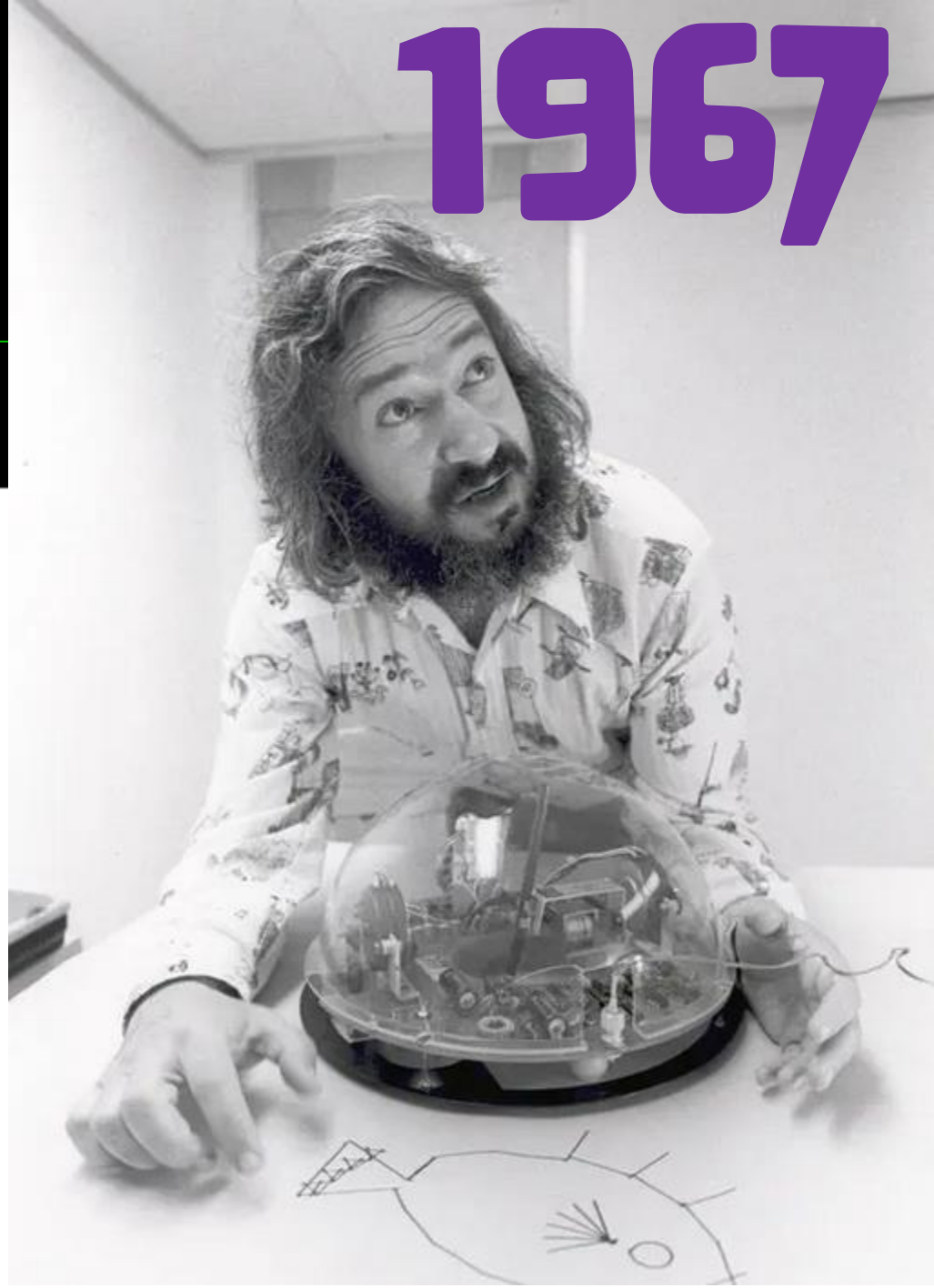
ANLAMASI HALA BIRAZ ZORDU :(

Formula Translation





İŞTE BU YAPAY ZEKA!



