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CUDA application design and development: Machine generated contents note: 1. How to think in CUDA 2. Tools to build, debug and profile 3. The GPU performance envelope 4.

However, many other functions and waveforms do not have convenient closed-form transforms. Alternatively, one might be interested in their spectral content only during a certain time period. In either case, the Fourier transform or a similar transform can be applied on one or more finite intervals of the waveform. In general, the transform is applied to the product of the waveform and a window function. Any window including rectangular affects the spectral estimate computed by this method. Windowing a sinusoid causes spectral leakage, even if the sinusoid has an integer number of cycles within a rectangular window. The leakage is evident in the 2nd row, blue trace. It is the same amount as the red trace, which represents a slightly higher frequency that does not have an integer number of cycles. When the sinusoid is sampled and windowed, its discrete-time Fourier transform also suffers from the same leakage pattern. But when the DTFT is only sampled, at a certain interval, it is possible depending on your point of view to: For the case of the blue sinusoid 3rd row of plots, right-hand side , those samples are the outputs of the discrete Fourier transform DFT. The red sinusoid DTFT 4th row has the same interval of zero-crossings, but the DFT samples fall in-between them, and the leakage is revealed. If the waveform under analysis comprises two sinusoids of different frequencies, leakage can interfere with the ability to distinguish them spectrally. But if the frequencies are similar, leakage can render them unresolvable even when the sinusoids are of equal strength. The rectangular window has excellent resolution characteristics for sinusoids of comparable strength, but it is a poor choice for sinusoids of disparate amplitudes. This characteristic is sometimes described as low dynamic range. At the other extreme of dynamic range are the windows with the poorest resolution and sensitivity, which is the ability to reveal relatively weak sinusoids in the presence of additive random noise. That is because the noise produces a stronger response with high-dynamic-range windows than with high-resolution windows. Therefore, high-dynamic-range windows are most often justified in wideband applications, where the spectrum being analyzed is expected to contain many different components of various amplitudes. In between the extremes are moderate windows, such as Hamming and Hann. They are commonly used in narrowband applications, such as the spectrum of a telephone channel. In summary, spectral analysis involves a trade-off between resolving comparable strength components with similar frequencies and resolving disparate strength components with dissimilar frequencies. That trade-off occurs when the window function is chosen. Discrete-time signals[edit] When the input waveform is time-sampled, instead of continuous, the analysis is usually done by applying a window function and then a discrete Fourier transform DFT. Figure 1, row 3 shows a DTFT for a rectangularly-windowed sinusoid. The actual frequency of the sinusoid is indicated as "13" on the horizontal axis. Everything else is leakage, exaggerated by the use of a logarithmic presentation. The unit of frequency is "DFT bins"; that is, the integer values on the frequency axis correspond to the frequencies sampled by the DFT. So the figure depicts a case where the actual frequency of the sinusoid coincides with a DFT sample, and the maximum value of the spectrum is accurately measured by that sample. For a known frequency, such as a musical note or a sinusoidal test signal, matching the frequency to a DFT bin can be prearranged by choices of a sampling rate and a window length that results in an integer number of cycles within the window. This figure compares the processing losses of three window functions for sinusoidal inputs, with both minimum and maximum scalloping loss. Noise bandwidth[edit] The concepts of resolution and dynamic range tend to be somewhat subjective, depending on what the user is actually trying to do. But they also tend to be highly correlated with the total leakage, which is quantifiable. It is usually expressed as an equivalent bandwidth, B. It can be thought of as redistributing the DTFT into a rectangular shape with height equal to the spectral maximum and width B. It is sometimes called noise equivalent bandwidth or equivalent noise bandwidth, because it is proportional to the average power that will be registered by each DFT bin when the input signal contains a random noise component or is just random noise. A graph of the power spectrum , averaged over time, typically reveals a flat noise floor , caused by this effect. The height of the noise floor is proportional to B. So two different window functions can produce different noise floors. Processing gain and losses[edit] In signal processing , operations are chosen to improve some