

The Design Of Innovation Lessons From And For Competent Genetic Algorithms Genetic Algorithms And Evolutionary Computation

Genetic Programming Theory and Practice III provides both researchers and industry professionals with the most recent developments in GP theory and practice by exploring the emerging interaction between theory and practice in the cutting-edge, machine learning method of Genetic Programming (GP). The contributions developed from a third workshop at the University of Michigan's Center for the Study of Complex Systems, where leading international genetic programming theorists from major universities and active practitioners from leading industries and businesses meet to examine and challenge how GP theory informs practice and how GP practice impacts GP theory. Applications are from a wide range of domains, including chemical process control, informatics, and circuit design, to name a few.

This book brings together research and theory about integrated care ecosystems with modern Socio-Technical Systems Design. It provides a practical framework for collaborative action and the potential for better care in every sense. By combining the aspirations, information, resources, activities, and the skills of public and private organizations, independent care providers, informal care givers, patients and other ecosystem actors, this framework makes possible results that none of the parties concerned can achieve independently It is both a design challenge and a call for innovation in how we think about health care co-creation. Illustrative stories from many countries highlight different aspects of integrated care ecosystems, their design and their functioning in ways that allow us to push the operating frontiers of what we today call our health care system. It explains what it means to design higher levels of coordination and collaboration into fragmented care ecosystems and explores who the participants should and can be in that process. Written for a broad audience including researchers, professionals, and policy makers, this book offers readers new thinking about what outcomes are possible and ways to achieve them.

Bridge Maintenance, Safety, Management, Resilience and Sustainability contains the lectures and papers presented at The Sixth International Conference on Bridge Maintenance, Safety and Management (IABMAS 2012), held in Stresa, Lake Maggiore, Italy, 8-12 July, 2012. This volume consists of a book of extended abstracts (800 pp) and a DVD (4057 pp) co

562240 Amazon.com TOP1 2014 9 PayPal 1n? 0?1? Peter Thiel? PayPal? Palantir? Yelp? LinkedIn? SpaceX? Spotify? Airbnb? lean startup? irrational exuberance? disruption? 0?1? Nassim Nicholas Taleb? (Facebook)? Mark Zuckerberg? 0?1? Tesla? Elon Musk? 0?1? Jeff Immelt? 0?1? Netscape? Marc Andreessen? Neal Stephenson? Tyler Cowen?

Genetic programming is a new and evolutionary method that has become a novel area of research within artificial intelligence known for automatically generating high-quality solutions to optimization and search problems. This automatic aspect of the algorithms and the mimicking of natural selection and genetics makes genetic programming an intelligent component of problem solving that is highly regarded for its efficiency and vast capabilities. With the ability to be modified and adapted, easily distributed, and effective in large-scale/wide variety of problems, genetic algorithms and programming can be utilized in many diverse industries. This multi-industry uses vary from finance and economics to business and management all the way to healthcare and the sciences. The use of genetic programming and algorithms goes beyond human capabilities, enhancing the business and processes of various essential industries and improving functionality along the way. The Research Anthology on Multi-Industry Uses of Genetic Programming and Algorithms covers the implementation, tools and technologies, and impact on society that genetic programming and algorithms have had throughout multiple industries. By taking a multi-industry approach, this book covers the fundamentals of genetic programming through its technological benefits and challenges along with the latest advancements and future outlooks for computer science. This book is ideal for academicians, biological engineers, computer programmers, scientists, researchers, and upper-level students seeking the latest research on genetic programming.

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Artificial economics aims to provide a generative approach to understanding problems in economics and social sciences. It is based on the consistent use of agent-based models and computational techniques. It encompasses a rich variety of techniques that generalize numerical analysis, mathematical programming, and micro-simulations. The peer-reviewed contributions in this volume address applications of artificial economics to markets and trading, auctions, networks, management, industry sectors, macroeconomics, and demographics and culture.

