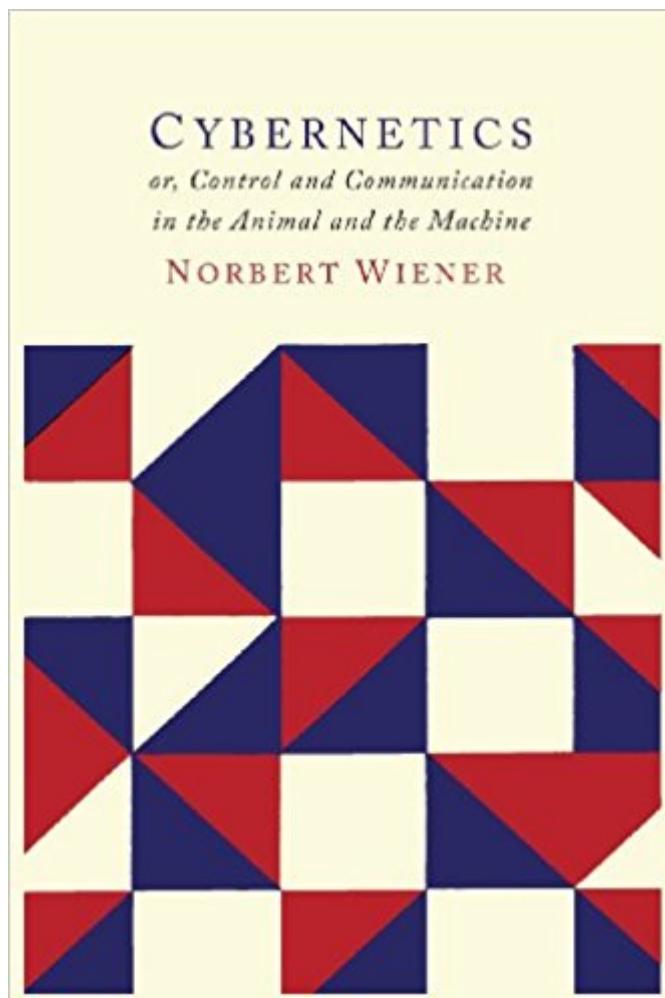


The book was found

Cybernetics: Second Edition: Or The Control And Communication In The Animal And The Machine



Synopsis

2013 Reprint of 1961 Second Edition. Full facsimile of the original edition, not reproduced with Optical Recognition Software. Acclaimed one of the "seminal books... comparable in ultimate importance to... Galileo or Malthus or Rousseau or Mill", "Cybernetics" was judged by twenty-seven historians, economists, educators, and philosophers to be one of those books published during the "past four decades," which may have a substantial impact on public thought and action in the years ahead." -- Saturday Review. Cybernetics was defined in the mid 20th century by Norbert Wiener as "the scientific study of control and communication in the animal and the machine." Fields of study which have influenced or been influenced by cybernetics include game theory, system theory (a mathematical counterpart to cybernetics), perceptual control theory, sociology, psychology (especially neuropsychology, behavioral psychology, cognitive psychology), philosophy, architecture, and organizational theory. Contents: Part one : original edition - Newtonian and Bergsonian time - Groups and statistical mechanics - Time series, information, and communication - Feedback and oscillation - Computing machines and nervous system - Gestalt and universals - Cybernetics and psychopathology - Information, language, and society - Part two : supplement chapters - On learning and self - reproducing machines - Brain waves and self - organizing systems.

Book Information

Paperback: 234 pages

Publisher: Martino Fine Books; 2nd ed. edition (October 2, 2013)

Language: English

ISBN-10: 1614275025

ISBN-13: 978-1614275022

Product Dimensions: 6.1 x 0.5 x 9.2 inches

Shipping Weight: 13.4 ounces (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 starsÂ See all reviewsÂ (1 customer review)

Best Sellers Rank: #96,575 in Books (See Top 100 in Books) #12 inÂ Books > Computers & Technology > Computer Science > Cybernetics #17 inÂ Books > Science & Math > Evolution > Game Theory #65 inÂ Books > Computers & Technology > Computer Science > Robotics

Customer Reviews

very good and technical.

[Download to continue reading...](#)

Cybernetics: Second Edition: Or the Control and Communication in the Animal and the Machine
Cybernetics, Second Edition: or Control and Communication in the Animal and the Machine
Cybernetics & Human Knowing: A Journal of Second-Order Cybernetics Autopoiesis, Vol. 14, No. 2-3: Luhmann Applied Communication Skills: 101 Tips for Effective Communication Skills (Communication Skills, Master Your Communication, Talk To Anyone With Confidence, Leadership, Social Skills) Coloring Books for Adults: Animal Masks: 30 Wild Animal Face Designs to Color and Exhibit (Animal Mask Patterns, Wild Animal Patterns, Doodle) Safari Animal Patterns: 30 Exotic Safari Animal Patterns to Feel the Wildlife World (Safari Animal Patterns, animal designs, zendoodle) Communication and Communication Disorders: A Clinical Introduction (4th Edition) (Allyn & Bacon Communication Sciences and Disorders) Control Self-Assessment: Reengineering Internal Control (Enterprise Governance, Control, Audit, Security, Risk Management and Business Continuity) Bioinformatics: The Machine Learning Approach, Second Edition (Adaptive Computation and Machine Learning) Technical Communication Today: Special Edition for Society for Technical Communication Foundation Certification, Books a la Carte Edition (5th Edition) New Psycho-Cybernetics Updated Edition by Maltz, Maxwell [2002] Psycho-Cybernetics: Updated and Revised How We Became Posthuman: Virtual Bodies in Cybernetics, Literature, and Informatics The Human Use Of Human Beings: Cybernetics And Society (The Da Capo series in science) Man, Memory, and Machines: an Introduction to Cybernetics Zero Resistance Selling: Achieve Extraordinary Sales Results Using the World-Renowned Techniques of Psycho-Cybernetics Psycho-Cybernetics Psycho-Cybernetics, A New Way to Get More Living Out of Life Book Summary of Psycho-Cybernetics by Maxwell Maltz Traveller RPG: Supplement 9 - Cybernetics

[Dmca](#)