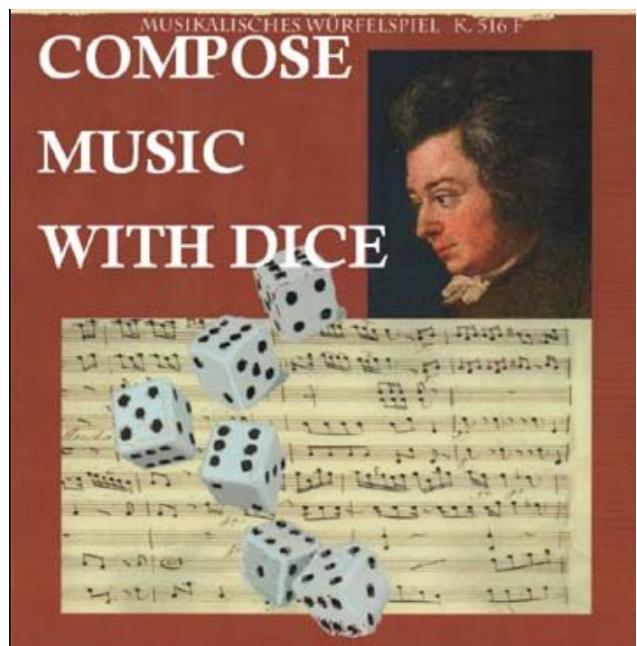


Generate song:																
Minuet    Trio																
		Play song...		Stop song		Play loop		Generate another song								
96	22	141	41	105	122	11	30	70	121	26	9	112	49	109	14	
32	6	128	63	146	46	134	81	117	39	126	56	174	18	116	83	
69	95	158	13	153	55	110	24	66	139	15	132	73	58	145	79	
40	17	113	85	161	2	159	100	90	176	7	34	67	160	52	170	
148	74	163	45	80	97	36	107	25	143	64	125	76	136	1	93	
104	157	27	167	154	68	118	91	138	71	150	29	101	162	23	151	
152	60	171	53	99	133	21	127	16	155	57	175	43	168	89	172	
119	84	114	50	140	86	169	94	120	88	48	166	51	115	72	111	
98	142	42	156	75	129	62	123	65	77	19	82	137	38	149	8	
3	87	165	61	135	47	147	33	102	4	31	164	144	59	173	78	
54	130	10	103	28	37	106	5	35	20	108	92	12	124	44	131	



<https://mozart.vician.cz>

WOLFGANG AMADEUS MOZART

# Musikalisches Würfelspiel

## Table of Measure Numbers

Part One

	I	II	III	IV	V	VI	VII	VIII
2	96	22	141	41	105	122	11	30
3	32	6	128	63	146	46	134	81
4	69	95	158	13	153	55	110	24
5	40	17	113	85	161	2	159	100
6	148	74	163	45	80	97	36	107
7	104	157	27	167	154	68	118	91
8	152	60	171	53	99	133	21	127
9	119	84	114	50	140	86	169	94
10	98	142	42	156	75	129	62	123
11	3	87	165	61	135	47	147	33
12	54	130	10	103	28	37	106	5

Part Two

	I	II	III	IV	V	VI	VII	VIII
2	70	121	26	9	112	49	109	14
3	117	39	126	56	174	18	116	83
4	66	139	15	132	73	58	145	79
5	90	176	7	34	67	160	52	170
6	25	143	64	125	76	136	1	93
7	138	71	150	29	101	162	23	151
8	16	155	57	175	43	168	89	172
9	120	88	48	166	51	115	72	111
10	65	77	19	82	137	38	149	8
11	102	4	31	164	144	59	173	78
12	35	20	108	92	12	124	44	131

## Table of Measures

The musical score consists of two staves. The top staff is for the treble clef (G-clef) and the bottom staff is for the bass clef (F-clef). The key signature is A major (no sharps or flats). The time signature is common time (indicated by 'C'). The score shows eight measures of music. Measure 1 starts with a half note followed by eighth-note pairs. Measure 2 features a sixteenth-note pattern. Measure 3 has eighth-note pairs. Measure 4 contains a single eighth note. Measure 5 begins with a bassoon part, indicated by a bassoon icon, featuring eighth-note pairs. Measure 6 starts with a bassoon part. Measure 7 shows a sixteenth-note pattern. Measure 8 concludes with a bassoon part.

# Musikalisches Würfelspiel

## Table of Measure Numbers

Part One

	I	II	III	IV	V	VI	VII	VIII
2	96	22	141	41	105	122	11	30
3	32	6	128	63	146	46	134	81
4	69	95	158	13	153	55	110	24
5	40	17	113	85	161	2	159	100
6	148	74	163	45	80	97	36	107
7	104	157	27	167	154	68	118	91
8	152	60	171	53	99	133	21	127
9	119	84	114	50	140	86	169	94
10	98	142	42	156	75	129	62	123
11	3	87	165	61	135	47	147	33
12	54	130	10	103	28	37	106	5

Part Two

	I	II	III	IV	V	VI	VII	VIII
2	70	121	26	9	112	49	109	14
3	117	39	126	56	174	18	116	83
4	66	139	15	132	73	58	145	79
5	90	176	7	34	67	160	52	170
6	25	143	64	125	76	136	1	93
7	138	71	150	29	101	162	23	151
8	16	155	57	175	43	168	89	172
9	120	88	48	166	51	115	72	111
10	65	77	19	82	137	38	149	8
11	102	4	31	164	144	59	173	78
12	35	20	108	92	12	124	44	131

96	22	141	41	105	122	11	30	70	121	26	9	112	49	109	14
32	6	128	63	146	46	134	81	117	39	126	56	174	<b>18</b>	116	83
69	95	158	13	153	<b>55</b>	110	24	66	139	<b>15</b>	132	73	58	145	79
<b>40</b>	17	113	85	161	2	159	100	90	176	7	34	67	160	52	170
148	74	163	<b>45</b>	80	97	36	107	25	143	64	125	76	136	1	93
104	<b>157</b>	27	167	154	68	118	91	138	<b>71</b>	150	29	101	162	23	151
152	60	171	53	99	133	21	127	16	155	57	<b>175</b>	43	168	89	172
119	84	114	50	140	86	169	<b>94</b>	<b>120</b>	88	48	166	51	115	<b>72</b>	<b>111</b>
98	142	<b>42</b>	156	75	129	62	123	65	77	19	82	137	38	149	8
3	87	165	61	<b>135</b>	47	<b>147</b>	33	102	4	31	164	144	59	173	78
54	130	10	103	28	37	106	5	35	20	108	92	<b>12</b>	124	44	131

## Table of Measures





 Roll the Dice Generate Music

▶ Play

Stop

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 10 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 08 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 05 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 07 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 08 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 05 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 05 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = 04 \\ \hline & \\ \hline \end{array}$$



$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 03 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 10 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 11 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 02 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 05 & \\ \hline \end{array}$$

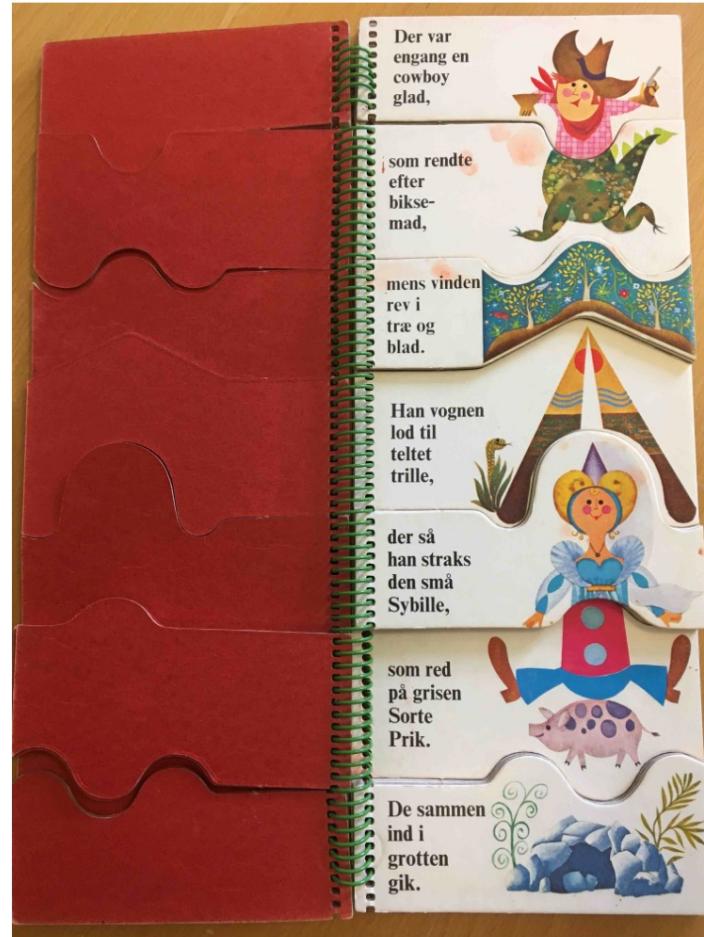
$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 04 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = \\ \hline 09 & \\ \hline \end{array}$$

$$\begin{array}{|c|c|} \hline \text{dice} & = 09 \\ \hline & \\ \hline \end{array}$$



Teksterne til historierne  
stammer fra bogen Visse  
våse våse vers:  
hundredevis af våse-vers  
efter valg, af Mona  
Giersing (1973), illustreret  
af Adrina Zanazanian,  
Lademann.



Lav en historie

Der var engang en ridder glad,  
som rendte efter bikse mad,  
på line helt til Stalingrad.  
I cirkus BOB han fik en dille!  
der så han straks den små Sybille,  
som red på gris'en Sorte Prik.  
De sammen i manegen gik.

# Nordjyske og Ritzau lancerer journalistrobot

28.8.2018 16:17 | [Ritzaus Bureau A/S](#)

**917 lokale fodboldhold i Nordjylland oplever i august at få redaktionel dækning på nordjyskes nærlokale hjemmesider. De 917 fodboldhold har ikke tidligere fået fast dækning, fordi der bliver spillet for mange kampe til, at Nordjyske kunne gøre det til en sund forretning at skrive kampreferater om alle hold. Men det er der nu lavet om på.**



Faktisk er robotten gået i gang i det stille i august måned, hvor den til alle kampe har skrevet to referater. Ét til hjemmeholdet og ét til udeholdet. De to referater skrives på baggrund af data fra Ritzau, og indholdet hældes så i en nyhedsskabelon. De to nyheder publiceres derefter på hver sin lokale side, så fokus er tilpasset læsernes lokale hold.

## **SEIF VANDT KAMP UDE OVER BANGSBO FREJA**

### **Det blev til en kneben sejr tirsdag 2-1**

**STRANDBY:** Det er første sejr for SEIFs U14-drenge i sæsonen.

Efter kampen ligger Strandby-Elling-Nielstrup IF nummer 1 med 3 point og en målscore på 2-1, mens Bangsbo Freja ligger nummer 3 med 3 point og en målscore på 4-3.

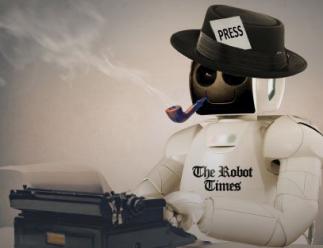
Strandby-Elling-Nielstrup IFs næste kamp er søndag 26. august kl. 14:30 på udebane mod Tornby IF.

Bangsbo Freja skal på banen igen lørdag den 25. august kl. 11:00 på hjemmebane mod Team Østvendsyssel.

# Robot Journalism

Can Human Journalism Survive?

Noam Lemelshtrich Latar



World Scientific

# FACEBOOK NEWS FEED ALGORITHM

*How the News Feed Works*

# Algoritmerne har talt: Thi kendes for ret

Facebook har lukket min profil,  
men oplyser ikke hvorfor.

**FACEBOOK**

STIG JONSTRUP PEDERSEN,  
JOURNALIST, STUD.CAND.PUBLIC.

