

Hyperspace 3d

Lars Qvortrup,J.F. Jensen,E. Kjems,N. Lehmann,C. Madsen

Hyperspace Michio Kaku, 2016-04-20 Reissued in new covers, this is the run-away bestseller from one of the world's leading theoretical physicists. Are there other dimensions beyond our own? Is time travel possible? Michio Kaku takes us on a tour of the most exciting work in modern physics, including research into the 10th dimension, time warps, and multiple universes, to outline what may be the leading candidate for the Theory of Everything.

Virtual Reality Technology Grigore C. Burdea, Philippe Coiffet, 2017-11-01 A groundbreaking Virtual Reality textbook is now even better. Virtual reality is a very powerful and compelling computer application by which humans interact with computer-generated environments in a way that mimics real life and engages various senses. Although its most widely known application is in the entertainment industry, the real promise of virtual reality lies in such fields as medicine, engineering, oil exploration, and the military, to name just a few. Through virtual reality, scientists can triple the rate of oil discovery, pilots can dogfight numerically superior bandits, and surgeons can improve their skills on virtual (rather than real) patients. This Second Edition of the first comprehensive technical book on virtual reality provides updated and expanded coverage of the technology such as: Input and output interfaces including touch and force feedback Computing architecture (with emphasis on the rendering pipeline and task distribution) Object modeling (including physical and behavioral aspects) Programming for virtual reality (WorldToolKit, Java 3D, GHOST, and PeopleShop) An in-depth look at human factors issues, user performance, and sensorial conflict aspects of VR Traditional and emerging VR applications The new edition of Virtual Reality Technology is specifically designed for use as a textbook. Thus, it includes definitions, review questions, and a CD-ROM with video clips that reinforce the topics covered. The CD-ROM also contains a Laboratory Manual with homework and programming assignments in VRML and Java 3D, as follows: Introduction to VRML and Java 3D Sensor and Event Processing VRML and JavaScript Scene Hierarchy, Geometry, and Texture VRML PROTO and Glove Devices Viewpoint Control, Sound, and Haptic Effects The Second Edition will serve as a state-of-the-art resource for both undergraduate and graduate students in engineering, computer science, and other disciplines.

Surfing through Hyperspace Clifford A. Pickover, 2001-05-17 Do a little armchair time-travel, rub elbows with a four-dimensional intelligent life form, or stretch your mind to the furthest corner of an uncharted universe. With this astonishing guidebook, Surfing Through Hyperspace, you need not be a mathematician or an astrophysicist to explore the all-but-unfathomable concepts of hyperspace and higher-dimensional geometry. No subject in mathematics has intrigued both children and adults as much as the idea of a fourth dimension. Philosophers and parapsychologists have meditated on this mysterious space that no one can point to but may be all around us. Yet this extra dimension has a very real, practical value to mathematicians and physicists who use it every day in their calculations. In the tradition of Flatland, and with an infectious enthusiasm, Clifford Pickover tackles the problems inherent in our 3-D brains trying to visualize a 4-D world, muses on the religious implications of the existence of higher-dimensional consciousness, and urges all curious readers to venture into the unexplored territory lying beyond the prison of the obvious. Pickover alternates sections that explain the science of hyperspace with sections that dramatize mind-expanding concepts through a fictional dialogue between two futuristic FBI agents who dabble in the fourth dimension as a matter of national security. This highly accessible and entertaining approach turns an intimidating subject into a scientific game open to all dreamers. Surfing Through Hyperspace concludes with a number of puzzles, computer experiments and formulas for further exploration, inviting readers to extend their minds across this inexhaustibly intriguing scientific terrain.

Virtual Space Lars Qvortrup, J.F. Jensen, E. Kjems, N. Lehmann, C. Madsen, 2011-06-28 Containing the edited research papers resulting from an ambitious, cross-disciplinary research project, this volume examines the spatiality of virtual inhabited 3D worlds - virtual reality and cyberspace. (Three other volumes look at Interaction, Staging and Methodology.) It is about the communication spaces emerging at the Internet and supported by special 3D interfaces. It is also about the virtual spaces created by virtual reality hardware (CAVEs, panoramic screens, head mounted display systems etc.) and software. Virtual Space: Spatiality in Virtual Inhabited 3D Worlds is interdisciplinary. It deals with philosophical, psychological, communicational, technological and aesthetic aspects of space. While philosophy raises the question concerning the ontology of space - what is space - psychology deals with our perception of space. Communication theory looks at the way in which space supports communication (i.e. that space is a medium for communication), and finally aesthetic analyses exemplify the use of virtual space in virtual cities, in museums and in art.