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The general manager of IDEO, the design firm that created the Apple Mouse and the Palm V, reveals strategies for fostering imagination, expressing ideas, and developing hit products by bringing out the creativity in every employee. 20,000 first printing.

Soft computing embraces various methodologies for the development of intelligent systems that have been successfully applied to a large number of real-world problems. This text contains a collection of papers that were presented at the 6th On-line World Conference on Soft Computing in Industrial Applications that was held in September 2001. It provides a comprehensive overview of recent theoretical developments in soft computing as well as of successful industrial applications. It is divided into seven parts covering material on: keynote papers on various subjects ranging from computing with autopoietic systems to the effects of the Internet on education intelligent control classification, clustering and optimization image and signal processing agents, multimedia and Internet theoretical advances prediction, design and diagnosis. The book is aimed at researchers and professional engineers who develop and apply intelligent systems in computer engineering.

This book examines how to optimize design management processes in order to produce innovation within organizations. It first looks at how to harvest a culture of design and then examines topics specific to product and service design. Individual chapters provide anecdotes drawn from leading design-oriented firms, and best practices based on cutting-edge, scientific research. This book's unique blend of theory and application will offer students, scholars, and managers valuable insight on how organizations can revolutionize their design processes and leverage their approach to create groundbreaking products and services.

A practical guide for building designers who want to reduce the nonrenewable energy needs of commercial and institutional buildings. The book presents, compares and interprets the most up to date information on the principles, advantages and disadvantages of many energy-related design alternatives.

This book is an essential guide or foundational toolkit for anyone who is involved in the process of developing, offering or selling any type of product or service. Based on how to surf on the waves of innovation and the principle of "form follows function" (System Architecture), it introduces and connects concepts like Market Understanding, Design Thinking, Design to Value, Modularization and Agility. It introduces readers to the essence of these main frameworks and provides a toolkit that explains both theoretically and practically when and how to utilize which one. The methods and processes described in this book have all been successfully tested in many industries. They apply in today's market context of high uncertainty, complexity and turbulence, where innovation and disruption are essential. Readers will find answers to two fundamental questions: How can we implement an innovation process and environment that are conducive to successful product design? And, if our products fail to appeal to customers, how can we achieve a major turn-around with regard to product development? A wealth of examples and case studies help readers to benefit from the authors' broad professional experience. Further, lessons learned and conceptual summaries provide valuable shortcuts to the methods and tools discussed. For today's CEOs, enabling innovation is one of THE most complex leadership tasks. But innovation is not about theory and nice buzzwords. It's about succeeding in the real world. This 'hands-on' book connects the dots and introduces the reader to some of the most relevant ideas and pragmatic concepts fitting today's business reality. Dr. Robert Neuhauser, Executive VP and Global Head People and Leadership Development, Siemens At the most fundamental level this book brings order to chaos. It sets different and highly relevant design approaches into a complementary picture, rather than presenting them as competing ways of solving the same problem. Product designers, managers, consultants, scholars and students will surely have this valuable book within reach on a daily basis. Olivier L. de Weck, Ph.D – MIT Professor of Aeronautics and Astronautics and Engineering Systems, Editor-in-Chief Systems Engineering

This book constitutes the refereed proceedings of the 10th International Conference on Parallel Problem Solving from Nature, PPSN 2008, held in Dortmund, Germany, in September 2008. The 114 revised full papers presented were carefully reviewed and selected from 206 submissions. The conference covers a wide range of topics, such as

evolutionary computation, quantum computation, molecular computation, neural computation, artificial life, swarm intelligence, artificial ant systems, artificial immune systems, self-organizing systems, emergent behaviors, and applications to real-world problems. The paper are organized in topical sections on formal theory, new techniques, experimental analysis, multiobjective optimization, hybrid methods, and applications.

