1. Record Nr. UNINA9910459700503321

Autore	Allemang Dean
Titolo	Semantic web for the working ontologist [[electronic resource]] : effective modeling in RDFS and OWL / / Dean Allemang, Jim Hendler
Pubbl/distr/stampa	Burlington, Mass., : Elsevier, 2011
ISBN	1-283-10132-7 9786613101327 0-12-385966-2
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (369 p.)
Altri autori (Persone)	HendlerJames A
Disciplina	025.042/7
Soggetti	Web site development Semantic Web Metadata 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	What is the Semantic Web? -- Semantic modeling -- RDFS, the basis of the Semantic Web -- Semantic Web application architecture -- Querying the Semantic Web-SPARQL-- RDF and inferencing -- RDF schema -- RDFS-Plus -- Using RDFS-Plus in the wild -- SKOS, managing vocabularies with RDFS-Plus -- Basic OWL -- Counting and sets in OWL -- Ontologies on the web, putting it all together -- Good and bad modeling practices -- Expert modeling in OWL-- Conclusions.
Sommario/riassunto	Semantic Web models and technologies provide information in machine-readable languages that enable computers to access the Web more intelligently and perform tasks automatically without the direction of users. These technologies are relatively recent and advancing rapidly, creating a set of unique challenges for those developing applications. Semantic Web for the Working Ontologist is the essential, comprehensive resource on semantic modeling, for practitioners in health care, artificial intelligence, finance, engineering, military intelligence, enterprise architecture, and m

2. Record Nr. UNINA9910822519703321

Autore	Anwar Sara
Titolo	Carbon dioxide thermodynamic properties handbook : covering temperatures from -20° to 250°C and pressures up to 1000 bar / / Sara Anwar and John J. Carroll
Pubbl/distr/stampa	Hoboken, New Jersey : , : John Wiley & Sons Salem, Massachusetts : , : Scrivener Publishing, , [2016] ©2016
ISBN	1-119-08392-3 1-119-08391-5
Edizione	[Second edition.]
Descrizione fisica	1 online resource (1004 p.)
Disciplina	546/.6812
Soggetti	Carbon dioxide - Thermal properties
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	Half Title page; Title page; Copyright page; Dedication; Acknowledgement; Preface to Second Edition; Preface to First Edition; Introduction; Derived Properties; Linear Interpolation; Sample Calculations; Conversion Factors; References; Chapter 1: Density (kg/m3) of Saturated Carbon Dioxide; Chapter 2: Enthalpy (J/mol) of Saturated Carbon Dioxide; Chapter 3: Entropy (J/molK) of Saturated Carbon Dioxide; Chapter 4: Heat Capacity, CP, (J/molK) of Saturated Carbon Dioxide; Chapter 5: Density (kg/m3) of Carbon Dioxide as a Function of Temperature and Pressure Chapter 6: Enthalpy (J/mol) of Carbon Dioxide as a Function of Temperature and PressureChapter 7: Entropy (J/molK) of Carbon Dioxide as a Function of Temperature and Pressure; Chapter 8: Heat Capacity, CP, (J/molK) of Carbon Dioxide as a Function of Temperature and Pressure; Appendix - Graphical Data; Density; Compressibility Factor; Reduced Density; Enthalpy; Joule-Thomson Coefficient; References

3. Record Nr. UNISA996673176703316

Autore	De Paolis Lucio Tommaso
Titolo	Extended Reality : International Conference, XR Salento 2025, Otranto, Italy, June 17–20, 2025, Proceedings, Part I / / edited by Lucio Tommaso De Paolis, Pasquale Arpaia, Marco Sacco
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2026
ISBN	3-031-97763-7
Edizione	[1st ed. 2026.]
Descrizione fisica	1 online resource (650 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15737
Altri autori (Persone)	ArpaiaPasquale SaccoMarco
Disciplina	006
Soggetti	Image processing - Digital techniques Computer vision Application software User interfaces (Computer systems) Human-computer interaction Artificial intelligence Computer engineering Computer networks Computer Imaging, Vision, Pattern Recognition and Graphics Computer and Information Systems Applications User Interfaces and Human Computer Interaction Artificial Intelligence Computer Engineering and Networks
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	-- Virtual Reality. -- The Metaverse in Automotive Retail: Field Study on Implementation and Customer Interaction . -- Virtual Reality in Geoscience: An Overview . -- Maritime Training through Virtual Reality: System Design and Research Roadmap. -- Spatial Cognition and Awareness of non-Euclidean Virtual Reality Environments: A pilot study on the Effect of Personality Traits. -- Leveraging Transfer Learning for Niche Sign System Recognition in VR Training with Limited Data. -- Navigating Social Biases through Virtual Reality Perspective

