Kaffee III

Heute lobe a machine (1/1)

- Was f. W. Theorie fließt lobe a programmer?
- Is a programmer the perfectly rational way of thinking?

problem -> algorithm

- Is that an algorithmic way of thinking?
- CAS seems to be an algorithm from a machine.
Design of Algorithm:

- What is the science of algorithm?
  1) Problem = compulem

- How to get a P & B?
  - Find the algorithm...
  - Plan to design an IT?
  - Find the algorithm.

⇒ Proper answering, learn by first
Design as a sequence

Each step I try to improve the CMS algorithm by evaluating against ISD 3000 etc.

Herbert Simon and algorithmic


time.
AHT deals with problem understanding.
CPS deals with solution design.

Algorithm

Input

Stop
Function of algorithm.
This is something about logic that makes us move between language and algebras.

→ Ask Z. U?

→ System theory = algebraic science

→ Statistics =

Two respectable appendices of big science.

Theory, empirical & design science.

Computational science (algorithm science)

"Think like a machine" means to focus on algorithms. This is different from focus on uninterpretable (instruct) the problem.
What is the difference between statistics and computer science?

<table>
<thead>
<tr>
<th>Statistics</th>
<th>Computer Science</th>
</tr>
</thead>
<tbody>
<tr>
<td>Henry</td>
<td>Algorithm (method)</td>
</tr>
<tr>
<td>problem</td>
<td>How do we do...?</td>
</tr>
<tr>
<td>model</td>
<td>How to...?</td>
</tr>
<tr>
<td>hypothesis</td>
<td>How to...?</td>
</tr>
</tbody>
</table>

In general and in the long run, one method is better than another.
the model for control does not care about models, as long as they are well-structured.
$$\text{universal} = \text{model/model}$$
$$\text{algorithm} = \text{fitness model/code}$$
$$\text{self-reference} =$$

$$\text{Sum} = 106 + 0.12$$

- algorithm science
- system theory
- binding
  - system of different agents
pe ter nos @ivi, uio, no

IR18 = 2
pH = 18 = 10
IR18 = 33

305/2