



國立臺灣科技大學圖書館快報 Newsletter

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花一點點小時間，iPAD大獎也許就是您中的喔！

[Reaxys 徵答「藥物研究 深入「輻射效應」」抽Asus小筆電 \(5/29截止\)](#)

[「乘風破浪新體驗 龍騰虎躍競校園 e龍舟賽--Wiley Online Library 線上有獎徵答」活動，至6/30止！](#)

[挑戰資料庫Emerald.Go~ \(iPad、數位相框等您拿，6/25止\)](#)

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人才招募

圖書館閱覽組誠徵100學年度第一學期工讀生

- 一、主旨：閱覽組誠徵100學年度第一學期工讀生，正取七名，備取九名。
- 二、工作性質：櫃台值班、圖書上架、整架、移架等。
- 三、工作時間：週一至週日按輪班時間排班，平均每月50小時。(週末需安排輪流值班及整架，不能配合者，請勿申請)
- 四、有意申請者，請填寫「[工讀申請表](#)」後，連同下學期課表一併送至圖書館借還書櫃台。

收件截止時間：100年6月12日(週日)止。

工讀申請表下載網址：

五、面談通知：

資料審查後，將擇優進行面談，面談時間及地點將於繳交報名表後至截止日之間以電話通知，請屆時務必開機。

六、錄取名單將於6月17日(週五)於本館網頁公告，錄取者將自9月15日起依排班表開始工讀。

七、備註：錄用者試用期一個月，如不適任則由備取名單遞補。

[》 回目錄](#)

試用IEEE eLearning 線上學習資料庫

試用：IEEE eLearning 線上學習資料庫

試用網址：<http://ieee-eLearning.org>

試用帳號：ntusttrial

試用密碼：trial2011

試用期間：即日起至2011/06/23止

課程簡介：

IEEE eLearning 線上學習資料庫是由IEEE美國電子電機工程師學會所出版的一套科技領域的線上學習資源，提供工程相關學習者和工程師的終身線上教育課程。每個課程皆通過IEEE專家、全球知名學者、著名工程權威組織的審核，涵蓋了最新及最前瞻的新興科技知識。

每個課程約1-3小時，依程度分初、中、高3個等級，學習者可依課程的難易程度，由淺而深選擇適合自己的課程。

課程特色：

- 1.整合IEEE.org、IEEE Xplore和IEEE TV的資源，提供全方位的學習資訊。
- 2.目前共有22個專業領域主題、超過200種多元化課程，包含史丹佛大學Phillip Wong等知名教授的講課內容，內容涵蓋永續綠能工程、生物識別技術、智慧電網、人工智慧運算…等最新工程技術。
- 3.與世界同步，線上即時學習最新科技。不需特定地點上線，學習者可依照自己的時間和學習速度，做最有效率的學習。
- 4.超過100種語言介面，中文化的選單操作，讓學習者在使用上更簡單易懂，並加強對課程重點的掌握和了解。
- 5.完成線上課程之後，可立即獲得IACET所頒發的國際證書，透過國際認證，對學習者絕對具有加分的作用。
6. 整合IEEE.org、IEEE Xplore和IEEE TV的資源，提供全方位的學習資訊。

適用對象：

工學院 (所有科系)、電機資訊學院 (所有科系)、管理學院(資管系、工管系、科管所…)

歡迎全校師生多加利用!! 為了解您試用資料庫的情況，作為圖書館後續推薦採購資料庫的參考，歡迎您填寫試用資料庫問卷。

有趣的 eLearning 課程舉例：

Learning to Play Games

Introduction to Fiber Optics: The Basics

Introduction to Fiber Optics

Introduction to Nanotechnology

An Introduction to Sustainable Green Engineering Part 2

Principles and Applications of RFID

操作說明：

IEEE eLearning LIBRARY 由關鍵字查詢課程。

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To access the tutorial(s) you are currently enrolled in, click 'View My Tutorials.'

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Click [here](#) to view a five-minute sample of the tutorial, *Introduction to Sustainable Green Engineering*, by Paul Ranky. This sample is designed to give you a feel for what our tutorials are like, but it lacks the interactive features found in our full tutorials.