The editors (both teach computer science at the U. of Bremen, Germany) have gathered five articles that focus on the combination of evolutionary algorithms with problem specific heuristics. The book is for those in circuit and system design and for researchers in evolutionary concepts. The topics include evolutionary testing of embedded systems, genetic algorithm based DSP code optimization, hierarchic synthesis of embedded systems, functional test generation, and built-in self test of sequential circuits. The contributors are researchers in industry and universities in Germany and Italy. Annotation (c)2003 Book News, Inc., Portland, OR (booknews.com).

The two volume set LNCS 3102/3103 constitutes the refereed proceedings of the Genetic and Evolutionary Computation Conference, GECCO 2004, held in Seattle, WA, USA, in June 2004. The 230 revised full papers and 104 poster papers presented were carefully reviewed and selected from 460 submissions. The papers are organized in topical sections on artificial life, adaptive behavior, agents, and ant colony optimization; artificial immune systems, biological applications; coevolution; evolutionary robotics; evolution strategies and evolutionary programming; evolvable hardware; genetic algorithms; genetic programming; learning classifier systems; real world applications; and search-based software engineering.

Sketching User Experiences approaches design and design thinking as something distinct that needs to be better understood—by both designers and the people with whom they need to work— in order to achieve success with new products and systems. So while the focus is on design, the approach is holistic. Hence, the book speaks to designers, usability specialists, the HCI community, product managers, and business executives. There is an emphasis on balancing the back-end concern with usability and engineering excellence (getting the design right) with an up-front investment in sketching and ideation (getting the right design). Overall, the objective is to build the notion of informed design: molding emerging technology into a form that serves our society and reflects its values. Grounded in both practice and scientific research, Bill Buxton's engaging work aims to spark the imagination while encouraging the use of new techniques, breathing new life into user experience design. Covers sketching and early prototyping design methods suitable for dynamic product capabilities: cell phones that communicate with each other and other embedded systems, "smart" appliances, and things you only imagine in your dreams Thorough coverage of the design sketching method which helps easily build experience prototypes—without the effort of engineering prototypes which are difficult to abandon Reaches out to a range of designers, including user interface designers, industrial designers, software engineers, usability engineers, product managers, and others Full of case studies, examples, exercises, and projects, and access to video clips that demonstrate the principles and methods

'Using the Bootstrap Algorithm for Changing the Control Game' is clearly written and points are supported by real life case studies. Dr. Ogland demonstrates how a Total Quality Management strategy articulated through the use of bootstrap algorithms can be used to achieve world-class performance in challenging environments such as complex organisations saturated with power struggles and internal politics. The book features insights on critical systems thinking, game theory, quality management systems, the Efqm Business Excellence Model, self-assessment, and the implementation of Tqm. Case studies provide practical insights from twenty years of empirical research on how to bootstrap Tqm and Business Excellence in complex environments. The ideas developed in the book have been acknowledged as a major contribution to the theory of Tqm, and the book itself is an indispensable resource for practitioners trying to implement Tqm in environments where traditional implementation methods are bound to fail.

This book presents the proceedings of an International Conference on Advances in Engineering Structures, Mechanics & Construction, held in Waterloo, Ontario, Canada, May 14-17, 2006. The contents include contains the texts of all three plenary presentations and all seventy-three technical papers by more than 153 authors, presenting the latest advances in engineering structures, mechanics and construction research and practice.

The Art of InnovationLessons in Creativity from Ideo, America's Leading Design FirmBroadway Business