Mandag 12. september 2022 | **POLITIKEN**



# Journalisten

# **1.500 artikler om dagen. Et portræt på 1,88 sekunder**

LASSO NEWS

Søg i Lasso, eller indtast CVR-nummer

DISCOVER

PRØV LASSO PROFESSIONAL



FØLG

**SYSTEMATIC A/S**, 2 dage siden

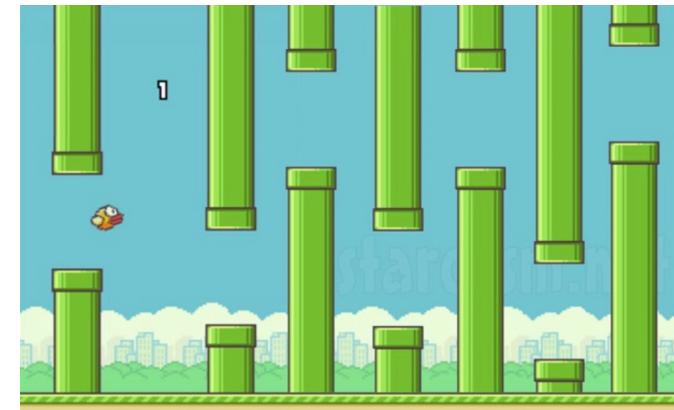
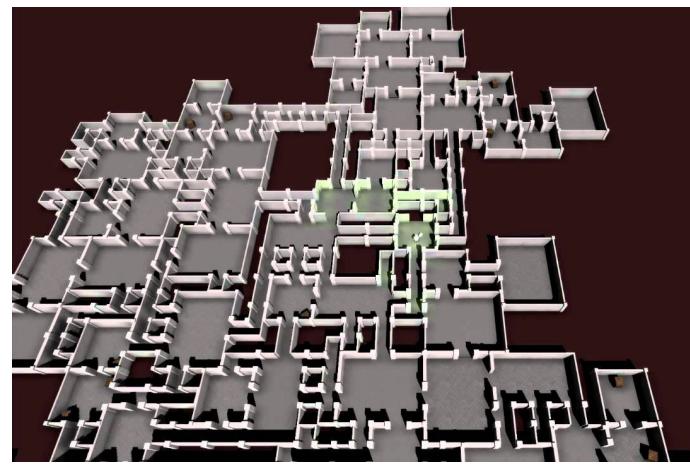
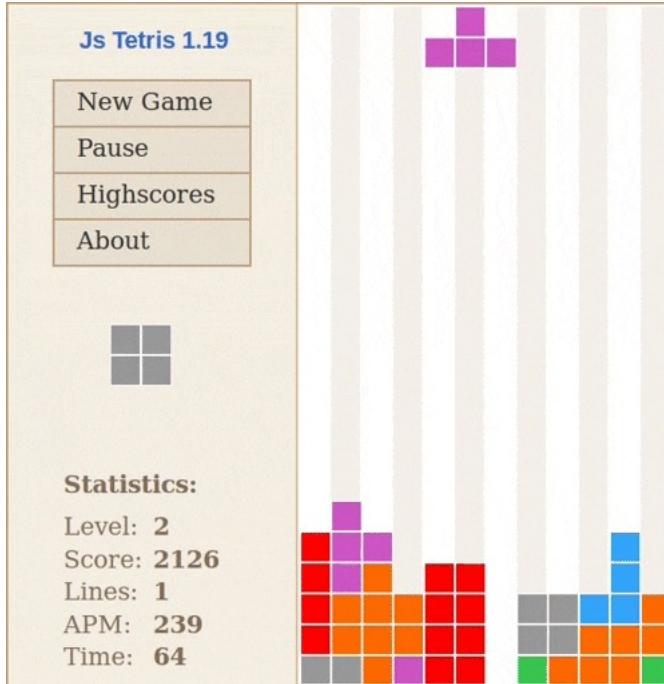
## Udskiftning i bestyrelsесmedlemmer i **SYSTEMATIC A/S'** bestyrelse

Nikolaj Holm Bramsen udträder af bestyrelsen, og Allan Weinhandler Iversen overtager pladsen som medlem af bestyrelsen i ...

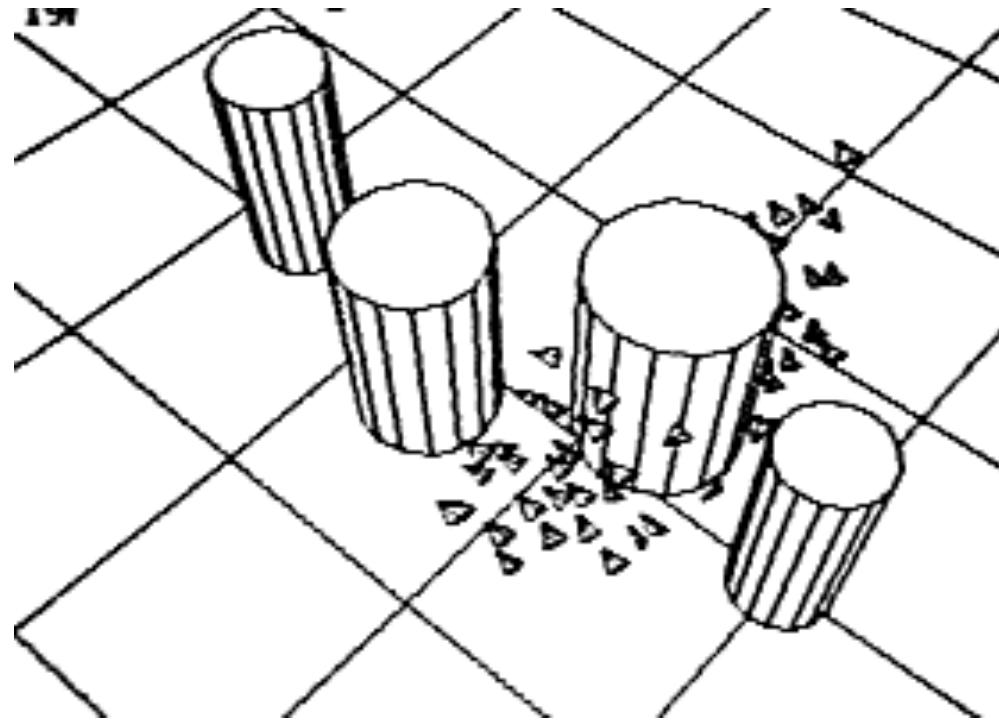
**Seneste regnskaber**

**FREMHÆVET PERSON**  
**Ilse Rohde Jacobsen**

PRØV GRATIS NU



# Boids

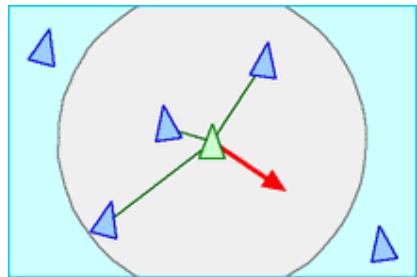


Craig Reynolds, “Flocks, Herds and Scools: A Distributed Behaviour Model”, 1987.

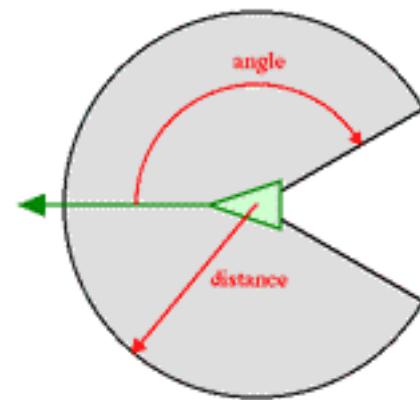




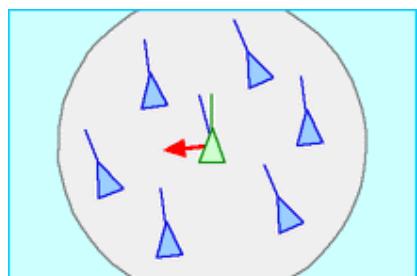
Hold afstand



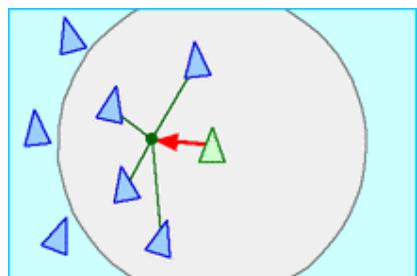
Nabolag



Hold retning



Hold sammen

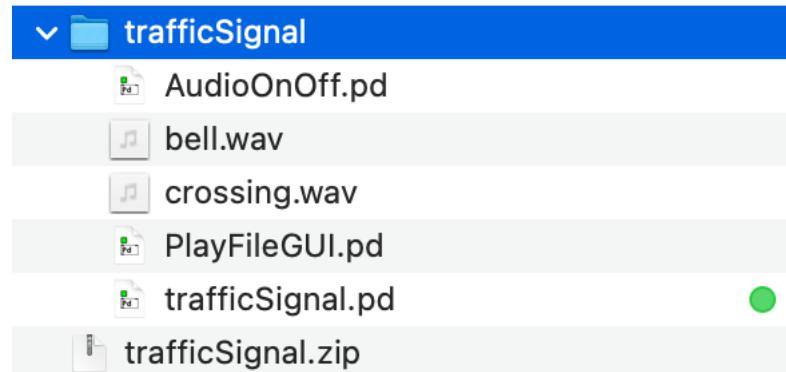
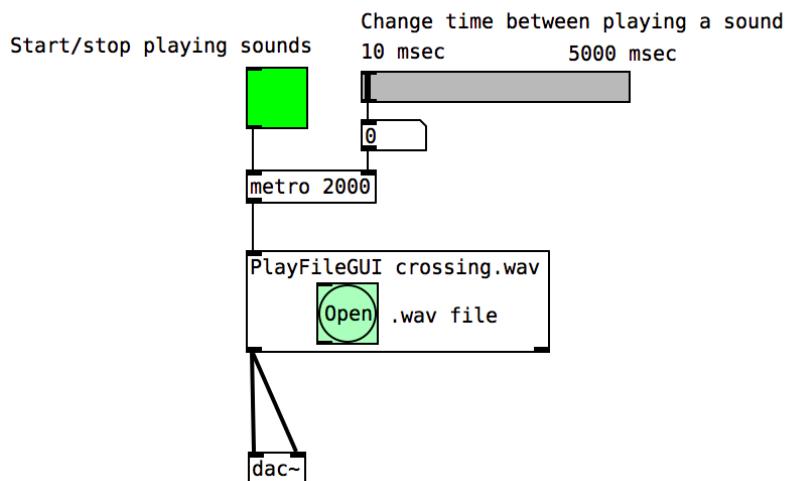


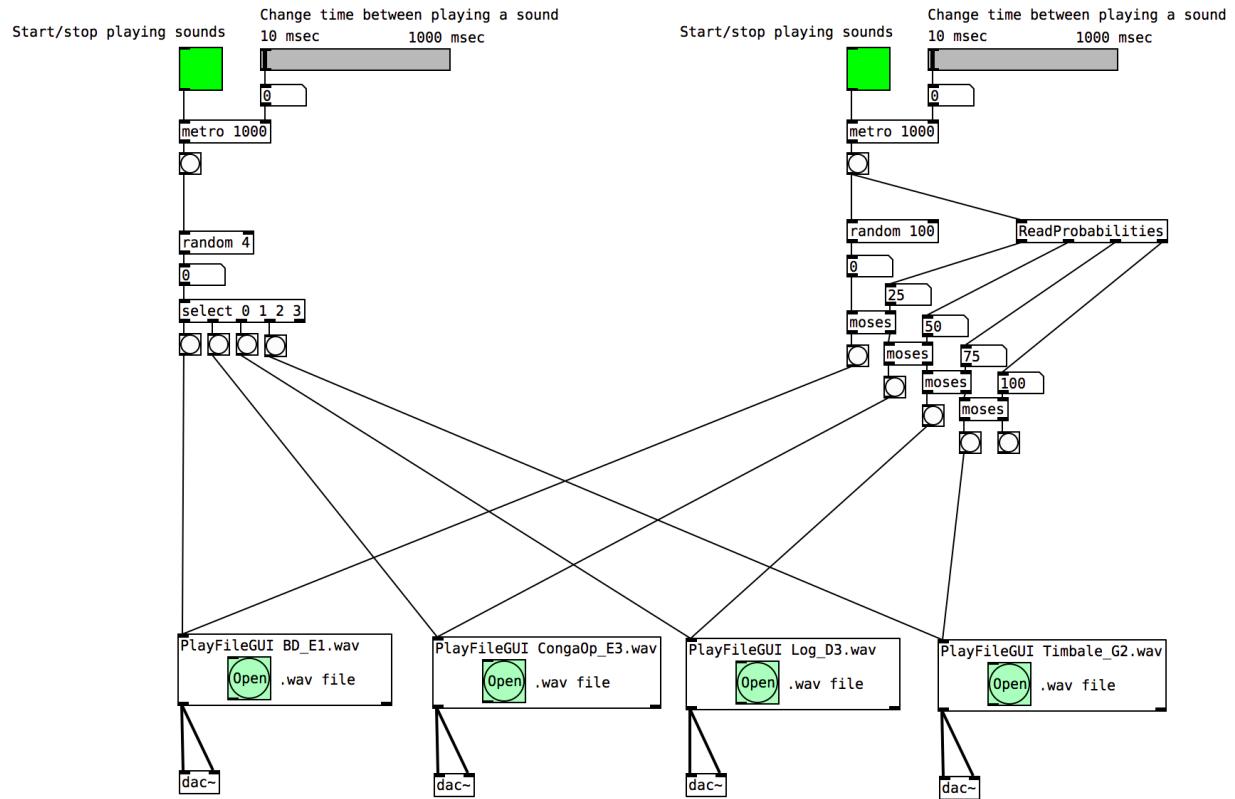


## Lyden af fodgængerovergang og trommer i Pure Data



I .zip filen [trafficSignal.zip](#) findes en mappe med en Pure Data patch `trafficSignal.pd`. Åben `trafficSignal.pd` i Pure Data og tryk på den grønne knap. Trommelyde og en Pure Data patch `Drums.pd` findes i .zip filen [drums.zip](#).

