

1. Record Nr.	UNISA996201181603316
Autore	Evans Peter B. <1944->
Titolo	Embedded autonomy [[electronic resource]] : states and industrial transformation // Peter Evans
Pubbl/distr/stampa	Princeton, N.J., : Princeton University Press, ©1995
ISBN	1-4008-0210-5 9786612738333 1-4008-2172-X 1-282-73833-X 1-4008-1153-8
Descrizione fisica	1 online resource (344 pages)
Collana	Princeton paperbacks
Disciplina	338.4/7004
Soggetti	Computer industry - Government policy - Brazil Computer industry - Government policy - India Computer industry - Government policy - Korea (South) Industrial policy - Brazil Industrial policy - India Industrial policy - Korea (South)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references (p. [287]-310) and index.
Nota di contenuto	States and Industrial Transformation -- A Comparative Institutional Approach -- States -- Roles and Sectors -- Promotion and Policing -- State Firms and High-Tech Husbandry -- The Rise of Local Firms -- The New Internationalization -- Lessons from Informatics -- Rethinking Embedded Autonomy.
Sommario/riassunto	In recent years, debate on the state's economic role has too often devolved into diatribes against intervention. Peter Evans questions such simplistic views, offering a new vision of why state involvement works in some cases and produces disasters in others. To illustrate, he looks at how state agencies, local entrepreneurs, and transnational corporations shaped the emergence of computer industries in Brazil, India, and Korea during the seventies and eighties. Evans starts with the idea that states vary in the way they are organized and tied to

society. In some nations, like Zaire, the state is predatory, ruthlessly extracting and providing nothing of value in return. In others, like Korea, it is developmental, promoting industrial transformation. In still others, like Brazil and India, it is in between, sometimes helping, sometimes hindering. Evans's years of comparative research on the successes and failures of state involvement in the process of industrialization have here been crafted into a persuasive and entertaining work, which demonstrates that successful state action requires an understanding of its own limits, a realistic relationship to the global economy, and the combination of coherent internal organization and close links to society that Evans called "embedded autonomy."

2. Record Nr.	UNINA9911019556903321
Autore	Tierney Luke
Titolo	Lisp-Stat : an object-oriented environment for statistical computing and dynamic graphics // Luke Tierney
Pubbl/distr/stampa	New York, : Wiley, c1990
ISBN	9786612307263 9781282307261 1282307266 9780470316818 0470316810 9780470317563 0470317566
Descrizione fisica	1 online resource (418 p.)
Collana	Wiley series in probability and mathematical statistics. Applied probability and statistics, , 0271-6232
Disciplina	519.502855369
Soggetti	Mathematical statistics - Data processing LISP (Computer program language) Object-oriented programming (Computer science)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"A Wiley Interscience publication."
Nota di bibliografia	Includes bibliographical references (p. 341-346) and index.

LISP-STAT An Object-Oriented Environment for Statistical Computing and Dynamic Graphics; Contents; Preface; 1 Introduction; 1.1 Environments for Statistical Computing; 1.2 The Lisp-Stat Environment; 1.2.1 Why Lisp?; 1.2.2 Using Lisp-stat; 1.2.3 Some Design and Portability Issues; 1.2.4 The Future of Lisp-Stat; 2 A Lisp-stat Tutorial; 2.1 The Lisp Interpreter; 2.2 Elementary Computations and Graphs; 2.2.1 One-Dimensional Summaries and Plots; 2.2.2 Two-Dimensional Plots; 2.2.3 Plotting Functions; 2.3 More on the Interpreter; 2.3.1 Saving Your Work; 2.3.2 A Command History Mechanism; 2.3.3 Getting Help; 2.3.4 Listing and undefining Variables; 2.3.5 Interrupting a Calculation; 2.4 Some Data-Handling Functions; 2.4.1 Generating Systematic Data; 2.4.2 Generating Random Data; 2.4.3 Forming Subsets and Deleting Cases; 2.4.4 Combining Several Lists; 2.4.5 Modifying Data; 2.4.6 Reading Data Files; 2.5 Dynamic Graphs; 2.5.1 Spinning Plots; 2.5.2 Scatterplot Matrices; 2.5.3 Interacting with Individual Plots; 2.5.4 Linked Plots; 2.5.5 Modifying a Scatterplot; 2.5.6 Dynamic Simulations; 2.6 Regression; 2.7 Defining Functions and Methods; 2.7.1 Defining Functions; 2.7.2 Functions as Arguments; 2.7.3 Graphical Animation Control; 2.7.4 Defining Methods; 2.8 More Models and Techniques; 2.8.1 Nonlinear Regression; 2.8.2 Maximization and Maximum Likelihood Estimation; 2.8.3 Approximate Bayesian Computations; 3 Programming in Lisp; 3.1 Writing Simple Functions; 3.2 Predicates and Logical Expressions; 3.3 Conditional Evaluation; 3.4 Iteration and Recursion; 3.5 Environments; 3.5.1 Some Terminology; 3.5.2 Local Variables; 3.5.3 Local Functions; 3.6 Functions and Expressions as Data; 3.6.1 Anonymous Functions; 3.6.2 Using Function Arguments; 3.6.3 Returning Functions as Results; 3.6.4 Expressions as Data; 3.7 Mapping; 3.8 Assignment and Destructive Modification; 3.9 Equality; 3.10 Some Examples; 3.10.1 Newton's Method for Finding Roots; 3.10.2 Symbolic Differentiation; 4 Additional Lisp Features; 4.1 Input/Output; 4.1.1 The Lisp Reader; 4.1.2 Basic Printing Functions; 4.1.3 Format; 4.1.4 Files and Streams; 4.2 Defining More Flexible Functions; 4.2.1 Keyword Arguments; 4.2.2 Optional Arguments; 4.2.3 Variable Number of Arguments; 4.3 Control Structure; 4.3.1 Conditional Evaluation; 4.3.2 Looping; 4.4 Basic Lisp Data and Functions; 4.4.1 Numbers; 4.4.2 Strings and Characters; 4.4.3 Symbols; 4.4.4 Lists; 4.4.5 Vectors; 4.4.6 Sequences; 4.4.7 Arrays; 4.4.8 Other Data Types; 4.5 Odds and Ends; 4.5.1 Errors; 4.5.2 Code-Writing Support; 4.5.3 Debugging Tools; 4.5.4 Timing; 4.5.5 Defsetf; 4.5.6 Special Variables; 5 Statistical Functions; 5.1 Compound Data; 5.1.1 Compound Data Properties; 5.1.2 Vectorized Arithmetic; 5.2 Data-Handling Functions; 5.2.1 Basic Operations; 5.2.2 Sorting Functions; 5.2.3 Interpolation and Smoothing; 5.3 Probability Distributions; 5.4 Array and Linear Algebra Functions; 5.4.1 Basic Matrix and Array Functions

Written for the professional statistician or graduate statistics student, the primary objective of this book is to describe a system, based on the LISP language, for statistical computing and dynamic graphics to show how it can be used as an effective platform for a wide range of statistical computing tasks ranging from basic calculations to customizing dynamic graphs. In addition, it introduces object-oriented programming and graphics programming in a statistical context. The discussion of these ideas is based on the Lisp-Stat system; readers with access to such a system can reproduce the exa