Blind Hackers

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Technological trends

- Maker movement
- Augmented reality
- Digital books

Left behind?

Solutions

- Advocacy
- Education
- Technology?

What then?

Haccessibility

What's a hacker?

- MIT AI lab
- Definitions
- 90s shift

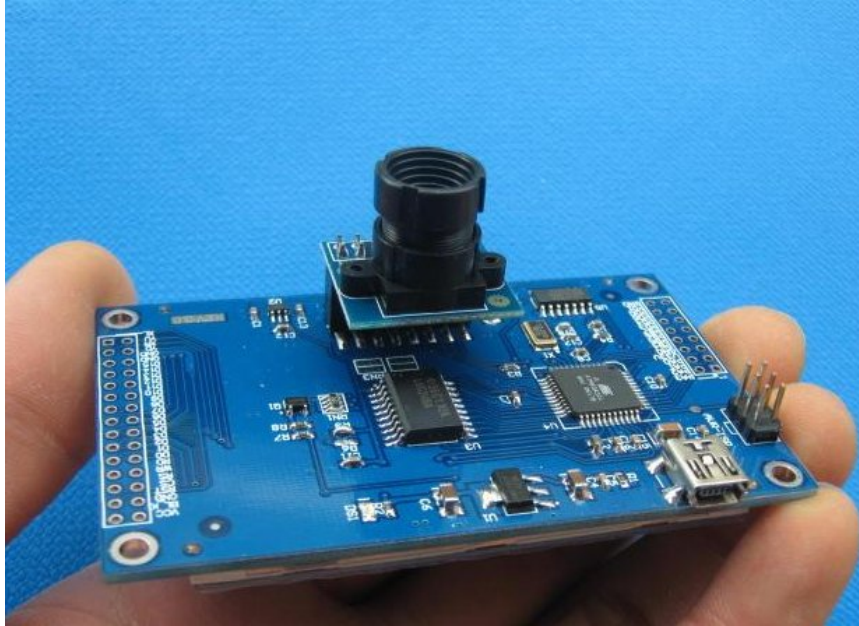# New paths to access

- Tinkering
- Circumventing

Projects

TalkingArch

Raspberry VI

Blind Arduino

vOICe

Pokemon Crystal Access

Emacspeak

Eloud


```
                                         emacs@kobe.laptop
    2007-01-10 [  27: Logan Shaw       ] Re: Which data store to use for fast, highly available access?
    2007-01-10 [   7: Logan Shaw       ] Re: how to use setenv function in GNU C for programming in linux?
 ▶ R +2007-01-11 [  31: Barry Margolin    ] Re: memcpy() and CPU usage
  . 2007-01-11    [  24: David Schwartz   ] Re: memcpy() and CPU usage
    2007-01-10    <  106: Logan Shaw      > Re: memcpy() and CPU usage
    2007-01-11 [  21: Christian Christmann] Strings in Makefile
    2007-01-11    [  18: Rainer Temme     ] Re: Strings in Makefile
    2007-01-11       [   9: Christian Christmann] Re: Strings in Makefile
    2007-01-11 [   8: smasuku@gmail.com ] Many to Many  Transmission via UDP
    2007-01-11    [  20: Rainer Temme     ] Re: Many to Many  Transmission via UDP
    2007-01-11    [  21: Spoon           ] Re: Many to Many  Transmission via UDP
    2007-01-11 [  36: Spoon             ] UDP sockets and IPv4 header fields
    2007-01-11    [  22: Rainer Temme     ] Re: UDP sockets and IPv4 header fields
 -7:--   c.u.programmer [136614] {23 more}   Top (3,20)    (Summary Unplugged)-----------------------------
 Date: Thu, 11 Jan 2007 00:14:59 -0500
 From: Barry Margolin <barmar@alum.mit.edu>
 Subject: Re: memcpy() and CPU usage
 Newsgroups: comp.unix.programmer
 Message-ID: <barmar-A526A4.00145911012007@comcast.dca.giganews.com>

 In article <dIOdnUOBX5K1IDjYnZ2dnUVZ_ruknZ2d@giganews.com>,
  "David T. Ashley" <dta@e3ft.com> wrote:

 > "psp" <pradhan.pushkar@gmail.com> wrote in message
 > news:1168453014.507334.125920@77g2000hsv.googlegroups.com...
 > >I have a very CPU intensive application that should meet a specified
 > > response time. One of my algorithms requires me to do a memcpy() of N
 > > rows (one row = 2048 elements) very frequently.
 > >
 > > I was wondering how memcpy() is implemented internally, i.e. does it
 > > involve the CPU or the bus can handle transfer between different
 > > locations?
 >
 > If the rows are in a regular data arrangement, instead of copying the data,
 > you can change some control information that describes where a given row is.
 >
 > For example, one might have an array of pointers, each pointing to a row
 > with 2048 elements.
 >
 > Instead of moving the elements, just move the pointers around.
 >
 > I suggest algorithmic improvement, if possible.

 If you're going to be modifying the data, and you need to retain the
 original contents, you need to make a copy.

 --
 Barry Margolin, barmar@alum.mit.edu
 Arlington, MA
 *** PLEASE post questions in newsgroups, not directly to me ***
 *** PLEASE don't copy me on replies, I'll read them in the group ***




 -*:--   c.u.programmer [ h   ] Re: memcpy() and CPU usage   All (6,0)     (Article)-----------------------
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DeDRM

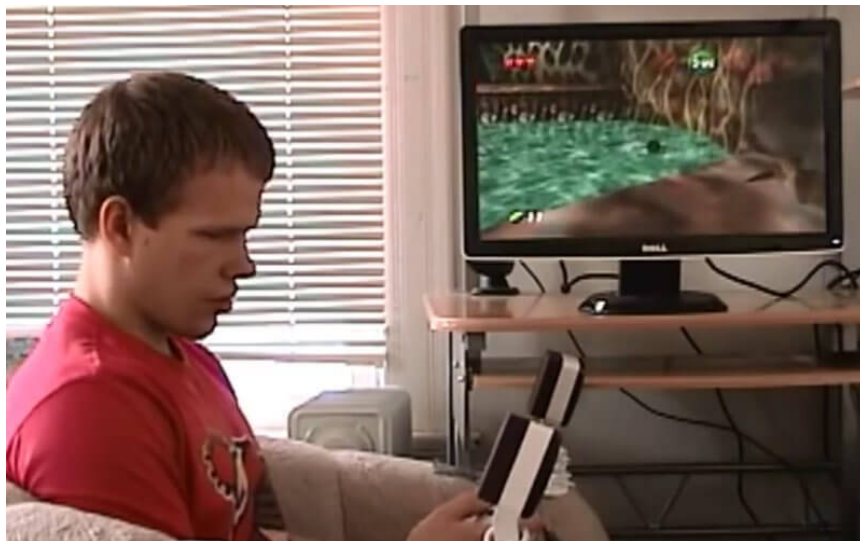## Hacktivism and accessibility

- Snowden
- Crypto wars
- SciHub
- Reproducibility

Our position

- Reason for openness

- People care

- Empowerment

Moving forward

- Text, text, text

- Bootstrapping

- Persistence

Get in touch

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- Twitter: @psmyth01

- GitHub: smythp