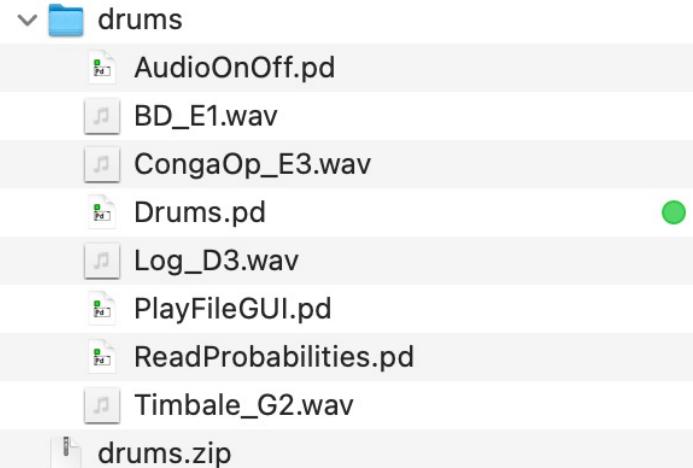


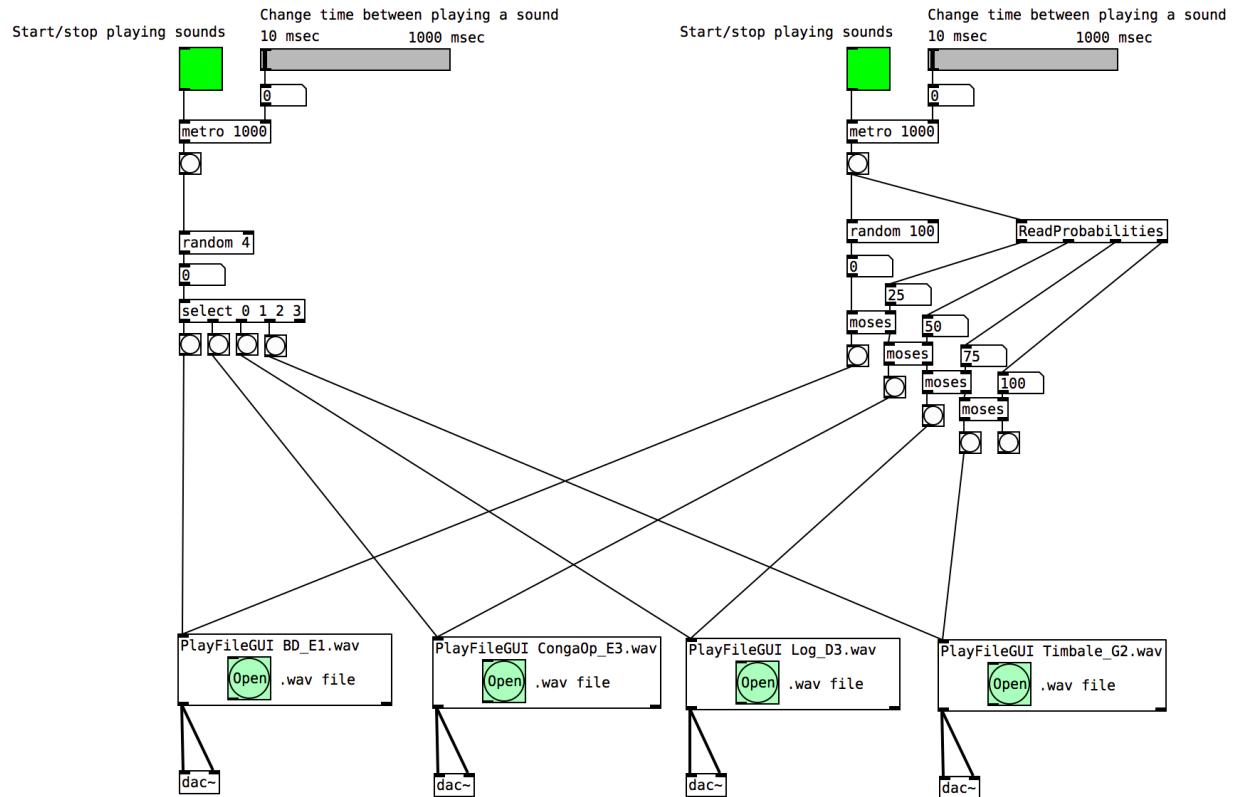


### Lyden af fodgængerovergang og trommer i Pure Data

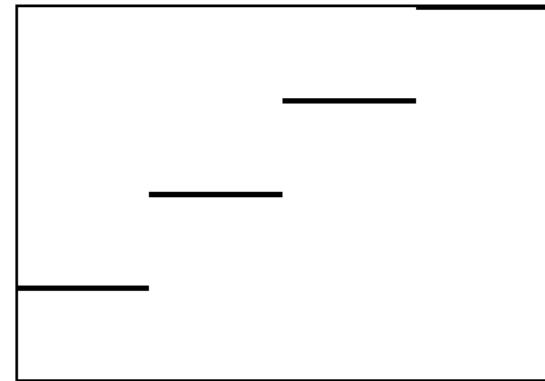


I.zip filen [trafficSignal.zip](#) findes en mappe med en Pure Data patch [trafficSignal.pd](#). Åben [trafficSignal.pd](#) i Pure Data og tryk på den grønne knap. Trommelyde og en Pure Data patch Drums.pd findes i .zip filen [drums.zip](#).





## Probabilities



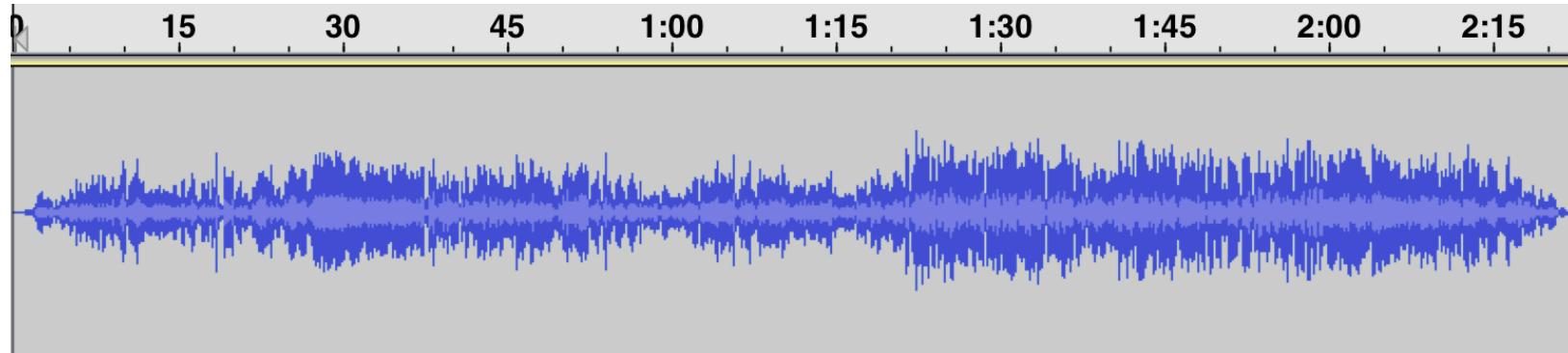
## Lyden af fodgængerovergang og trommer i Pure Data

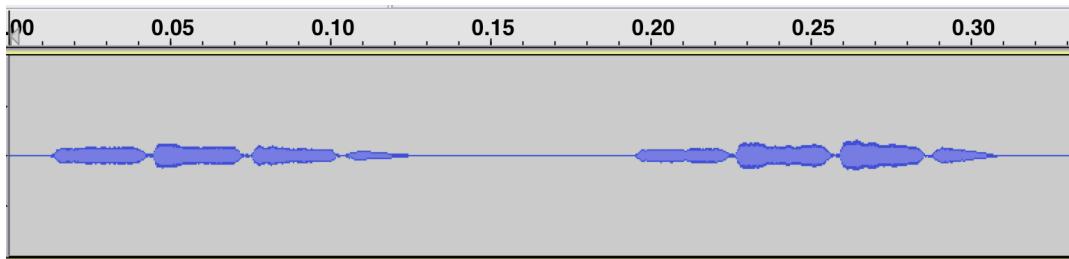
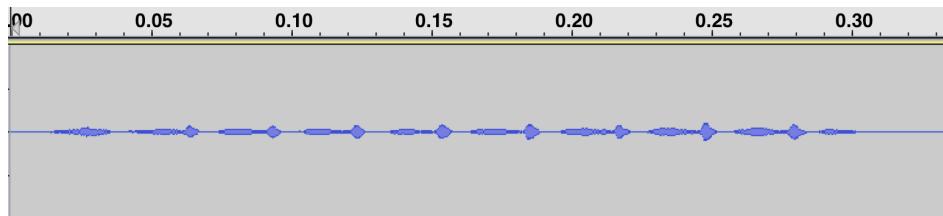
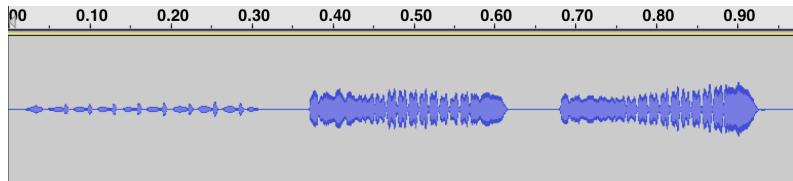


I.zip filen [trafficSignal.zip](#) findes en mappe med en Pure Data patch [trafficSignal.pd](#). Åben [trafficSignal.pd](#) i Pure Data og tryk på den grønne knap. Trommelyde og en Pure Data patch Drums.pd findes i .zip filen [drums.zip](#).

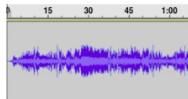
## drums

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	BD_E1.wav
	CongaOp_E3.wav
	Drums.pd
	Log_D3.wav
	PlayFileGUI.pd
	ReadProbabilities.pd
	Timbale_G2.wav
	drums.zip

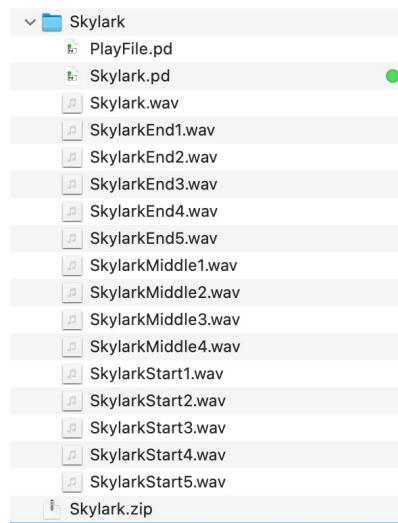


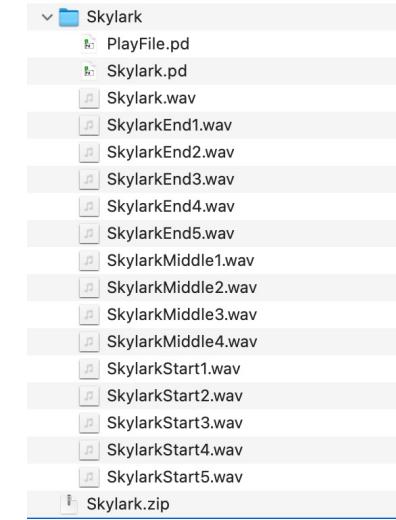
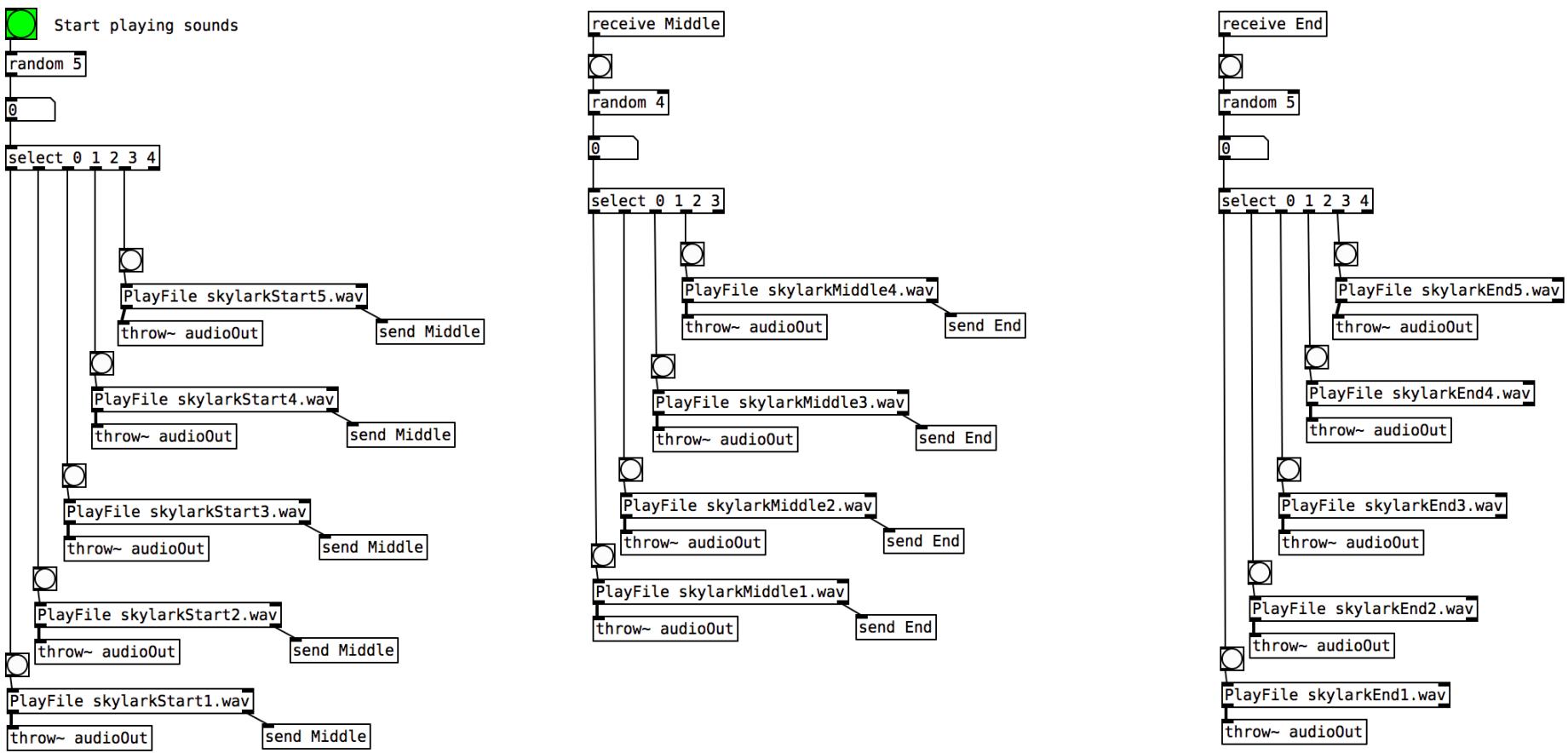


