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| 1. Record Nr. | UNIPARTHENOPE000005494 |
| Titolo | Modern actuarial risk theory / Rob Kaas, Marc Goovaerts, Jan Dhaene, Michel Denuit |
| Pubbl/distr/stampa | Boston [etc.] : Kluwer Academic Publishers, c2001 |
| ISBN | 0-7923-7636-6 |
| Descrizione fisica | XVIII, 306 p. ; 25 cm |
| Disciplina | 368.01 |
| Collocazione | 368-M/2 |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| 2. Record Nr. | UNISA996218525703316 |
| Titolo | International journal of immunopharmacology |
| Pubbl/distr/stampa | Oxford, : Pergamon, 1979-2000 |
| ISSN | 1879-3495 |
| Disciplina | 616.07905 |
| Soggetti | Immunopharmacology Immunology Allergy and Immunology Immunopharmacologie Immunologie pharmacology Periodical periodicals. Periodicals. Périodiques. |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Periodico |

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| Note generali | Title from contents screen (ScienceDirect, viewed March 16, 2007). |
| 3. Record Nr. | UNINA9910484467903321 |
| Autore | Gomez-Pilar Javier |
| Titolo | Characterization of Neural Activity Using Complex Network Theory : An Application to the Study of Schizophrenia // by Javier Gomez-Pilar |
| Pubbl/distr/stampa | Cham : , : Springer International Publishing : , : Imprint : Springer, , 2021 |
| ISBN | 3-030-49900-6 |
| Edizione | [1st ed. 2021.] |
| Descrizione fisica | 1 online resource (79 pages) : illustrations |
| Collana | Springer Theses, Recognizing Outstanding Ph.D. Research, , 2190-5053 |
| Disciplina | 612.01427 |
| Soggetti | Computational complexity Neurosciences Graph theory Complexity Graph Theory |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di contenuto | Introduction -- Hypotheses and objectives -- 3 Materials and methods -- Results -- Discussion. |
| Sommario/riassunto | This book reports on the development and assessment of a novel framework for studying neural interactions (the connectome) and their dynamics (the chronnectome). Using EEG recordings taken during an auditory oddball task performed by 48 patients with schizophrenia and 87 healthy controls, and applying local and network measures, changes in brain activation from pre-stimulus to cognitive response were assessed, and significant differences were observed between the patients and controls. This book investigates the source of the network abnormalities and presents new evidence for the disconnection hypothesis and the aberrant salience hypothesis with regard to schizophrenia. Moreover, it puts forward a novel approach to combining local regularity measures and graph measures in order to characterize schizophrenia brain dynamics, and presents interesting |

findings on the regularity of brain patterns in healthy control subjects versus patients with schizophrenia. Besides providing new evidence for the disconnection hypothesis, it offers a source of inspiration for future research directions in the field.

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| 4. Record Nr. | UNINA9910957297203321 |
| Titolo | Exposure of the American population to radioactive fallout from nuclear weapons tests : a review of the CDC-NCI draft report on a feasibility study of the health consequences to the American population from nuclear weapons tests conducted by the United States and other nations // Committee to Review the CDC-NCI Feasibility Study of the Health Consequences from Nuclear Weapons Tests, Board on Radiation Effects Research, Division on Earth and Life Studies, National Research Council of the National Academies |
| Pubbl/distr/stampa | Washington, D.C., : National Academies Press, c2003 |
| ISBN | 9786610180233 9780309168465 0309168465 9781280180231 1280180234 9780309566483 0309566487 |
| Edizione | [1st ed.] |
| Descrizione fisica | 1 online resource (81 p.) |
| Disciplina | 362.1/969897/00973 |
| Soggetti | Nuclear weapons testing victims - Health risk assessment - United States Ionizing radiation - Dosage - United States Radiation carcinogenesis - United States Nuclear warfare Radiation - Dosage Radioactive Fallout - adverse effects Environmental Exposure Nuclear Warfare Radiation Dosage United States |
| Lingua di pubblicazione | Inglese |

