1.	Record Nr.	UNISA996465474103316
	Titolo	Transactions on computational science XIII [[electronic resource] /] / Marina L. Gavrilova ...[et. al.] (eds.)
	Pubbl/distr/stampa	Berlin ; ; Heidelberg, : Springer-Verlag, c2011
	ISBN	3-642-22336-2
	Edizione	[1st ed. 2011.]
	Descrizione fisica	1 online resource (XIV, 279 p.)
	Collana	Lecture notes in computer science ; ; 6670
	Altri autori (Persone)	GavrilovaMarina L TanC. J. Kenneth (Chih Jeng Kenneth)
	Disciplina	005.437 4.019
	Soggetti	Computer science - Research Computational complexity
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	"Special issue on cyberworlds".
	Nota di bibliografia	Includes bibliographical references and author index.
	Sommario/riassunto	The LNCS journal Transactions on Computational Science reflects recent developments in the field of Computational Science, conceiving the field not as a mere ancillary science but rather as an innovative approach supporting many other scientific disciplines. The journal focuses on original high-quality research in the realm of computational science in parallel and distributed environments, encompassing the facilitating theoretical foundations and the applications of large-scale computations and massive data processing. It addresses researchers and practitioners in areas ranging from aerospace to biochemistry, from electronics to geosciences, from mathematics to software architecture, presenting verifiable computational methods, findings, and solutions and enabling industrial users to apply techniques of leading-edge, large-scale, high performance computational methods. The 12th issue of the Transactions on Computational Science journal, edited by Alexei Sourin and Olga Sourina, is devoted to the topic of cyberworlds. The 13 papers in the volume constitute revised and extended versions of a selection of contributions presented at CW 2010, the 20th International Conference on Cyberworlds, held in Singapore in October 2010. The selected papers span the areas of

tangible interfaces, emotion recognition, haptic modeling, decision making under uncertainty, reliability measures, use of biometrics for avatar recognition, cybernavigation, multiuser virtual environments, spatial data sampling, web visualization, and interactive character animation system design.