

Database

A database is an information set with a regular structure.

Any set of information may be called a database. Nevertheless, the term was invented to refer to computerised data, and is used almost exclusively in computing. Sometimes it is used to refer to not yet computerised data, but usually in the process of planning its possible computerization.

Narrative

Narrative is a term which has several and changing meanings. In origin it is a Latin word which came into English via the French language.

A 'narrative' is, originally, a story or part of a story spoken, written or imagined from the viewpoint of one of the (possibly fictional) participants or observers.

In recent years the meaning has been widened to imply the construction of a 'story' from a particular angle or viewpoint. In this form it is often used (and perhaps overused) in intellectual discourse so that even inanimate objects can be said to provide a 'narrative' about a particular subject. Narrative can also be a synonym for a story or tale.

Algorithm

Flowcharts are often used to represent algorithms.

An algorithm is a finite set of well-defined instructions for accomplishing some task which, given an initial state, will result in a corresponding recognizable end-state (contrast with heuristic). Algorithms can be implemented by computer programs, although often in restricted forms; an error in the design of an algorithm for solving a problem can lead to failures in the implementing program.

The concept of an algorithm is often illustrated by the example of a recipe, although many algorithms are much more complex; algorithms often have steps that repeat (iterate) or require decisions (such as logic or comparison) until the task is completed. Correctly performing an algorithm will not solve a problem if the algorithm is flawed or not appropriate to the problem. For example, performing the potato salad algorithm will fail if there are no potatoes present, even if all the motions of preparing the salad are performed as if the potatoes were there.

Scientific determinism

Physicists have sometimes used the term "determinism" in a special way that people such as Karl Popper and Stephen Hawking have called scientific determinism.

Ontology

This article is about the philosophical meaning of ontology. For the term in computer science, see ontology (computer science). In philosophy, ontology (from the Greek *ὄν* = being and *λόγος* = word/speech) is the most fundamental branch of metaphysics. It is the study of being or existence as well as the basic categories thereof--trying to find out what entities and what types of entities exist. Ontology has strong implications for the conceptions of reality.

Some philosophers, notably of the Platonic school, contend that all nouns refer to entities. Other philosophers contend that some nouns are not names of entities but are a kind of shorthand way of referring to a collection (of either objects or events). In this latter view, mind, instead of referring to an entity, instead refers to a collection of mental events experienced by a person; society, instead of referring to an entity, refers to a collection of persons with some shared characteristics; and geometry, instead of referring to an entity, refers to a collection of a specific kind of intellectual activity. The task of any ontology would then be to give an account of which words refer to entities, which do not, why, and what categories result. When this process is applied to nouns such as electrons, energy, promise, happiness, time, truth, causality, and god, ontology becomes fundamental to many branches of philosophy.

Graphical user interface

A graphical user interface (or GUI, pronounced "gooey") is a method of interacting with a computer through a metaphor of direct manipulation of graphical images and widgets in addition to text.

Paradigm shift

A paradigm shift is the term first used by Thomas Kuhn in his famous 1962 book *The Structure of Scientific Revolutions* to describe the process and result of a change in basic assumptions within the ruling theory of science. It has since become widely applied to many other realms of human experience as well.

Montage

In motion picture terminology, a montage (literally "putting together") is a form of movie collage consisting of a series of short shots which are edited into a coherent sequence. Viewers infer meaning based on context; Lev Kuleshov, in his Kuleshov Experiment established that montage is one way of leading the viewer to reach certain conclusions about the action in a film. David Griffith was one of the early proponents of montage, introducing cross-cutting to show parallel action in different locations, and codifying film grammar in other ways as well.

In his earlier works Sergei Eisenstein regarded montage as a dialectical means of creating notions. By contrasting unrelated shots he tried to provoke associations in the viewer, which were induced by shocks. In effect the film was aimed at transcending the level of mere presentation of realities and at explaining the conflict character of reality and the reasons underlying this conflict. This form of editing is known as intellectual montage.