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Altri autori (Persone)	ReifB. A. Pettersson
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Soggetti	Turbulence - Mathematical models Fluid dynamics
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Livello bibliografico	Monografia
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Statistical Theory and Modeling for Turbulent Flows; Contents; Preface; Preface to second edition; Preface to first edition; Part I FUNDAMENTALS OF TURBULENCE; 1 Introduction; 2 Mathematical and statistical background; 3 Reynolds averaged Navier-Stokes equations; 4 Parallel and self-similar shear flows; 5 Vorticity and vortical structures; Part II SINGLE-POINT CLOSURE MODELING; 6 Models with scalar variables; 7 Models with tensor variables; 8 Advanced topics; Part III THEORY OF HOMOGENEOUS TURBULENCE; 9 Mathematical representations; 10 Navier-Stokes equations in spectral space 11 Rapid distortion theory Part IV TURBULENCE SIMULATION; 12 Eddy-resolving simulation; 13 Simulation of large eddies; References; Index
Sommario/riassunto	Providing a comprehensive grounding in the subject of turbulence, Statistical Theory and Modeling for Turbulent Flows develops both the

physical insight and the mathematical framework needed to understand turbulent flow. Its scope enables the reader to become a knowledgeable user of turbulence models; it develops analytical tools for developers of predictive tools. Thoroughly revised and updated, this second edition includes a new fourth section covering DNS (direct numerical simulation), LES (large eddy simulation), DES (detached eddy simulation) and numerical aspects of eddy resolving

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Disciplina

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Soggetti

Image processing - Digital techniques
Computer vision
Computer networks
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Artificial intelligence
Software engineering
Computer Imaging, Vision, Pattern Recognition and Graphics
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Computer Engineering and Networks
Artificial Intelligence
Software Engineering

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Nota di contenuto

Virtual Reality -- Augmented Reality -- Mixed Reality -- 3D Reconstruction and Visualization.

Sommario/riassunto

The 2-volume set LNCS 12242 and 12243 constitutes the refereed proceedings of the 7th International Conference on Augmented Reality, Virtual Reality, and Computer Graphics, AVR 2020, held in Lecce, Italy, in September 2020.* The 45 full papers and 14 short papers presented were carefully reviewed and selected from 99 submissions. The papers discuss key issues, approaches, ideas, open problems, innovative applications and trends in virtual reality, augmented reality, mixed reality, 3D reconstruction visualization, and applications in the areas of cultural heritage, medicine, education, and industry. * The conference was held virtually due to the COVID-19 pandemic.