1. Record Nr. UNINA9910828808003321

Autore	Alper Joe
Titolo	Integrating research and practice : health system leaders working toward high-value care : workshop summary / / Institute of Medicine (U.S.) ; Joe Alper and Claudia Grossmann, rapporteurs
Pubbl/distr/stampa	Washington, District of Columbia : , : The National Academies Press, , 2015 ©2015
ISBN	0-309-31204-3 0-309-31202-7
Descrizione fisica	1 online resource (226 pages) : color illustrations, tables
Disciplina	362.10973
Soggetti	Medical care - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Introduction and overview -- Continuous learning and improvement in health care -- Continuously learning health care: the value proposition -- Integrating clinical research and practice: examples -- Creating the conditions for sustainability -- Addressing issues of regulatory oversight -- Governance that accelerates progress and sustainability -- Fostering the well-prepared stakeholder culture -- Multiuse infrastructure for continuous learning -- Continuous learning as an executive agenda priority -- Recurring workshop themes -- Appendixes: A. Workshop agendas -- B. Biographical sketches of workshop speakers -- C. Workshop attendees.
Sommario/riassunto	"Health care has been called one of the most complex sectors of the U. S. economy. Driven largely by robust innovation in treatments and interventions, this complexity has created an increased need for evidence about what works best for whom in order to inform decisions that lead to safe, efficient, effective, and affordable care. As health care becomes more digital, clinical datasets are becoming larger and more numerous. By realizing the potential of knowledge generation that is more closely integrated with the practice of care, it should be possible not only to produce more usable evidence to inform decisions, but also to increase the efficiency and decrease the costs of doing clinical

research. Patient-Centered Clinical Research Network, or PCORnet, is a nation-wide patient-centered clinical research network intended to form a resource of clinical, administrative, and patient data that can be used to carry out observational and interventional research studies and enhance the use of clinical data to advance the learning health care system. The primary goal of the first phase of PCORnet will be to establish the data infrastructure necessary to do such research. In April and June 2014 the Institute of Medicine's Roundtable on Value and Science-Driven Health Care convened two workshops aimed at accelerating progress toward real-time knowledge generation through the seamless integration of clinical practice and research, one of the fundamental concepts of a continuously learning health system, centered on the development of the PCORnet. The first workshop brought together health care system leaders, both administrative and clinical, and researchers to consider issues and strategic priorities for building a successful and durable clinical research network and facilitate progress toward a continuously learning health care system more broadly, including issues related to science, technology, ethics, business, regulatory oversight, sustainability, and governance. The second workshop focused on implementation approaches. Health system CEOs convened to consider strategic priorities and explore approaches to implementation. These workshops will inform the decisions of field leaders moving forward, including PCORI, the PCORnet steering committee, and PCORnet grantees. Integrating Research and Practice is the summary of the presentations and discussions of the workshops."--Publisher's description.

2. Record Nr. UNINA9910973532003321

Autore	Wang Rui (Software engineer)
Titolo	OpenSceneGraph 3.0 : beginner's guide : create high-performance virtual reality applications with OpenSceneGraph, one of the best 3D graphics engines / / Rui Wang, Xuelei Qian
Pubbl/distr/stampa	Birmingham, U.K., : Packt Open Source, 2010
ISBN	9786612947759 9781282947757 1282947753 9781849512831 1849512833
Edizione	[1st edition]
Descrizione fisica	1 online resource (412 p.)
Altri autori (Persone)	QianXuelei
Disciplina	005.3 006.6 006.6869
Soggetti	Application program interfaces (Computer software) Virtual reality - Computer programs Three-dimensional display systems Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Authors; About the Reviewers; Table of Contents; Preface; Chapter 1: The Journey into OpenSceneGraph; A quick overview of rendering middleware; Scene graphs; The Birth and development of OSG; Components; Why OSG?; Who uses OSG?; Have a quick taste; Time for action - say ""Hello World"" OSG style; Live in community; Summary; Chapter 2: Compilation and Installation of OpenSceneGraph; System requirements; Using the installer; Time for action - installing OSG; Running utilities; Time for action - playing with osgviewer; Using the project wizard Time for action - creating your solution with one clickPrebuilts making trouble?; Cross-platform building; Starting CMake; Time for action - running CMake in GUI mode; Setting up options; Generating packages

using Visual Studio; Time for action - building with a Visual Studio solution; Generating packages using gcc; Time for action - building with a UNIX makefile; Configuring environment variables; Summary; Chapter 3: Creating Your First OSG Program; Constructing your own projects; Time for action - building applications with CMake; Using a root node
Time for action - improving the ""Hello World"" exampleUnderstanding memory management; ref_ptr and Referenced classes; Collecting garbage: why and how; Tracing the managed entities; Time for action - monitoring counted objects; Parsing command-line arguments; Time for action - reading the model filename from the; command line; Tracing with the notifier; Redirecting the notifier; Time for action - saving the log file; Summary; Chapter 4: Building Geometry Models; How OpenGL draws objects; Geode and Drawable classes; Rendering basic shapes; Time for action - quickly creating simple objects
Storing array dataVertices and vertex attributes; Specifying drawing types; Time for action - drawing a colored quad; Indexing primitives; Time for action - drawing an octahedron; Using polygonal techniques; Time for action - tessellating a polygon; Rereading geometry attributes; Customizing a primitive functor; Time for action - collecting triangle faces; Implementing your own drawables; Using OpenGL drawing calls; Time for action - creating the famous OpenGL teapot; Summary; Chapter 5: Managing Scene Graph; The Group interface; Managing parent nodes
Time for action - adding models to the scene graphTraversing the scene graph; Transformation nodes; Understanding the matrix; The MatrixTransform class; Time for action - performing translations of child nodes; Switch nodes; Time for action - switching between the normal and; damaged Cessna; Level-of-detail nodes; Time for action - constructing a LOD Cessna; Proxy and paging nodes; Time for action - loading a model at runtime; Customizing your own NodeKits; Time for action - animating the switch node; The visitor design pattern; Visiting scene graph structures
Time for action - analyzing the Cessna structure

Sommario/riassunto

Create high-performance virtual reality applications with OpenSceneGraph, one of the best 3D graphics engines.