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[IEEE South Africa Section - Continuing Professional Development Programme](#)
[Course Catalog \(PDF\)](#)
[Course Catalog \(Excel\)](#)
[Benefits of Login with Your Personal IEEE Account](#)

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- Bioengineering
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- Communications
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- Components, Circuits & Devices

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Tutorial: Learning to Play Games

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Topic outline

Learning to Play Games

Author: Lucas, Simon M.
 Sponsored by: IEEE Computational Intelligence Society
 Tutorial Level: Advanced Beginner
 Publication Date: Jun-2010
 Run Time: 1:30:00
 CEUs: 3
 PDHs: 3
 ECSA CPD (Category 1 - Development Activities): 1 - Includes study time

Abstract

This tutorial provides a practical introduction to game strategy learning with function approximation architectures. The tutorial will cover the two main approaches to learning game strategy: evolution (including co-evolution), and temporal difference learning, and also discuss some ways of hybridizing these.

We also look at how the choice of input features and function approximation architecture has a critical impact on what is learned, as well as how it is interfaced to the game (e.g. as a value estimator or as an action selector). Incremental and co-evolutionary methods of learning complex skills are described. In addition to standard MLPs, attention is also given to N-Tuple systems, as these have recently shown great potential to learn quickly and effectively, and to evolutionary methods for selecting subsets of the input vector to use and neural network topologies to process it with.

Each method will be demonstrated with reference to some simple fragments of software, illustrating how the learning algorithm is connected with the game and with the function approximation architecture. Example games will include Othello, Simulated Car Racing, and Ms. Pac-Man.

To launch the tutorial, click the link below.

[Learning to Play Games](#)

1 Course Notes

To view the course notes, click the link below.

[Learning to Play Games Course Notes](#)

3 Certificates

- [End-of-Tutorial Survey](#)
- [Professional Development Hours Certificate](#)
- [CEU Certificate](#)
- [South Africa CPD Questionnaire](#)
- [South Africa CPD Questionnaire](#)

Calendar

Events Key

Explore Computational Intelligence

Computationally Efficient Subspace-Based Method for Two-Dimensional Direction Estimation with L-Shape Array

Self-organizing based anytime modeling methodology for handling resource inafficiency

Swarm Intelligence Based Synthesis of Concentric Circular Antenna Array for Broadside Radiation

IEEE Transactions on Computational Intelligence and AI in Games information for authors

A Study on QPS-QOQF Approximation Using Support Vector Machines

本課程所有的講解皆有文字講義。

Aims

This tutorial aims provides a practical guide to the main techniques involved in learning to play games. The emphasis will be on systems that are able to learn games autonomously, that is, without any human intervention. I'll provide insights into which methods work best in particular situations, and on how detailed design choices can make the difference between success and failure. During the tutorial I will demonstrate temporal difference learning and evolution in action. I will assume familiarity with Neural Networks—in particular, Multi-Layer Perceptrons and Error Back-Propagation—and the basics of evolutionary computation, that is: evaluation, selection, variation and reproduction.

Overview

Here are the main points of the tutorial. We'll look at the main types of architecture: action selector versus value function. We'll consider the two main approaches to learning: evolution, and temporal difference learning. For most non-trivial games it is necessary to perform some type of function approximation: here we'll consider multi-layer perceptrons and various types of table function. A learner can only learn on the basis of the information provided to it. I'll show how information theory can be used to place bounds on the maximum number of bits of information that can be learned per game played. During the tutorial we shall look at various games or control problems, including mountain car, Othello, and Ms. Pac-Man.

Architecture

We'll begin by looking at the main classes of architecture. An agent perceives the world through some real or virtual sensors. These are fed to the inputs of a function approximator. There are two main ways this can be configured: either as a value function or as an action selector. In the value function approach, the agent projects the current state of the game to a set of possible future states, by applying a set of actions to a model of the game or system. The value function takes as input a game state, and produces a single value as output for each state. The agent selects the action that leads to the highest value state (as judged by the value function).



