

1. Record Nr.	UNINA9910464433603321
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Titolo	It began with Babbage : the genesis of computer science // Subrata Dasgupta
Pubbl/distr/stampa	New York : , : Oxford, University Press, , 2014 ©2014
ISBN	0-19-756285-X 0-19-930942-6
Descrizione fisica	1 online resource (346 p.)
Collana	Oxford scholarship online
Disciplina	004.09
Soggetti	Computer science - History - 19th century Computer science - History - 20th century Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Previously issued in print: 2014.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; It Began with Babbage; Copyright; Dedication; Contents; Acknowledgments; Prologue; 1. Leibniz's Theme, Babbage's Dream; 2. Weaving Algebraic Patterns; 3. Missing Links; 4. Entscheidungsproblem : What's in a Word?; 5 Toward a Holy Grail; 6 Intermezzo; 7 A Tangled Web of Inventions; 8 A Paradigm Is Born; 9 A Liminal Artifact of an Uncommon Nature; 10 Glimpses of a Scientific Style; 11 I Compute, Therefore I Am; 12. "The Best Way to Design . . ."; 13 Language Games; 14. Going Heuristic; 15 An Explosion of Subparadigms; 16 Aesthetica; Epilogue; Dramatis Personae <sup>1</sup> ; Bibliography; Index
Sommario/riassunto	As a field, computer science occupies a unique scientific space, in that its subject matter can exist in both physical and abstract realms. An artifact such as software is both tangible and not, and must be classified as something in between, or 'liminal.' The study and production of liminal artifacts allows for creative possibilities that are, and have been, possible only in computer science. In this volume, Subrata Dasgupta examines the unique history of computer science in terms of its creative innovations, spanning back to Charles Babbage in 1819.