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| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references (p. 38-40). |
| Nota di contenuto | <p>""EXPOSURE OF THE AMERICAN POPULATION TO RADIOACTIVE FALLOUT FROM NUCLEAR WEAPONS TESTS""; ""Copyright""; ""Preface""; ""Acknowledgments""; ""Contents""; ""EXECUTIVE SUMMARY""; ""METHODS USED TO ESTIMATE DOSES AND HEALTH EFFECTS""; ""Sources of information""; ""1 INTRODUCTION""; ""BACKGROUND AND CONTEXT""; ""THE CONGRESSIONALLY REQUESTED FEASIBILITY STUDY""; ""THE NATIONAL RESEARCH COUNCIL'S INVOLVEMENT""; ""2 THE COMMITTEE'S REVIEW""; ""TECHNICAL APPROACH AND CONTENTS OF THE DRAFT REPORT""; ""ASSESSMENT OF THE DOSE RECONSTRUCTION"" ""Deposition Density of Nevada Test Site Fallout Radionuclides"" ""Iodine-131""; ""Other Radionuclides""; ""External Doses from Nevada Test Site Fallout""; ""Internal Doses from Nevada Test Site Fallout""; ""Deposition Density of Global Fallout Radionuclides""; ""External Doses from Global Fallout""; ""Internal Doses from Global Fallout""; ""DOCUMENT LOCATION AND RETRIEVAL""; ""ASSESSMENT OF THE ESTIMATES OF CANCER RISK""; ""THE VALUE OF FURTHER REFINEMENTS OF THE 131I NEVADA TEST SITE CALCULATIONS AND UNCERTAINTY ANALYSIS""; ""Dosimetric Refinements""; ""Epidemiologic Refinements"" ""COMMUNICATION WITH THE PUBLIC ABOUT EXPOSURE AND CANCER RISK"" ""Overview of the Proposed Communication Plan""; ""The 131I/Nevada Test Site Communication Plan""; ""Would Adapting the 131I/Nevada Test Site Communication Plan Work for the Feasibility Study?""; ""Communication Issues for Option 1""; ""COMMENTS ON THE OPTIONS FOR FUTURE WORK""; ""3 COMMITTEE RECOMMENDATIONS""; ""Estimates of dose from Nevada Test Site and global fallout""; ""Document location and retrieval""; ""Estimates of cancer and non-cancer risks""; ""Communication with the public about exposure and cancer risk"" ""REFERENCES"" ""Appendix A SPECIFIC COMMENTS""; ""APPENDIX B COMMITTEE ACTIVITIES""; ""FIRST COMMITTEE MEETING""; ""SECOND COMMITTEE MEETING""; ""THIRD COMMITTEE MEETING""; ""FOURTH COMMITTEE MEETING""; ""GLOSSARY""; ""ABBREVIATIONS, ACRONYMS AND DEFINITIONS""; ""Committee Biographies""</p> |
| Sommario/riassunto | <p>Corona SDK is one of the most popular app and game mobile development platforms in the world, and Learn Corona SDK Game Development walks you through creating a full-featured Corona game from scratch to the App Store. You'll learn Lua basics (the foundation of Corona), how to add and manipulate graphics, and how to use controls like multitouch, accelerometer, and gyroscope. You'll also learn how to use Box2D (Corona physics under the hood), and how to add sound effects and music. As you're polishing your game, you'll also learn about ads, in-app purchases, and OpenFeint and Game Center integration. Finally, you'll learn the ins and outs of getting a game into the App Store or other app marketplaces. Whether you're developing exclusively for iOS, or whether you're developing for Android or other platforms, Learn Corona SDK Game Development explains just what you need to launch your career as a mobile game developer. What you'll learn Just enough Lua to get started with Corona How to put your Corona code together How to work with images and effects Adding music and sound Game physics and AI Working with app stores and marketplaces Who this book is for Beginning mobile game developers, with a grasp of the basics of programming, who want a</p> |

complete walkthrough of the Corona app and game development tool, or iOS or Android developers who want to learn about Corona SDK.

Table of Contents Part I: Get Ready... Get Set... 1. Introducing Corona
2. Getting To Know Lua Part II: Go! 3. Application Structure
4. Title, main menu and settings screens 5. The Game, Part I: Core
Game Code 6. The Game, Part II: The Main Loop 7. The Game, Part
III: Player Control Input 8. The Game, Part IV: Collision Events
9. Wrapping Up Part III: The Post-Game Show 10. Odds And Ends
11. Testing And Publishing