Cosmic Catastrophes J. Craig Wheeler, 2007-01-04 From supernovae and gamma-ray bursts to the accelerating Universe, this is an exploration of the intellectual threads that lead to some of the most exciting ideas in modern astrophysics and cosmology. This fully updated second edition incorporates new material on binary stars, black holes, gamma-ray bursts, worm-holes, quantum gravity and string theory. It covers the origins of stars and their evolution, the mechanisms responsible for supernovae, and their progeny, neutron stars and black holes. It examines the theoretical ideas behind black holes and their manifestation in observational astronomy and presents neutron stars in all their variety known today. This book also covers the physics of the twentieth century, discussing quantum theory and Einstein's gravity, how these two theories collide, and the prospects for their reconciliation in the twenty-first century. This will be essential reading for undergraduate students in astronomy and astrophysics, and an excellent, accessible introduction for a wider audience.

Three-Dimensional Electron Microscopy of Macromolecular Assemblies Joachim Frank, 2006-02-02 Cryoelectron microscopy of biological molecules is among the hottest growth areas in biophysics and structural biology at present, and Frank is arguably the most distinguished practitioner of this art. CryoEM is likely over the next few years to take over much of the structural approaches currently requiring X-ray crystallography, because one can now get good and finely detailed images of single molecules down to as little as 200,000 MW, covering a substantial share of the molecules of greatest biomedical research interest. This book, the successor to an earlier work published in 1996 with Academic Press, is a natural companion work to our forthcoming book on electron crystallography by Robert Glaeser, with contributions by six others, including Frank. A growing number of workers will employ CryoEM for structural studies in their own research, and a large proportion of biomedical researchers will have a growing interest in understanding what the capabilities and limits of this approach are.

Emerging Technologies for 3D Video Frederic Dufaux, Béatrice Pesquet-Popescu, Marco Cagnazzo, 2013-04-22 With the expectation of greatly enhanced user experience, 3D video is widely perceived as the next major advancement in video technology. In order to fulfil the expectation of enhanced user experience, 3D video calls for new technologies addressing efficient content creation, representation/coding, transmission and display. Emerging Technologies for 3D Video will deal with all aspects involved in 3D video systems and services, including content acquisition and creation, data representation and coding, transmission, view synthesis, rendering, display technologies, human perception of depth and quality assessment. Key features: Offers an overview of key existing technologies for 3D video Provides a discussion of advanced research topics and future technologies Reviews relevant standardization efforts Addresses applications and implementation issues Includes contributions from leading researchers The book is a comprehensive guide to 3D video systems and services suitable for all those involved in this field, including engineers, practitioners, researchers as well as professors, graduate and undergraduate students, and managers making technological decisions about 3D video.

Hyperspace Michio Kaku, 1995-02-01 From the renowned theoretical physicist and national bestselling author of The God Equation comes the first book-length exploration of the most exciting development in modern physics: the theory of 10-dimensional space. Among the best of its genre to appear in recent years...What a wonderful adventure it is, trying to think the unthinkable! —The New

York Times Book Review The theory of hyperspace, which Michio Kaku pioneered, may be the leading candidate for the Theory of Everything that Einstein spent the remaining years of his life searching for.

