

1. Record Nr.	UNINA9910454401303321
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Titolo	Scissors congruences, group homology and characteristic classes [[electronic resource] /] / Johan L. Dupont
Pubbl/distr/stampa	Singapore ; ; River Edge, NJ, : World Scientific, c2001
ISBN	1-281-95184-6 9786611951849 981-281-033-1
Descrizione fisica	1 online resource (178 p.)
Collana	Nankai tracts in mathematics ; ; 1
Disciplina	516.23
Soggetti	Tetrahedra Volume (Cubic content) Characteristic classes 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 (p. 159-165) and index.
Nota di contenuto	Preface; Contents; Chapter 1. Introduction and History; Chapter 2. Scissors congruence group and homology; Chapter 3. Homology of flag complexes; Chapter 4. Translational scissors congruences; Chapter 5. Euclidean scissors congruences; Chapter 6. Sydler's theorem and non-commutative differential forms; Chapter 7. Spherical scissors congruences; Chapter 8. Hyperbolic scissors congruence; Chapter 9. Homology of Lie groups made discrete; Chapter 10. Invariants; Chapter 11. Simplices in spherical and hyperbolic 3-space; Chapter 12. Rigidity of Cheeger-Chern-Simons invariants Chapter 13. Projective configurations and homology of the projective linear group Chapter 14. Homology of indecomposable configurations; Chapter 15. The case of $\text{PGL}(3, \mathbb{F})$; Appendix A. Spectral sequences and bicomplexes; Bibliography; Index
Sommario/riassunto	These lecture notes are based on a series of lectures given at the Nankai Institute of Mathematics in the fall of 1998. They provide an overview of the work of the author and the late Chih-Han Sah on various aspects of Hilbert's Third Problem: Are two Euclidean polyhedra with the same volume "scissors-congruent", i.e. can they be subdivided

into finitely many pairwise congruent pieces? The book starts from the classical solution of this problem by M Dehn. But generalization to higher dimensions and other geometries quickly leads to a great variety of mathematical topics, such as homology of gr

2. Record Nr.	UNISA996200001603316
Titolo	Human-Computer Interaction. Advanced Interaction, Modalities, and Techniques [[electronic resource]] : 16th International Conference, HCI International 2014, Heraklion, Crete, Greece, June 22-27, 2014, Proceedings, Part II / / edited by Masaaki Kurosu
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2014
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Descrizione fisica	1 online resource (XXVI, 805 p. 355 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8511
Disciplina	005.437 4.019
Soggetti	User interfaces (Computer systems) Education—Data processing Multimedia systems Artificial intelligence Information storage and retrieval Computer science User Interfaces and Human Computer Interaction Computers and Education Media Design Artificial Intelligence Information Storage and Retrieval Computer Science, general
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
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Gesture-Based Interaction -- RemoteHand: A Wireless Myoelectric Interface -- Early Prototyping of 3D-Gesture Interaction within the Presentation- Gesture-Dialog Design Space -- The Study of the Full Cycle of Gesture Interaction, The Continuum between 2D and 3D -- iPanel: A Computer-Vision Based Solution for Interactive Keyboard and Mouse -- Adding Multi-Touch Gesture Interaction in Mobile Web Applications -- Harmonic Navigator: An Innovative, Gesture-Driven User Interface for Exploring Harmonic Spaces in Musical Corpora -- HandyScope: A Remote Control Technique Using Circular Widget on Tabletops -- Comparing Hand Gesture Vocabularies for HCI -- Effectiveness of Virtual Hands in 3D Learning Material -- Proposal of the Effective Method of Generating Characteristic Gestures in Nonverbal Communication -- Hand-Object Interaction: From Grasping to Using -- Model-Based Multi-touch Gesture Interaction for Diagram Editors -- Multi-sensor Finger Ring for Authentication Based on 3D Signatures -- What You Draw Is What You Search: The Analog Gesture -- Remote Collaboration with Spatial AR Support -- Prediction of Multi-touch Gestures during Input -- "Will Use It, Because I Want to Look Cool" A Comparative Study of Simple Computer Interactions Using Touchscreen and In-Air Hand Gestures -- Beyond Presentation - Employing Proactive Intelligent Agents as Social Catalysts -- A Method for Lifelong Gesture Learning Based on Growing Neural Gas -- Gesture, Gaze and Activity Recognition -- The Issues of 3D Hand Gesture and Posture Recognition Using the Kinect -- Frontal-Standing Pose Based Person Identification Using Kinect -- A Virtual Handwriting Tablet Based on Pen Shadow Cues -- HOUDINI: Introducing Object Tracking and Pen Recognition for LLP Tabletops -- Detecting Address Estimation Errors from Users' Reactions in Multi-user Agent Conversation -- Evaluation of Leap Motion Controller with a High Precision Optical Tracking System -- Proposal of a Method to Measure Difficulty Level of Programming Code with Eye-Tracking -- Expressing Observation Direction through Face and Body Rotation in a Multi-user Conversation Setting -- Gaze Location Prediction with Depth Features as Auxiliary Information -- Study and Evaluation of Separability Techniques and Occlusion in Multitouch Surfaces -- Human Activity Recognition from Kinect Captured Data Using Stick Model -- Multi-sensor Based Gestures Recognition with a Smart Finger Ring -- View-Invariant Human Detection from RGB-D Data of Kinect Using Continuous Hidden Markov Model -- A Survey of Datasets for Human Gesture Recognition -- Speech, Natural Language and Conversational Interfaces -- Accessing Cause-Result Relation and Diplomatic Information in Ancient "Journalistic" Texts with Universal Words -- Human Factors in the Design of Arabic-Language Interfaces in Assistive Technologies for Learning Difficulties -- Design and Development of Speech Interaction: A Methodology -- Introducing Consciousnet: Internet Content as an Environment for Human-Machine Interaction -- Can User-Paced, Menu-free Spoken Language Interfaces Improve Dual Task Handling While Driving? -- Chinese Romanization and Its Application in HCI -- Driving with a Speech Interaction System: Effect of Personality on Performance and Attitude of Driver -- Effects of Language Variety on Personality Perception in Embodied Conversational Agents -- Long Text Reading in a Car -- Let's Get Personal: Assessing the Impact of Personal Information in Human-Agent Conversations -- Multimodal Behaviours in Comparable Danish and Polish Human-Human Triadic Spontaneous Interactions -- Building Rapport between Human and ECA: A Pilot Study -- The Effect of Voice Instruction on the Construction of Mental Model -- Discourse Particles and User Characteristics in Naturalistic Human-Computer Interaction -- The

