

Caterpillar Virtual Product Development Hpc

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Virtual Reality systems enable organizations to cut costs and time, maintain financial and organizational control over the development process, digitally evaluate products before having them created, and allow for greater creative exploration. In this book, VR developers Alan Craig, William Sherman, and Jeffrey Will examine a comprehensive collection of current, unique, and foundational VR applications in a multitude of fields, such as business, science, medicine, art, entertainment, and public safety among others. An insider’s view of what works, what doesn’t work, and why, *Developing Virtual Reality Applications* explores core technical information and background theory as well as the evolution of key applications from their genesis to their most current form. Developmental techniques are cross-referenced between different applications linking information to describe overall VR trends and fundamental best practices. This synergy, coupled with the most up to date research being conducted, provides a hands-on guide for building applications, and an enhanced, panoramic view of VR development. *Developing Virtual Reality Applications* is an indispensable one-stop reference for anyone working in this burgeoning field. Dozens of detailed application descriptions provide practical ideas for VR development in ALL areas of interest! Development techniques are cross referenced between different application areas, providing fundamental best practices!

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Describes the business applications of the supercomputers at Cornell Theory Center, Cornell University; the National Center for Supercomputing Applications at the University of Illinois at Urbana; the Pittsburgh Supercomputing Center at Carnegie Mellon University and the University of Pittsburgh [and] San Diego Supercomputer Center at University of California, San Diego.

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Clayton Christensen
 Dan Schulman
 PayPal
 Klaus Schwab
 Dominic Barton
 Steve Wozniak
 Joichi Ito
 Eric Spiegel
 Brian Fetherstonhaugh
 Paul Polman
 William H. Gates III

Issues for 1973- cover the entire IEEE technical literature.
 Industrial Applications of High-Performance Computing: Best Global Practices offers a global overview of high-performance computing (HPC) for industrial applications, along with a discussion of software challenges, business models, access models (e.g., cloud computing), public-private partnerships, simulation and modeling, visualization, big data analysis, and governmental and industrial influence. Featuring the contributions of leading experts from 11 different countries, this authoritative book: Provides a brief history of the development of the supercomputer Describes the supercomputing environments of various government entities in terms of policy and service models Includes a case study section that addresses more subtle and technical aspects of industrial supercomputing Shows how access to supercomputing matters, and how supercomputing can be used to solve large-scale and complex science and engineering problems Emphasizes the need for collaboration between companies, political organizations, government agencies, and entire nations Industrial Applications of High-Performance Computing: Best Global Practices supplies computer engineers and researchers with a state-of-the-art supercomputing reference. This book also keeps policymakers and industrial decision-makers informed about the economic impact of these powerful technological investments.

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