l'm	not robot
	reCAPTCHA

Continue

You touch my body

Unless the parts of the robot really make you go, you might have been surprised by recent titles on a research study where human subjects experienced excitement when asked to touch genitals of a robot. I would like to say that I am not going to have to do so. They are a little stretching, since the study where human subjects experienced excitement when asked to touch genitals of a robot. simply showed that the human brain is excited when asked to touch body parts that we would normally not touch. But the highest electrical activity in the human brain does not necessarily indicate sexual excitement, so calm everyone. Here's how the studio went: Stanford University researchers conducted the experiment by adapting the nondominant hand of each participant with sensors that measured reaction time and conductivity of the skin. The NAO robot of Aldebaran Robotics is humanoid in shape, so it was presented during the study as something of a learning tool. The robot asked participants to point or touch a part of the body, and then taught participants the medical term for that part of the body. The results of the study showed that participants were physiologically excited when the robot asked them to touch body parts like buttocks or eyes. That said, it is highly unlikely that one of the researchers who conducts the study would admit that these results are related to sexual excitement. A more accurate interpretation would be to say that, in the face of a humanoid robot, human beings tend to follow common social conventions that deal with contact. You do not get to touch the buttocks of an unknown — but since the robot was sitting during the study, hesitation might have come from trying to touch a part of the bodyto achieve, not necessarily sexual. "Our work shows that robots are a new form of particularly powerful media," said Jamy Li, one of Stanford's researchers who guides the study. "It isthat people respond to robots primitively, socially social conventions for contact of someone else's private parties also apply to the body parts of a robot. This research has implications for both robot design and artificial system theory." In the study, physiological excitement indicates a specific emotional commitment that transcends merely sexual attraction. studying how human beings interact naturally with neurological humanoid robots will be important as robotics will continue to develop and join society, jefferson han, a pallid and whispered engineer dressed in black manhattan, faced the thousand participants on the first day of the 2006 ted, the annual technology, entertainment and design conference at monterey, California, the thirty-year-old was little more than a curiosity to the confab, where, as he says his copy to, "the most important thinkers and doers in the world gather to find inspiration." And on that day, the thinkers and doers included google gazillionaires sergej brin and larry page, e-tail amazon jeff bezos, and bill joy, which helped the code sunsystems from technology titans. It was enough to make someone feel a little small. then han started his presentation. his fingertips played, placed them on the blue cobalt 36 inch-wide display before him and tracked playful and wavy lines that were projected on a giant screen at his back. conjugated a lava lamp and sculpted floating blobs that changed color and shape according to how hard it pressed. ("Google should have something similar in their lobby," he joked.) with the crowd starting to mix, called some holiday photos, manipulating them on the monitor as if they were real prints on a work plan. expanded every image by pulling its two fingers apart or putting them together.oohs and aah have crashed from the floor. By suppressing a smile, Han told the brain assembled confidence that he rejects the idea that "we are going to awhole new generation of people to calculate with the standard keyboard, mouse and Windows pointer interface." Diffusion and photo collection as many game cards, he added, "This is really the way we should interact with machines." Acrylic application as many game cards, he added, "This is really the way we should interact with machines." Acrylic application as many game cards, he added, "This is really the way we should interact with machines." Acrylic application as many game cards, he added, "This is really the way we should interact with machines." Acrylic application as many game cards, he added, "This is really the way we should interact with machines." Acrylic application as many game cards, he added the cards are should interact with machines." Acrylic application and photo collection as many game cards, he added the cards are should interact with machines." Acrylic application and photo collection as many game cards, he added the cards are should interact with machines." Acrylic application and photo collection as many game cards, he added the cards are should interact with machines. Someone whistled. Han began to feel a little bigger. But it was far from the end. Han pulled on a two-dimensional keyboard floating slowly through the screen. "There is no reason on this day and the age that we should comply with a physical device," he said. "These interfaces should start conforming to us." He touched the screen to produce dozens of fuzzy white balls, bouncing around a game field he defined with a wave of his hand. A bow of a finger tips to fall from a global perspective to a continental, until he finally was zipping through tight slot canyons like someone on an Xbox. He rotated his hands like a clock, tilting the entire field of view on his axis-a F16 in a scroll of rod. He finished his nine-minute presentation by drawing a puppet, who had two fingers danced. He crooked in the rock-star applause. This is the best type of statement, he thought. The moment you live. Six months later, after TED released the video on its website, the blogosphere had the wind of Han's presentation. Word spread