

1. Record Nr.	UNINA9910452461203321
Autore	Squartriti Paolo <1963->
Titolo	Landscape and change in early medieval Italy : chestnuts, economy, and culture / / Paolo Squartriti [[electronic resource]]
Pubbl/distr/stampa	Cambridge : , : Cambridge University Press, , 2013
ISBN	1-107-24172-3 1-139-89155-3 1-316-63320-9 1-107-24874-4 1-107-25040-4 1-107-25123-0 1-107-24791-8 1-139-54075-0 1-107-24957-0
Descrizione fisica	1 online resource (xiii, 236 pages) : digital, PDF file(s)
Disciplina	712.0937
Soggetti	Chestnut - Italy - History - To 1500 Chestnut - Social aspects - Italy - History - To 1500 Chestnut - Economic aspects - Italy - History - To 1500 Landscapes - Italy - History - To 1500 Landscape changes - Italy - History - To 1500 Land use - Italy - History - To 1500 Italy History 476-1268 Italy Economic conditions Italy Environmental conditions
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from publisher's bibliographic system (viewed on 05 Oct 2015).
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction: Trees, Woods, and Chestnuts in Early Medieval Italy -- A Natural History of the Chestnut -- The Triumph of a Tree -- The Poetics of the Chestnut in the Early Middle Ages -- Chestnuts in Early Medieval Campania -- Chestnuts in the Po Valley -- Conclusion: Giovanni Pascoli and the Old Chestnut -- Glossary.

**Sommario/riassunto**

This innovative environmental history of the long-lived European chestnut tree and its woods offers valuable new perspectives on the human transition from the Roman to the medieval world in Italy. Integrating evidence from botanical and literary sources, individual charters and case studies of specific communities, the book traces fluctuations in the size and location of Italian chestnut woods to expose how early medieval societies changed their land use between the fourth and eleventh centuries, and in the process changed themselves. As the chestnut tree gained popularity in late antiquity and became a valuable commodity by the end of the first millennium, this study brings to life the economic and cultural transition from a Roman Italy of cities, agricultural surpluses and markets to a medieval Italy of villages and subsistence farming.

**2. Record Nr.****Titolo**

UNISA996465590403316

Advances in Neural Networks – ISNN 2019 [[electronic resource]] : 16th International Symposium on Neural Networks, ISNN 2019, Moscow, Russia, July 10–12, 2019, Proceedings, Part II // edited by Huchuan Lu, Huajin Tang, Zhanshan Wang

**Pubbl/distr/stampa**

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**ISBN**

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**Edizione**

[1st ed. 2019.]

**Descrizione fisica**

1 online resource (XXI, 615 p. 322 illus., 201 illus. in color.)

**Collana**

Theoretical Computer Science and General Issues, , 2512-2029 ; ; 11555

**Disciplina**

006.3

**Soggetti**

Artificial intelligence  
Computer vision  
Numerical analysis  
Data mining  
Computer science—Mathematics  
Algorithms  
Artificial Intelligence  
Computer Vision  
Numerical Analysis  
Data Mining and Knowledge Discovery  
Mathematical Applications in Computer Science

**Lingua di pubblicazione**

Inglese

Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Learning System, Graph Model, and Adversarial Learning -- Time Series Analysis, Dynamic Prediction, and Uncertain Estimation -- Model Optimization, Bayesian Learning, and Clustering -- Game Theory, Stability Analysis, and Control Method -- Signal Processing, Industrial Application, and Data Generation -- Image Recognition, Scene Understanding, and Video Analysis -- Bio-signal, Biomedical Engineering, and Hardware.
Sommario/riassunto	This two-volume set LNCS 11554 and 11555 constitutes the refereed proceedings of the 16th International Symposium on Neural Networks, ISNN 2019, held in Moscow, Russia, in July 2019. The 111 papers presented in the two volumes were carefully reviewed and selected from numerous submissions. The papers were organized in topical sections named: Learning System, Graph Model, and Adversarial Learning; Time Series Analysis, Dynamic Prediction, and Uncertain Estimation; Model Optimization, Bayesian Learning, and Clustering; Game Theory, Stability Analysis, and Control Method; Signal Processing, Industrial Application, and Data Generation; Image Recognition, Scene Understanding, and Video Analysis; Bio-signal, Biomedical Engineering, and Hardware. .