<<技术竞争情报的应用与最佳实践>>

图书基本信息

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作者：谢新洲，李永进　主编

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内容概要

本书内容为“第二届技术创新与技术竞争情报国际会议（2010）”中的优秀论文。
所选论文着重关注技术创新过程中技术竞争情报的实际需求，展示和总结技术竞争情报在技术创新中的实际应用和最佳实践案例，探讨技术竞争情报如何更加充分地发挥情报对创新、经济的推动作用。

作者简介

谢新洲，北京大学新闻与传播学院教授、博士生导师。

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书籍目录

章节摘录

Large-scale computing and data processing technologies throughout the other sub-areas of VR provide the VR system effective operation of the overall security.Computing and data processing technology include data collection,data storage,data transformation and data transmission links.Since the computational complexity of VR systems is high and meanwhile requires higher real-time,computing and data processing capabilities directly determine the efficiency and reliability of VR system operation.Simulation is an experimental technology,creating a complex system computer lab environment to simulate the system operation.In order to give users the most realistic experience in vision,audition and tactus,etc.,the successful VR system should carry the simulation of the physical behavior out in the virtual level.Collision detection is an important technique in system simulation.As the collision detection requires higher real-time and precision,it becomes the technical bottleneck in VR and other real-time simulation system.Collision detection is also an indispensable of one of the key technologies in VR.Three-dimensional(3D)sound technology is an import part of creating the virtual environment.Three-dimensional sound localization technology is the core technology of the three-dimensional virtual sound system.In addition,user interacting with the virtual world by voice is a high-level goal in VR system.Automatic Speech Recognition(ASR)and Text to Speech(TTS)are the key-technology in VR.If combined with ASR and TTS,users may communicate with virtual environment with simple voice,so this technology has the outstanding value in VR environment.Head Mounted Display(HMD)device,widely used in three-dimensional display,is the technology of three-dimensional image capture.Together with the three-dimensional image display technology,it belongs to three-dimensional image technology.In the research,the number of HMD patent is so large that the average citation frequency of selected key-technology patent reaches 141,and clustered as a separate class based on co-citation intrinsic characteristics in clustering analysis.Strictly speaking,in VR,semiconductor light emitting devices and materials technology can be defined as three-dimensional image display technology.Since the average citation frequency of two key-technology patents(US5643826、US5923962)amounts to 756 and their disclosure time is not early(1997,1999),we regard them as crucial and fundamental technologies,shown separately in the article.In the current light emitting devices,organic light-emitting diode(OLED)highlights the advantages and gives good development prospects.According to DisplaySearch's prediction,by 2015,OLED revenues will increase from $591,000,000 in 2008 to 60 billion,with the annual compound growth rate(CAGR)growing to 40%4.In the field of VR technology,OLED in HMD with the carrier of video glasses and portable theater has been widely used.At the same time,OLED in digital soldiers and VR games also has significant advantages.5 Concluding remarks Abundant technology inheritance and development information are contained in patent citations.The method of obtaining valuable technical information from patent citations by using multivariate statistical analysis is simple and easy to operate.This approach allows key technology selection based on patent citation analysis to play a better role in decision support of enterprise technology innovation.Based on co-citation theory of patent citation analysis,the authors mined key technologies of virtual reality through multivariate statistical analysis,and illustrated each sub-area of VR key technologies.

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