aspect of quality of a signal by exploiting the differences between the signal and the corrupting influences. Processing gain is a term often used to describe an SNR improvement. The processing gain of spectral analysis depends on the window function, both its noise bandwidth B and its potential scalloping loss. These effects partially offset, because windows with the least scalloping naturally have the most leakage. The figure at right depicts the effects of three different window functions on the same data set, comprising two equal strength sinusoids in additive noise. The frequencies of the sinusoids are chosen such that one encounters no scalloping and the other encounters maximum scalloping. In general as mentioned earlier , this is a deterrent to using high-dynamic-range windows in low-dynamic-range applications. Filter design Windows are sometimes used in the design of digital filters , in particular to convert an "ideal" impulse response of infinite duration, such as a sinc function , to a finite impulse response FIR filter design. That is called the window method. In the field of Bayesian analysis and curve fitting , this is often referred to as the kernel. Rectangular window applications[edit] Analysis of transients[edit] When analyzing a transient signal in modal analysis , such as an impulse, a shock response, a sine burst, a chirp burst, or noise burst, where the energy vs time distribution is extremely uneven, the rectangular window may be most appropriate. For instance, when most of the energy is located at the beginning of the recording, a non-rectangular window attenuates most of the energy, degrading the signal-to-noise ratio. Referring again to Figure 1, we can observe that there is no leakage at a discrete set of harmonically-related frequencies sampled by the DFT. The spectral nulls are actually zero-crossings, which cannot be shown on a logarithmic scale such as this. This property is unique to the rectangular window, and it must be appropriately configured for the signal frequency, as described above. Two different ways to generate an 8-point Hann window sequence for spectral analysis applications. The latter is also historically called "DFT Even". Figures 4a and 4b: Comparison of symmetric and periodic triangular windows Symmetry[edit] Window functions generated for digital filter design are symmetrical sequences, usually an odd length with a single maximum at the center. These are known as periodic, [9] [note 2] or DFT-even. To generate it with the formula in section Hann window , the window length N is , and the th coefficient of the generated sequence is discarded.

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Chapter 3 : Bendy | Bendy and the Ink Machine Wiki | FANDOM powered by Wikia

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Bendy is a demon-based cartoon character that, like other characters of the period, is black and white and has a cheerful-looking expression. He has large pie eyes. He is entirely colored black apart from his face, which is white in color. He wears shiny black shoes, a white bowtie, and a pair of gloves which closely resemble those of other cartoon characters like Mickey Mouse, each possessing two black buttons. The shape of his head resembles cartoonish horns that always remain facing the viewer no matter which way Bendy is facing. Because he lacks a neck, his head floats a few inches away from his body. Bendy has a notable wide, toothy grin. His alleged "invisible eyebrows" from above his eyes can even move when expressing his emotions. In terms of his height, Bendy appears to be short, being easily towered over by Boris. Personality In the known animated shorts, Bendy is shown to be a borderline troublemaker, but rather impatient and easily startled or timid, yet justifiably cheerful, fun-loving, and mischievous as his devilish nature would imply. However, multiple times in the game, they are shown to be able to move off-screen. Main Appearances Chapter 1: Moving Pictures Bendy makes his very first appearance in the chapter appearing as numerous cardboard cutouts. The cutouts seem to be able to move on their own, often startling Henry in the process. One cutout will suddenly appear after entering the break room for the first time when preparing to collect the items. Henry questions who put it there and if he walks far ahead and goes back, the cutout has disappeared. When Henry moves closer to the hallway that leads to the theater , the cutout will peek out from the right side of the said room after collecting all six items. Bendy himself is also seen dancing with his whistle even heard playing [1] in the animation from the projection screen once the projector turns on automatically. This will only happen if Henry obtains two or more of the six items. The Old Song Bendy once again appears as multiple cardboard cutouts. In this chapter, the axe allows Henry to chop some of the cutouts into pieces. However, if Henry turns his back to the cutout and then looks, Bendy appears good as new, without any sign of being damaged. This only occurs if the cutout