

1. Record Nr.	UNINA9910459927603321
Autore	Marr David <1945-1980.>
Titolo	Vision [[electronic resource]] : a computational investigation into the human representation and processing of visual information / / David Marr
Pubbl/distr/stampa	Cambridge, MA, : MIT Press, c2010
ISBN	1-282-63834-3 9786612638343 0-262-28961-X
Descrizione fisica	1 online resource (432 p.)
Disciplina	612.8/4
Soggetti	Vision - Data processing Vision - Mathematical models Human information processing Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Originally published: San Francisco : W.H. Freeman, c1982.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Detailed Contents; Foreword; Preface; Part I Introduction and Philosophical Preliminaries; General Introduction; Chapter 1 The Philosophy and the Approach; Part II Vision; Chapter 2 Representing the Image; Chapter 3 From Images to Surfaces; Chapter 4 The Immediate Representation of Visible Surfaces; Chapter 5 Representing Shapes for Recognition; Chapter 6 Synopsis; Part III Epilogue; Chapter 7 In Defense of the Approach; Afterword; Glossary; Bibliography; Index
Sommario/riassunto	"David Marr's posthumously published Vision (1982) influenced a generation of brain and cognitive scientists, inspiring many to enter the field. In Vision, Marr describes a general framework for understanding visual perception and touches on broader questions about how the brain and its functions can be studied and understood. Researchers from a range of brain and cognitive sciences have long valued Marr's creativity, intellectual power, and ability to integrate insights and data from neuroscience, psychology, and computation. This MIT Press edition makes Marr's influential work available to a new generation of students and scientists. In Marr's framework, the process of vision

constructs a set of representations, starting from a description of the input image and culminating with a description of three-dimensional objects in the surrounding environment. A central theme, and one that has had far-reaching influence in both neuroscience and cognitive science, is the notion of different levels of analysis--in Marr's framework, the computational level, the algorithmic level, and the hardware implementation level. Now, thirty years later, the main problems that occupied Marr remain fundamental open problems in the study of perception. Vision provides inspiration for the continuing efforts to integrate knowledge from cognition and computation to understand vision and the brain."--MIT CogNet.

2. Record Nr.	UNINA9910810481503321
Autore	Sigrist Jean-Francois
Titolo	Fluid-structure interaction : an introduction to finite element coupling / / Jean-Francois Sigrist, DCNS Research, France
Pubbl/distr/stampa	Chichester, England : , : Wiley, , 2015 2015
ISBN	1-118-92775-3 1-118-92776-1 1-118-92774-5
Descrizione fisica	1 online resource (300 p.)
Collana	New York Academy of Sciences
Classificazione	SCI041000
Disciplina	624.1/71
Soggetti	Fluid-structure interaction Finite element method
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 at the end of each chapters and index.
Nota di contenuto	Machine generated contents note: Foreword v Preface vii Images Credits ix 1 Fluid-Structure Interaction 1 1.1 A wide variety of problems 2 1.2 Analytical modelling of Fluid-Structure Interactions 3 1.2.1 Potential flow. Inertial coupling 4 1.2.2 Viscous flow. Viscous damping 8 1.2.3 Compressible flow. Radiation damping 10 1.3 Numerical simulation of Fluid-Structure Interactions 14 1.4 Finite element and boundary

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## Sommario/riassunto

"Fulfills the need for an introductory approach to the general concepts of FSI from the mathematical formulation to the physical interpretation of numerical simulations. Based on the author's experience in developing numerical codes for industrial applications in shipbuilding and in teaching FSI to both practicing engineers and within academia, it provides a comprehensive and self-contained guide that is geared toward both students and practitioners of mechanical engineering"--

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