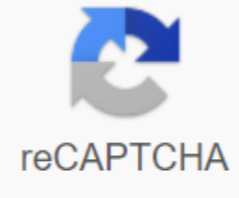




I'm not robot



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Follow the latest daily buzz with [buzzFeed Daily Newsletter!](#) For years, the threat of capturing a robot has been at bay with the fact that they can't imitate humans very well. Of course, they can walk and gesture and even make coffee, but their speech is strange and mechanical. Or at least before. Now, the software made by Narrative Science is aping human writing so well that publications like Forbes are using it. The startup, which began as a Northwest Engineering and Journalism Research Project, relies on algorithms to churn out data to create narrative articles. The process is just a few steps: We ask what the basic facts are, what matters, and what kind of story we should write, says Narrative Science technical director Chris Hammond. People are involved in these tasks, but after that, algorithms take over. Here's a snippet from the article [Narrative Science of a College Baseball Game](#): The Iowa baseball team dropped the finale of the three-game series, 7-5, to Michigan Saturday afternoon. Despite the loss, Iowa won the series by picking up two wins in the twinbill at Ray Fisher Stadium Friday. The narrative science of the first story was about the Northwest Volleyball Game. More sports have come-simple data making them relatively easy to write, followed by financial reports, market research, and more. The results are so good, Hammond says, that some customers still can't believe the offers came from the car. Also, the stories are cheap: a 500-word article produced by software costs just 2 cents per word. It may be scary for writers, but Stuart Frankel, the company's CEO, doesn't think his machine is taking over. Instead, he said, it's increasing what journalists are doing and allowing them to spend more time writing in-depth stories. He points to the stories the company made, using data entered by coaches, about Minor League Baseball. That content doesn't exist anywhere before, he says. The same is true for the selling point of data turned into content [Narrative Science makes for fast food chain pizza](#) (Frankel wouldn't name names). This is the kind of data that existed throughout the chain, but only now personalized for individual stores. Also, Frankel says: It's in narrative form, so the information is easy to digest. Maybe no writer even want to write pizza-data as a narrative on the cheap? [istockphoto s](#). What is a cloud, exactly? [First: Files don't literally shine into the sky](#). Cloud computing refers to a method - via the Internet - by which files are transferred from a computer (or smartphone or tablet) to physical servers. For example, Gmail messages are stored on Google servers (webmail is a form of cloud-based So you can check emails from anywhere. Similarly, when you save or back up the use of files such as music or photos, photos, cloud service (see below for our samples), you can get them on almost any Internet-enabled device. If I hit my files on someone else's property, how can I know they're safe? Reputable companies store files on more than one server, in more than one center, so even if one fails, it's backed up. There may be failures in which the service may be temporarily slow or unavailable. (Last year, Amazon had two briefs that affected some of the cloud services it hosts, such as Foursquare.) But you can always save important files on your computer or external drive as another backup form. From a privacy standpoint, a good service uses safeguards such as password, SSL encryption to transfer files, and encrypted file storage, so personal information is unlikely to be hacked. The service should also assure you that the physical locations of servers are protected by both security staff and technologies such as fingerprint scanners, allowing only authorized access. What else can you do with cloud computing? It's not just about backing up. Many cloud computing services also have file-sharing capabilities. This means that you can save files of your account (such as a photo folder) and then give others access to view or edit them - great if, for example, you're trying to put all family vacation photos in one place. You can also share between devices (thus solving the problem of how to get photos from your mobile phone, for example). [OUR RECOMMENDATIONS EASY TO USE dropbox.com](#) - As the name suggests, just drag and drop any files you want to keep in the service. To get them, sign up for an account from any Internet-enabled device or email a file-sharing link. One drawback: This is not the best option to back up all the files because they have to be dropped manually. The first 2GB is free; It's \$10 a month for 50GB or \$20 for 100GB. [Full-FEATURED sugarsync.com](#) - After setting up, it shares files among almost any group of Internet-enabled devices (computer, smartphone, tablet). The computer can be installed to automatically back up. You can also edit files offline. they sync the next time you connect. Its large mobile apps provide easy access to files on the go. The 5GB plan is free; Other plans have 30-day free trials and start