stands in front of a ritual symbol. Those without the symbol will remain in pieces. Looking down from the projector booth , Henry will see Bendy standing front in one of the orchestra chairs, but entering the recording studio afterward will cause Bendy to disappear. Looking up, he can be seen looking down on Henry from the audience booth. Rise and Fall Bendy appears again as yet more cardboard cutouts, propped up against the walls of the multiple floors of the complex. Specially, before Henry rejoins with Boris again. As Henry rounds it, he is surprised to see that it is Boris holding the Gent pipe. After Henry destroys all of the cutouts, Physical Alice congratulates him, but also warns him that she forgot to mention Ink Bendy hates when people destroy the cutouts and advises Henry to hide. However, they never did function as a jumpscare like in previous chapters. None available at the beginning Default HP: The original ink demon! His goal is to complete all five acts in each four cartoon levels. Unlike two other playable characters, Bendy lacks any special abilities. Leveling up to maximum is After the skeleton let Bendy go, he turns around to look at Boris eating a sandwich, feeling mad about something. After having his second brief meeting with the skeleton, Bendy runs again and stops by in front of a huge stone. So, he decided to attempt scaring him by pulling a white sheet over himself to dress up as a ghost then waits for Boris to come out, only in backfire being scared away by Boris with his own ghost costume. He then puts two rocks, trails a smile beneath them, and finally plants two sticks at the sides creating a snowman. Bendy becomes happy when he sees the carrot and uses it as a nose for the snowman. Boris then comes back and picks up the carrot Bendy used before proceeding to eat it. Bendy turns to the camera crying. The Original Sample This section contains non-canonical source, and is not considered as an official part of the series or the overall plotline. Bendy appears in the non-canonical animated short, where he investigates a room, he then hears the door knock which startles him. He soon discovers the corpse of the Boris clone and tries to free it but fails. Bendy turns around and looks up to see the ink-covered incarnation of himself, Ink Bendy. Bendy grins weakly and waves a bit at Ink Bendy before being dragged away and melted. Like the Bendy from this game, the Bendy from the aforementioned television series was a troublemaker. According to the animator TimetheHobo, the horns were not supposed to be animated. He also says that the whistling is a vague melody with a sinister purpose. Mike Mood on Twitter also confirms that Bendy does not possess a tail in the official design, but said that fanart of Bendy possessing a tail is totally fine. From the start of October 5 to 31 of the year , the official website promotes a downloadable paper Bendy mask for Halloween. Although the official masks are still planned to be made someday in the future. Note his gloves sporting darts instead of buttons, along with different thumb shapes. The "outlines" are very thin as seen from the side views, making the cutout as if it is made of paper than a cardboard. The Old Song Bringing the total of nine Bendy cutouts in the recording studio while completing the music puzzle unlocks the " Strike Up the Band " achievement. On approaching the door, machinery can be heard and the whistle plays shortly afterwards. An image of Bendy holding an umbrella and splashing through ink can be seen printed on the wall from the Music Department hall, near the entrance to the recording studio. This is an edited version of a piece by Poppy May, one of the first three fanart contest winners. It is also used for one of the official T-shirts. An emotion chart of Bendy is found on the desk in the music writing room , all depicting him with the same smiling expression. A note on the right side says "Do not let Joey see this". The sketch is a piece created by one of the first three fanart contest winners, MaxInkly. It is used for one of the official T-shirts and even separated button pins. Rise and Fall The Bendy cutouts can only be destroyed by using the axe, despite the multitude of different weapons that Henry can wield. Destroying all fifteen Bendy cutouts to complete this task will unlock the "Anger Management" achievement. There are six pieces of fanart from the Chapter 3 contest that are used in the game and four of them depict Bendy. Prior to update patch 1. The sound produced when Bendy pops out from behind a ledge or appears in front of the player. The sound produced when breaking a Bendy cutout. The looped sound produced for a Bendy clock.

Chapter 4 : The Anime Machine â€" University of Minnesota Press

I have the pleasure of printing articles of three young men who are doing outstanding things in our community. download Machine generated contents note: CHAPTER 1: Eves Question: How Am I Different from Adam? 1 pdf download Schuylkill Haven is a small borough in the state of Pennsylvania, located about one hundred miles northwest of.