1964

1973

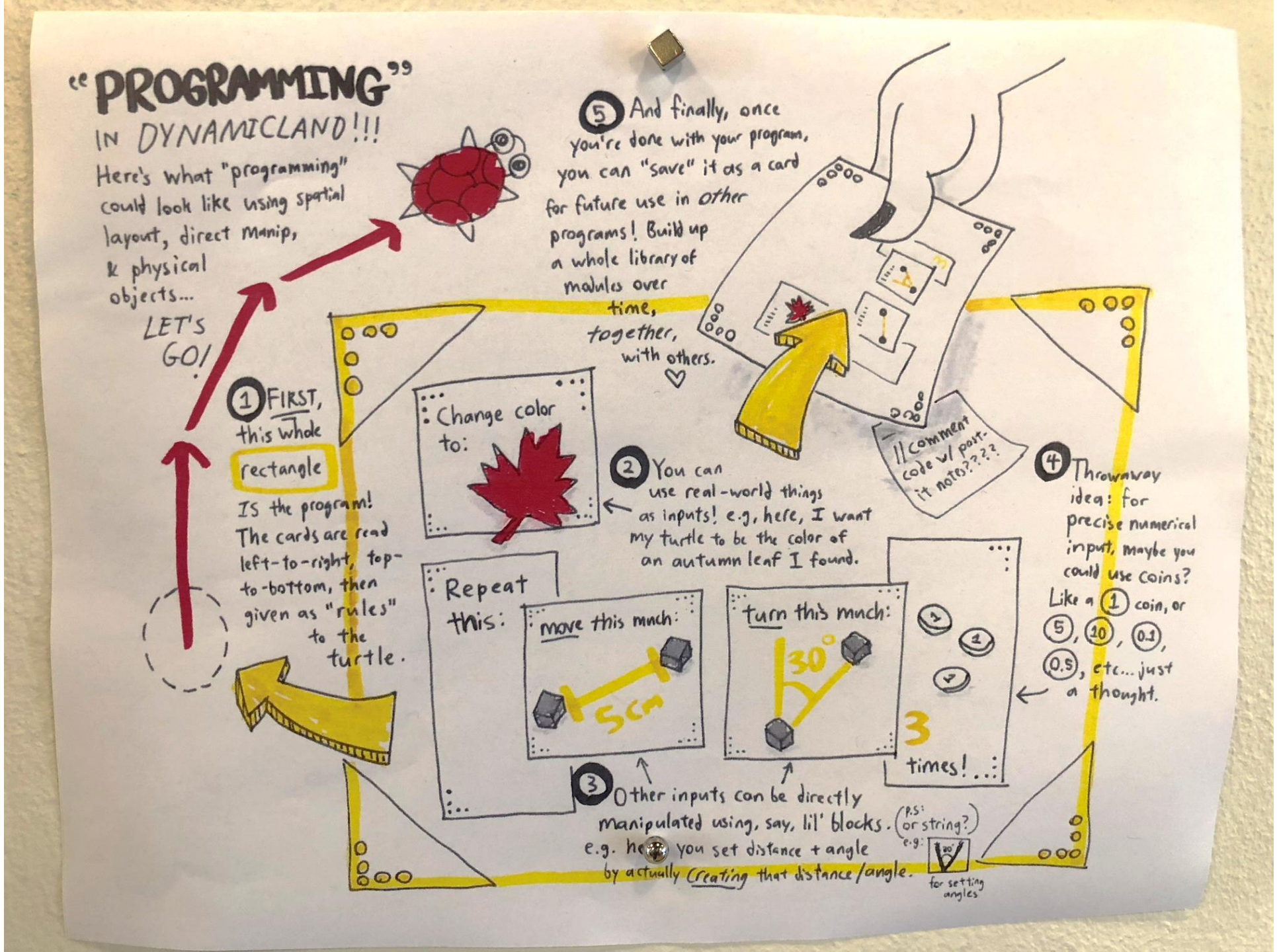
İNANILMAZ BİR DEMO →

APPLE YİNE HAVALIYDI

1983

GÜNÜMÜZ

GELECEK


"PROGRAMMING" IN DYNAMICLAND!!!
Here's what "programming" could look like using spatial layout, direct manip, & physical objects...
LET'S GO!
1 FIRST, this whole rectangle IS the program! The cards are read left-to-right, top-to-bottom, then given as "rules" to the turtle.
Change color to:
2 You can use real-world things as inputs! e.g. here, I want my turtle to be the color of an autumn leaf I found.
Repeat this:
move this much:
5cm
turn this much:
30°
3
times!
3 Other inputs can be directly manipulated using, say, lil' blocks. e.g. here you set distance + angle by actually creating that distance/angle.
P.S: or string?
e.g:
for setting angles
4 Throwaway idea: for precise numerical input, maybe you could use coins? Like a 1 coin, or 5, 10, 0.1, 0.5, etc... just a thought.
5 And finally, once you're done with your program, you can "save" it as a card for future use in other programs! Build up a whole library of modules over time, together, with others.
// comment code w/ post-it notes????

DYNAMICLAND

is a place for all people to

build

study

play

speak

learn

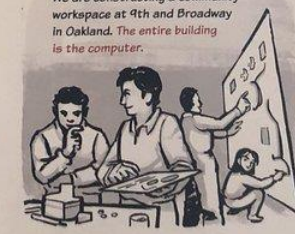
in fundamentally new ways.

(ALSO IT'S A NEW KIND OF COMPUTER.)

We are a non-profit, long-term research group in the spirit of Doug Engelbart and Xerox PARC.

We are inventing a new computational medium where people work together with real objects in physical space, not alone with virtual objects on a screen.

