1. Record Nr.   UNINA9910462151003321

Titolo	Computing in civil engineering [[electronic resource]] : proceedings of the 2012 ASCE International Conference on Computing in Civil Engineering, June 17-20, 2012, Clearwater Beach, Florida / / sponsored by Technical Council on Computing and Information Technology of the American Society of Civil Engineers ; edited by R. Raymond Issa, Ian Flood
Pubbl/distr/stampa	Reston, Va., : American Society of Civil Engineers, 2012
ISBN	0-7844-7713-2
Descrizione fisica	1 online resource (673 p.)
Altri autori (Persone)	FloodIan IssaRaymond
Disciplina	624.0285
Soggetti	Civil engineering - Data processing Computer-aided engineering Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	""Cover""; ""Contents""; ""Applications of Ontology and Semantics""; ""Evaluation of Existing Sensor Ontologies to Support Capturing of Construction Field Data with Data Acquisition Technologies""; ""Framework for Production of Ontology-Based Construction Claim Documents""; ""i-Con: Geometric Topologies for Semantic Interpretation of Building Components Based on a Semiotic Framework""; ""Data Modeling Management and Mining""; ""Exploration and Comparison of Approaches for Integrating Heterogeneous Information Sources to Support Performance Analysis of HVAC Systems"" ""Hierarchical Sampling for Efficient and Comprehensive Community Connectivity Analysis: A Michigan Case""""Semi-Structured Data Modelling for a Web-Enabled Engineering Application""; ""Decision Support Systems""; ""A Multi-Objective Scheduling Model for Solving the Resource-Constrained Project Scheduling and Resource Leveling Problems""; ""A Framework for Construction Workspace Management: A Serious Game Engine Approach""; ""A Machine-Learning Classification

Approach to Automatic Detection of Workersa€? Actions for Behavior-Based Safety Analysis""

""RBU: A Model for Reducing Bias and Uncertainty in Multi-Evaluator Multi-Criterion Decision Making""""Identifying Scheduling Inefficiencies for Industrial Projects Using the Flowline View: A Case Study""; ""An Expert System for Construction Decision-Making Using Case-Based Reasoning""; ""Education and Training""; ""Cognitive Design of Learning Modules for Field Management Education""; ""Using a Virtual Gaming Environment in Strength of Materials Laboratory""

""Developing 3D Safety Training Materials on Fall Related Hazards for Limited English Proficiency (LEP) and Low Literacy (LL) Construction Workers""""Simulation of the Policy Landscape of Transportation Infrastructure Financing Using Agent-Based Modeling""; ""Building an Emergent Learning Environment for Construction Health and Safety by Merging Serious Games and 4D Planning""; ""A Serious Game for Learning Sustainable Design and LEED Concepts""; ""Multi-Agent Systems""; ""An Autonomous Landslide Monitoring System Based on Wireless Sensor Networks""

""Colored Petri-Net and Multi-Agents: A Combination for a Time-Efficient Evaluation of a Simulation Study in Construction Management""""Organization-Centered Multi-Agent Systems for Dynamic Highway Maintenance Planning""; ""4D/5D/nD Mod, Visual, and Sim""; ""Recovering the 3D Structure of Poorly Textured Infrastructure Scenes Using Point and Line Features""; ""CAD/CAE in a Complex Structural Reinforced Concrete Design: Case Study of a Cathedral""; ""A Novel Approach for Automated Selection of Key Video Frames for 3D Reconstruction of Civil Infrastructure""

""Real-Time 3D Positioning and Visualization of Articulated Construction Equipment: Case of Backhoe Excavators""