A wider meaning of "fabric, structure" is found in classical Latin, but not in Greek usage. This meaning is found in late medieval French, and is adopted from the French into English in the midth century. In the 17th century, the word could also mean a scheme or plot, a meaning now expressed by the derived machination. The modern meaning develops out of specialized application of the term to stage engines used in theater and to military siege engines , both in the late 16th and early 17th centuries. Machine, or Engine, in Mechanicks, is whatsoever hath Force sufficient either to raise or stop the Motion of a Body Simple Machines are commonly reckoned to be Six in Number, viz. Compound Machines, or Engines, are innumerable. The word engine used as a near- synonym both by Harris and in later language derives ultimately via Old French from Latin ingenium "ingenuity, an invention". History[edit] Flint hand axe found in Winchester The hand axe , made by chipping flint to form a wedge , in the hands of a human transforms force and movement of the tool into a transverse splitting forces and movement of the workpiece. The idea of a simple machine originated with the Greek philosopher Archimedes around the 3rd century BC, who studied the Archimedean simple machines: During the Renaissance the dynamics of the Mechanical Powers, as the simple machines were called, began to be studied from the standpoint of how much useful work they could perform, leading eventually to the new concept of mechanical work. In Flemish engineer Simon Stevin derived the mechanical advantage of the inclined plane, and it was included with the other simple machines. The complete dynamic theory of simple machines was worked out by Italian scientist Galileo Galilei in in Le Meccaniche "On Mechanics". They were rediscovered by Guillaume Amontons and were further developed by Charles-Augustin de Coulomb The Industrial Revolution was a period from to where changes in agriculture, manufacturing, mining, transportation, and technology had a profound effect on the social, economic and cultural conditions of the times. It began in the United Kingdom , then subsequently spread throughout Western Europe , North America , Japan , and eventually the rest of the world. It started with the mechanisation of the textile industries, the development of iron-making techniques and the increased use of refined coal. The idea that a machine can be decomposed into simple movable elements led Archimedes to define the lever , pulley and screw as simple machines. By the time of the Renaissance this list increased to include the wheel and axle , wedge and inclined plane. The modern approach to characterizing machines focusses on the components that allow movement, known as joints. Perhaps the first example of a device designed to manage power is the hand axe , also see biface and Olorgesailie. A hand axe is made by chipping stone, generally flint, to form a bifacial edge, or wedge. A wedge is a simple machine that transforms lateral force and movement of the tool into a transverse splitting force and movement of the workpiece. The available power is limited by the effort of the person using the tool, but because power is the product of force and movement, the wedge amplifies the force by reducing the movement. This amplification, or mechanical advantage is the ratio of the input speed to output speed. The faces of a wedge are modeled as straight lines to form a sliding or prismatic joint. The lever is another important and simple device for managing power. This is a body that pivots on a fulcrum. Because the velocity of a point farther from the pivot is greater than the velocity of a point near the pivot, forces applied far from the pivot are amplified near the pivot by the associated decrease in speed. The fulcrum of a lever is modeled as a hinged or revolute joint. The wheel is clearly an important early machine, such as the chariot. A wheel uses the law of the lever to reduce the force needed to overcome friction when pulling a load. To see this notice that the friction associated with pulling a load on the ground is approximately the same as the friction in a simple bearing that supports the load on the axle of a wheel. However, the wheel forms a lever that magnifies the pulling force so that it overcomes the frictional resistance in the bearing. Illustration of a four-bar linkage from The Kinematics of Machinery, The classification of simple machines to provide a strategy for the design of new machines was developed by Franz Reuleaux , who collected and studied over elementary machines. The bearings that form the fulcrum of a lever and that allow the wheel and axle and pulleys to rotate are examples of a kinematic pair called a hinged joint. Similarly, the flat surface of an inclined plane and wedge are examples of the kinematic pair called a sliding joint. The screw is usually identified as its own kinematic pair called a helical joint. This realization shows that it is the joints, or the connections that provide movement, that are the primary elements of a machine. Starting with four types of joints, the rotary joint, sliding joint, cam joint and gear joint, and related connections such as cables and belts, it is possible to understand a machine as an assembly of solid parts that connect these joints called a mechanism. Additional links can be attached to form a six-bar linkage or in series to form a robot. The walking beam, coupler and crank transform the linear movement of the piston into rotation of the output pulley. Finally, the pulley rotation drives the flyball governor which controls the valve for the steam input to the piston cylinder. The adjective "mechanical" refers to skill in the practical application of an art or science, as well as relating to or caused by movement, physical forces, properties or agents such as is dealt with by mechanics. Power flow through a machine provides a way to understand the performance of devices ranging from levers and gear trains