Taking: Exploring the Mediating Role of Outgroup Perspective Taking . -- Immersive technologies for Cultural Heritage: Bridging History and Technology in Museums. -- Exploring VR Accessibility Challenges and Solutions through Crowdsourced Insights from Reddit. -- Study of VR Application in Additive Manufacturing of Customized Orthopedic Products. -- Empowering Accessible Social Engagement in Virtual Reality: Piloting a preparatory Usability Experience on Neurotypical Individuals. -- Examining the impact of pilot expertise and task difficulty on visual attention and flight performance in a high visual-fidelity flight simulator. -- Revolutionizing Agrifood Training: The MetaLAM Virtual Laboratory for Multielement Analysis. -- Exploring moral dilemmas in Virtual Reality: a literature review. -- Immersive questionnaire framework for perception research studies. -- Detecting the Fingers of Adult Braille Readers Using Ultraleap's Virtual Reality Hand Tracking System. -- Evaluating Usability and Immersion in a Virtual Reality Game for Fear of Flying: A Pilot Study with a Non-Phobic Sample. -- Integrating Mind-Controlled Navigation into a Virtual Reality Training System. -- Virtual Reality Meets Finance: How to Enhance Understanding of Risk Diversification. -- Spatialized Looming Sounds in Virtual Reality: Reaction Times and Localization Accuracy. -- VR for Specific Phobias: A Perspective on Adaptive and Physiological Feedback-Based Exposure Therapy. -- Bio-Adaptive Virtual Humans for Arousal Regulation: A Preliminary Study. -- A Vision-Based Fiducial Object Input Device for Intuitive Interaction. -- Towards optimal shift mapping heuristics for ReSTIR-SSS. -- Semantic Edge Extraction by Logical Operations for Room Structure Estimation Using a Segmentation Result. -- 360 Nature Hub: An open repository of 360° nature videos for research and health interventions. -- Augmented and Mixed Reality. -- Enhancing Operator Understanding of Circular Production Facilities through Augmented Reality: A Comparative Study. -- Towards Precise Geo-Localization for Outdoor Mobile Augmented Reality - State-of-the-Art in Visual Geo-Localization. -- Video Game Quality of Experience Assessment of Augmented Reality User Interface for Military Purposes. -- Identifying Mobile AR Application Scenarios: A Method for Environmental Agencies. -- Adaptive Interface Improving User Focus in Collaborative AR Systems. -- Embodiment Under Constant Force Applied by a Force Feedback Device for Spatially Augmented Forearm. -- Enhancing the atmosphere in Hybrid Restaurants: a Dining Experience Assessment with Mixed Reality. -- Transforming Industrial Training: A Comparative Study of Volumetric Video in Mixed Reality and Paper-Based Instructions.

Sommario/riassunto

The seven-volume set LNCS 15737-15743 constitutes the proceedings of the International Conference on Extended Reality, XR Salento 2025, held in Otranto, Italy, during June 17-20, 2025. The 128 full papers presented together with 65 short papers were carefully reviewed and selected from 256 submissions. The papers are organized in the following topical sections: Part I: Virtual Reality; and Augmented and Mixed Reality. Part II: Extended Reality; and Extended Reality in Education and Learning. Part III: Transforming Research and Clinical Interventions with eXtended Reality. Part IV: Digital Twin: Innovative Approaches in Industry and Healthcare. Part V: eXtended Reality for Cultural Tourism Sustainability; eXtended Reality for Art, Design, and Entertainment; and Digital Twin and Smart Virtual Representations for Cultural Heritage. Part VI: Crafting Virtual Humans for Immersive XR Applications; and eXtended Reality for Serious Games. Part VII: Artificial Intelligence; Integrating Artificial Intelligence, Computer Vision and Augmented Reality in Computer-Assisted Intervention; and AI-Driven XR Innovations in Healthcare: Bridging Technology and Ethics.