1. Record Nr. UNINA9911089711203321

Autore	Brown John David
Titolo	Lower dimensional gravity / / John David Brown
Pubbl/distr/stampa	Singapore ; ; Teaneck, N.J., : World Scientific, c1988
ISBN	1-283-97143-7 981-4434-17-5
Edizione	[1st ed.]
Descrizione fisica	1 online resource (164 p.)
Disciplina	530.11
Soggetti	Quantum gravity Supergravity Gauge fields (Physics) General relativity (Physics) Symmetry (Physics) Space and time Particles (Nuclear physics) Mathematical physics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	A revised version of the author' thesis. Cf. p. v.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	CONTENTS; I INTRODUCTION; I.1 Three Dimensional Gravity; I.2 Two Dimensional Gravity; References for Chapter I; II THE ASYMPTOTIC STRUCTURE OF THREE DIMENSIONAL GRAVITY; II.1 Introduction; II.2 Solutions To Three Dimensional Gravity With < 0; II.3 Global Charges and the RxSO(2) Asymptotic Symmetries; II.4 The Conformal Group Of Asymptotic Symmetries; IV.5 The Canonical Realization Of Asymptotic Symmetries; II. Appendix 1: The Initial Value Problem; II. Appendix 2: The Lie and Surface Deformation Algebras; References for Chapter II; III BL.ACK HOLES IN TWO SPACETIME DIMENSIONS III.1 Point Sources in Two Dimensional GravityIII.2 Black Hole Solutions; References for Chapter III; IV NEUTRALIZATION OF THE COSMOLOGICAL CONSTANT IN TWO SPACETIME DIMENSIONS; IV.I Introduction; IV.1a. Particle creation.; IV.1b. Neutralization of the cosmological constant.; IV.1c. Additional features of particle creation.; IV.1d. Overview.; IV.2 Pair Creation Without Gravity; IV.2a. Lorentzian solutions.; IV.2b.

Instantons.; IV.2c. Action and probability.; IV.3 Adding Gravity; IV.3a. The gravitational equation.; IV.3b. Geometry of the instantons.; IV.4 Instantons For Pair Creation
IV..4a. Solving the equations.IV.4b. Interpretation.; IV.5 The Gravitational Action; IV.5a. Coordinate invariance.; IV.5b. Surface terms.; IV.6 Probability For Particle Creation; IV.6a. Type 1 instantons.; IV.6b. Topology change.; IV.6c. Dependence on m and e.; IV.7 The Cosmological Constant; IV.7a. Evolution from de Sitter spacetime.; IV. 7b. Evolution to (nearly) flat spacetime.; IV.8 Membrane Creation In Four Dimensions; IV.8a. Four dimensional generalization.; IV.8b. Instantons.; IV.8c. Probability.; IV.8d. Neutralizing the cosmological constant.; References for Chapter IV

Sommario/riassunto

This book addresses the subject of gravity theories in two and three spacetime dimensions. The prevailing philosophy is that lower dimensional models of gravity provide a useful arena for developing new ideas and insights, which are applicable to four dimensional gravity. The first chapter consists of a comprehensive introduction to both two and three dimensional gravity, including a discussion of their basic structures. In the second chapter, the asymptotic structure of three dimensional Einstein gravity with a negative cosmological constant is analyzed. The third chapter contains a treatment

2. Record Nr. UNISA996696881203316

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Titolo	HCI International 2025 – Late Breaking Papers : 27th International Conference on Human-Computer Interaction, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part XIV / / edited by Brian K. Smith, Marcela Borge, Robert A. Sottilare, Jessica Schwarz
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2026
ISBN	3-032-13174-X 9783032131744
Edizione	[1st ed. 2026.]
Descrizione fisica	1 online resource (592 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 16344
Altri autori (Persone)	BorgeMarcela SottilareRobert A SchwarzJessica
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction User Interfaces and Human Computer Interaction Interacció persona-ordinador Congressos Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	The 16-volume set LNCS 16331–16346 constitutes late breaking papers from the 27th International Conference on Human-Computer Interaction, HCI International 2025, held in Gothenburg, Sweden, during June 22-27, 2025. 439 papers and 104 posters were included in the volumes of the proceedings published after the conference, as “Late Breaking Work”. The papers were organized in topical sections as follows: Part I: Theoretical and Conceptual Advances in HCI; and User Interface and Interaction Design; Design for Inclusivity and Social Impact. Part II: Robotics, Embodied Agents, and Human-Robot Interaction; Smart Environments and Manufacturing Systems; Human-AI

Interaction and Generative AI in Design; and Ethics, Privacy and Sustainability in Digital Systems. Part III: Human Experience in Virtual Environments; Human Factors in Intelligent and Autonomous Systems; and Computational Methods for Human Behavior Analysis. Part IV: Human Performance and Safety in Aviation; Human-Automation Teaming; Eye Tracking, Cognition, and Situation Awareness; and Innovations in Adaptive and Responsive Environments. Part V: Accessibility and Inclusive Interaction Design; Accessibility and Innovations in Intelligent Environments; and Human-Centered Technologies for Autism and Neurodiverse Populations. Part VI: Designing for Positive Change: Well-Being, Inclusion, and Social Impact; Cross-Cultural and Creative Design Futures; Design and Engineering of Mobility Experiences; and Human Factors, Safety, and Driver Assistance. Part VII: Social Media, Society, and Digital Communities; LLMs and Intelligent Agents in Social Computing and Security; Understanding User Behavior in Social Computing; and Security, Privacy, and Trust in Digital Environments. Part VIII: Frameworks and Computational Methods in XR; Human Factors and User Experience in XR; XR, Culture, and Immersive Heritage Experiences; Extended Reality in Healthcare and Medical Training; and Serious Games and Interactive Narratives. Part IX: Ergonomics and Digital Human Modeling; Digital Human Modeling in Fashion and Textiles; Artificial Intelligence and Smart Services in Digital Human Modeling; and Health Monitoring, Decision-Making, and Care Optimization. Part X: Generational Differences and Technology Acceptance in Older Adults; Healthy Lifestyle, Physical Activity, and Active Aging; Cognitive Health, Well-Being; and Preventive Care; Intelligent Systems, Safety, and Aging in Place; and Artificial Intelligence in Healthcare and Well-Being. Part XI: User Experience and Interaction for Positive Social Impact; User Experience Methods, Tools, and Metrics; User Experience in Education and Learning; and User Experience in Digital Heritage and Art. Part XII: User Experience in Product and Service Design; User Experience, AI, and Emerging Applications; Digital Innovation and Interactive Design for Cultural Heritage; and Technology-Driven Cultural Shifts: AI, Metaverse, and Digital Society. Part XIII: Human-Centered Perspectives on New Technologies Adoption and Impact; AI-Empowered Ageing, Education, and Healthcare; Advances in Commerce, Marketing, and Consumer Behavior; and Digital Transformation of Business and Governance. Part XIV: Immersive Technologies for Learning; Inclusive and Collaborative Learning Design; Adaptive Instructional Systems; AI, Data, and Intelligent Support in Education. Part XV: Human-Centered Artificial Intelligence: Frameworks and Lessons Learned; Frameworks and Approaches for Trustworthy and Explainable AI; Large Language Models – Capabilities, Biases, and Applications. Part XVI: Generative AI in Creativity and Design; Human-AI Interaction and Collaboration; and Mobile Technologies for Health, Education, and Digital Engagement.