Mathematics and Computation in Music Mariana Montiel, Octavio A. Agustín-Aquino, Francisco Gómez, Jeremy Kastine, Emilio Lluís-Puebla, Brent Milam, 2022-06-03 This book constitutes the thoroughly refereed proceedings of the 8th International Conference on Mathematics and Computation in Music, MCM 2022, held in Atlanta, GA, USA, in June 2022. The 29 full papers and 8 short papers presented were carefully reviewed and selected from 45 submissions. The papers feature research that combines mathematics or computation with music theory, music analysis, composition, and performance. They are organized in Mathematical Scale and Rhythm Theory: Combinatorial, Graph Theoretic, Group Theoretic and Transformational Approaches; Categorical and Algebraic Approaches to Music; Algorithms and Modeling for Music and Music-Related Phenomena; Applications of Mathematics to Musical Analysis; Mathematical Techniques and Microtonality

Dynamic Graphics Statistics Cleveland, 1988-07-08 The essential characteristic of a dynamic graphical method is the direct manipulation of elements of a graph on a computer screen, which in high-performance implementations, the elements change virtually instantaneously on the screen. This book contains a collection of papers about dynamic graphics dating from the late 1960s to 1988. Although technology has advanced considerably, the fundamental ideas about basic graphical principles and data-analytic goals are still relevant today.

Quasicrystals Enrique Maciá-Barber, 2020-12-18 promoting the very notion of quasiperiodic order, and to spur its physical implications and technological capabilities. It, therefore, explores the fundamental aspects of intermetallic, photonic, and phononic quasicrystals, as well as soft-matter quasicrystals, including their intrinsic physical and structural properties. In addition, it thoroughly discusses experimental data and related theoretical approaches to explain them, extending the standard treatment given in most current solid state physics literature. It also explores exciting applications in new technological devices of quasiperiodically ordered systems, including multilayered quasiperiodic systems, along with 2D and 3D designs, whilst outlining new frontiers in quasicrystals research. This book can be used as a reader-friendly introductory text for graduate students, in addition to senior scientists and researchers coming from the fields of physics, chemistry, materials science, and engineering. Key features: • Provides an updated and detailed introduction to the interdisciplinary field of quasicrystals in a tutorial style, considering both fundamental aspects and additional freedom degrees provided by designs based on quasiperiodically ordered materials. • Includes 50 fully worked out exercises with detailed solutions, motivating, and illustrating the different concepts and notions to provide readers with further learning opportunities. • Presents a complete compendium of the current state of the art knowledge of quasicrystalline matter, and outlines future next generation materials based on quasiperiodically ordered designs for their potential use in useful technological devices. Dr. Enrique Maciá-Barber is Professor of condensed matter physics at the Universidad Complutense de Madrid. His research interests include the thermoelectric properties of quasicrystals and DNA biophysics. In 2010 he received the RSEF- BBVA Foundation Excellence Physics Teaching Award. His book Aperiodic Structures in Condensed Matter: Fundamentals and Applications (CRC Press, Boca-Raton, 2009) is one of the Top Selling Physics Books according to YBP Library Services.

Information Visualisation and Virtual Environments Chaomei Chen, 2013-11-11 Linking the two areas together, this book presents the latest research and development, so as to highlight the potential of information visualisation as an enabling technology in the design of new generations of virtual environments. This will be an invaluable source of reference for courses in information visualisation, user interface design, virtual environments, HCI, and information retrieval, as well as a useful resource for consultants and practitioners. The book contains 144 colour images of intriguing and influential works in information visualisation.

Scaling Phenomena in Disordered Systems Roger Pynn, Arne Skjeltorp, 2013-11-21 This volume comprises the proceedings of a NATO Advanced Study Institute held in Geilo, Norway, between 8-19 April 1985. Although the principal support for the meeting was provided by the NATO Committee for Scientific Affairs, a number of additional sponsors also contributed, allowing the assembly of an unusually large number of internationally recognized speakers. Additional funds were received from: EXXON Research and Engineering Co. IBM (Europe) Institutt for energiteknikk (Norway) Institut Laue-Langevin (France) The Norwegian Research Council for Science and Humanities NORDITA (Denmark) The Norwegian Foreign Office The U. S. Army Research, Development and Standardization Group (Europe) The U. S. National Science Foundation - The Norwegian Council for Science and Letters The organizing committee would like to take this opportunity to thank these contributors for their help in promoting a most exciting rewarding meeting. This Study Institute was the eighth of a series of meetings held in Geilo on subjects related to phase transitions. In contrast to previous meetings which were principally concerned with transitions in ordered systems, this school addressed the problems which arise when structural order is absent. The unifying feature among the subjects discussed at the school and the link to themes of earlier meetings was the concept of scaling.