at \$5 per month (or \$50 per year) for 30GB or up to \$80 per month (or \$800 per year) for 1TB. This content is created and maintained by a third party and imported page to help users provide their email addresses. You may be able to find more information about this and similar content on [piano.io](#) Through resourcefulness, pluck, and constant improvisation, Backblaze has experienced more, brownier players with cut cloud storage even technophobes can love. And it makes a profit, too. There are many smart reasons to use cloud services. You get what you need immediately without waiting for your IT team to server and client software. There's no absentee capital expenditure and you can scale what you order up or down as circumstances dictate. You often get innovative opportunities that big suppliers haven't thought about. And many times the offers are free. But, depending on your need, free may not be so cheap. And the biggest brand may not be the best deal for you. Before clicking any registration buttons, make some smart competitive purchases. Should you go with freemium? One example where free can't work so well, after all, depending on your needs, is online cloud storage, which gives you access to files from multiple devices and platforms. One paid provider, [Livedrive](#), pointed this out in a blog post by CEO [Andrew Michael](#), where he argues that so-called freemium providers that give you free services up to the limit can charge more than paid services to cover free bills. For example, [Dropbox](#) accounts start for free, and reach up to 100 gigabytes of storage (with a potential additional 32 gigabytes if you reference enough new customers) for \$19.99 per month or \$199 per year. [Livedrive](#) offers 2 terabytes of storage in its service portfolio for \$15.99 per month. And yet, [Dropbox](#) has large total storage pools available to a group of people, although you need to get custom quotes. Which one do you get? It depends on how much you and your people need to store and why you use the space. How many services do you need? How about managing customer relationships? [Salesforce.com](#) is a big name in cloud CRM, although there are other options such as [Sage CRM](#) and [SugarCRM](#). If you only need to contact management for a group of five or less, [Salesforce](#) may be the way to go, with prices starting at \$5 per user per month. The seller also has basic sales and marketing for up to five users at \$15 per head monthly. But again, depending on what you need, others may be the best choice. [Salesforce's](#) full CRM for any group size is \$65 per user per month. [Sage CRM](#) complete offer regularly \$45 per month per user, or \$39 if a new customer and pay for being an outside. [20](#). [SugarCRM](#) charges between \$30 and \$100 per user per month for various publications. You should carefully read the different abilities to see how you might get the best buy. 5 factors to consider when you shop for cloud services: Think about how many people you have and whether there are licensing agreements that may be more favorable to you. Don't forget to take growth into account. Will you get a cheaper price today only to pay much more six months after Have you expanded? Ask about the possibility of getting your data out of your system and in your hands. In case a company changes its terms or is purchased, you want to be sure that you can get to your own information. Are there capacity restrictions that can help narrow down your choices for you? If the best price doesn't cover you, it's her no matter how low it is. Take a close look at the comparative possibilities and rethink what you really need to do business today and what you may want in the future. Many entrepreneurs buy more opportunities than they need. Like any other investment in your business, don't buy cloud services on impulse. Once you contract one, see how often you use it. If you bought more than you need, it's best to admit a mistake and scale down than pay an effectively inflated bill each month. If you're not sure what the difference is, don't feel too bad. Most people don't understand the subtle difference, and many actually conflate two concepts like the one in the same. Even tech-savvy people like the ones you'd ask to fix your computer, get them mixed up all the time. And it doesn't help that the cloud has become an overly fashionable word that describes everything from cloud computing to cloud storage and beyond. So what's the difference? And why should you care, anyway? As it turns out, both of these things can come in handy once you know what they are and how they provide value - so much so that if you don't use it already, you miss out a lot. Virtualization virtualization is when you create a virtual representation of something physical. Virtual reality, for example, is simply a representation of physical reality with some tricks and differences. But in the context of computers, virtualization is somewhat more specific. Virtualization is when you take physical resources (such as RAM, processor, disco space, etc.) and divide them into separate parts that are considered separate by the system. Each