Web clips for hydroinformaticians

A tremendous amount of material appears on the World Wide Web that could be of direct interest to hydroinformaticians. Accordingly our journal is inviting its readers to submit references to such material. This initial list has been prepared by Vladan Babovic and reflects a particular interest in data mining for knowledge discovery and artificial intelligence.

(The last item, however, seems a poor candidate for a 'needlessly incomprehensible' construction, since its meaning is quite clear, it is a (typically Kantian) model of precision, it expresses a truth that is often not properly understood and it is admirably concise. Kant is clarity itself – and he has to be defended here accordingly!)

M. B. Abbott

Generation 5 *http://www.generation5.org* offers many pages of AI content, including discussions of philosophy, machine intelligence, evolutionary algorithms, A-life, machine, vision, neural networks ... There are interviews with Marvin Minsky, Teuvo Kohonen, Steven Levy, Melanie Mitchell and Craig Reynolds.

Mobile code, agents and Java are the subject of a site from TU Vienna's Distributed Systems group *http://www.infosys.tuwien.ac.at/Research/Agents*.

David Aha maintains pages with machine learning resources, *http://www.aic.nrl.navy.mil/~aha/research/machine-learning.html* lists books, courses, data repositories, software and jobs tutorials.

A Searchable Database of Alife Related Sites on the Net, Automatically Gathered by an Intelligent Search Bot can be accessed at *http://www.aridolan.com/ad/adb/adib.html*. Make sure to visit *http://arieldolan.com* which contains the Floys Alife applets, the GA Playground genetic algorithm toolkit and the online Alife Database of Alife-related sites on the net. The Alife experiments are written in Java or Tcl/Tk and the source code is free to download. Other sections include the Dolls 3D assemblage pictures, the Java Annotated Picture Browser, and various experiments in web design and XML.

Suddenly, everyone talks about patents. What is patent? Patents were first formalised in England in the 1623 'statute of monopolies'. The underlying idea was to give inventors a monopoly on their ideas if they accepted to publish them. It is in theory a nice system to promote and share process innovation in the industry because without patents, inventors would keep their ideas secret to the rest of the world. However, patents are currently considered (cf. *Encyclopaedia Universalis*) more as an economic weapon than a tool to promote innovation. Is patent a good thing? What about software patent? Find more on this somewhat controversial issue at the following site:

http://www.spi.org/
http://www.freepatents.org'
http://www.european-patent-office.org
and *http://www.uspto.gov*

A Dictionary of Units of Measurement can be found at *http://www.unc.edu/~rowlett/units*. If you ever needed to know how many litters there is in a keddah or the last ISO viscosity grade, this is the site for you. It includes a dictionary all imaginable units and their equivalent in metric system, as well as explanations about the different unit systems.

Annals of Improbable Research (AIR) is seeking for the very worst, most needlessly incomprehensible prose sentence from a published scientific report. One candidate, is a footnote from Kant's *Groundwork of the Metaphysics of Morals*: 'A maximum is the subjective principle of volition: an objective principle (that is, one which also serves subjectively as a practical principle for all rational beings if reason had full control over the faculty of desire) is a practical law'. Send sentences to Marc Abrahams, *marca@wilson.harvard.edu* with a photocopy to Sentence of Death Contest, AIR, PO Box 380853, Cambridge MA 02238, USA.

V. Babovic