Introduction to Quantum Computing Hiu Yung Wong, 2023-09-07 This textbook introduces quantum computing to readers who do not have much background in linear algebra based on the self-study experience of the author as an engineer. The author targets undergraduate and master students who are willing to spend about 60 -90 hours seriously learning quantum computing. This book is also suitable for self-study and teaching videos for each chapter and more than 200 exercises with answers are provided. Readers will be able to write their program to simulate quantum computing algorithms and run on real quantum computers on IBM-Q. Moreover, unlike books that only give superficial, “hand-waving” explanations, this book uses exact formalism so readers can continue to pursue more advanced topics based on what they learn from this book

Elements of Hypermedia Design: Techniques for Navigation & Visualization in Cyberspace Peter Gloor, 2013-11-11 The hypermedia authoring process has been vividly described in a special issue of the Economist as a combination of writing a book, a play, a film, and a radio or television show: A hypermedia document combines all these elements and adds some of its own. The author's first job is to structure and explain all of the information. The author then must distill the information into brief, descriptive nodes. Each node has to contain a list of the ingredients, and instructions on how the ingredients are mixed together to the greatest advantage. The structure of the material provided is translated into an architectural metaphor of some kind; much of the designer's work is the creation of this imaginary space. Then, the designers must chart the details of what to animate, what to film, who to interview, and how to arrange the information in the space to be built [Eco95a]. This book presents guidelines, tools, and techniques for prospective authors such that they can design better hypermedia documents and applications. It surveys the different techniques used to organize, search, and structure information in a large information system. It then describes the algorithms used to locate, reorganize, and link data to enable navigation and retrieval. It looks in detail at the creation and presentation of certain types of visual information, namely algorithm animations. It introduces new mechanisms for editing audio and video data streams.

Unified Field Fusion Physics Greg Castle,

Natural Language Processing in Action Hannes Hapke, Cole Howard, Hobson Lane, 2019-03-16 Summary Natural Language Processing in Action is your guide to creating machines that understand human language using the power of Python with its ecosystem of packages dedicated to NLP and AI. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Recent advances in deep learning empower applications to understand text and speech with extreme accuracy. The result? Chatbots that can imitate real people, meaningful resume-to-job matches, superb predictive search, and automatically generated document summaries—all at a low cost. New techniques, along with accessible tools like Keras and

TensorFlow, make professional-quality NLP easier than ever before. About the Book Natural Language Processing in Action is your guide to building machines that can read and interpret human language. In it, you'll use readily available Python packages to capture the meaning in text and react accordingly. The book expands traditional NLP approaches to include neural networks, modern deep learning algorithms, and generative techniques as you tackle real-world problems like extracting dates and names, composing text, and answering free-form questions. What's inside Some sentences in this book were written by NLP! Can you guess which ones? Working with Keras, TensorFlow, gensim, and scikit-learn Rule-based and data-based NLP Scalable pipelines About the Reader This book requires a basic understanding of deep learning and intermediate Python skills. About the Author Hobson Lane, Cole Howard, and Hannes Max Hapke are experienced NLP engineers who use these techniques in production. Table of Contents PART 1 - WORDY MACHINES Packets of thought (NLP overview) Build your vocabulary (word tokenization) Math with words (TF-IDF vectors) Finding meaning in word counts (semantic analysis) PART 2 - DEEPER LEARNING (NEURAL NETWORKS) Baby steps with neural networks (perceptrons and backpropagation) Reasoning with word vectors (Word2vec) Getting words in order with convolutional neural networks (CNNs) Loopy (recurrent) neural networks (RNNs) Improving retention with long short-term memory networks Sequence-to-sequence models and attention PART 3 - GETTING REAL (REAL-WORLD NLP CHALLENGES) Information extraction (named entity extraction and question answering) Getting chatty (dialog engines) Scaling up (optimization, parallelization, and batch processing)

