

1. Record Nr.	UNISA990000076620203316
Titolo	La moneta greca e romana / a cura di Francesco Panvini Rosati ; testi di Herbert A. Cahn ...[et al.]
Pubbl/distr/stampa	Roma : L'Erma di Bretschneider, copyr. 2000
ISBN	88-8265-051-0
Descrizione fisica	161 p. , [46] p. di tav. : ill. ; 29 cm
Collana	Storia della moneta ; 1
Disciplina	737.4938
Soggetti	Monete greche Monete romane
Collocazione	XI.3.D. 15(X B 383/1) I NG PAN 1
Lingua di pubblicazione	Italiano
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Livello bibliografico	Monografia

2. Record Nr.	UNINA9910139598103321
Autore	Munjiza Antonio A
Titolo	Computational mechanics of discontinua [[electronic resource] /] / Antonio A Munjiza, Esteban Rougier, Earl E. Knight
Pubbl/distr/stampa	Chichester, West Sussex, U.K. ; ; Hoboken, N.J., : Wiley, 2012
ISBN	1-283-27409-4 9786613274090 1-119-97116-0 1-119-97118-7
Descrizione fisica	1 online resource (285 p.)
Collana	Wiley series in computational mechanics
Classificazione	TEC006000
Altri autori (Persone)	KnightEarl E RougierEsteban
Disciplina	531
Soggetti	Continuum mechanics Mechanics, Analytic
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Computational Mechanics of Discontinua; Contents; Series Preface; Preface; Acknowledgements; 1 Introduction to Mechanics of Discontinua; 1.1 The Concept of Discontinua; 1.2 The Paradigm Shift; 1.3 Some Problems of Mechanics of Discontinua; 1.3.1 Packing; 1.3.2 Fracture and Fragmentation; 1.3.3 Demolition and Structures in Distress, Progressive Collapse; 1.3.4 Nanotechnology; 1.3.5 Block Caving; 1.3.6 Mineral Processing; 1.3.7 Discrete Populations in General; References; Further Reading; 2 Methods of Mechanics of Discontinua; 2.1 Introduction; 2.2 Discrete Element Methods 2.2.1 Spherical Particles 2.2.2 Blocky Particles; 2.2.3 Oblique and Super-Quadric Particles; 2.2.4 Rigid Potential Field Particles; 2.2.5 3D Real Shape Particles; 2.2.6 Computer Games and Special Effects; 2.3 The Combined Finite-Discrete Element Method; 2.4 Molecular Dynamics; 2.4.1 Common Potentials; 2.5 Smooth Particle Hydrodynamics; 2.6 Discrete Populations Approach; 2.7 Algorithms and Solutions; References; Further Reading; 3 Disc to Edge Contact Interaction in 2D; 3.1 Problem Description; 3.2 Integration of Normal Contact Force; 3.3 Tangential Force; 3.4 Equivalent Nodal Forces

Further Reading
4 Triangle to Edge Contact Interaction in 2D; 4.1 Problem Description; 4.2 Integration of Normal Contact Force; 4.3 Tangential Force; 4.4 Equivalent Nodal Forces; Further Reading; 5 Ball to Surface Contact Interaction in 3D; 5.1 Problem Description; 5.2 Integration of Normal Contact Force; 5.3 Tangential Force; 5.4 Equivalent Nodal Forces; Further Reading; 6 Tetrahedron to Points Contact Interaction in 3D; 6.1 Problem Description; 6.2 Integration of Normal Contact Force; 6.3 Tangential Force; 6.4 Equivalent Nodal Forces; Further Reading
7 Tetrahedron to Triangle Contact Interaction in 3D
7.1 Problem Description; 7.2 Integration of Normal Contact Force; 7.3 Tangential Force; 7.4 Equivalent Nodal Forces; Further Reading; 8 Rock Joints; 8.1 Introduction; 8.2 Interaction between Mesh Entities in 2D; 8.2.1 Interaction between a 2D Disk and a Straight Edge; 8.2.2 Numerical Integration of the Roller-Edge Interaction; 8.3 Joint Dilatation; 8.4 Shear Resistance of a 2D Rock Joint; 8.5 Numerical Examples; References; Further Reading; 9 MR Contact Detection Algorithm for Bodies of Similar Size; 9.1 The Challenge
9.2 Constraints of MR Contact Detection Algorithm
9.3 Space Decomposition; 9.4 Mapping of Spherical Bounding Boxes onto Cells; 9.5 Spatial Sorting; 9.6 Quick Sort Algorithm; 9.7 MR-Linear Sort Algorithm; 9.8 Implementation of the MR-Linear Sort Algorithm; 9.9 Quick Search Algorithm; 9.10 MR-Linear Search Algorithm; 9.11 CPU and RAM Performance; 9.12 CPU Performance and RAM Consumption; References; Further Reading; 10 MR Contact Detection Algorithm for Bodies of Different Sizes; 10.1 Introduction; 10.2 Description of the Multi-Step-MR Algorithm (MMR); 10.3 Polydispersity; 10.4 CPU Performance
10.5 RAM Requirements

Sommario/riassunto

Mechanics of Discontinua is the first book to comprehensively tackle both the theory of this rapidly developing topic and the applications that span a broad field of scientific and engineering disciplines, from traditional engineering to physics of particulates, nano-technology and micro-flows. Authored by a leading researcher who has been at the cutting edge of discontinua simulation developments over the last 15 years, the book is organized into four parts: introductory knowledge, solvers, methods and applications. In the first chapter a short revision of Continuum Mechanics together with ten

3. Record Nr.	UNINA9910778381703321
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ISBN	0-8166-8415-4 0-8166-2026-1
Descrizione fisica	1 online resource (xxiii, 267 pages)
Collana	Hispanic issues ; ; v. 7
Altri autori (Persone)	CruzAnne J PerryMary Elizabeth <1937->
Disciplina	306.6/8246/09031
Soggetti	Counter-Reformation - Spain Control (Psychology) - Religious aspects - Christianity Spain Civilization 1516-1700
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