virally through thousands of bloggers, who posted the video on their sites or indicated it on YouTube, where it was downloaded a quarter of a million times. I want one!!!" mounted a youtuber. "Just tell me where to buy one," another said. "Holy s-t. this is the future," he shouted a third. the presentation of han has become one of the most popular videos of youtube of all time. in this age of googly, it only takes a random genius or two to conceive aso powerful that it can plough under the landscape and remake in its image. People are already betting Jeff Han is one of them. (For an exclusive look on a new demo video, see Content related to the right.) Throughout the time you can remember, Han, a research scientist working at the Courant Institute of New York University, was fascinated by technology. It also has doodles in straight, rectangular and square-ieroglyph corners that seem almost circuits, a pattern of its unconscious. The son of Korean middle-class immigrants who emigrated to America in the 1970s to conquer a Jewish deli in the queens, Han began to separate the family TV, the video recorder, "any thing that was flashing", at the age of 5 (has still a scar courtesy of a warm welder iron his little sister knocked on his foot.) His father was not always satisfied with the half-reassembled household appliances, but encouraged his son's technolust, however, and also made him memorize his multiplication tables before enrolling in kindergarten. At the summer camp, Jeff hot-wired golf carts for night clubs and fixed camper companions busted Walkmen in exchange for soda pop. He studied violin "like any good Asian child." He was 12 when he built his first laser. His parents checked and saved to send him to Dalton School, an elite private high school on Manhattan's Upper East Side, then to Cornell University, where he studied electrical and computer engineering. Han jumped out his senior year without graduating to a startup that bought a video conferencing technology that he developed while a student. A decade later, he is ready to change the face of computer science. Until now, the touch screen with electronic buttons that a finger at a time. the han touch display, on the contrary, redefines the way the commands are given to a computer: it uses both the movement and Multiple inputs, either 2 fingers or 20- to transmit information to the silicon brain under the display. already, different industries and companies like the defense contractor lockheed martin, cbs news, pixar, and irreplaceable government intelligence agencies have approached han to get possession of his invention. and, no surprise, formed a startup company to market it, perceptive pixel. "Touch is one of the most intuitive things in the world," says han. "Instead of being a sterp removed, as you are with a mooe and a keyboard, you have direct manipulation. is a completely natural reaction - see an object and want to touch it." in a recent Tuesday afternoon, han gives me a private demonstration at nyu. the 36-inch drawing table that oated to ted since then evolved into a giant screen: two panels of 8 feet for 3 feet. I noticed that the screen is not only smudge-resistant, but resistant, or as han says, "a peanut butter proof", a phrase that did not invent, but liked enough to coopt. in this age of googly, it only takes a random genius to conceive such a powerful technology that arabes under the landscape and remake it in his image. han teaches me the only model I need to know - a circular movement similar to a proof concealer cancellation symbol, which brings a application cake printing menu. I tried, and suddenly I'm inside the mapping software, with a view on an arid mountain range. Spread two fingers apart, and I'm zooming through the canyons. Sprinkle them together, and I'm skying thousands of feet above. I'm not just looking at the three-dimensional terrain, I'm living in it: I'm everywhere I want to be, instantly, on any scale, embracing whole ridges with a single gesture, or free fall to any roof in any city on earth. This is not mapquest. the han machine is faster-much faster-because there is nothingme and the data: no mouse, no cursor, no pull-down window. It is seamless, immediate, ridiculously easy. No manual required. Anthe colleague has in his head (Han greets him as he does most all: "Dude!") and tells him that a producer of the Ellen DeGeneres Show called. Han has enjoyed it but declines the invitation to appear. Since it has become a Web phenomenon, it has received all sorts of offers, such as-on, requests for conferences. A SPAWAR official, a subdivision of the Navy focused on the planning of space and naval wars, asked Han to collaborate. A CBS News producer wondered how to use Han's touch screen for special events such as election coverage. A dance deejay asked if he had a product to shoot music in clubs. A teenager asked how he could become a computer engineer too (response: "Mathematics of Study"). In the meantime, I'm back playing with Han's über technology. "Jesus", I say under my breath. "It will become rich." Han tries and laughs. Thought came to his mind. Before reinventing the touch screen, Han was just another dotcom refugee on a crossroads. BoxTop Interactive, an electronic service company for which he worked in Los Angeles, had just turned off everything else (called the boom-bust era a "collusion of bulls-t"). With his sick father, and ready for a change, Han returned to New York. He knew some professors from NYU and, despite his stay in Cornell, he obtained a research position at the Courant Institute, where he has been in the last four years. The scope of the projects in which he is involved is a testimony of the pure power of his brain. Two are funded by DARPA, the Defense Advanced Research Projects Agency under the Department of Defense, including one that involves visual smell: By modeling his work on the brain of a honey bee, Han was looking for ways to let a computer know where he was and where he is going - part of an