to automobiles and robotic systems. The German mechanician Franz Reuleaux [21] wrote, "a machine is a combination of resistant bodies so arranged that by their means the mechanical forces of nature can be compelled to do work accompanied by certain determinate motion. More recently, Uicker et al. Natural forces such as wind and water powered larger mechanical systems. Waterwheels appeared around the world around BC to use flowing water to generate rotary motion, which was applied to milling grain, and powering lumber, machining and textile operations. Modern water turbines use water flowing through a dam to drive an electric generator. Early windmills captured wind power to generate rotary motion for milling operations. Modern wind turbines also drives a generator. This electricity in turn is used to drive motors forming the actuators of mechanical systems. The word engine derives from "ingenuity" and originally referred to contrivances that may or may not be physical devices. A steam engine uses heat to boil water contained in a pressure vessel; the expanding steam drives a piston or a turbine. This principle can be seen in the aeolipile of Hero of Alexandria. This is called an external combustion engine. An automobile engine is called an internal combustion engine because it burns fuel an exothermic chemical reaction inside a cylinder and uses the expanding gases to drive a piston. A jet engine uses a turbine to compress air which is burned with fuel so that it expands through a nozzle to provide thrust to an aircraft , and so is also an "internal combustion engine. The heat from coal and natural gas combustion in a boiler generates steam that drives a steam turbine to rotate an electric generator. A nuclear power plant uses heat from a nuclear reactor to generate steam and electric power. This power is distributed through a network of transmission lines for industrial and individual use. Electric motors use either AC or DC electric current to generate rotational movement. Electric servomotors are the actuators for mechanical systems ranging from robotic systems to modern aircraft. Hydraulic and pneumatic systems use electrically driven pumps to drive water or air respectively into cylinders to power linear movement. Mechanisms[edit] The mechanism of a mechanical system is assembled from components called machine elements. These elements provide structure for the system and control its movement. The structural components are, generally, the frame members, bearings, splines, springs, seals, fasteners and covers. The shape, texture and color of covers provide a styling and operational interface between the mechanical system and its users. The assemblies that control movement are also called " mechanisms. The number of degrees of freedom of a mechanism, or its mobility, depends on the number of links and joints and the types of joints used to construct the mechanism. The general mobility of a mechanism is the difference between the unconstrained freedom of the links and the number of constraints imposed by the joints. Structural components[edit] A number of machine elements provide important structural functions such as the frame, bearings, splines, spring and seals. The recognition that the frame of a mechanism is an important machine element changed the name three-bar linkage into four-bar linkage. Frames are generally assembled from truss or beam elements. Bearings are components designed to manage the interface between moving elements and are the source of friction in machines. In general, bearings are designed for pure rotation or straight line movement. Splines and keys are two ways to reliably mount an axle to a wheel, pulley or gear so that torque can be transferred through the connection. Springs provides forces that can either hold components of a machine in place or acts as a suspension to support part of a machine. Seals are used between mating parts of a machine to ensure fluids, such as water, hot gases, or lubricant do not leak between the mating surfaces. Fasteners such as screws , bolts, spring clips, and rivets are critical to the assembly of components of a machine. Fasteners are generally considered to be removable. In contrast, joining methods, such as welding , soldering , crimping and the application of adhesives , usually require cutting the parts to disassemble the components Controllers[edit] Controllers combine sensors , logic , and actuators to maintain the performance of components of a machine. Perhaps the best known is the flyball governor for a steam engine. Examples of these devices range from a thermostat that as temperature rises opens a valve to cooling water to speed controllers such as the cruise control system in an automobile. The programmable logic controller replaced relays and specialized control mechanisms with a programmable computer. Servomotors that accurately position a shaft in response to an electrical command are the actuators that make robotic systems possible. Computing machines[edit] Arithmometre, designed by Charles Xavier Thomas, c. Exhibit in the Tekniska museet, Stockholm, Sweden. Charles Babbage designed machines to tabulate logarithms and other functions in The Arithmometer and the Comptometer are mechanical computers that are precursors to modern digital computers. Models used to study modern computers are termed State machine and Turing machine. Molecular machines[edit] The biological molecule myosin reacts to ATP and ADP to alternately engage with an actin filament and change its shape in a way that exerts a force, and then disengage to reset its shape, or conformation. This acts as the molecular drive that causes muscle contraction. Similarly the biological molecule kinesin has two sections that alternately engage and disengage with microtubules causing the molecule to move along the microtubule and transport vesicles within the cell. These molecules are increasingly considered to be nanomachines.

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