1. Record Nr. UNINA9910345981903321

Autore	Hölscher Tonio
Titolo	Krieg und Kunst im antiken Griechenland und Rom : Heldentum, Identität, Herrschaft, Ideologie / / Tonio Hölscher
Pubbl/distr/stampa	Berlin ; ; Boston : , : De Gruyter, , [2019] ©2019
ISBN	3-11-054968-9
Descrizione fisica	1 online resource (x, 374 pages) : illustrations (black and white); digital file(s)
Collana	Münchner Vorlesungen zu Antiken Welten ; ; 4
Disciplina	704.9 938
Soggetti	Bildkunst Heldentum Krieg Political ideology Politische Ideologie heroism visual art war HISTORY / Ancient / General
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Frontmatter -- Vorwort -- Inhalt -- Einleitung -- I. Krieg und Heldentum im archaischen Griechenland: Fragilität und Fragwürdigkeit des Ruhmes -- II. Krieg und Identität im klassischen Griechenland: Denkmäler und mythisches Gedächtnis als Waffen -- III. Krieg und universale Herrschaft von Alexander zu Augustus: Das Pathos von Glorie und Vernichtung in den antiken Monarchien -- IV. Krieg und Ideologie in der römischen Kaiserzeit: Bilder des Sieges zwischen Ereignis und Ritual -- Literatur -- Register
Sommario/riassunto	Bilder des Krieges sind ein dominantes Thema in der griechischen und römischen Kunst. Darstellungen von Kriegertum und Kampf sind visuelle Zeugnisse sozialer Ideale, öffentliche Siegesdenkmäler sind

Faktoren der politischen Herrschaft. Nachdem die Forschung eine große Zahl einzelner Denkmäler und Gattungen von Bildwerken untersucht hat, wird in diesem Buch eine Synthese vorgelegt, in der die unterschiedlichen Konzepte und Wahrnehmungen des Krieges von der griechischen Frühzeit bis zur späten römischen Kaiserzeit kontrastiv gegeneinander gestellt werden. Dabei werden nicht nur die Funktionen der Bildwerke für die explizite Verherrlichung von Sieg und Ruhm dargestellt, sondern vor allem auch die ambivalenten impliziten Triebkräfte untersucht, die der kriegerischen Gewalt als Motivationen zugrunde liegen. In vier Kapiteln wird jeweils eine dieser Motivationen als prägende Kraft in einer Epoche des antiken Kriegswesens vor Augen geführt: Archaisches Griechenland: Glanz und Exzess des kriegerischen Heldentums; Klassisches Griechenland: Impulse und Risiken der politischen Identität; Alexander der Große bis Augustus: Ambition und Manifestation universaler Herrschaft; Römische Kaiserzeit: Imperiale Ideologie und militärische Realität.
Images of war in Greek and Roman art reveal much more than the mere veneration of victory and glory. This book examines ancient Greek and Roman sculpture and memorials to reveal the ambivalent motivating forces that underlie the violence of war to this day: individual heroism, political identity, universal rule, and imperial ideology.

2. Record Nr. UNINA9910783279403321

Titolo	DB2 Cube Views [[electronic resource]] : a primer / / [Corinne Baragoin ... et al.]
Pubbl/distr/stampa	[S.l.], : IBM, International Technical Support Organization, c2003
Edizione	[1st ed.]
Descrizione fisica	xxxvi, 718 p. : ill
Collana	IBM redbooks
Altri autori (Persone)	BaragoinCorinne
Disciplina	005.75/65
Soggetti	Relational databases OLAP technology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"September 2003."
Nota di bibliografia	Includes bibliographical references and index.
Sommario/riassunto	Business Intelligence and OLAP systems are no longer limited to the privileged few business analysts: they are being democratized by being shared with the rank and file employee demanding a Relational Database Management System (RDBMS) that is more OLAP-aware. DB2 Cube Views and its cube model provide DB2 the ability to address multidimensional analysis and become an actor in the OLAP world. This IBM Redbooks publication focuses on the innovative technical functionalities of IBM DB2 Cube Views V8.1 to store multidimensional metadata in DB2 catalog; to build automatically model-based summary tables to speed up query performance; and to provide an advanced API to allow other Business Intelligence partners' tools to benefit from both metadata exchange and improved query performance. This book positions the new functionalities and their benefits, so you can understand and evaluate their applicability in your own Business Intelligence and OLAP system environment. It provides information and examples to help you to get started planning and implementing the new functionalities.

3.	Record Nr.	UNINA9910299901603321
	Autore	Mangia Mauro
	Titolo	Adapted Compressed Sensing for Effective Hardware Implementations : A Design Flow for Signal-Level Optimization of Compressed Sensing Stages / / by Mauro Mangia, Fabio Pareschi, Valerio Cambareri, Riccardo Rovatti, Gianluca Setti
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
	ISBN	3-319-61373-1
	Edizione	[1st ed. 2018.]
	Descrizione fisica	1 online resource (XIV, 319 p. 180 illus., 142 illus. in color.)
	Disciplina	621.3815
	Soggetti	Electronic circuits Signal processing Image processing Speech processing systems Electronics Microelectronics Circuits and Systems Signal, Image and Speech Processing Electronics and Microelectronics, Instrumentation
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references at the end of each chapters.
	Nota di contenuto	Chapter 1. Introduction to Compressed Sensing: Fundamentals and Guarantees -- Chapter 2.How (Well) Compressed Sensing Works in Practice -- Chapter 3. From Universal to Adapted Acquisition: Rake that Signal! -- Chapter 4.The Rakeness Problem with Implementation and Complexity Constraints -- Chapter 5.Generating Raking Matrices: a Fascinating Second-Order Problem -- Chapter 6.Architectures for Compressed Sensing -- Chapter 7.Analog-to-information Conversion -- Chapter 8.Low-complexity Biosignal Compression using Compressed Sensing -- Chapter 9.Security at the analog-to-information interface using Compressed Sensing.
	Sommario/riassunto	This book describes algorithmic methods and hardware implementations that aim to help realize the promise of Compressed

Sensing (CS), namely the ability to reconstruct high-dimensional signals from a properly chosen low-dimensional “portrait”. The authors describe a design flow and some low-resource physical realizations of sensing systems based on CS. They highlight the pros and cons of several design choices from a pragmatic point of view, and show how a lightweight and mild but effective form of adaptation to the target signals can be the key to consistent resource saving. The basic principle of the devised design flow can be applied to almost any CS-based sensing system, including analog-to-information converters, and has been proven to fit an extremely diverse set of applications. Many practical aspects required to put a CS-based sensing system to work are also addressed, including saturation, quantization, and leakage phenomena.