Effects of Working Memory Load and Mental Imagery on Metaphoric Meaning Access in Metaphor Comprehension -- Natural and Multimodal Interfaces -- Human Factors in the Design of BCI-Controlled Wheelchairs -- Interface Design and Dynamic Audio -- A Pictorial Interaction Language for Children to Communicate with Cultural Virtual Characters -- Tangible or Not Tangible -- A Comparative Study of Interaction Types for Process Modeling Support -- Body Image and Body Schema: Interaction Design for and through Embodied Cognition -- Exploring Initiative Interactions on a Proxemic and Ambient Public Screen -- Evaluation of Tactile Drift Displays in Helicopter -- Development of Interaction Concepts for Touchless Human-Computer Interaction with Geographic Information Systems -- Spytable: A Tangible User Interface Modular Synthesizer -- Neural Interface Emotiv EPOC and Arduino: Brain-Computer Interaction in a Proof of Concept -- A Heuristic Model of Vibrotactile Haptic Feedbacks Elicitation Based on Empirical Review -- Auditory Emoticons: Iterative Design and Acoustic Characteristics of Emotional Auditory Icons and Earcons -- Natural Forms of Communication and Adaptive Behaviour in Human-Computer-Interaction -- Human-Robot Interaction -- Backchannel Head Nods in Danish First Meeting Encounters with a Humanoid Robot: The Role of Physical Embodiment -- Recommended Considerations for Human-Robot Interaction Communication Requirements -- An Emotional Framework for a Real-Life Worker Simulation: Emotional Valence Scoring Inside a Workflow Enhancement Simulator -- Behavioral Persona for Human-Robot Interaction: A Study Based on Pet Robot -- Robotic Border Crosser TNG - Creating an Interactive Mixed Reality -- Emotion Transmission System Using a Cellular Phone-Type Teleoperated Robot with a Mobile Projector -- Emotions Recognition -- Design of an Emotion Elicitation Framework for Arabic Speakers -- Analysing Emotional Video Using Consumer EEG Hardware -- Emotracking Digital Art -- Estimation of Emotion by Electroencephalography for Music Therapy -- Evaluating User's Emotional Experience in HCI: The PhysiOBS Approach -- Proposal for the Model of Occurrence of Negative Response toward Humanlike Agent Based on Brain Function by Qualitative Reasoning -- Current and New Research Perspectives on Dynamic Facial Emotion Detection in Emotional Interface -- Evaluation of Graceful Movement in Virtual Fitting through Expressed Emotional Response and Emotion Expressed via Physiology Measures.

Sommario/riassunto

The 3-volume set LNCS 8510, 8511 and 8512 constitutes the refereed proceedings of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas.