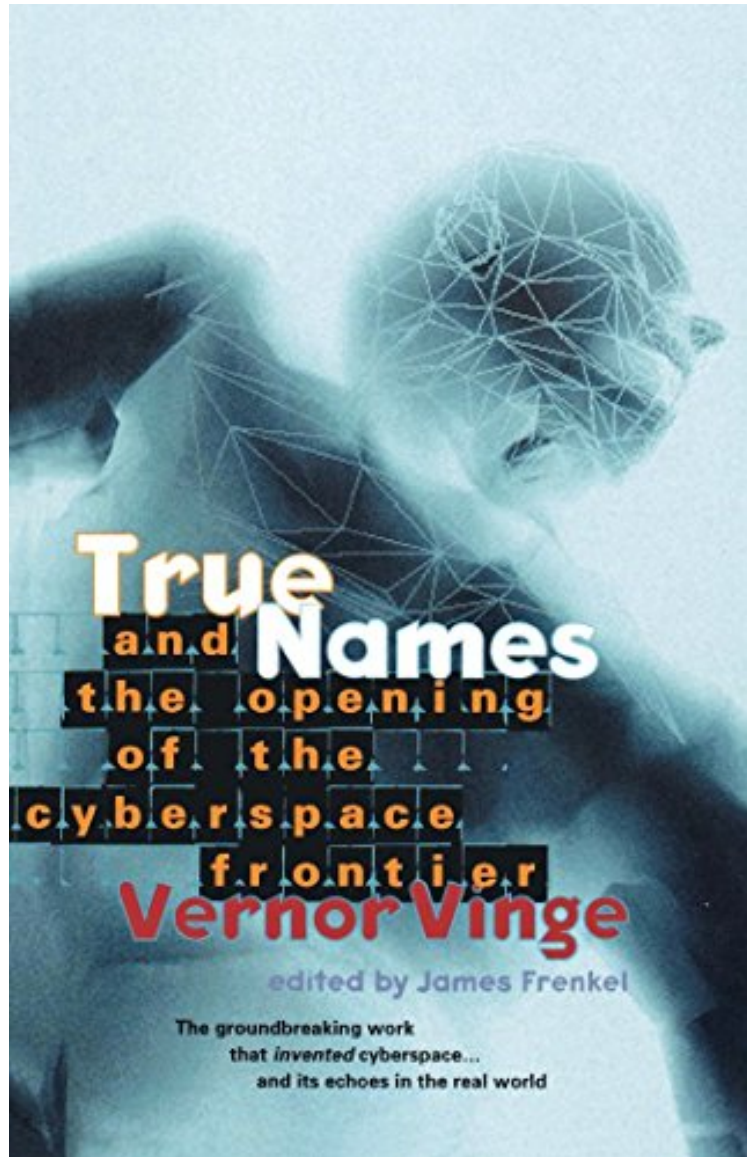


[Pdf free] True Names and the Opening of the Cyberspace Frontier

True Names and the Opening of the Cyberspace Frontier

Von Vernor Vinge

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Von Vernor Vinge : True Names and the Opening of the Cyberspace Frontier before purchasing it in order to gage whether or not it would be worth my time, and all praised True Names and the Opening of the Cyberspace Frontier:

KundenrezensionenHilfreichste Kundenrezensionen8 von 8 Kunden fanden die folgende Rezension hilfreich. Stunning achievementVon shivers@ai.mit.eduWhen I was starting out as a PhD student in Artificial Intelligence at Carnegie Mellon, it was made known to us first-year students that an unofficial but necessary part of our education was to locate

and read a copy of an obscure science-fiction novella called *True Names*. Since you couldn't find it in bookstores, older grad students and professors would directly mail order sets of ten and set up informal lending libraries -- you would go, for example, to Hans Moravec's office, and sign one out from a little cardboard box over in the corner of his office. This was 1983 -- the Internet was a toy reserved for American academics, "virtual reality" was not a popular topic, and the term "cyberpunk" had not been coined. One by one, we all tracked down copies, and all had the tops of our heads blown off by Vinge's incredible book. *True Names* remains to this day one of the four or five most seminal science-fiction novels ever written, just in terms of the ideas it presents, and the world it paints. It laid out the ideas that have been subsequently worked over so successfully by William Gibson and Neal Stephenson. *And* it's well written. *And* it's fun. In my grad student days, we loved to sit around and discuss the implications of Vernor's ideas. Sixteen years later, I do research at MIT, and it's still fun to sit around and talk about how Vernor's ideas are coming to be. (Amazingly enough, Vinge has done this not once, but twice: *Marooned in Realtime* contains ideas even more interesting than *True Names* -- all in the setting of a murder mystery that takes place 50 million years in the future.) Vinge has subsequently written other, very popular and enjoyable books, such as *A Fire Upon the Deep* and his just-published *A Deepness in the Sky*. However, it's always been very frustrating to me that *True Names* has been essentially impossible to find. It's always out of print, and you have to know one of the elect who snapped up copies back when it was marginally possible -- and these copies are now jealously guarded. I won't let people read mine outside of my home. (The same goes for *Marooned in Realtime* -- seminal work; out of print.) So I am really, really delighted that *True Names* is now back in print. I note that it is now fashionable to write books "explaining" the Net and the near-term future of our society to the layman -- books such as Negroponte's *Being Digital*, Gate's *The Road Ahead*, or Dertouzos' *What Will Be*. These books are a waste of time. If you would like to explore the implications and likely future of the computer revolution, I would recommend three novels, instead: *True Names* (Vernor Vinge), *Snowcrash* (Neal Stephenson), and *Neuromancer* (William Gibson). Vinge and Stephenson are not only excellent writers, they are trained, competent computer scientists. *Neuromancer* is the best-written of the three; *Snowcrash* is the funniest and hippest; *True Names* -- well, *True Names* is the source. -Olin2 von 6 Kunden fanden die folgende Rezension hilfreich. I thought "shockwave rider" predicted it all, years earlier. Von Ein Kunde am 27. April 2004. I thought "shockwave rider" predicted it all, years earlier. Von Ein Kunde am 27. April 2004. I thought "shockwave rider" predicted it all, years earlier. Von Ein Kunde am 27. April 2004.

Kurzbeschreibung Since its first publication in 1981, the short novel True Names by Vernor Vinge has been considered one of the most seminal science fiction works to present a fully fleshed-out concept of cyberspace. A finalist for the Hugo and Nebula Awards for best novella and winner of the Prometheus Hall of Fame Award, True Names was an inspiration to many innovators who have helped shape the world wide web as we know it today. The paperback edition of True Names and the Opening of the Cyberspace Frontier, published in 2001, also contained a feast of articles by computer scientists on the cutting edge of digital science, including Danny Hillis, the founder of Thinking Machines and the first Disney Fellow; Timothy C. May, former chief scientist at Intel; Marvin Minsky, co-founder of the MIT Artificial Intelligence Lab, considered by many to be the "father" of AI; Chip Morningstar and F. Randall Farmer, co-developers of habitat, the first real computer interactive environment; Mark Pesce, co-creator of VRML and the author of the Playful World: How Technology Transforms Our Imagination; and others. This first e-book edition includes all this, plus: a preface written especially for this edition by editor James Frenkel. an article on the difficulty of keeping information secure by Internet security expert Bruce Schneier. a passionate plea regarding the right to privacy by Richard Stallman, founder of the project to develop the free/libre GNU operating system and one of the most important advocates of free/libre software. True Names itself is the heart of this important book: an exciting, suspenseful science fiction tale still as fresh and intriguing as when it was first published nearly thirty-five years ago. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Die Ursprünge des Cyberpunk-Subgenres sind umstritten. Konsens ist, dass es mit Neuromancer von William Gibson (1984) so richtig losging, aber auch dieses Buch hatte Vorläufer. Shockwave Rider (1975) von John Brunner nimmt das ganze Ausmaß der communications explosion der 90er-Jahre vorweg, und Stadt geht los (1980) von John Shirley liefert bereits die komplette Cyberpunk-ästhetik inklusive Spiegelbrille und Mafiamethoden der Grokonzerne. Von SF-Lesern immer wieder bersehen wird dagegen True Names von Vernor Vinge, eine der grundstzlichsten und besten Geschichten zum Thema virtuelle Realit. In erster Linie liegt das wohl an der schwer verkuflichen Lnge des Textes (ziemlich genau 100 Seiten) -- macht man da jetzt ein Buch draus oder steckt man ihn in einen Story-Band? Tor Books hat sich fr eine Lsung entschieden, die hoffentlich Schule macht: Die Neuauflage von True Names enthlt nicht nur den Kurzroman selbst, sondern eine Einfhrung des Autors ber die Entstehung der Geschichte, sowie ein Nachwort von Marvin Minsky, der aufgrund seiner bahnbrechenden theoretischen und praktischen Arbeiten oft als "Vater der knstlichen Intelligenz" bezeichnet wird. Einen groen Teil des Buches nehmen eine Reihe von Essays von Wissenschaftlern aus den Bereichen Computer und knstliche Intelligenz ein, zu denen True

Names den Anstoß gegeben hat. Danny Hills beleuchtet die Probleme, die sich durch das unglaubliche Tempo technologischer Veränderungen für den Menschen ergeben -- der klassische Future Shock. Timothy C. May beschreibt den Problemzusammenhang des Datenschutzes und das Potenzial an Überwachungsmöglichkeiten, das durch das Internet gegeben ist. Pattie Maes liefert einen ersten Eindruck von der Existenz virtueller Intelligenz. All diese Beiträge -- und einige mehr -- sind keine Science Fiction, sondern strenge Wissenschaft, die teilweise in Fachblättern wie Scientific American oder Communications of the ACM erstveröffentlicht wurden. Insgesamt ist True Names and the Opening of the Cyberspace Frontier ein Musterbeispiel dafür, wie ein Verlag einen klassischen Text in angemessenem Umfeld neu auflegen kann. True Names hat nichts von seiner Durchschlagskraft verloren, und die mitgelieferten Sekundärtexte sind Augenöffner im besten Sinne: Information über Wirklichkeit, die Staunen hervorruft. Eines der wichtigsten SF-Neuerscheinungen der letzten Zeit! --Hannes Riffel

Pressestimmen

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