I'm not usually a fan of edited volumes. Too often they are an incoherent hodgepodge of remnants, renegades, or rejects foisted upon an unsuspecting reading public under a misleading or fraudulent title. The volume Scalable Optimization via Probabilistic Modeling: From Algorithms to Applications is a worthy addition to your library because it succeeds on exactly those dimensions where so many edited volumes fail. For example, take the title, Scalable Optimization via Probabilistic M- eling: From Algorithms to Applications. You need not worry that you're going to pick up this book and ?nd stray articles about anything else. This book focuseslikealaserbeamoneofthehottesttopicsinevolutionary compu- tion over the last decade or so: estimation of distribution algorithms (EDAs). EDAs borrow evolutionary computation's population orientation and sel- tionism and throw out the genetics to give us a hybrid of substantial power, elegance, and extensibility. The article sequencing in most edited volumes is hard to understand, but from the get go the editors of this volume have assembled a set of articles sequenced in a logical fashion. The book moves from design to e?ciency enhancement and then concludes with relevant applications. The emphasis on e?ciency enhancement is particularly important, because the data-mining perspectiveimplicitinEDAsopensuptheworldofoptimizationtonewme- ods of data-guided adaptation that can further speed solutions through the construction and utilization of e?ective surrogates, hybrids, and parallel and temporal decompositions.

This open access book discusses challenges in school improvement research and different methodological approaches that have the potential to foster school improvement research. Research on school improvement and accountability analysis places high demands on a study's design and method. The potential of combining the depth of case studies with the breath of quantitative measures and analyses in a mixed-methods design seems very promising. Consequently, the focus of the book lies on innovative methodological approaches. The book chapters address design, measurement, and analysis developments as well as theoretical and conceptual developments. The relevance of the research presented in the chapters for educational accountability is discussed in the book's discussion chapter. More specifically, authors present one specific innovative methodological approach and clarify that approach with a concrete example in the context of school improvement, based on empirical data when possible. In this way, this book helps researchers designing complex useful studies.

The articles feature a mixture of informal discussion interspersed with formal statements, thus providing the reader an opportunity to observe a wide range of EC problems from the investigative perspective of world-renowned researchers."

Businesses and the HCI and Interaction Design communities have embraced design and design research. Design research as a field blends methodologies from several disciplines - sociology, engineering,

software, philosophy, industrial design, HCI/interaction design -- so designers can learn from past successes and failure and don't have to reinvent the wheel for each new design (whether it's a digital product, a building, an airplane or furniture). They take into account form, function, and, ultimately, users. Many books exist in the research and academic realm for this field, but none create a usable bridge to design practice. Although business people are embracing design, they are not going to become designers. Design researchers need tools to apply their research in the real world. Design Research through Practice takes advanced design practice as its starting point, but enriches it to build a design process than can respond to both academic and practical problems. The aims of the book are to study three design research traditions that cover methodological directions in current leading research community. Taking you from the Lab, Field and to the Showroom, Ilpo Koskinen and his group of researchers show you successful traditions in design research that have been integrated into processes and products. Bridging the gap from design research to design practice, this is a must have for any designer. • Gathers design research experts from traditional lab science, social science, art, industrial design, UX and HCI to lend tested practices and how they can be used in a variety of design projects • Provides a multidisciplinary story of the whole design process, with proven and teachable techniques that can solve both academic and practical problems • Presents key examples illustrating how research is applied and vignettes summarizing the key how-to details of specific projects

In this era of globalization, entrepreneurship and its implications on international trade and supply chain management are becoming more critical. In today's change-oriented and complex business environment, both entrepreneurs and managers need to keep up with the latest developments around them. With the help of globalization, it is getting more attractive for entrepreneurs to generate innovative ideas to run business both nationally and internationally. Competitive advantages and the key for sustainable growth for globally founded institutions lies behind effective supply chain management originating from a single idea about establishing a company and the process to the end goal of reaching consumers. This focus on entrepreneurship, business, and supply chain comes at a time when rapid technological advances are continually being made. The Handbook of Research on Recent Perspectives on Management, International Trade, and Logistics reveals the latest data based on research on the issues of entrepreneurship, innovation, contemporary management techniques, and global supply chain management. Chapters include topics such as the effective management of the supply chain, supply chain modeling, e-business solutions, digitalizing the supply chain process, e-business applications, and more. This book is ideal for managers, executives, supply chain specialists, entrepreneurs, business professionals, researchers, academicians, and students interested in the latest findings in international trade, management, logistics, and business.