## Lærkesang i Pure Data

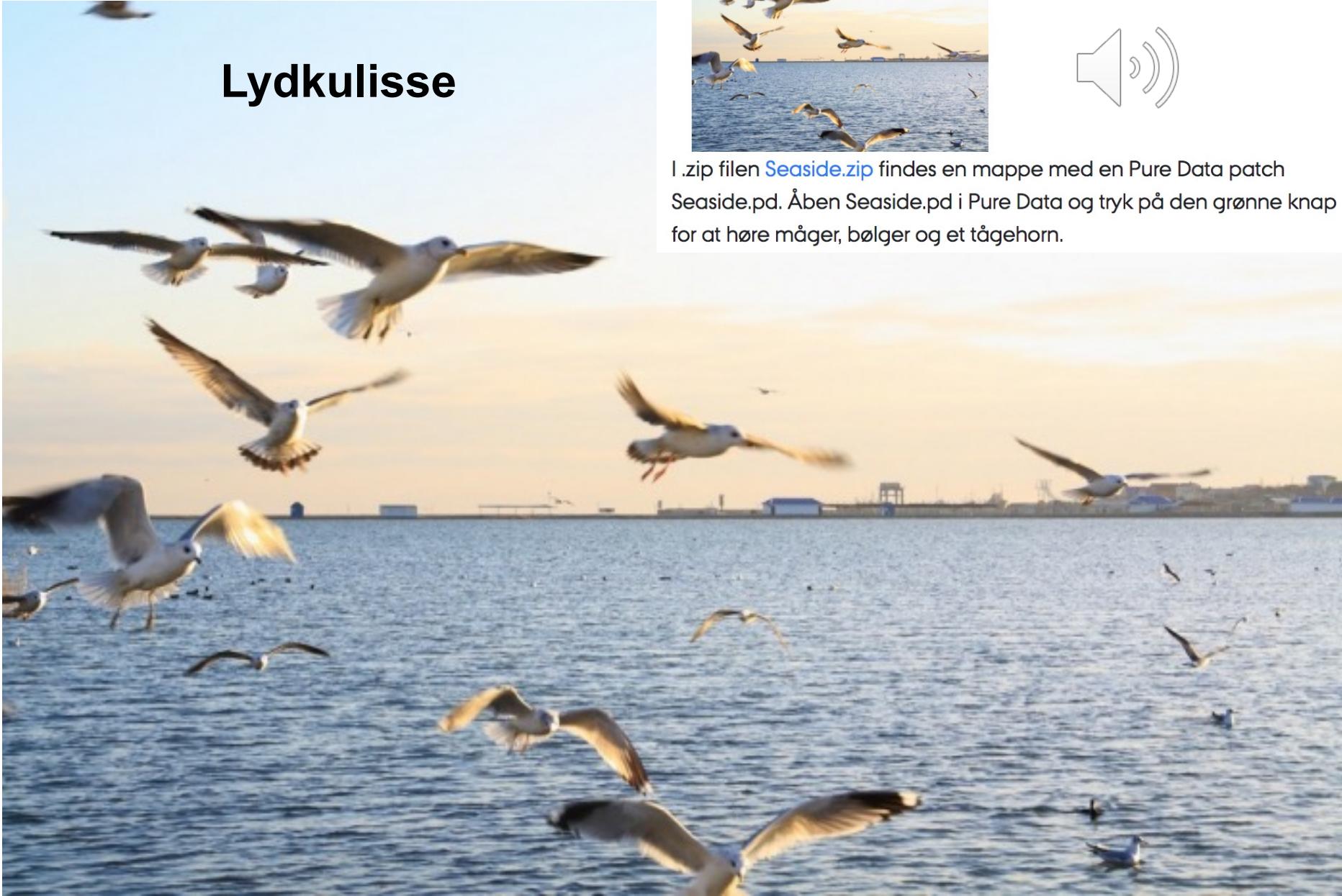


I.zip filen [Skylark.zip](#) findes en mappe med en Pure Data patch Skylark.pd. Åben Skylark.pd i Pure Data og tryk på den grønne knap for at høre en af de mange lærkelyde.





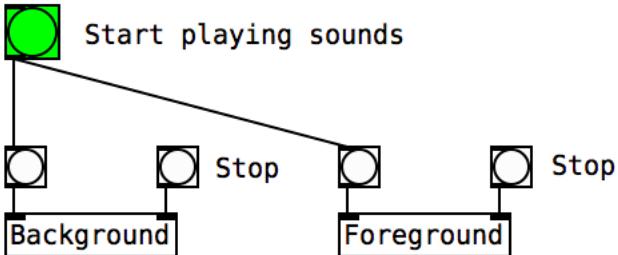
# Lydkulisse



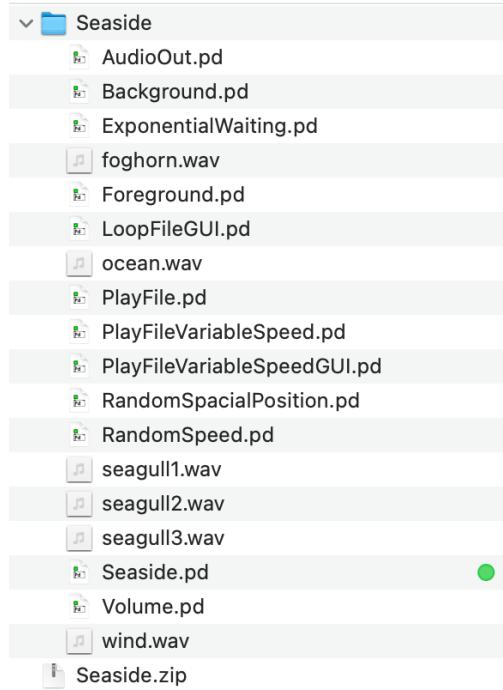
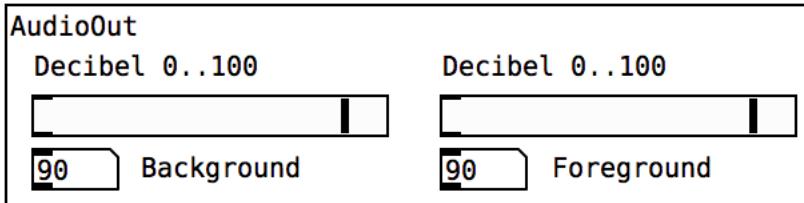
Lyden af et havnemiljø i Pure Data

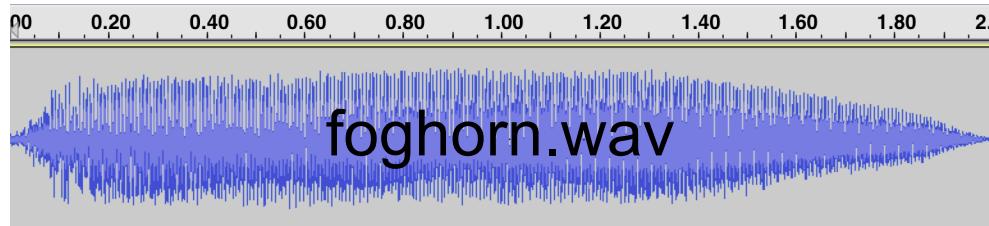


I .zip filen [Seaside.zip](#) findes en mappe med en Pure Data patch Seaside.pd. Åben Seaside.pd i Pure Data og tryk på den grønne knap for at høre måger, bølger og et tågehorn.



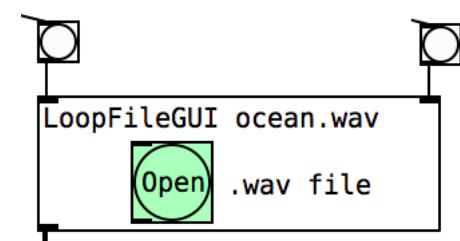
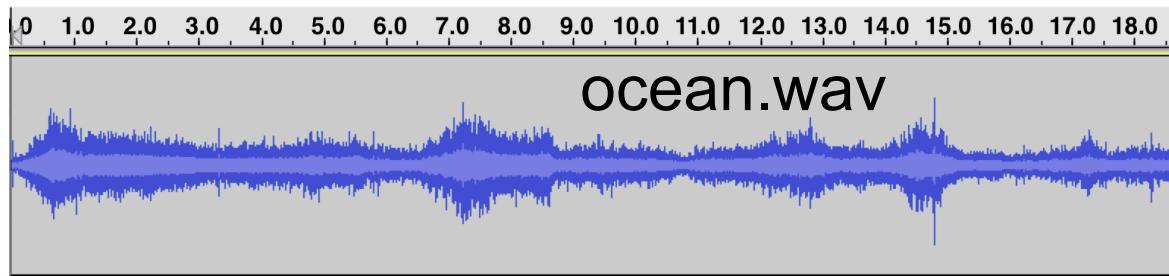
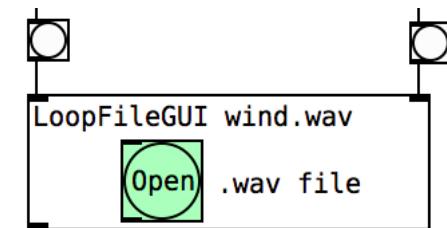
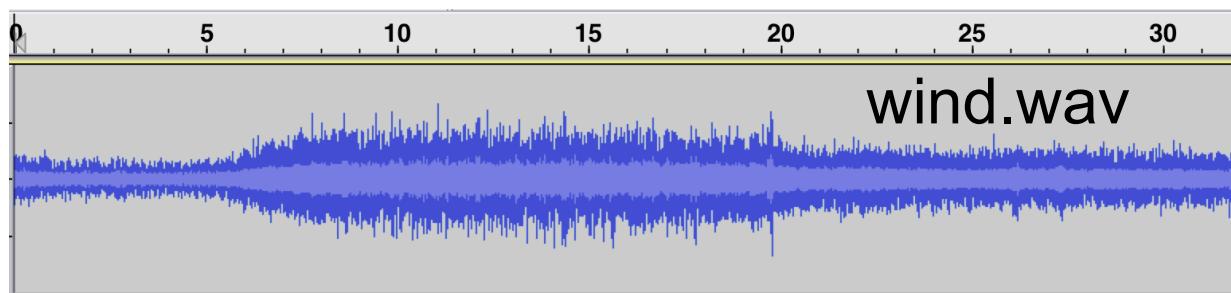
## Lyden af et havnemiljø i Pure Data

