

1. Record Nr.	UNISA996387392203316
Autore	Horn John <1614-1676.>
Titolo	A gracious reproof to pharisaical saints causlessly murmuring at Gods mercies toward penitent sinners [[electronic resource]] : in explication of Luc. 15. 30, 31 / / written by John Horne, sometimes minister of Lin Allhallows
Pubbl/distr/stampa	London, : Printed for Tho. Passinger ..., 1668
Descrizione fisica	[32], 315, [1] p
Soggetti	Prodigal son (Parable)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Errata: p. [1] at end. Reproduction of original in Bodleian Library.
Sommario/riassunto	eebo-0014

2. Record Nr.	UNINA9910814277503321
Titolo	Simulation and modeling of systems of systems // edited by Pascal Cantot, Dominique Luzeaux
Pubbl/distr/stampa	London, : ISTE Hoboken, N.J., : Wiley, 2011
ISBN	9781118616727 1118616723 9781118616956 1118616952 9781299315211 1299315216 9781118616659 1118616650
Edizione	[1st edition]
Descrizione fisica	1 online resource (394 p.)
Collana	ISTE
Altri autori (Persone)	CantotPascal LuzeauxDominique
Disciplina	003
Soggetti	Systems engineering - Data processing Computer simulation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Adapted and updated from: Simulation et modelisation des systemes de systemes : vers la maitrise de la complexite published 2009 in France by Hermes Science/Lavoisier.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Title Page; Copyright Page; Table of Contents; Introduction; Chapter 1: Simulation: History, Concepts, and Examples; 1.1. Issues: simulation, a tool for complexity; 1.1.1. What is a complex system?; 1.1.2. Systems of systems; 1.1.3. Why simulate?; 1.1.4. Can we do without simulation?; 1.2. History of simulation; 1.2.1. Antiquity: strategy games; 1.2.2. The modern era: theoretical bases; 1.2.3. Contemporary era: the IT revolution; 1.3. Real-world examples of simulation; 1.3.1. Airbus; 1.3.2. French defense procurement directorate; 1.4. Basic principles; 1.4.1. Definitions 1.4.2. Typology1.5. Conclusion; 1.6. Bibliography; Chapter 2. Principles of Modeling; 2.1. Introduction to modeling; 2.2. Typology of models;

2.2.1. Static/dynamic; 2.2.2. Deterministic/stochastic; 2.2.3. Qualities of a model; 2.3. The modeling process; 2.3.1. Global process; 2.3.2. Formulation of the problem; 2.3.3. Objectives and organization; 2.3.4. Analysis of the system; 2.3.5. Modeling; 2.3.6. Data collection; 2.3.7. Coding/implementation; 2.3.8. Verification; 2.3.9. Validation; 2.3.10. Execution; 2.3.11. Use of results; 2.3.12. Final report; 2.3.13. Commissioning/capitalization
 2.4. Simulation project management
 2.5. Conclusion; 2.6. Bibliography;
 Chapter 3. Credibility in Modeling and Simulation; 3.1. Technico-operational studies and simulations; 3.2. Examples of technico-operational studies based on simulation tools; 3.2.1. Suppression of aerial defenses; 3.2.2. Heavy helicopters; 3.3. VV&A for technico-operational simulations; 3.3.1. Official definitions; 3.3.2. Credibility; 3.3.3. Key players in the domain; 3.4. VV&A issues; 3.4.1. Elements concerned; 3.4.2. Verification and validation techniques; 3.4.3. VV&A approaches; 3.4.4. Responsibilities in a VV&A process
 3.4.5. Levels of validation
 3.4.6. Accreditation; 3.5. Conclusions; 3.5.1. Validation techniques; 3.5.2. Validation approaches; 3.5.3. Perspectives; 3.6. Bibliography;
 Chapter 4. Modeling Systems and Their Environment; 4.1. Introduction; 4.2. Modeling time; 4.2.1. Real-time simulation; 4.2.2. Step-by-step simulation; 4.2.3. Discrete event simulation; 4.2.4. Which approach?; 4.2.5. Distributed simulation; 4.3. Modeling physical laws; 4.3.1. Understanding the system; 4.3.2. Developing a system of equations; 4.3.3. Discrete sampling of space; 4.3.4. Solving the problem
 4.4. Modeling random phenomena
 4.4.1. Stochastic processes; 4.4.2. Use of probability; 4.4.3. Use of statistics; 4.4.4. Random generators; 4.4.5. Execution and analysis of results of stochastic simulations; 4.5. Modeling the natural environment; 4.5.1. Natural environment; 4.5.2. Environment databases; 4.5.3. Production of an SEDB; 4.5.4. Quality of an SEDB; 4.5.5. Coordinate systems; 4.5.6. Multiplicity of formats; 4.6. Modeling human behavior; 4.6.1. Issues and limitations; 4.6.2. What is human behavior?; 4.6.3. The decision process; 4.6.4. Perception of the environment; 4.6.5. Human factors
 4.6.6. Modeling techniques

Sommario/riassunto

Systems engineering is the design of a complex interconnection of many elements (a system) to maximize a specific measure of system performance. It consists of two parts: modeling, in which each element of the system and its performance criteria are described; and optimization in which adjustable elements are tailored to allow peak performance. Systems engineering is applied to vast numbers of problems in industry and the military. An example of systems engineering at work is the control of the timing of thousands of city traffic lights to maximize traffic flow. The complex and intricate field

3. Record Nr.	UNINA9911007078103321
Autore	Motta A. T (Arthur T.)
Titolo	Light water reactor materials / / Donald R. Olander, Arthur T. Motta
Pubbl/distr/stampa	: ANS (American Nuclear Society)
ISBN	1-5231-1622-6
Altri autori (Persone)	OlanderDonald R WirthBrian <1970->
Disciplina	621.48/33
Soggetti	Light water reactors - Design and construction Light water reactors - Materials - Effect of radiation on Nuclear reactors - Design and construction Nuclear reactors - Materials - Effect of radiation on Materials - Effect of radiation on
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Volume 1. Fundamentals