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Autore	Frattura Elise Marie <1960->
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Sommario/riassunto	A step-by-step process for raising the achievement of English language learners and students with special needs and for integrating schoolwide change through proactive support services that benefit all students.

2.

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Autore	Brown Barclay R.
Titolo	Engineering intelligent systems : systems engineering and design with artificial intelligence, visual modeling, and systems thinking / / Barclay R. Brown
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Nota di contenuto	Cover -- Title Page -- Copyright -- Contents -- Acknowledgments -- Introduction -- Part I Systems and Artificial Intelligence -- Chapter 1 Artificial Intelligence, Science Fiction, and Fear -- 1.1 The Danger of AI -- 1.2 The Human Analogy -- 1.3 The Systems Analogy -- 1.4 Killer Robots -- 1.5 Watching the Watchers -- 1.6 Cybersecurity in a World of Fallible Humans -- 1.7 Imagining Failure -- 1.8 The New Role of Data:

The Green School Bus Problem -- 1.9 Data Requirements -- 1.9.1 Diversity -- 1.9.2 Augmentation -- 1.9.3 Distribution -- 1.9.4 Synthesis -- 1.10 The Data Lifecycle -- 1.11 AI Systems and People Systems -- 1.12 Making an AI as Safe as a Human -- References -- Chapter 2 We Live in a World of Systems -- 2.1 What Is a System? -- 2.2 Natural Systems -- 2.3 Engineered Systems -- 2.4 Human Activity Systems -- 2.5 Systems as a Profession -- 2.5.1 Systems Engineering -- 2.5.2 Systems Science -- 2.5.3 Systems Thinking -- 2.6 A Biological Analogy -- 2.7 Emergent Behavior: What Makes a System, a System -- 2.8 Hierarchy in Systems -- 2.9 Systems Engineering -- Chapter 3 The Intelligence in the System: How Artificial Intelligence Really Works -- 3.1 What Is Artificial Intelligence? -- 3.1.1 Myth 1: AI Systems Work Just Like the Brain Does -- 3.1.2 Myth 2: As Neural Networks Grow in Size and Speed, They Get Smarter -- 3.1.3 Myth 3: Solving a Hard or Complex Problem Shows That an AI Is Nearing Human Intelligence -- 3.2 Training the Deep Neural Network -- 3.3 Testing the Neural Network -- 3.4 Annie Learns to Identify Dogs -- 3.5 How Does a Neural Network Work? -- 3.6 Features: Latent and Otherwise -- 3.7 Recommending Movies -- 3.8 The OnePage Deep Neural Network -- Chapter 4 Intelligent Systems and the People they Love -- 4.1 Can Machines Think? -- 4.2 Human Intelligence vs. Computer Intelligence. 4.3 The Chinese Room: Understanding, Intentionality, and Consciousness -- 4.4 Objections to the Chinese Room Argument -- 4.4.1 The Systems Reply to the CRA -- 4.4.2 The Robot Reply -- 4.4.3 The Brain Simulator Reply -- 4.4.4 The Combination Reply -- 4.4.5 The Other Minds Reply -- 4.4.6 The Many Mansions Reply -- 4.5 Agreement on the CRA -- 4.5.1 Analyzing the Systems Reply: Can the Room Understand when Searle Does Not? -- 4.6 Implementation of the Chinese Room System -- 4.7 Is There a ChineseUnderstanding Mind in the Room? -- 4.7.1 Searle and Block on Whether the Chinese Room Can Understand -- 4.8 Chinese Room: Simulator or an Artificial Mind? -- 4.8.1 Searle on Strong AI Motivations -- 4.8.2 Understanding and Simulation -- 4.9 The Mind of the Programmer -- 4.10 Conclusion -- References -- Part II Systems Engineering for Intelligent Systems -- Chapter 5 Designing Systems by Drawing Pictures and Telling Stories -- 5.1 Requirements and Stories -- 5.2 Stories and Pictures: A Better Way -- 5.3 How Systems Come to Be -- 5.4 The Paradox of Cost Avoidance -- 5.5 Communication and Creativity in Engineering -- 5.6 Seeing the Real Needs -- 5.7 Telling Stories -- 5.8 Bringing a Movie to Life -- 5.9 Telling System Stories -- 5.10 The Combination Pitch -- 5.11 Stories in Time -- 5.12 Roles and Personas -- Chapter 6 Use Cases: The Superpower of Systems Engineering -- 6.1 The Main Purpose of Systems Engineering -- 6.2 Getting the Requirements Right: A Parable -- 6.2.1 A Parable of Systems Engineering -- 6.3 Building a Home: A Journey of Requirements and Design -- 6.4 Where Requirements Come From and a Koan -- 6.4.1 A Requirements Koan -- 6.5 The Magic of Use Cases -- 6.6 The Essence of a Use Case -- 6.7 Use Case vs. Functions: A Parable -- 6.8 Identifying Actors -- 6.8.1 Actors Are Outside the System -- 6.8.2 Actors Interact with the System. 6.8.3 Actors Represent Roles -- 6.8.4 Finding the Real Actors -- 6.8.5 Identifying Nonhuman Actors -- 6.8.6 Do We Have ALL the Actors? -- 6.9 Identifying Use Cases -- 6.10 Use Case Flows of Events -- 6.10.1 Balancing Work UpFront with Speed -- 6.10.2 Use Case Flows and Scenarios -- 6.10.3 Writing Alternate Flows -- 6.10.4 Include and Extend with Use Cases -- 6.11 Examples of Use Cases -- 6.11.1 Example Use Case 1: Request Customer Service from Acme Library Support -- 6.11.2 Example Use Case 2: Ensure Network Stability -- 6.11.3 Example Use Case 3: Search for Boat in Inventory -- 6.12 Use

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Sommario/riassunto

Engineering Intelligent Systems Exploring the three key disciplines of intelligent systems As artificial intelligence (AI) and machine learning technology continue to develop and find new applications, advances in this field have generally been focused on the development of isolated software data analysis systems or of control systems for robots and other devices. By applying model-based systems engineering to AI, however, engineers can design complex systems that rely on AI-based components, resulting in larger, more complex intelligent systems that successfully integrate humans and AI. Engineering Intelligent Systems relies on Dr. Barclay R. Brown's 25 years of experience in software and systems engineering to propose an integrated perspective to the challenges and opportunities in the use of artificial intelligence to create better technological and business systems. While most recent research on the topic has focused on adapting and improving algorithms and devices, this book puts forth the innovative idea of transforming the systems in our lives, our societies, and our businesses into intelligent systems. At its heart, this book is about how to combine

systems engineering and systems thinking with the newest technologies to design increasingly intelligent systems. Engineering Intelligent Systems readers will also find: An introduction to the fields of artificial intelligence with machine learning, model-based systems engineering (MBSE), and systems thinking--the key disciplines for making systems smarter An example of how to build a deep neural network in a spreadsheet, with no code or specialized mathematics required An approach to the visual representation of systems, using techniques from moviemaking, storytelling, visual systems design, and model-based systems engineering An analysis of the potential ability of computers to think, understand and become conscious and its implications for artificial intelligence Tools to allow for easier collaboration and communication among developers and engineers, allowing for better understanding between stakeholders, and creating a faster development cycle A systems thinking approach to people systems--systems that consist only of people and which form the basis for our organizations, communities and society Engineering Intelligent Systems offers an intriguing new approach to making systems more intelligent using artificial intelligence, machine learning, systems thinking, and system modeling and therefore will be of interest to all engineers and business professionals, particularly systems engineers.