1.	Record Nr.	UNINA9910814472103321
	Autore	Thomas Katie
	Titolo	Urban forestry : toward an ecosystem services research agenda : a workshop summary / / Katie Thomas and Laurie Geller, rapporteurs ; Board on Atmospheric Sciences and Climate, Division on Earth and Life Studies, National Research Council of the National Academies
	Pubbl/distr/stampa	Washington, DC : , : The National Academies Press, , [2013] ©2013
	ISBN	0-309-28761-8 0-309-28759-6
	Descrizione fisica	1 online resource (76 p.)
	Disciplina	634.9091732
	Soggetti	Urban forestry - United States Forest policy - United States
	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.
	Nota di contenuto	""Front Matter""; ""ACKNOWLEDGMENTS""; ""CONTENTS""; ""1 INTRODUCTION""; ""2 URBAN FORESTRY: SERVICES, TOOLS, AND MANAGEMENT""; ""3 NEXT STEPS FOR THE FUTURE""; ""REFERENCES""; ""APPENDIX A: OUTPUT FROM THE BREAKOUT GROUP DISCUSSION""; ""APPENDIX B: WORKSHOP AGENDA""; ""APPENDIX C: PARTICIPANT LIST""; ""APPENDIX D: ACRONYM LIST""; ""APPENDIX E: STATEMENT OF TASK""; ""APPENDIX F: BIOGRAPHICAL SKETCHES OF COMMITTEE MEMBERS""

2.	Record Nr.	UNINA9910639896303321
	Autore	Peddie Jon
	Titolo	The History of the GPU - Steps to Invention / / by Jon Peddie
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
	ISBN	3-031-10968-6
	Edizione	[1st ed. 2022.]
	Descrizione fisica	1 online resource (424 pages)
	Disciplina	016.503 006.6
	Soggetti	Computer graphics Computers - History User interfaces (Computer systems) Human-computer interaction Computer Graphics History of Computing User Interfaces and Human Computer Interaction
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	1 Introduction -- 2 1980-1989, Graphics Controllers on Other Platforms -- 3 1980-1989, Graphics Controllers on PCs -- 4 1990-1995, Graphics Controllers on PCs -- 5 1990 to 1999 Graphics Controllers on Other Platform -- 6 1996-1999, Graphics Controllers on PCs -- 7 What is a GPU? -- Appendix A: Definitions -- Appendix B: Acronyms.
	Sommario/riassunto	This is the first book in a three-part series that traces the development of the GPU. Initially developed for games the GPU can now be found in cars, supercomputers, watches, game consoles and more. GPU concepts go back to the 1970s when computer graphics was developed for computer-aided design of automobiles and airplanes. Early computer graphics systems were adopted by the film industry and simulators for airplanes and high energy physics—exploding nuclear bombs in computers instead of the atmosphere. A GPU has an integrated transform and lighting engine, but these were not available until the end of the 1990s. Heroic and historic companies expanded

the development and capabilities of the graphics controller in pursuit of the ultimate device, a fully integrated self-contained GPU. Fifteen companies worked on building the first fully integrated GPU, some succeeded in the console, and Northbridge segments, and Nvidia was the first to offer a fully integrated GPU for the PC. Today the GPU can be found in every platform that involves a computer and a user interface.