1. Record Nr. UNINA9910461973203321

Autore	Canuel Mark
Titolo	Justice, Dissent, and the Sublime / Mark Canuel
Pubbl/distr/stampa	Baltimore : , : Johns Hopkins University Press, , 2012 ©2012
ISBN	1-4214-0609-8
Descrizione fisica	1 online resource (186 p.)
Disciplina	820.9/007
Soggetti	Romanticism - Great Britain Sublime, The, in literature Justice in literature English literature - 19th century - History and criticism English literature - 18th century - History and criticism Aesthetics in literature Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Beautiful people -- Doing justice in aesthetics -- The reparative impulse -- Biopolitics and the sublime -- Aesthetics and animal theory.

2.

Record Nr.	UNINA9910671920203321
Autore	Perez Chavez Jose
Titolo	Beneficios que se contienen en las disposiciones fiscales : analisis practico / / Jose Perez Chavez, Raymundo Fol Olguin
Pubbl/distr/stampa	Ciudad de Mexico : , : Tax Editores Unidos, , 2021
ISBN	607-629-643-7
Edizione	[segunda edicion.]
Descrizione fisica	1 recurso en linea (498 paginas)
Disciplina	336.72
Soggetti	Taxation - Law and Legislation - Mexico Taxation - Mexico Contribuciones - Mexico Derecho fiscal - Mexico Libros electronicos.
Lingua di pubblicazione	Spagnolo
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Incluye indice. Subtitulo obtenido de la portada.

3.	Record Nr.	UNISA996490358203316
	Titolo	Networked systems : 10th International Conference, NETYS 2022, Virtual event, May 17-19, 2022, Proceedings / / edited by Mohammed-Amine Koulali and Mira Mezini
	Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2022] ©2022
	ISBN	3-031-17436-4
	Descrizione fisica	1 online resource (323 pages)
	Collana	Lecture Notes in Computer Science ; ; v.13464
	Disciplina	004.6782
	Soggetti	Computer networks Cloud computing
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Intro -- Preface -- Organization -- Contents -- Distributed System -- A Snapshot-Based Introduction to the Linearizability Hierarchy -- 1 Objects and Concurrency: A Short Historical View -- 2 Base Underlying Model -- 3 Linearizability -- 4 Set-Linearizability -- 5 Interval-Linearizability -- 6 Conclusion -- References -- Varda: A Framework for Compositional Distributed Programming -- 1 Introduction -- 2 Programming Model -- 2.1 Concepts -- 2.2 Components -- 2.3 Interaction Interface -- 2.4 Orchestration Logic -- 2.5 Example: A Minimal Key-Value Store -- 3 Interception -- 3.1 What is Interception? -- 3.2 Example: A Sharded Key-Value Store -- 3.3 Expressing Interception -- 4 Related Work -- 4.1 Programming Languages -- 4.2 Interface Description Languages -- 4.3 Composition Framework -- 4.4 Dynamic Interception -- 5 Conclusion -- References -- Recycling Memory in Recoverable Mutex Locks -- 1 Introduction -- 2 Background -- 3 RMR-Efficient Memory Reclamation -- 4 Conclusion -- References -- Distributed Blockchain Price Oracle -- 1 Introduction -- 2 Model -- 3 Decentralized Price Oracle Problem -- 4 PoWacle Protocol Overview -- 5 Protocol Detailed Description -- 5.1 The Smart Contract (C) -- 5.2 The Oracle Network -- 6 Analysis -- 7 Conclusions -- References -- FEBR: Expert-Based Recommendation Framework for Beneficial and Personalized Content -- 1 Introduction -- 1.1 Problem Statement --

