



Iutam Symposium on Dynamics Modeling and Interaction Control in Virtual and Real Environments: Proceedings of the Iutam Symposium on Dynamics Modeling and Interaction Control in Virtual and Real Environments, Held in Budapest, Hungary,

By-

Springer. Hardcover. Book Condition: New. Hardcover. 314 pages. Dimensions: 9.2in. x 6.3in. x 1.0in. This volume contains the invited papers presented at the IUTAM Symposium on Multibody Dynamics and Interaction Control in Virtual and Real Environments held in Budapest, Hungary, June 711 2010. The symposium aimed to bring together specialists in the fields of multibody system modeling, contactcollision mechanics and control of mechanical systems. The offered topics included modeling aspects, mechanical and mathematical models, the question of neglections and simplifications, reduction of large systems, interaction with environment like air, water and obstacles, contact of all types, control concepts, control stability and optimization. Discussions between experts in these fields made it possible to exchange ideas about the recent advances in multibody system modeling and interaction control, as well as about the possible future trends. The presentations of recent scientific results may facilitate the interaction between scientific areas like systemcontrol engineering and mechanical engineering. Papers on dynamics modeling and interaction control were selected to cover the main areas: mathematical modeling, dynamic analysis, friction modeling, solid and

Reviews

It is an awesome publication which i actually have ever read through. it had been writtern really properly and valuable. I found out this book from my i and dad recommended this pdf to discover.

-- Doyle Schmeler

This book is definitely not simple to begin on studying but quite fun to see. I actually have read and that i am sure that i will gonna read through yet again once again in the foreseeable future. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- Brennan Koelpin