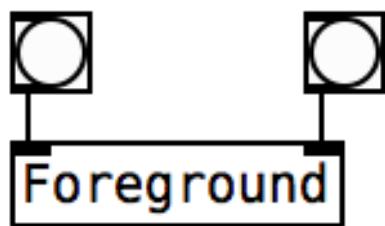
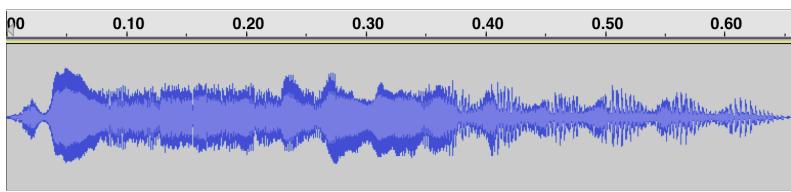
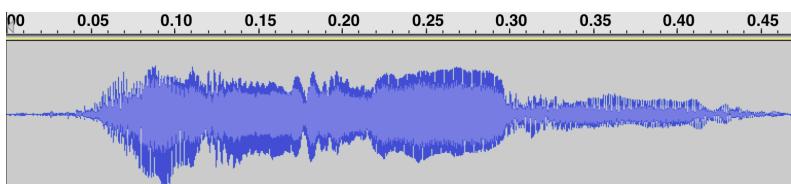
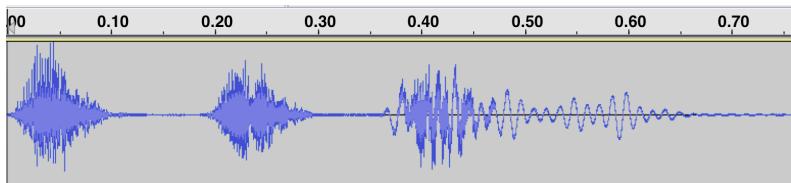




metro 10000

PlayFile foghorn.wav







0,71

0,29



```
RandomSpacialPosition  
throw~ foregroundR   throw~ foregroundL
```



```
Foreground
```



0,71

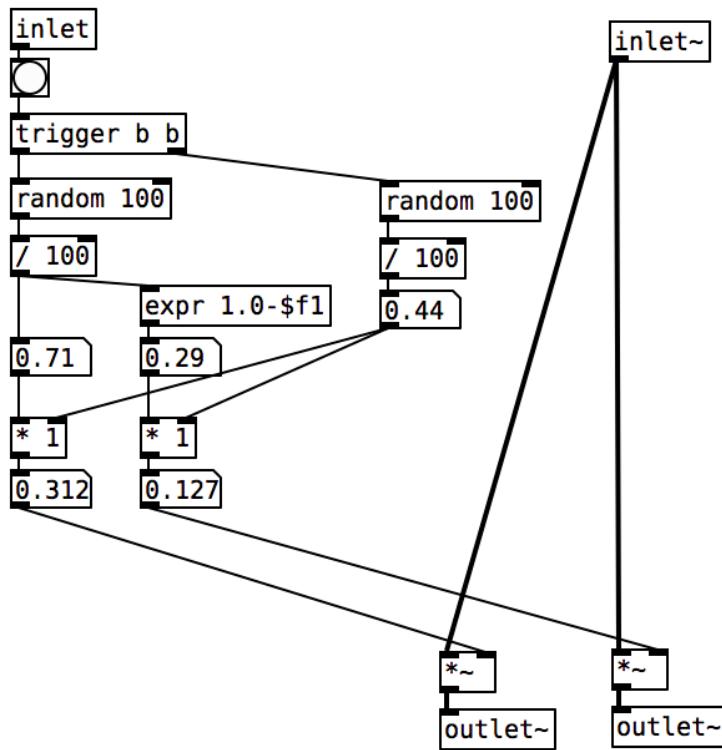


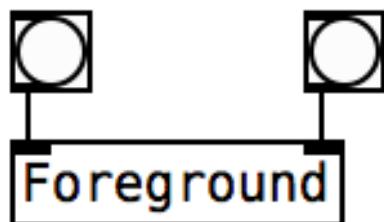
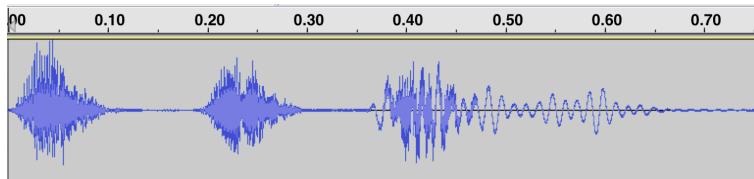
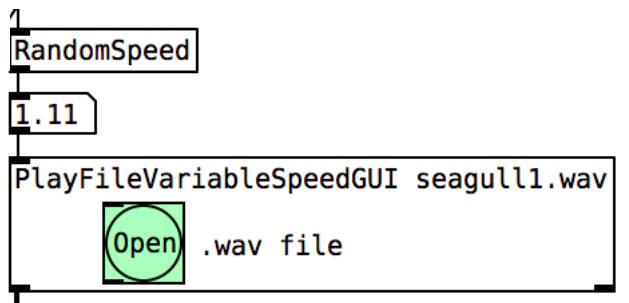
RandomSpacialPosition

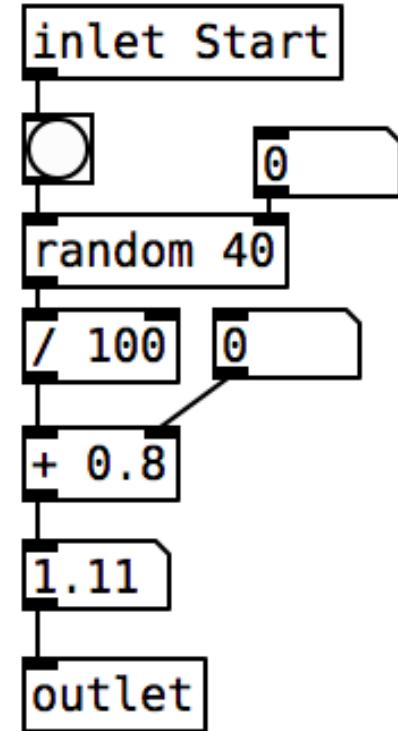
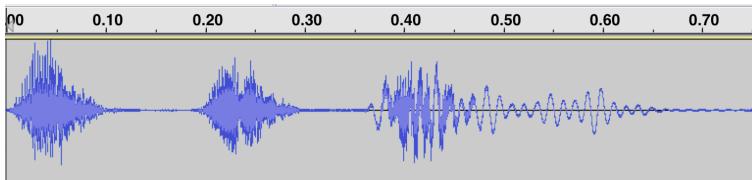
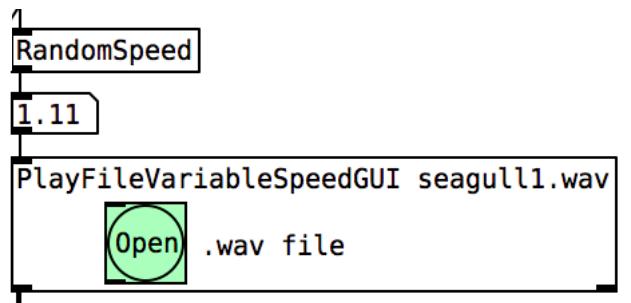
throw~ foregroundR

throw~ foregroundL

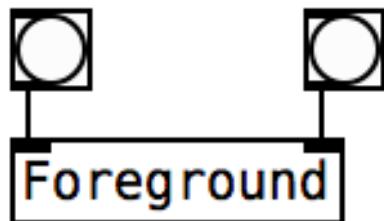
0,29





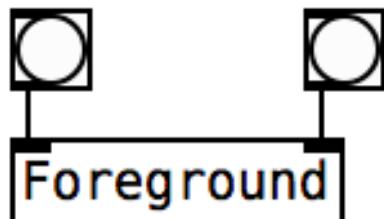


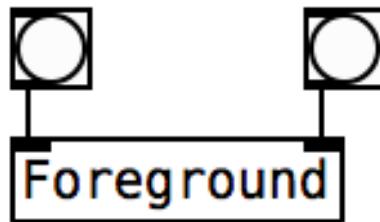
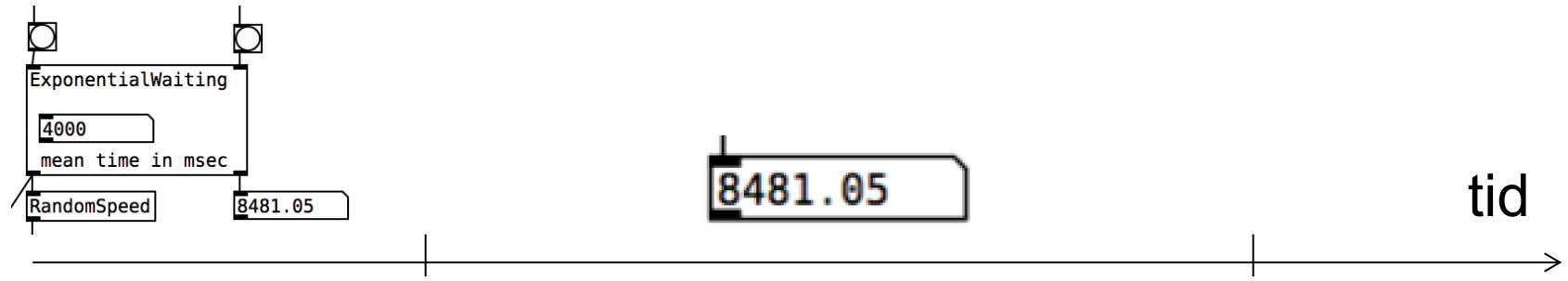
Tilfældigt tal imellem  
0.8 og 1.2

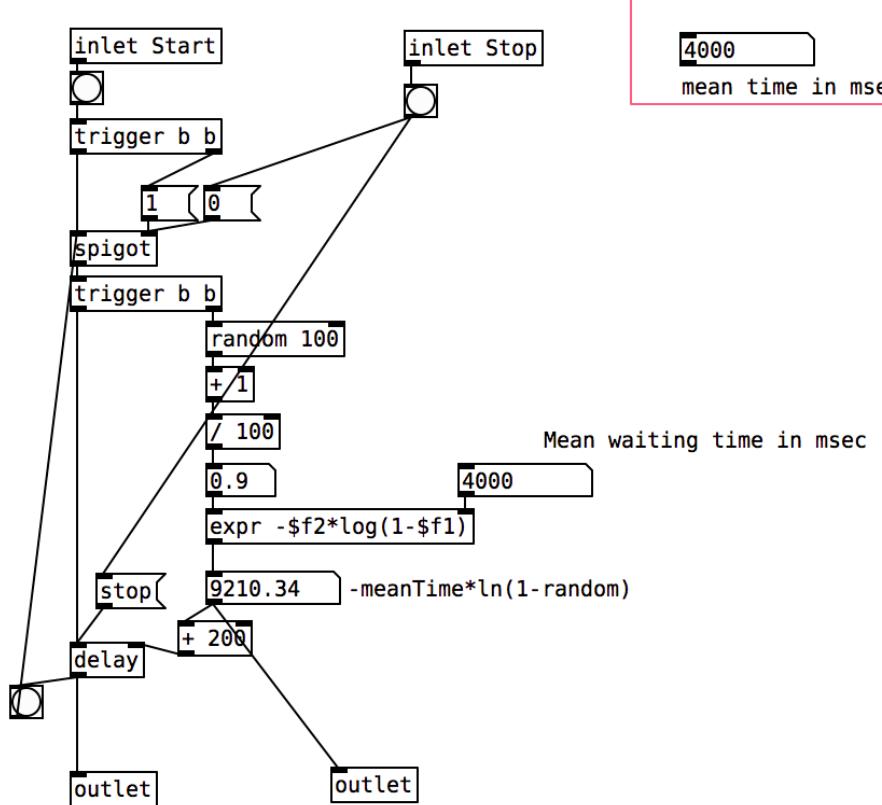
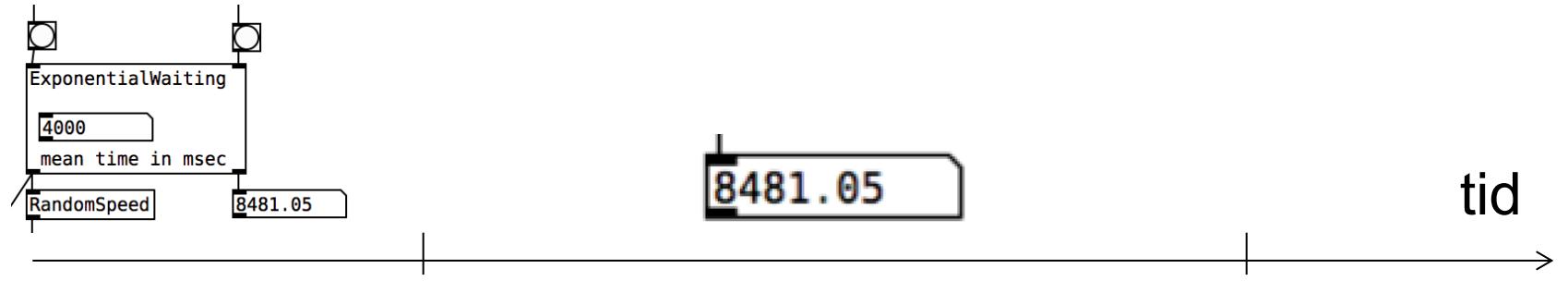


