

1. Record Nr.	UNINA9910712813803321
Autore	Koupal John W.
Titolo	Determination of NOx and HC basic emission rates, OBD and I/M effects for tier 1 and later LDVs and LDTs : M6.EXH.007 : draft // John W. Koupal, Edward L. Glover, Assessment and Modeling Division, Office of Mobile Sources, U.S. Environmental Protection Agency
Pubbl/distr/stampa	[Washington, D.C.] : , : United States Environmental Protection Agency, Air and Radiation, , 1999
Descrizione fisica	1 online resource (18 pages, 24 unnumbered pages) : illustrations
Soggetti	Automobiles - Motors - Exhaust gas - Measurement Air - Pollution - Measurement
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"EPA420-P-99-009." "March 1999." Supersedes EPA 420-D-00-002.
Nota di bibliografia	Includes bibliographical references.

2. Record Nr.	UNINA9910483421103321
Autore	Kerner Aaron
Titolo	Theorizing Stupid Media : De-Naturalizing Story Structures in the Cinematic, Televisual, and Videogames // by Aaron Kerner, Julian Hoxter
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Palgrave Macmillan, , 2019
ISBN	9783030281762 3030281760
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (232 pages)
Disciplina	302.23 302.234
Soggetti	Film genres Popular culture Genre Studies Popular Culture
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	1.The Stupider the Better -- 2.The Stupid in the Contemporary Hollywood Vernacular: Spectacularly Stupid Transformers -- 3.The Stupid in Genre Fails -- 4.The Stupid as Narrative Dissonance -- 5.The Stupid as Ludonarrative Dissonance -- 6.Conclusion: Well That Was Stupid.
Sommario/riassunto	This book explores the stupid as it manifests in media-the cinema, television and streamed content, and videogames. The stupid is theorized as media that "fails" to conform to established narrative conventions, often surfacing at evolutionary moments. Each chapter explores different manifestations of the stupid: exemplified in the Transformers franchise the contemporary Hollywood vernacular privileges kinetic qualities over conventional narration, and is often dismissed as being stupid. The stupid is also evident in genre failures. Narrative dissonance, where a story "feels off", might be perceived as stupid-Adventure Time being a key example. "Ludonarrative dissonance" refers to instances in videogames (e.g., Bioshock) where

gameplay seemingly runs counter to the narrative, thus stupefying. The authors take the film Sucker Punch as a concluding exercise, applying the book's theorization of the stupid. This book is addressed to those interested in media that is quirky, spectacle-driven, or generally hard to place-stupid! .

3. Record Nr.	UNINA9910427044503321
Autore	Mucchetti Mark
Titolo	BigQuery for Data Warehousing : Managed Data Analysis in the Google Cloud // by Mark Mucchetti
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2020
ISBN	9781484261866 1484261860
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (539 pages)
Disciplina	658.40380285574
Soggetti	Database management Database Management
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Part I. Building a Warehouse -- 1. Settling into BigQuery -- 2. Starting Your Warehouse Project -- 3. All My Data -- 4. Managing BigQuery Costs -- Part II. Filling the Warehouse -- 5. Loading Data Into the Warehouse -- 6. Streaming Data Into the Warehouse -- 7. Dataflow -- Part III. Using the Warehouse -- 8. Care and Feeding of Your Warehouse -- 9. Querying the Warehouse -- 10. Scheduling Jobs -- 11. Serverless Functions with GCP -- 12. Cloud Logging -- Part IV. Maintaining the Warehouse -- 13. Advanced BigQuery -- 14. Data Governance -- 15. Adapting to Long-Term Change -- Part V. Reporting On and Visualizing Your Data -- 16. Reporting -- 17. Dashboards and Visualization -- 18. Google Data Studio -- Part VI. Enhancing Your Data's Potential -- 19. BigQuery ML -- 20. Jupyter Notebooks and Public Datasets -- 21. Conclusion -- 22. Appendix A: Cloud Shell and Cloud SDK -- 23. Appendix B: Sample Project Charter.

Create a data warehouse, complete with reporting and dashboards using Google's BigQuery technology. This book takes you from the basic concepts of data warehousing through the design, build, load, and maintenance phases. You will build capabilities to capture data from the operational environment, and then mine and analyze that data for insight into making your business more successful. You will gain practical knowledge about how to use BigQuery to solve data challenges in your organization. BigQuery is a managed cloud platform from Google that provides enterprise data warehousing and reporting capabilities. Part I of this book shows you how to design and provision a data warehouse in the BigQuery platform. Part II teaches you how to load and stream your operational data into the warehouse to make it ready for analysis and reporting. Parts III and IV cover querying and maintaining, helping you keep your information relevant with other Google Cloud Platform services and advanced BigQuery. Part V takes reporting to the next level by showing you how to create dashboards to provide at-a-glance visual representations of your business situation. Part VI provides an introduction to data science with BigQuery, covering machine learning and Jupyter notebooks. You will:

- Design a data warehouse for your project or organization
- Load data from a variety of external and internal sources
- Integrate other Google Cloud Platform services for more complex workflows
- Maintain and scale your data warehouse as your organization grows
- Analyze, report, and create dashboards on the information in the warehouse
- Become familiar with machine learning techniques using BigQuery ML.

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