1. Record Nr. UNINA9910163090503321

Titolo	The base excision repair pathway : molecular mechanisms and role in disease development and therapeutic design / / editor, David M. Wilson III
Pubbl/distr/stampa	New Jersey : , : World Scientific, , [2017] ©2017
ISBN	981-4719-73-0
Descrizione fisica	1 online resource (823 pages) : illustrations (some color)
Disciplina	572.8/6459
Soggetti	DNA repair DNA damage
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from PDF file title page (viewed February 6, 2017).
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Genomic uracil : dangers and benefits in processing / Hans Krokan -- The GO repair pathway : OGG1 and MUTYH / Sheila David -- The DNA glycosylases that recognize and remove free radical-damaged pyrimidines / Susan Wallace -- Alkyladenine DNA glycosylase / Leona Samson -- The abasic endonuclease APE1 : much more than a DNA repair enzyme / Gianluca Tell -- Central steps in mammalian BER and regulation by PARP1 / Samuel Wilson -- Processing strand break termini in the DNA single strand break repair pathway / Michael Weinfeld -- The PARP-XRCC1 axis in base excision repair / Janet Hall -- DNA ligases in base excision repair / Alan Tomkinson -- Base excision repair and epigenetic regulation / Primo Schar -- Base excision repair in the immune system / Carol Schrader -- Base excision repair in the etiology of lupus and cancer / Joann Sweasy -- Base excision repair in trinucleotide repeat expansion disorders / Margherita Bignami -- Neurodegeneration caused by accumulation of an oxidized base lesion, 8-oxoguanine, in nuclear and mitochondrial DNA: from animal models to human diseases / Yusaku Nakabeppu -- Assessing BER capacity in the human population / Zachary Nagel -- Prognostic and predictive significance of base excision repair in human cancers / Srinivasan Madhusudan -- Enzymes in the base excision repair pathway as targets for small molecule mediated therapeutics / R. Stephen Lloyd

	-- Mitochondrial base excision repair / Nadja de Souza Pinto -- Base excision repair in aging / Tinna Stevnsner.
Sommario/riassunto	"This book will serve as the preeminent text book on the topic of "base excision repair", a key DNA repair pathway that protects cells from most spontaneous forms of DNA damage, including oxidative lesions that arise both in the nuclear and mitochondrial genomes. The book, which includes contributions from many of the world leaders in the field, provides a detailed description of the molecular mechanisms of base excision repair, as well as its emerging relationship to epigenetic regulation, the aging process and human disease, such as cancer susceptibility, immunological defects and neurological disorders. The book will also cover the state-of-the-art technologies being developed to assess base excision repair capacity among individuals in the population, in addition to the strategies being employed to target base excision repair as part of therapeutic paradigms to eradicate disease, namely cancer. This book represents one of the most extensive efforts to date to cover the topic of "base excision repair". It includes chapters by many of the most established investigators in the field, from all over the world."--Publisher's website.

2.

Record Nr.	UNINA9910788060303321
Autore	Cozzi Patrick
Titolo	3D engine design for virtual globes / / by Patrick Cozzi and Kevin Ring
Pubbl/distr/stampa	Boca Raton, FL : , : A K Peters/CRC Press, an imprint of Taylor and Francis, , 2011
ISBN	0-429-10846-X 1-56881-711-8 1-4398-6558-2
Edizione	[First edition.]
Descrizione fisica	1 online resource (514 pages) : illustrations (some color), tables, photographs
Classificazione	COM012000
Disciplina	005.75/8
Soggetti	Search engines - Programming Web search engines Three-dimensional imaging Digital mapping Texture mapping
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	chapter 1 Introduction -- chapter 2 Math Foundations -- chapter 3 Renderer Design -- chapter 4 Globe Rendering -- chapter 5 Vertex Transform Precision -- chapter 6 Depth Buffer Precision -- chapter 7 Vector Data and Polylines -- chapter 8 Polygons -- chapter 9 Billboards -- chapter 10 Exploiting Parallelism in Resource Preparation -- chapter 11 Terrain Basics -- chapter 12 Massive-Terrain Rendering -- chapter 13 Geometry Clipmapping -- chapter 14 Chunked LOD.
Sommario/riassunto	Supported with code examples and the authors' real-world experience, this book offers the first guide to engine design and rendering algorithms for virtual globe applications like Google Earth and NASA World Wind. The content is also useful for general graphics and games, especially planet and massive-world engines. With pragmatic advice throughout, it is essential reading for practitioners, researchers, and hobbyists in these areas, and can be used as a text for a special topics course in computer graphics.