piece can be dedicated to different users, and because the pieces are discrete, users can only use the resources that are assigned to them. The actual system is called the host, while the virtual system is called guest. Let's say you run Windows. This is your OS host. Using virtual machine software like [VirtualBox](#), you can install and run a copy of Ubuntu from Windows. It works in the window like any other program, except that it is limited to how much RAM, processor, disk space, etc. that you set aside when a virtual machine is created. Virtual machines are the best way to run multiple OSes on a single machine, assuming that you have enough physical resources to split up. The great thing is, because resources are set aside like your own little sandboxes, you can catch the virus in the guest OS and it won't affect your OS host. Thus, virtual machines are the recommended way to test new OSes and programs. [Virtual Server Example](#) as a random home user, you will probably never run more than one virtual machine at a time, at a time. In most cases you would have one OS host and one guest OS. But on the business side, it's not uncommon to find computers that run multiple virtual machines next to each other, leaving one OS host and dozens or even hundreds of guest OS. When this happens, the computer is often referred to as a virtual server. This obviously requires an extremely powerful system with top-line specifications, otherwise there would not be enough resources to split and each virtual machine would slow down to scan. Powerful computers are expensive, so virtual servers are usually only run by businesses. But why would a business do that? This is a good question, and it brings us to the concept of cloud computing. [Cloud Computing What is a Cloud?](#) Well, you can think of it as a remote cluster of servers that provides services - or, in terms of non-specifics, a bunch of interconnected computers (cluster servers) that are available from anywhere as long as you have an internet connection (remote) that provide services, whether free or paid. Cloud computing is when you use computers in the cloud to process or store data, thereby freeing up your computer's resources (i.e. computing power and storage space). Note that some cloud services use virtualization, but many don't. A simple example of a service if you're using Gmail, you're already using a cloud service. In this case, all your email data is stored on Google's network of servers, and Google's servers do all the hard work in terms of sending, receiving, and processing that data - computing is done in the cloud, not on your own computer. The same applies to most web services such as calendars, to-do lists, social networks, VoIP, remote data storage, budget managers, online photo editors, etc. Advanced service example Some cloud services are more advanced than others. For example, hosting an email on Gmail or Outlook.com relatively simple compared to co-editing documents in Office Online, Google Docs, or any other online office alternative. In Google Docs, every document or spreadsheet is hosted on Google's servers. When you open a file and start editing it, you actually interact with a file that is thousands of miles away, so someone else can open the same file and edit it at the same time. Google servers process your inputs in real time. [Virtual Hosting Sample Notice](#) on how the above examples had no mention of virtualization? Here's one that does. When you subscribe to a general web hosting plan, it is usually placed on one machine without any virtualization, and dozens of others same server. If one user makes a mistake and blocks the server processor, each user's website exits until the server is fixed. But when you subscribe to a private server virtual plan, you're still on the same machine, but your yours server resources are virtualized. If one user makes a mistake, they only lock their part of the server processor and only their website goes down. Yours remains untouched. That's why hosting VPS is preferable to shared hosting. In addition, you have services like Amazon Web Services that use a cluster of virtualized servers to provide cloud computing to multiple users. The advantage here is that your account is not on any computer - it's all over the cloud, so if one physical server dies, your site won't die with it. The future of technology is a cloud that you can virtualize without a cloud, and you can have cloud computing without virtualization. These two are usually combined, but they don't have to be. Hopefully you now know the difference between the two! At this point, most people are surprised at how much cloud computing they actually use on a daily basis. Maybe you feel the same way. I personally love the convenience of the cloud, but you have to beware that there are some risks for cloud computing to avoid. And if that's what you're particularly interested in, think about a career in cloud computing! Did this clear up any confusion you may have been? Are there any questions still lingering in your mind? Feel free to share with us in the comments below. 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