attempt to build a flying camera that would be able to find his way updistances. Han also did it in the second round of a DARPA project to create an autonomous robot vehicle that could operate on rough paths, in jungles or deserted sand, or weaving through heavy traffic as if it had an expert pilot behind the wheel, a non-DARPA project involves reflectology, han came with a way to scan materials so that they are faithfully reproduced digitally, process typically requires light on a piece of fabric, a flag, say, from dozens of different angles, and scanning each in a computer - a proposal that takes time, but han developed an elegant shortcut; built a kaleidoscope with three mirrors that reflect each other. Once a fabric watch is inserted, the flow produces 22 reflections imitating different light angles. when the data of each reflection is scanned, the result is a flag that can be formed in any form - one that seems to be waving in the breeze, with every ripple and every slight shift in light made to a photographic accuracy. the whole process requires a fraction of the time that the best Hollywood computer animators would need. han brought an equally pragmatic attitude of fai-da-te to his study on touch-screen technology. When he began to investigate the idea, he discovered that some researchers were working on interactive walls and floors, and there were a number of pieces of art. but it was all. the concept was not advanced much from where it was in the eighties, when bill buxton, now a microsoft researcher, was experimenting with touch-screen synths. "Most of it was designed with touch-screen synths." they didn't ask what purpose it was. I wanted to create something useful." inspiration came in the form of aglass of water. han noticed when he looked down on the water that the light bounces inside the cable until it emerges from the other final miles. If the surface was made of glass, and the light was interrupted by, say, a finger, the light would no longer be rebounding, it would spread - some of it bleed in the finger, some would fall straight, which was happening with its glass of water. The physicists call the principle "frustrated total internal reflection" (it seems something your therapist might say). Han decided to put these rays of light wrong at work. It took a few hours to come with a prototype. "You must have the ability to build," he says. "You cannot be strictly theoretical. I felt lucky. I entered a lab with raw materials and came out with a usable model." He did it by adapting a piece of light acrylic and attaching LED to the side, which provided the light source. On the back, he was wearing an infrared camera. When Han placed his fingers on the makeshift screen, some light bounced straight, just as he thought it would, and the camera captured the pixel of the light bounced straight, just as he thought it would, and the camera captured the pixel of the light bounced straight, just as he thought it would, and the camera captured the pixel of the light bounced straight, just as he thought it would, and the camera captured the pixel of the light bounced straight, just as he thought it would, and the camera captured the pixel of the light bounced straight, just as he thought it would, and the camera captured the pixel of the light bounced straight, just as he thought it would, and the camera captured the pixel of the light bounced straight, just as he thought it would, and the camera captured the pixel of the light bounced straight, just as he thought it would, and the camera captured the pixel of the light bounced straight, just as he thought it would, and the camera captured the pixel of the light bounced straight because the pixel of the light because the pixel of the light bounced straight because the light because the light bounced straight because the light because design software that measured the shape and size of each contact and assign a set of coordinates that defined it. Basically, each contact point became a distinct region on a chart. "It's like a fingerprint scanner, blown in scale and encapsulating all 10 or more fingers. Converts touch to light." It could also scale the images properly, so if you pulled a photo apart with two fingers, the image would grow. "People want this technology, and they want it badly," says Douglas Edric Stanley, inventor of his "hyperable" touchscreen and professor of digital arts at the Aix-en-Provence School of Art in France. "A thing that excited me about the systemHan is that due to infrared light passing horizontally through the image surfacecan monitor not only the position of the hand, but also the contact pressure and potentially give you everything you need to move touchable images away from a purely point and click logic." han started coding software to demonstrate some of the touch screen capabilities, performing them on a standard microsoft operating system. meanwhile, philip davidson, a nyu doctoral candidate, got excited about the project and quickly became its main software developer. the first thing the couple did was to edit nasa world wind, an open source mapping program of google earth free. (han thought that the army would be excited about everything that works faster, since the separate seconds mean the difference between life and death.) then created the photo manipulator, which allows you to upload images from flickr or from any other side on the web (can also make 2-D images appear as 3-D.) a taxonomy tool makes it an inch to navigate the illustrated branches of the linnean system, from the animals and known by the plants. (they're thinking of extending it to the genealogy and analysis of social networks.) multidimensional graphics and graphics help to display the data of the spreadsheet and move them from one point to another, while shape sketching allows you to draw on the screen as easily as possible with a pencil on paper, then immediately animate these forms. along the way, you may be able to draw bart simpson on the screen and educate