A fast paced changing world requires dynamic methods and robust theories to enable designers to deal with the new product development landscape successfully and make a difference in an increasingly interconnected world. Designers continue stretching the boundaries of their discipline, and trail new paths in interdisciplinary domains, constantly moving the frontiers of their practice farther. This book, the successor to "Industrial Design - New Frontiers" (2011), develops the concepts present in the previous book further, as well as reaching new areas of theory and practice in industrial design. "Advances in Industrial Design Engineering" assists readers in leaping forward in their own practice and in preparing new design research that is relevant and aligned with the current challenges of this fascinating field. Systems Self-Assembly is the only book to showcase state-of-the-art self-assembly systems that arise from the computational, biological, chemical, physical and engineering disciplines. Written by world experts in each area, it provides a coherent, integrated view of both book practice examples and new trends with a clearly presented computational flavor. The unifying thread throughout the text is the computational nature of self-assembling systems. This book consists of 13 chapters dealing with a variety of topics such as the patterns of self-organised nanoparticle assemblies; biomimetic design of dynamic self-assembling systems; computing by self-assembly involving DNA molecules, polyominoes, and cells; evolutionary design of a model of self-assembling chemical structures; self-assembly as an engineering concept across size scales; and probabilistic analysis of self-assembled molecular networks. Other chapters focus on the programming language of dynamic self-assembly; self-assembled computer architectures; simulation of self-assembly processes using abstract reduction systems; computer aided search for optimal self-assembly systems; theoretical aspects of programmable self-assembly; emergent cooperativity in large-scale patterns; and automated self-assembling programming. Systems Self-Assembly is an ideal reference for scientists, researchers and post-graduate students; practitioners in industry, engineering and science; and managers, decision-makers and policy makers. *The only book to showcases state-of-the-art self-assembly systems that arise from the computational, biological, chemical, physical and engineering disciplines *Coherent, integrated view of both book practice examples and new trends with a clearly presented computational flavor *Written by world experts in each area

This book is the first book on the subject for smaller businesses. Until now, design thinking - a methodology for solving business problems and identifying opportunities - has been the playground for companies with big budgets, giving them the advantage of the innovation that comes from using the latest design thinking tools emerging from Stanford, Harvard, Northwestern and elsewhere.

Hydroinformatics addresses cross-disciplinary issues ranging from technological and sociological to more general environmental concerns, including an ethical perspective. It covers the application of information technology in the widest sense to problems of the aquatic environment. This two-volume publication contains about 250 high quality papers contributed by authors from over 50 countries. The proceedings present many exciting new findings in the emerging subjects, as well as their applications, such as: data mining, data assimilation, artificial neural networks, fuzzy logic, genetic algorithms and genetic programming, chaos theory and support vector machines, geographic information systems and virtual imaging, decision support and management systems, Internet-based technologies. This book provides an excellent reference to researchers, graduate students, practitioners, and all those interested in the field of hydroinformatics. Contents: .: Vol. I: Keynote Addresses; Numerical Methods; Hydrodynamics, Ecology and Water Quality Modelling; Experiences with Modelling Systems; Data Acquisition and Management; Geographic Information Systems and Virtual Imaging; Optimization and Evolutionary Algorithms; Vol. II: Decision Support and Management Systems; Forecasting and Data Assimilation; Artificial Neural Networks; Fuzzy Logic; Chaos Theory and Support Vector Machines; Data Mining and Knowledge Discovery; Uncertainty and Risk Analysis; Integration of Technologies and Systems; Internet-Based Technologies and Applications. Readership: Graduate students, academics, researchers and practitioners in civil engineering, artificial intelligence, optimization, and probability and statistics

Building upon the fundamental principles of decision theory, Decision-Based Design: Integrating Consumer Preferences into Engineering Design presents an analytical approach to enterprise-driven Decision-Based Design (DBD) as a rigorous framework for decision making in engineering design. Once the related fundamentals of decision theory, economic analysis, and econometrics modelling are established, the remaining chapters describe the entire process, the associated analytical techniques, and the design case studies for integrating consumer preference modeling into the enterprise-driven DBD framework. Methods for identifying key attributes, optimal design of human appraisal experiments, data collection, data analysis, and demand model estimation are presented and illustrated using engineering design case studies. The scope of the chapters also provides: A rigorous framework of integrating the interests from both producer and consumers in engineering design, Analytical techniques of consumer choice modelling to forecast the impact of engineering decisions, Methods for synthesizing business and engineering models in multidisciplinary design environments, and Examples of effective application of Decision-Based Design supported by case studies. No matter whether you are an engineer facing decisions in consumer related product design, an instructor or student of engineering design, or a researcher exploring the role of decision making and consumer choice modelling in design, Decision-Based Design: Integrating Consumer Preferences into Engineering Design provides a reliable reference over a range

of key topics.

"The book explains how most companies get sidetracked by Product-Driven Thinking and how to innovate by starting with the price customers will pay, and creating the product for that price. It will present a process that Simon-Kucher & Partners has used to help dozens of others avoid innovation failure by making pricing and marketing their guiding light throughout the product development process"--

Genetic Programming Theory and Practice explores the emerging interaction between theory and practice in the cutting-edge, machine learning method of Genetic Programming (GP). The material contained in this contributed volume was developed from a workshop at the University of Michigan's Center for the Study of Complex Systems where an international group of genetic programming theorists and practitioners met to examine how GP theory informs practice and how GP practice impacts GP theory. The contributions cover the full spectrum of this relationship and are written by leading GP theorists from major universities, as well as active practitioners from leading industries and businesses. Chapters include such topics as John Koza's development of human-competitive electronic circuit designs; David Goldberg's application of "competent GA" methodology to GP; Jason Daida's discovery of a new set of factors underlying the dynamics of GP starting from applied research; and Stephen Freeland's essay on the lessons of biology for GP and the potential impact of GP on evolutionary theory. The book also includes chapters on the dynamics of GP, the selection of operators and population sizing, specific applications such as stock selection in emerging markets, predicting oil field production, modeling chemical production processes, and developing new diagnostics from genomic data. Genetic Programming Theory and Practice is an excellent reference for researchers working in evolutionary algorithms and for practitioners seeking innovative methods to solve difficult computing problems.

This volume, the result of an ongoing bridge building effort among engineers and humanists, addresses a variety of philosophical, ethical, and policy issues emanating from engineering and technology. Interwoven through its chapters are two themes, often held in tension with one another: "Exploring Boundaries" and "Expanding Connections." "Expanding Connections" highlights contributions that look to philosophy for insight into some of the challenges engineers face in working with policy makers, lay designers, and other members of the public. It also speaks to reflections included in this volume on the connections between fact and value, reason and emotion, engineering practice and the social good, and, of course, between engineering and philosophy. "Exploring Boundaries" highlights contributions that focus on some type of demarcation. Public policy sets a boundary between what is regulated from what is not, academic disciplines delimit themselves by their subjects and methods of inquiry, and professions approach problems with unique goals and by using concepts and language in particular ways that create potential obstacles to collaboration with other fields. These and other forms of boundary setting are also addressed in this volume. Contributors explore these two themes in a variety of specific contexts, including engineering epistemology, engineers' social responsibilities, engineering and public policy-making, engineering innovation, and the affective dimensions of engineering work. The book also includes analyses of social and ethical issues with emerging technologies such as 3-D printing and its use in medical applications, as well as social robots. Initial versions of the invited papers included in this book were first presented at the 2014 meeting of the Forum on Philosophy, Engineering, and Technology (fPET), held at Virginia Tech in Blacksburg, Virginia, USA. The volume furthers fPET's intent of extending and developing the philosophy of engineering as an academic field, and encouraging conversation, promoting a sense of shared enterprise, and building community among philosophers and engineers across a diversity of cultural backgrounds and approaches to inquiry.