Training Course Window

由 Index 可依序進行學習。

IEEE Principles and Operations of RFID and UHF Tag Antenna Design

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Course Outline

Course Outline

RFID Tag Antenna Designs:

- Consideration & Requirements
- Structures and Frequency Bands
- Design Process and Consideration

專有名詞解釋

GLOSSARY

Learning to Play Games

》 回目錄

iReading 愛·閱讀



書名：那一年·我的流氓班

館藏索書號：857.7 / 740.10

內容簡介由 博客來 所提供

我不捨的看著教室，裡面真的很多我們的回憶：阿彥老師剛來我們班，挨的那一板；他宣佈自己是老大那一天；跟我們大小聲；剪了李至勝的頭髮；因為海報上的中指而生氣；讓我們畫了流氓跟櫻花樹；刷地板的那一天；園遊會讓我們開格鬥場，也因此我們寒假去住他家；因為吳風我們當了一天資優班；我們讓封魔女受傷，他在班上大發雷霆，打了我們的屁股兩下……這些，我們都要道別了……」

年少時混過流氓班，因為遇到好老師而改變一生的男主角——阿彥，立志當老師後所帶的第一個班就是國中部流氓班。這群即將要14歲的孩子家境各異，個性熱血天真，只是因為不會讀書而被貼上「流氓班」標籤。阿彥要如何一一解開孩子們心中的結，帶領他們找到屬於自己的路？

「再見，並不只是道別時的用語。說再見，是為了再次見面，所許的承諾。」《那一年·我的流氓班》為20歲作者栗子，以兩年時間創作的12萬字長篇小說。故事題材不同於一般網路小說，以友情與人性為重點，深刻描寫14歲孩子半大不小、帶點稚氣又徬徨的心理，不論是家境富裕個性冷漠的孩子，身為資優生卻受不了另類眼光而轉到流氓班的孩子，因為父親家暴而家庭破碎的孩子……再加上像金八老師一樣的導師 - 阿彥，各角色設定生動，劇情極具張力又感人落淚。



書名：用地圖看懂世界經濟=Global economic

館藏索書號：552.1 / 677

內容簡介由 博客來 所提供

每當報章新聞觸及這類關於「世界趨勢」的話題時，您是不是常有印象不清、產生小疑問的情形。這些問題，只要閱讀本書，立刻能獲得解答。透過看地圖，才能「發現新事實」的情形。例如：從「加拿大躍升為世界第二產油國」的可能性，到「農村地區發展成矽谷」的理由。

本書內容由解謎與新發現互相交錯，是現代人學習必備「經濟知識」與「經濟觀點」的最佳工具。本書從熱門產業開始，探討包括「杜拜」、「俄羅斯」等地的經濟狀況，以及「環保與經濟」、「稀有金屬」等潮流訊息，還有「匯率」、「關鍵貨幣」等架構，總而言之，網羅各項討論世界經濟時需要掌握的重點及經濟主流的金融話題。要在商場上取得先機，世界經濟的相關知識自然不可或缺。

共分為五個章節，從產業面、資源、趨勢、貿易、金融等五個方面討論，從圖文介紹國際經濟，是最簡單易懂的經濟類書籍！

》 回目錄

電影DVD·音樂CD



影片名稱：我為琴狂=Pianomania

館藏索書號：DVD PN 9418

《我為琴狂》劇情描述法國鋼琴大師艾馬爾，應邀到維也納錄製巴哈《賦格的藝術》專輯，由於他堅持起用史坦威鋼琴中有88個琴鍵、230條琴弦、重達480公斤的第109號大鋼琴 (Conert Grand Nr. 109) 來錄製，而使調音師史戴芬克努佛，為了調出最完美音色而疲於奔命。史戴芬克努佛在歷經了百般挑剔及重重險阻後，終於悟得「音樂家、調音師與鋼琴之間微妙的三角關係」，也為艾馬爾實現了長久以來的夢想，首度成功錄製了巴哈作品的演奏專輯，其中充滿著難以置信的活力，被讚喻為傑作中的傑作。

全片在「音樂之都」維也納拍攝，是一部關於熱情、夢想與追求完美的一部電影，也是關於「史坦威鋼琴」(Steinway and Sons) 駐維也納首席調音師史戴芬克努佛 (Stefan Knupfer) 追求完美琴音、充滿挑戰與趣味的真實音樂人生。



影片名稱：心中的小星星

館藏索書號：DVD PN 6077

本片劇情描述一個總是趕不上功課、飽受責罵的小三孩子，在爸媽的失望下，被送往寄宿學校就讀，卻幸運地在一位老師細心教導下，終於找回自信和自我的故事...。

---12億個掌聲加感動、代表印度角逐奧斯卡最佳外語片

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》 回目錄

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如果您對這份電子報有任何問題或建議，請E-Mail或直撥服務專線，謝謝您的參與。

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