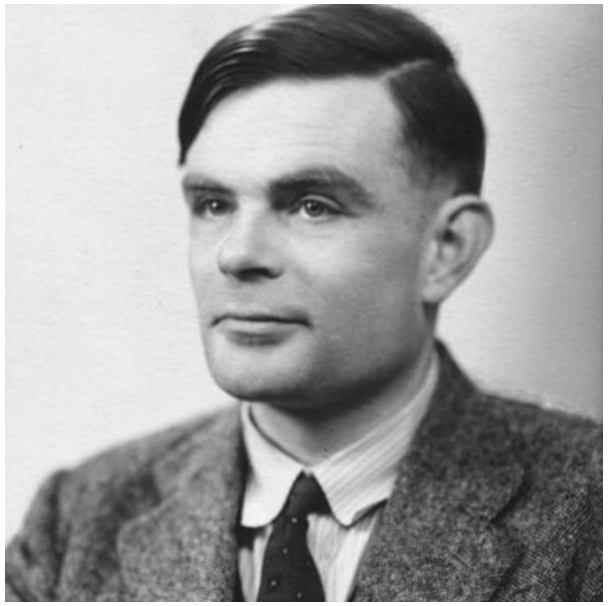
We are constructing a community workspace at 9th and Broadway in Oakland. The entire building is the computer.



PEKİ
SİZİN
GELECEK
HAKKINDAKİ
ÖNGÖRÜLERİNİZ
NELER?

PEKI YZ NEREDEYDI?

1956



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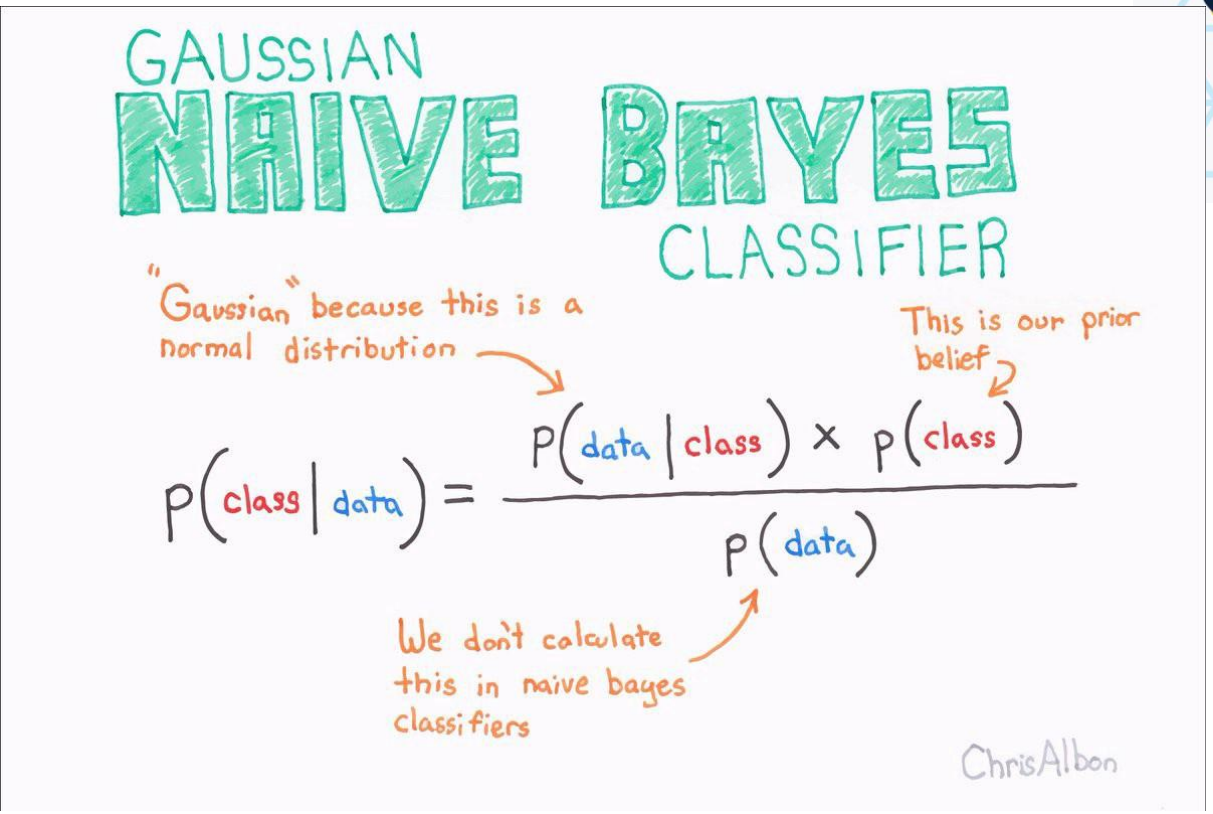
THE AMAZING
Thomas Bayes
$P(A|B) = \frac{P(B|A)\,P(A)}{P(B)}$
P(A)
P(B)

1736


GAUSSIAN
NAIVE BAYES
CLASSIFIER
"Gaussian" because this is a normal distribution
This is our prior belief
$P(\text{class} \mid \text{data}) = \frac{P(\text{data} \mid \text{class}) \times p(\text{class})}{p(\text{data})}$
We don't calculate this in naive bayes classifiers
ChrisAlbon

HOMO SAPIENS???