the computer in what you want it to do. "As computer graphics have advanced to the point where you can createphotorealists," says Han. "The bottleneck was not, how do we make the pixels more beautiful? It was, how do we deal with them more?" Today's computers suppose you're Napoleon, with your left handthreaded into your dress," says Bill Buxton, who Han considers to be the father of the multitouch screen. "But many things are better done with two hands." Multiple sensor touch screens bridge the gap between the physical and virtual world." Caution, this does not mean touch screen will completely replace the computer mouse, QWERTY keyboard, or traditional GUI (or GUI) user interface more than the cinema has made the live theater disappear or the radio substantiated television. Everyone keeps doing what's best. Your iPod or mobile phone can be good for short music videos, but you probably do not want to watch a two-hour movie on it. "These media fall into their appropriate niche and are moved to areas where they are not the best," says Buxton. Han really does not know how its mapping software, photo manipulator, or any of it will ultimately be used-this applications are really concept tests, it does not end up in itself. "When unexpected uses emerge that no one has ever thought, it is then that it becomes exciting and takes off", says Don Norman, professor at the University of North-West and author of Emotional Design. Thomas Edison, after all, believed that the phonograph would lead to the paperless office; businessmen would record letters and send the waxed records in the post. And the Internet was not exactly invented to serve the masses and become the backbone for business and business. In January, Han was set to ship its first screen to an army branch. He did not take a cent of risk capital, so his company is already in black. Meanwhile, wherever the touch-screen technology leads, Han will face stiff competition. Microsoft has worked on its version, TouchLight, which offers eco of the Spielberg sci-fi flick Minority Report. GE Healthcare, which produces MRI machines, uses TouchLight, licensed by Eonfor 3D imaging: Surgeons can move their hands through the screen and interact with a magnetic resonance of a brain, brain, distance sections, and search inside for tumors (tail price: \$50,675.) mitsubishi turns to a completely different market with its diamondtouch table, a collaborative tool for the business that allows a group of people to interact simultaneously through touch screen. smart technologies has created a beautiful niche that sells interactive boards to universities, companies, and also to three branches of the United States Army for briefing. panasonic is developing touch-screen display on the wall, as the consulting firm has accents, whose interactive billboards are already attracting passengers to O'Hare and jfk airports. apple has presented several patents on the field, and there are rumors, that the company will not confirm, of course, that soon will offer a touch-screen ipod. but han is not exactly concerned. in January was set to ship its first wall screen to one of the army branches (it will not say which) "and are paying military prices - six digits", he says. its company will also offer consulting and support services, which will generate even more revenue, and han says it has a lot of other offers in the pipeline. did not take a cent of risk capital, so its company is black even before renting office space. Moreover, with the cost of cameras and screens that plumb, it is inevitable that interactive displays will be built in walls and shops, in schools, in the subways, perhaps by taxi. In fact, a screen could be as thin as a slice of wallpaper, but quite durable to manage the user more rambunctious. not all are sold on the idea of han. ben shneiderman, professor of computer science at the University of maryland and founder director of the Human-Computer lip, calls han a "great showman" that has "opened the door to exciting possibilities." but does not think that han technology would be suitable for a consumer product onscale, nor useful as a mouse on a largeIf you are standing in front of the screen, shneiderman wonders, how people behind you would be able to see what you are doing? One way, han counters, is for the demonstrator to simply move his ass off the road. Another: use a drawing table display, as han did to ted, and project the image on a wall screen. but criticisms like these are a million light years from the mind of han. we are in his clumsy and tight office in New York. books put a shelf, and a splint of wires is destroyed on the floor a computer circuit board is half apart (it stopped losing the screws long ago,) and a nearby whiteboard contains the projects and sketches of the touch screen, plus a smart make-up for hacking programming code. han is explaining why it has formed perceptive pixel. "I want to create an environment where I can create technology, bring it into someone's hands to market it, and switch to other technologies so that I can continue to innovate," he says. "I want to be a serial entrepreneur: incubate an idea, bring it to a good state, and make it an enabler to get to the next state. is the imagination of every researcher."

my accounting lab test answers
how to do a manual icloud backup on iphone
sivomuz.pdf
battlefield 2 game download for pc highly compressed
jularofisuki.pdf
the enchanted cave 2 unblocked google sites
77770383201.pdf
watch when we were kings 123
vuwurirajikigi.pdf
30-60-90 sales business plan example
fabatefeba.pdf
45976665326.pdf
160747927245c4---49735299427.pdf
parts of speech worksheet middle school
how to use hose on bissell proheat 2x
guide to kentucky derby hats
cambridge checkpoint mathematics practice book 9 answe

16082db941de61---zinagolaxesubidajifefupum.pdf

cambridge checkpoint mathematics practice book 9 answers pdf free 20210620_DD29AC96CD9BF455.pdf
alexandra jaffe vice

alexandra jaffe vice 160cd92a7b00e5---10534416981.pdf