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Nota di contenuto	Intro -- Preface -- What is This Book Talking About? -- How to Use This Book? -- Source Code -- Targeted Readers -- Style -- Exercises (Self-test Questions) -- Acknowledgments -- Contents -- Part I Fundamental Knowledge -- 1 Introduction to SLAM -- 1.1 Meet "Little Carrot" -- 1.1.1 Monocular Camera -- 1.1.2 Stereo Cameras and RGB-D Cameras -- 1.2 Classical Visual SLAM Framework -- 1.2.1 Visual Odometry -- 1.2.2 Backend Optimization -- 1.2.3 Loop Closing -- 1.2.4 Mapping -- 1.3 Mathematical Formulation of SLAM Problems -- 1.4 Practice: Basics -- 1.4.1 Installing Linux -- 1.4.2 Hello SLAM -- 1.4.3 Use CMake -- 1.4.4 Use Libraries -- 1.4.5 Use IDE -- 2 3D Rigid Body Motion -- 2.1 Rotation Matrix -- 2.1.1 Points, Vectors, and Coordinate Systems -- 2.1.2 Euclidean Transforms Between Coordinate Systems -- 2.1.3 Transform Matrix and Homogeneous Coordinates -- 2.2 Practice: Use Eigen -- 2.3 Rotation Vectors and the Euler Angles -- 2.3.1 Rotation Vectors -- 2.3.2 Euler Angles -- 2.4 Quaternions -- 2.4.1 Quaternion Operations -- 2.4.2 Use Quaternion to Represent a Rotation -- 2.4.3 Conversion of Quaternions to Other Rotation Representations -- 2.5 Affine and Projective Transformation -- 2.6 Practice: Eigen Geometry Module -- 2.6.1 Data Structure of the Eigen Geometry Module -- 2.6.2 Coordinate Transformation Example -- 2.7 Visualization Demo -- 2.7.1 Plotting Trajectory -- 2.7.2 Displaying

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Sommario/riassunto

The ultimate guide to Google AdWords is fully updated for its third edition This is the ultimate guide for those who want to quickly get beyond AdWords basics to learn and apply the advanced techniques and tactics that are used by Fortune 500 companies. The book provides insight into AdWords' functionality and advanced features, explaining how they work and providing tips, tactics, and hands-on tutorials, which readers can immediately use on their own PPC campaigns. The third edition features more than 50 pages of new material and has been completely revised to cover all the changes

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Nota di contenuto	Presentation; CHAPITRE I; Quand parler de musique, c'est parler par metaphores :les qualificatifs des timbres musicaux; CHAPITRE 2; L'enonciation metaphoriquedans les emissions musicales radiophoniqueset televisuelles; CHAPITRE 3; Esthetisme « fin de siecle » et musique :les voix de Hofmannsthal et de Kassner; CHAPITRE 4; Reflexions sur le sens musical et sa transmission :l'exemple de la Sixieme Symphonie de Gustav Mahler; CHAPITRE 5; Du poeme au lied : d'un langage l'autre; CHAPITRE 6; La performance musicale en actes; « Proximites - Musique »
Sommario/riassunto	Rapprocher langage et musique, ou « logos » et « melos », peut apparaitre comme une entreprise a la fois banale et perilleuse. En effet, le sens commun hesite d'emblee entre deux theses opposees et apparemment irreconciliables : par certains aspects, la musique parle a tout auditeur, fut-il peu averti, elle parle aux emotions et elle est meme souvent presentee comme un langage universel ; mais la musique semble egalement inaccessible aux mots, impossible a decrire ou a paraphraser, parce qu'elle serait justement apte a exprimer - le plus souvent sans mots - « l'indicible » ou « l'ineffable ».