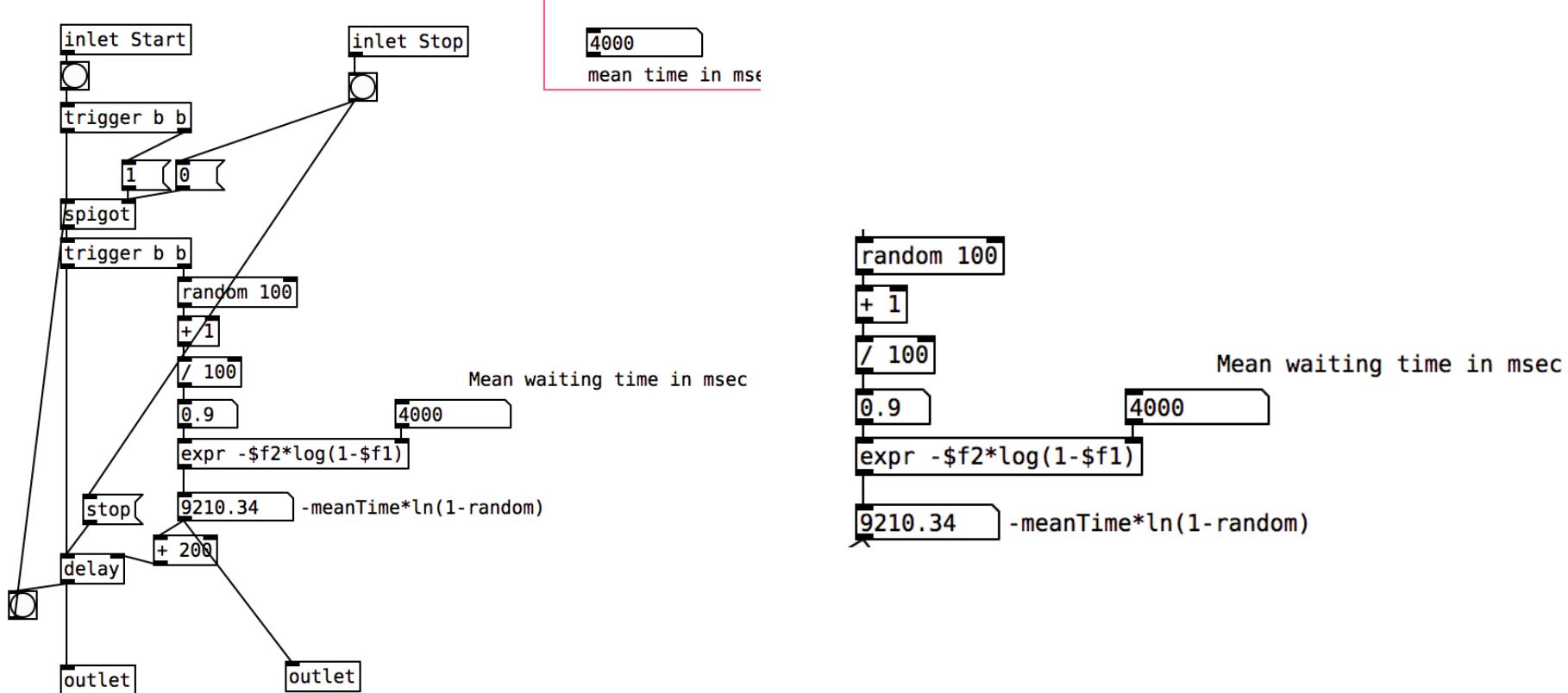
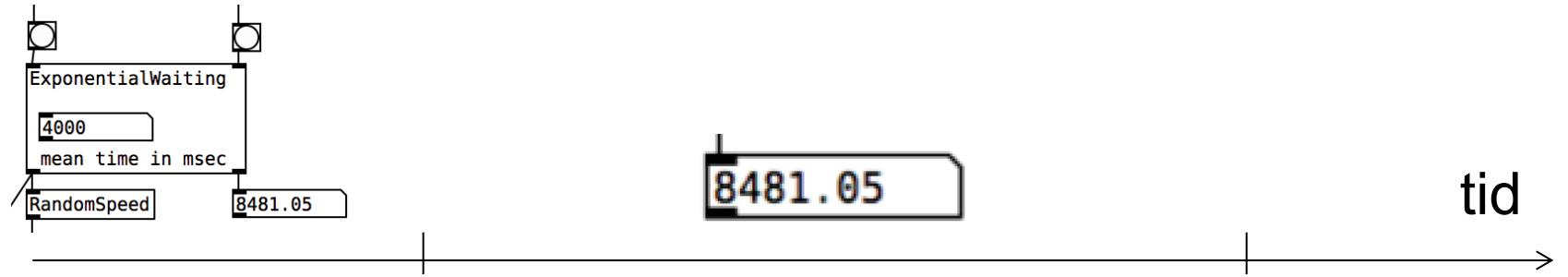
**8481.05**

**tid**

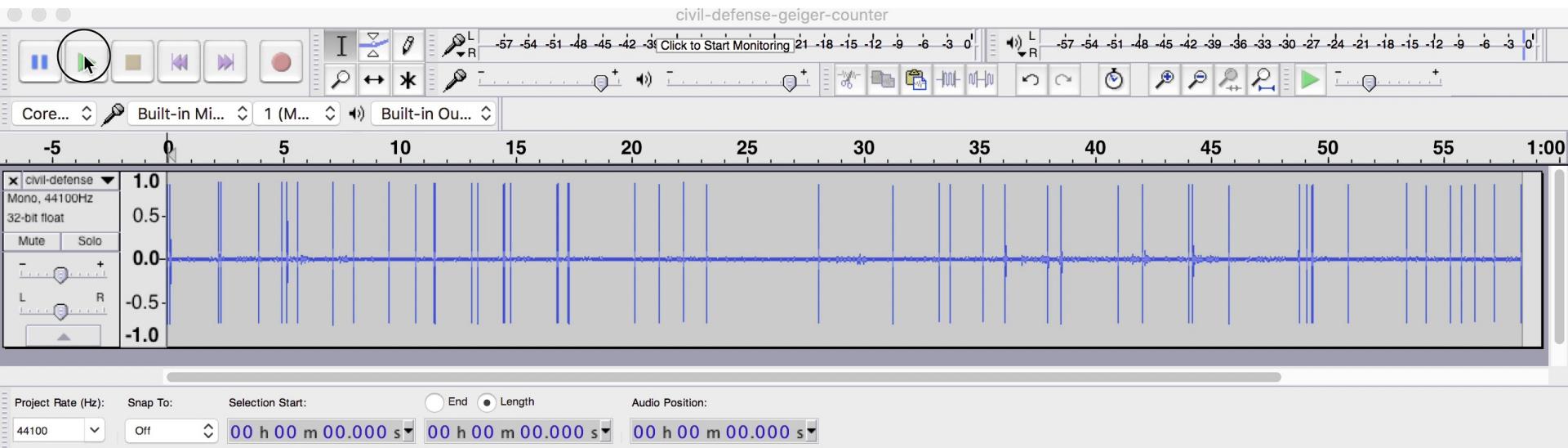








# Exponential distribution



## Geiger–Müller counter



A "two-piece" bench type Geiger–Müller counter with end-window detector

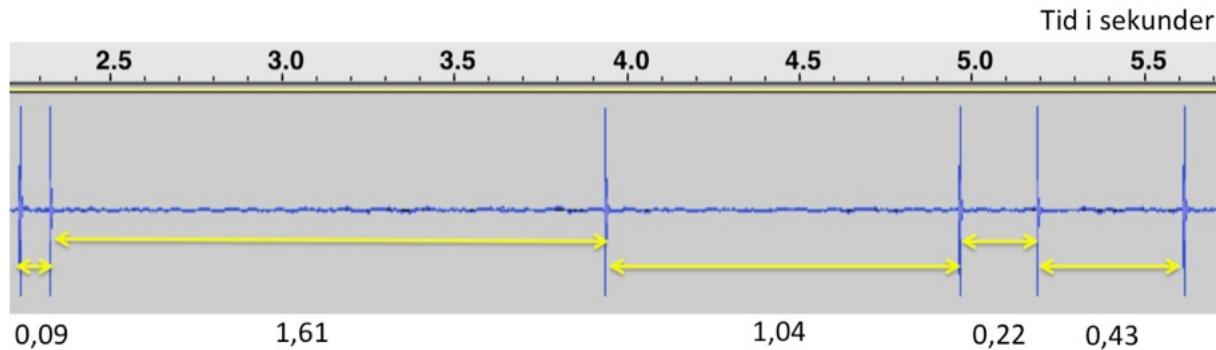
**Other names** Geiger counter

**Uses** Particle detector

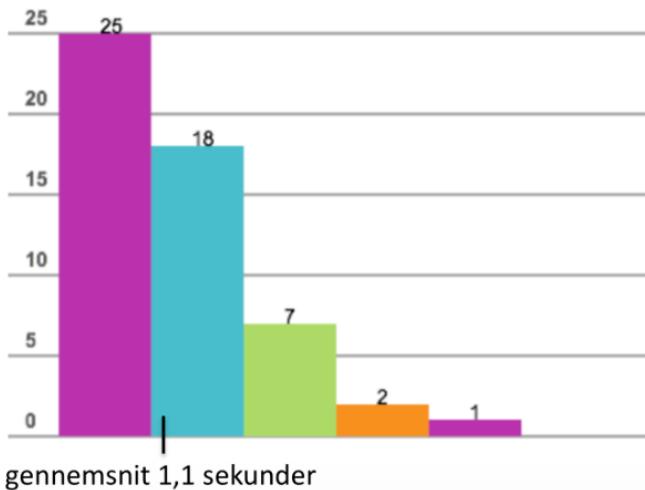
**Inventor** Hans Geiger  
Walther Müller

**Related items** Geiger–Müller tube

# Exponential distribution



0.14, 2.10, 0.09, 1.61, 1.04, 0.22, 0.43, 1.54, 0.91, 1.52,  
1.17, 0.80, 0.04, 1.58, 0.28, 1.10, 0.04, 0.29, 2.00, 0.06,  
0.42, 0.05, 2.85, 1.05, 1.09, 1.02, 4.86, 3.23, 2.01, 0.49,  
1.46, 1.03, 1.86, 0.63, 2.47, 1.04, 2.03, 0.19, 1.60, 3.04,  
0.36, 0.03, 0.19, 0.08, 1.53, 2.51, 0.02, 0.87, 1.04, 0.44,  
0.60, 0.86, 1.17

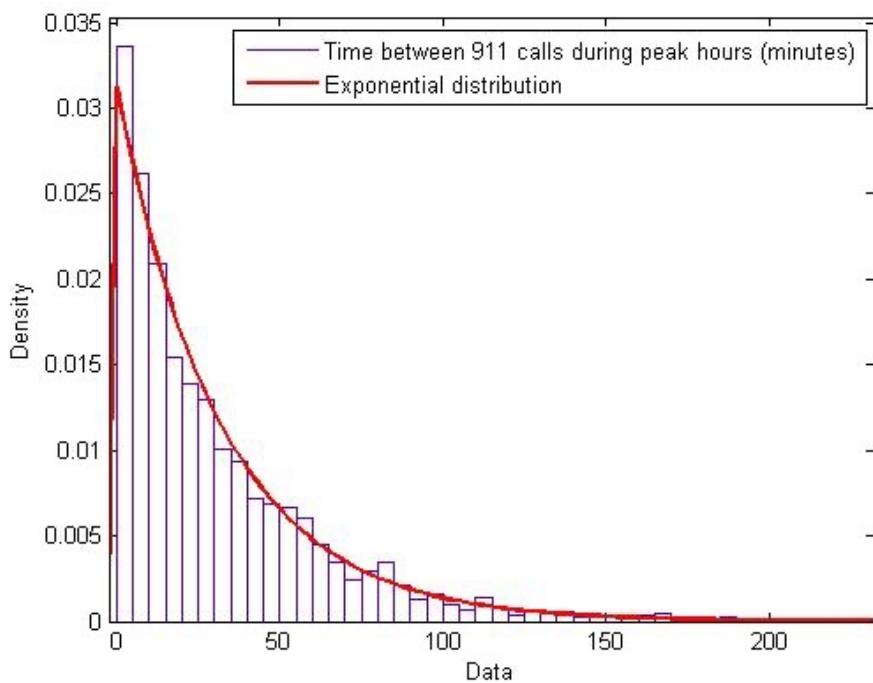
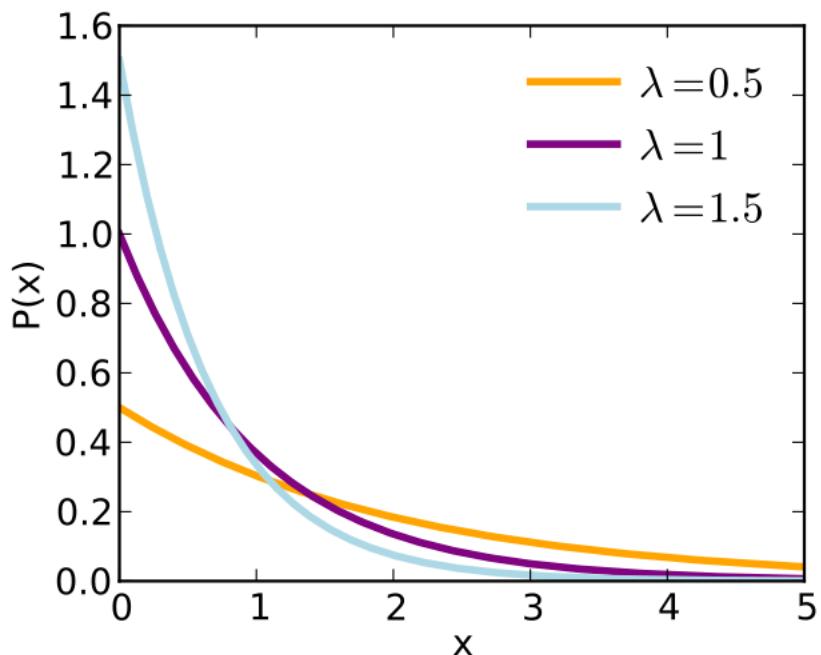


# Exponential distribution

From Wikipedia, the free encyclopedia

## Exponential

### Probability density function

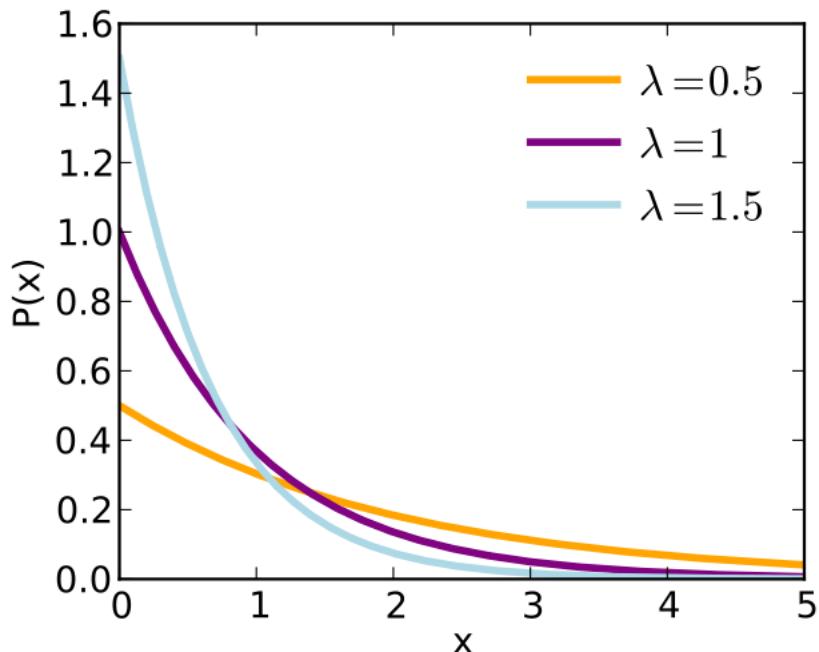


# Exponential distribution

From Wikipedia, the free encyclopedia

## Exponential

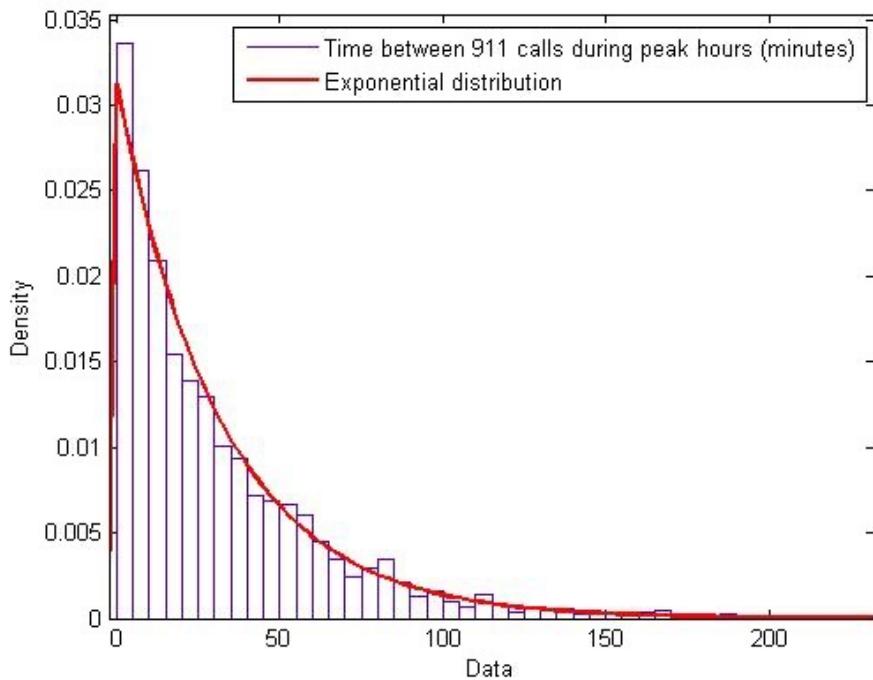
### Probability density function



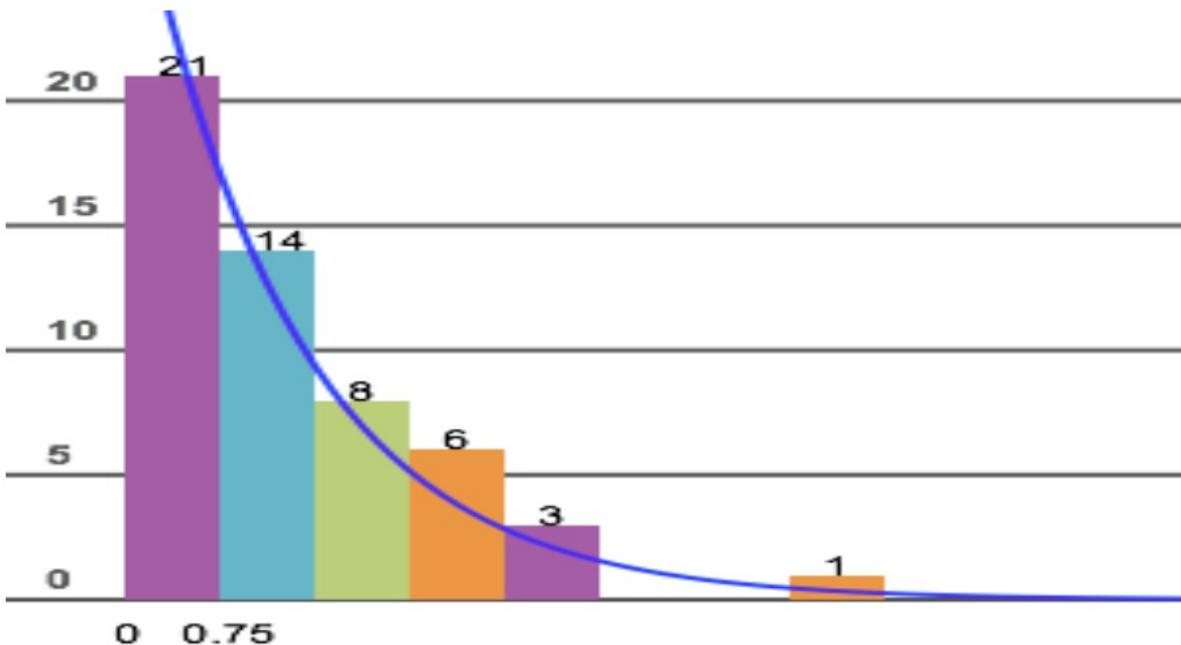
### Probability density function [\[ edit \]](#)

The [probability density function](#) (pdf) of an exponential distribution is

$$f(x; \lambda) = \begin{cases} \lambda e^{-\lambda x} & x \geq 0, \\ 0 & x < 0. \end{cases}$$



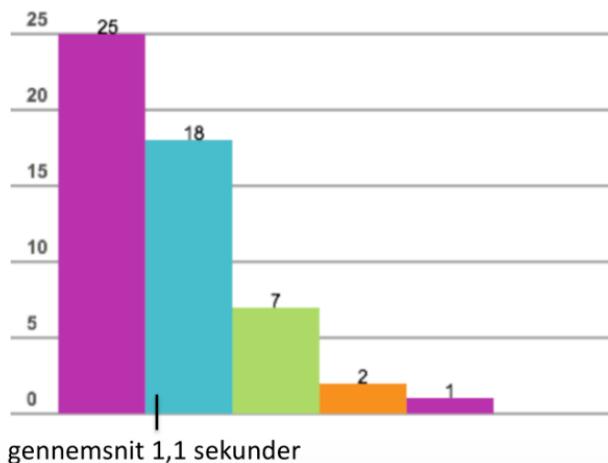
# Exponential distribution



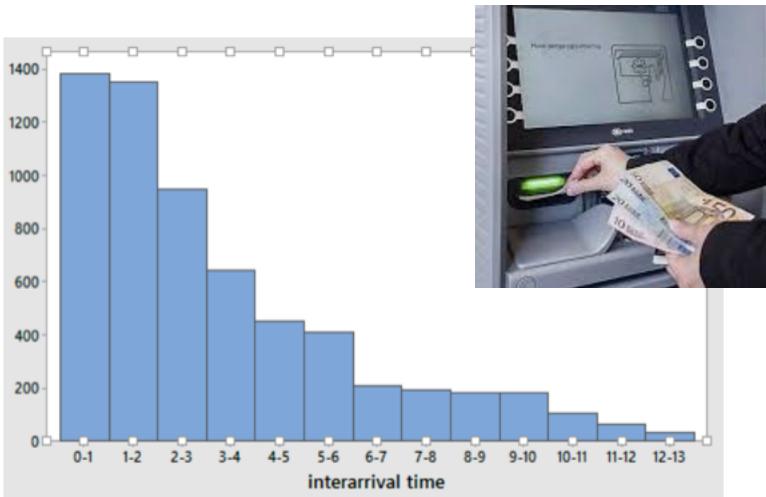
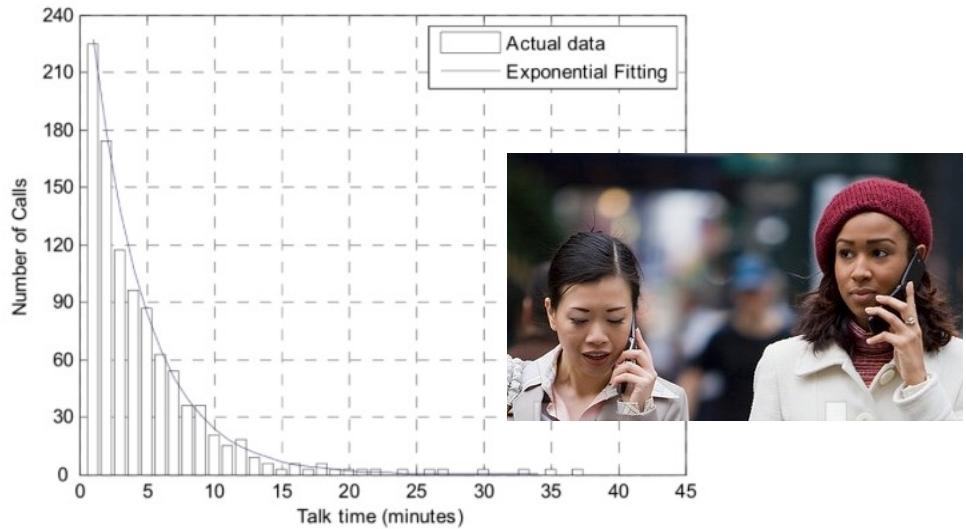
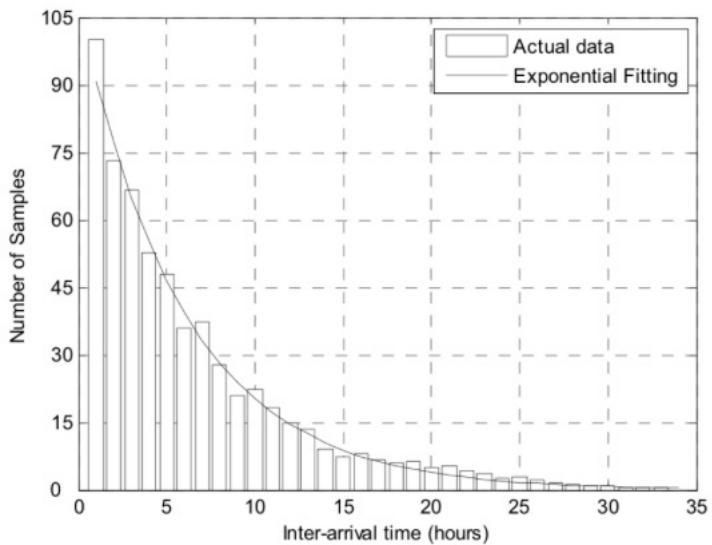
Antal partikler per sekund  $\lambda = 0.9$

(0.5)  (1.5)

Prøv at ændre  $\lambda$ .



# Exponential distribution

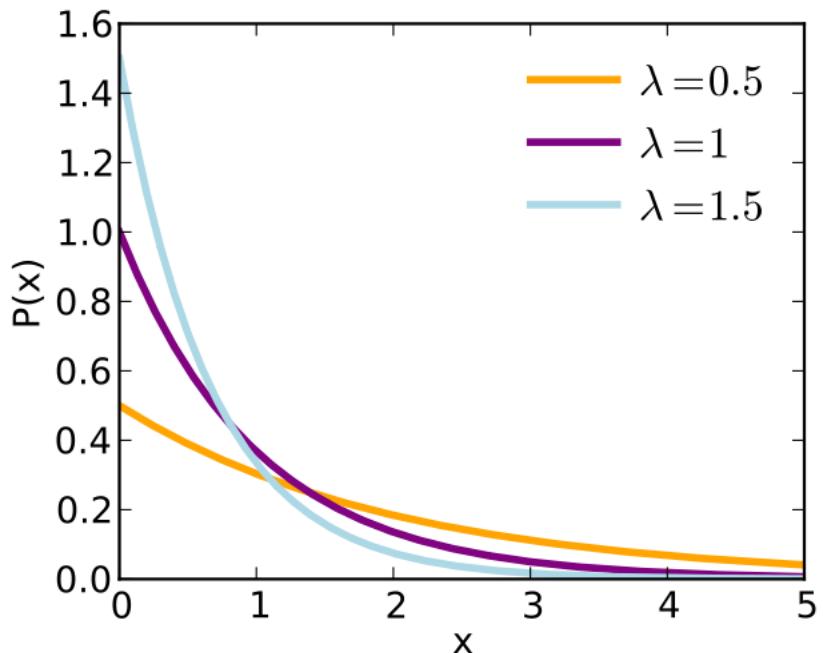


# Exponential distribution

From Wikipedia, the free encyclopedia

## Exponential

### Probability density function

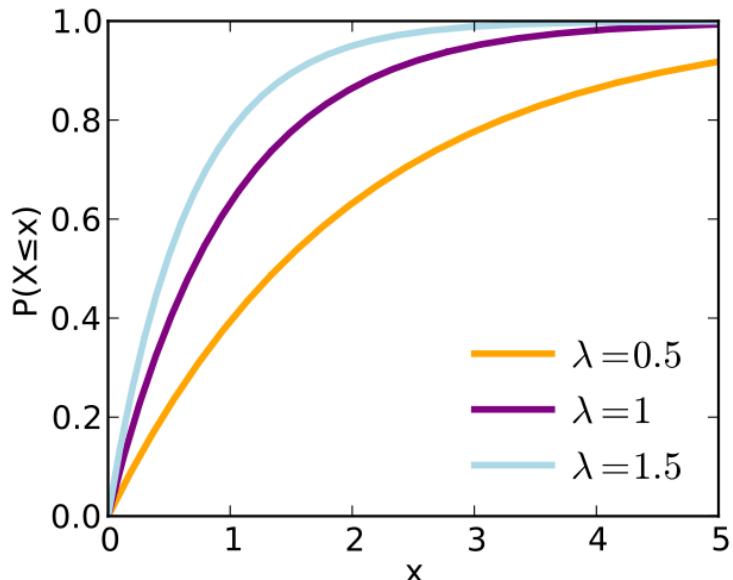


### Probability density function [\[ edit \]](#)

The [probability density function](#) (pdf) of an exponential distribution is

$$f(x; \lambda) = \begin{cases} \lambda e^{-\lambda x} & x \geq 0, \\ 0 & x < 0. \end{cases}$$

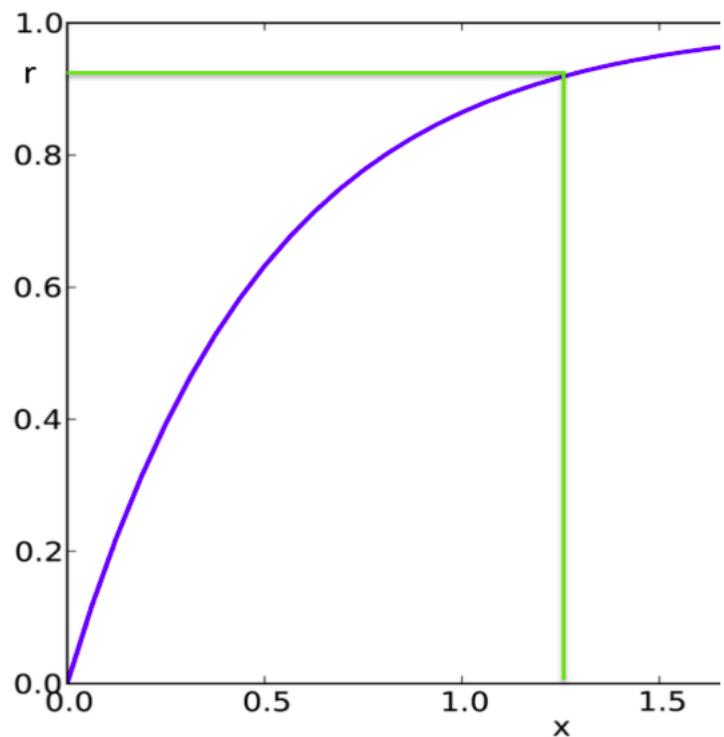
### Cumulative distribution function



The [cumulative distribution function](#) is given by

$$F(x; \lambda) = \begin{cases} 1 - e^{-\lambda x} & x \geq 0, \\ 0 & x < 0 \end{cases}$$

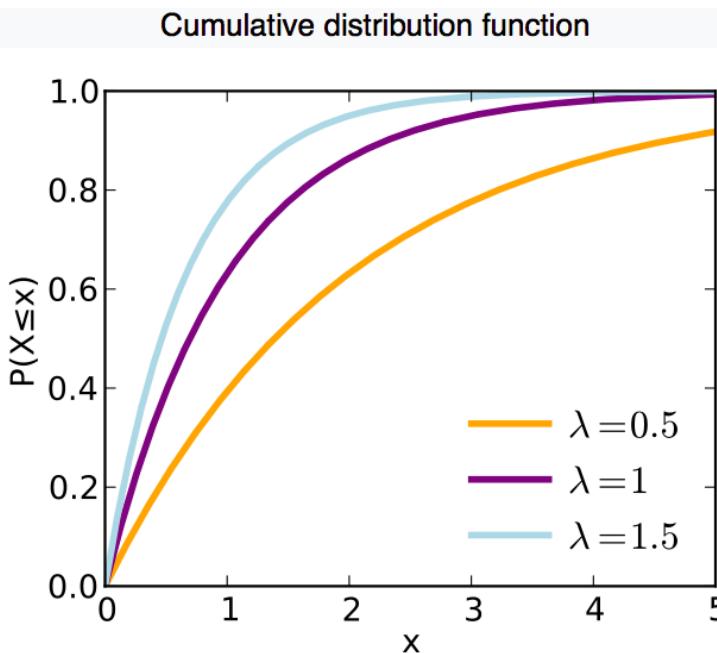
# Exponential distribution



$$r = F(x; \lambda) = 1 - e^{-\lambda x}$$

eller udtrykt ved  $x$ :

$$x = -\ln(1 - r)/\lambda$$



The cumulative distribution function is given by

$$F(x; \lambda) = \begin{cases} 1 - e^{-\lambda x} & x \geq 0, \\ 0 & x < 0 \end{cases}$$

# Exponential distribution

Antal partikler per sekund  $\lambda = 1$

(0.5) ————— (1.5)

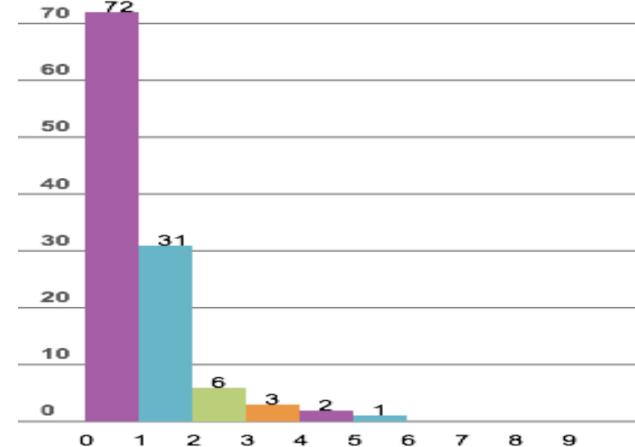
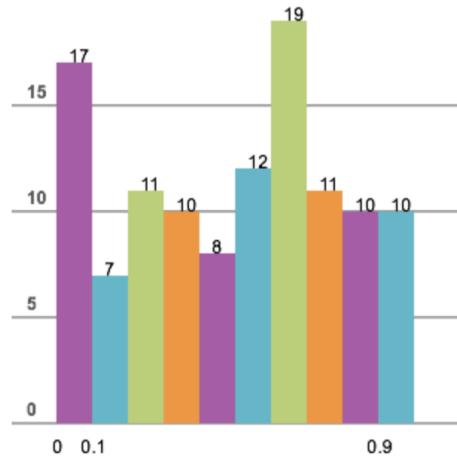
Start

Stop

Antal partikler indtil nu 115

Gennemsnitligt antal partikler per sekund 1.039

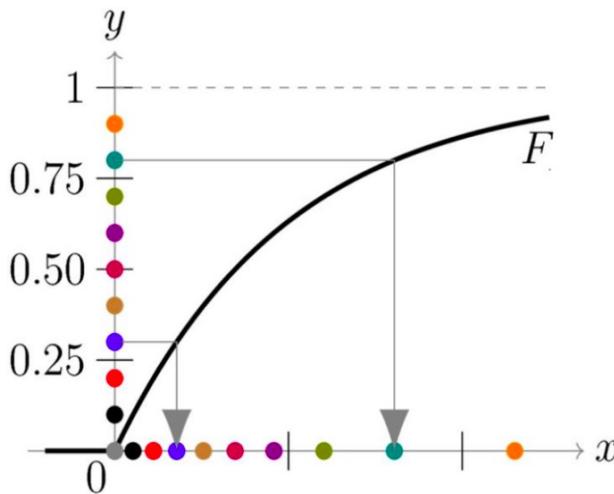
$$x = -\ln(1 - r)/\lambda$$



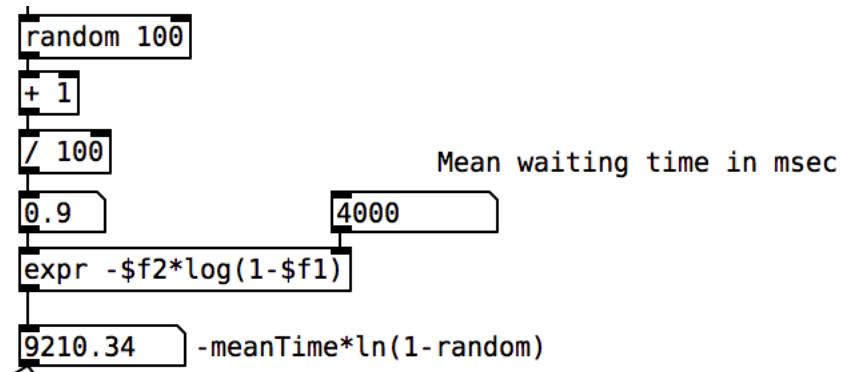
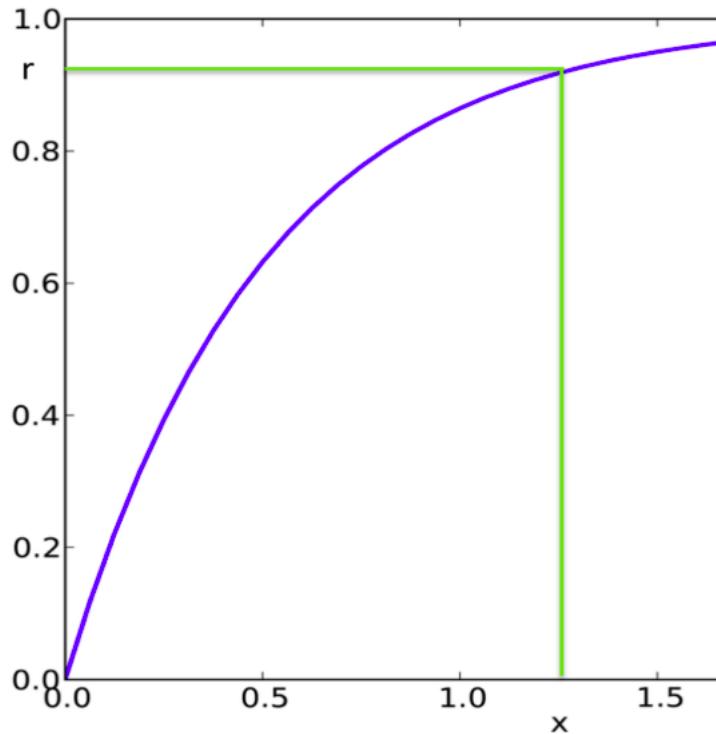
$$r = F(x; \lambda) = 1 - e^{-\lambda x}$$

eller udtrykt ved x:

$$x = -\ln(1 - r)/\lambda$$



# Exponential distribution



$$r = F(x; \lambda) = 1 - e^{-\lambda x}$$

eller udtrykt ved  $x$ :

$$x = -\ln(1 - r)/\lambda$$

# Lydkulisse