Einstein Relatively Simple Ira Mark Egdall,2014-01-06 Outstanding Academic Title for 2014 by CHOICE Einstein Relatively Simple brings together for the first time an exceptionally clear explanation of both special and general relativity. It is for people who always wanted to understand Einstein's ideas but never thought they could. Told with humor, enthusiasm, and rare clarity, this entertaining book reveals how a former high school drop-out revolutionized our understanding of space and time. From E=mc2 and everyday time travel to black holes and the big bang, Einstein Relatively Simple takes us all, regardless of our scientific backgrounds, on a mind-boggling journey through the depths of Einstein's universe. Along the way, we track Einstein through the perils and triumphs of his life — follow his thinking, his logic, and his insights — and chronicle the audacity, imagination, and sheer genius of the man recognized as the greatest scientist of the modern era. In Part I on special relativity we learn how time slows and space shrinks with motion, and how mass and energy are equivalent. Part II on general relativity reveals a cosmos where black holes trap light and stop time, where wormholes form gravitational time machines, where space itself is continually expanding, and where some 13.7 billion years ago our universe was born in the ultimate cosmic event — the Big Bang. Contents:Einstein Discovered: Special Relativity, E = mc2,and Spacetime:From Unknown to RevolutionaryThe Great ConflictThe Two PostulatesA New RealityThe Shrinking of TimeSimultaneity and the Squeezing of SpaceThe World's Most Famous EquationSpacetimeEinstein Revealed: General Relativity, Gravity, and the Cosmos:Einstein's Dream“The Happiest Thought of My Life”The Warping of Space and TimeStitching SpacetimeWhat is Spacetime Curvature?Einstein's MasterpieceThe Universe RevealedIn the Beginning Readership: Adults and young people all over the world who are curious about Einstein and how the universe works. Keywords:Einstein;Relativity;Special Relativity;General Relativity;Spacetime;Big Bang;Black Holes;Expansion of Space;Time Travel;E=mc2;Universe;Cosmos;Time Dilation;Length Contraction;Wormholes;Light Postulate;Length Contraction;Gravitational Time Dilation;Time Warp;Space Warp;Relativity Postulate;Lorentz Transformation;Light Clock;Relativity of Simultaneity;Twins Paradox;Equivalence Principle;Gravity;Spacetime Curvature;Spacetime Interval;Gaussian Co-Ordinates;Geodesic;Momenenergy;The Einstein Equation;Schwarzschild Geometry;Bending of Starlight;Frame Dragging;Cosmic Microwave Background;Geometry of Universe;Flat Universe;Critical Density;Dark Matter;Dark Energy;Future of UniverseKey Features:Einstein Relatively Simple is the definitive book on Einstein's theories for the lay reader — one that is fun to read, comprehensive, and most important, understandableEinstein's ideas are explained in everyday languageThe book devotes eight chapters to special and a full eight chapters to general relativity. Most popular science books give general relativity only a brief mention or ignore it altogetherReviews: “This general relativity theory changed our views on the origin and on the ending (if any) of the universe ... all topics that tickle the imagination of a general public and Egdall, bringing the reader to the point beyond general relativity, does not miss the opportunity to end his guided tour with a sparkling firework of these issues ... it is an entertaining introduction for the layman, that brings the reader a very long way.” The European Mathematical Society “He covers the main topics of special and general relativity in a refreshing, personal way. This is a well-crafted, well-documented text with extensive endnotes, in which a bibliography is embedded. He introduces readers to his own unique entry into this very populous genre. Valuable for inquisitive nonscientists.” CHOICE “I'm crazy about it. It's the best presentation of relativity for non-scientists that I've seen.” Art Hobson Professor Emeritus of Physics University of Arkansas The writing is jovial and energetic and holds the reader's attention. This book is a nice introduction to modern physics, with a great biography of Einstein included. This book is recommended for a lay reader with basic algebra skills; high school and beginning college physics students would find it easily accessible. Zentralblatt MATH

Image - Action - Space Luisa Feiersinger,Kathrin Friedrich,Moritz Queisner,2018-10-08 Screen-based media, such as touch-screens, navigation systems and virtual reality applications merge images and operations. They turn viewing first and foremost into using and reflect the turn towards an active role of the image in guiding a user’s action and perception. From professional environments to everyday life multiple configurations of screens organise working routines, structure interaction, and situate users in space both within and beyond the boundaries of the screen. This volume examines the linking of screen, space, and operation in fields such as remote navigation, architecture, medicine, interface design, and film production asking how the interaction with and through screens structures their users’ action and perception.

Advances in Visual Computing George Bebis,2006

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