Data Mining for Design and Marketing shows how to design and integrate data mining tools into human thinking processes in order to make better business decisions, especially in designing and marketing products and systems. The expert contributors discuss how data mining can identify valuable consumer patterns, which aid marketers and designers in detecting consumers' needs. They also explore visualization tools based on the computational methods of data mining. Discourse analysis, chance discovery, knowledge discovery, formal concept analysis, and an adjacency matrix are just some of the novel approaches covered. The book explains how these methods can be applied to website design, the retrieval of scientific articles from a database, personalized e-commerce support tools, and more. Through the techniques of data mining, this book demonstrates how to effectively design business processes and develop competitive products and services. By embracing data mining tools, businesses can better understand the behavior and needs of their customers.

Design and development research, which has considerable implications for instructional design, focuses on designing and exploring products, artifacts and models, as well as programs, activity, and curricula. Instructional Technology Research, Design and Development: Lessons from the Field is a practical text on design and development research in the field of instructional technology. This book gives readers an overview of design and development research and how it is conducted in different contexts and for various purposes. Further, this reference source provides readers with practical knowledge on design and development research gained through investigation of lessons learned in the field.

This book constitutes the refereed proceedings of the Third International Conference on Evolutionary Multi-Criterion Optimization, EMO 2005, held in Guanajuato, Mexico, in March 2005. The 59 revised full papers presented together with 2 invited papers and the summary of a tutorial were carefully reviewed and selected from the 115 papers submitted. The papers are organized in topical sections on algorithm improvements, incorporation of preferences, performance analysis and comparison, uncertainty and noise, alternative methods, and applications in a broad variety of fields.

This book discusses the applications of evolutionary computation to music and the tools needed to create and study such systems. These tools can be combined to create surrogate artificial worlds populated by interacting simulated organisms in which complex musical experiments can be performed. The book demonstrates that evolutionary systems can be used to create and to study musical compositions and cultures in ways that have never before been achieved.

The Design of Innovation illustrates how to design and implement competent genetic algorithms-genetic algorithms that solve hard problems quickly, reliably, and accurately-and how the invention of competent genetic algorithms amounts to the creation of an effective computational theory of human innovation. For the specialist in genetic algorithms and evolutionary computation, this book combines over two decades of hard-won research results in a single volume to provide a comprehensive step-by-step guide to designing genetic algorithms that scale well with problem size and difficulty. For the innovation researcher - whether from the social and behavioral sciences, the natural sciences, the humanities, or the arts - this unique book gives a consistent and valuable mathematical and computational viewpoint for understanding certain aspects of human innovation. For all readers, The Design of Innovation provides an entr e into the world of competent genetic algorithms and innovation through a methodology of invention borrowed from the Wright brothers. Combining careful decomposition, cost-effective, little analytical models, and careful design, the road to competence is paved with easily understood examples, simulations, and results from the literature.

Leaders are the most important element of an organization in regards to reaching organizational goals, motivating followers to perform better, and creating an innovative work environment. To conform with successful corporate social responsibility implementations, social entrepreneurship practices have gained more importance with the development of digital technology. Leadership Styles, Innovation, and Social Entrepreneurship in the Era of Digitalization is a pivotal reference source that provides vital research on the application of business organizations operating in a global, complex environment. While highlighting topics such as business ethics, operations management, and social capital, this publication explores recent technological advances and the methods of the latest management skills and techniques. This book is ideally designed for human resources professionals, managers, leaders, executives, CEOs, specialists, consultants, researchers, students, and professors seeking current research

on human resources management and management information systems in a digital society.

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