1.2 Contributions -- 1.3 Motivation and Overview of Our Solution -- 1.4 Research Scope and Delimitation -- 2 Related Works -- 3 Preliminaries -- 4 Proposed Bi-component FEBR Framework -- 4.1 Expert AL/IRL Component -- 4.2 User RL Recommendation Component -- 5 Experimental Design and Setting -- 5.1 Quality Model -- 5.2 Configurable Evaluation Model -- 5.3 State Dataset Ds -- 5.4 Baseline Recommendation Approaches -- 5.5 Evaluation Metrics -- 5.6 Settings. 6 Experimental Results -- 7 Conclusion -- References -- Bird@Edge: Bird Species Recognition at the Edge -- 1 Introduction -- 2 Related Work -- 2.1 Bird Species Recognition -- 2.2 Edge AI for Biodiversity Monitoring -- 3 Bird@Edge -- 3.1 Bird@Edge Hardware -- 3.2 Bird@Edge Software -- 4 Recognizing Bird Species in Soundscapes -- 4.1 Audio Preprocessing -- 4.2 Neural Network Architecture -- 4.3 Optimizing the Neural Network for Edge Devices -- 4.4 Inference -- 5 Experimental Evaluation -- 5.1 Bird Species Recognition Quality and Execution Speed -- 5.2 Visualization of Bird Species Recognition Results -- 5.3 Power Consumption -- 6 Conclusion -- References -- Solvability of Byzantine Fault-Tolerant Causal Ordering Problems -- 1 Introduction -- 2 Previous Work -- 3 System Model -- 4 Attacks Due to Byzantine Behaviour -- 4.1 Artificial Boosting Attack -- 4.2 Safety Violation Attack -- 5 Results for Unicasts -- 5.1 Results for Unicasts Allowing Digital Signatures -- 6 Results for Broadcasts -- 7 Byzantine Causal Multicast (BCM) -- 8 Discussion -- References -- Relaxed Reliable Broadcast for Decentralized Trust -- 1 Introduction -- 2 System Model -- 2.1 Processes -- 2.2 Executions and Failures -- 2.3 Channels and Digital Signatures -- 2.4 Decentralized Trust -- 3 The Broadcast Primitive -- 4 Bounds for k-Consistent Broadcast Protocol -- 4.1 A Graph Representation of Executions -- 4.2 Lower Bound on k -- 5 Accountable Algorithm for Relaxed Broadcast -- 6 Related Work -- 7 Concluding Remarks -- References -- A Self-stabilizing Minimum Average Stretch Spanning Tree Construction -- 1 Introduction and Related Work -- 2 Preliminaries and Model -- 2.1 Model -- 3 Distributed Cluster Tree -- 4 The Self-stabilizing Construction -- 4.1 Proposed Approach Overview -- 4.2 Notations and Variables -- 4.3 Building a Self-stabilizing Low Stretch Tree -- 4.4 Working. 4.5 Analysis -- 4.6 Partial Correctness -- 4.7 Termination -- 5 Conclusion and Future Work -- References -- Analysis of Interactions Among Infrastructure Provider Fronting Content Provider -- 1 Introduction -- 2 Problem Modeling -- 3 Stackelberg Game Modelling -- 4 Price Game -- 4.1 Game Formulation -- 4.2 Game Analysis -- 4.3 Learning Nash Equilibrium -- 5 Numerical Investigation -- 6 Conclusion -- References -- Networking -- An Eventually Perfect Failure Detector on ADD Channels Using Clustering -- 1 Introduction -- 1.1 Context -- 1.2 Motivation -- 1.3 Contribution -- 2 Background -- 2.1 Eventually Perfect Failure Detectors -- 2.2 ADD Channels -- 2.3 Heartbeat and Time-to-Live -- 2.4 Group Membership and Clustering -- 2.5 Superpositioning -- 3 Algorithm -- 3.1 Overview -- 3.2 Description -- 3.3 Layers of Superpositioning -- 3.4 Layer 1: Heartbeat - Leader -- 3.5 Layer 2: Overlay Network Message Forwarding -- 3.6 Layer 3: Leader Notification -- 3.7 Layer 4: Leader Election -- 3.8 Layer 5: Heartbeat - Cluster -- 4 Overlay Network -- 4.1 The Network Graph bold0mu mumu G(t)G(t)2005/06/28 ver: 1.3 subfig packageG(t)G(t)G(t) G(t) -- 4.2 Overlay Network Relation -- 5 Proof of P -- 5.1 Proof Outline -- 5.2 Proof of Overlay Network Model -- 5.3 P -- 6 Complexity -- 6.1 Leader Election Complexity -- 7 Experimental Results -- 8 Conclusion -- References -- Making CSMA Collision-Free and Stable Using Collaborative Indexing -- 1 Introduction -- 2 Related Work -- 3 CSMA with Collaborative Indexing (CSMA/CI) -- 3.1

Information Stored and Maintained -- 3.2 Initializing the Shared Index -- 3.3 Providing Join-Index Turns in Index Cycles -- 3.4 Sending Data Packets in Index Cycles -- 3.5 Handling Errors, Node Failures, and Nodes Leaving and Joining the Network -- 4 Throughput of CSMA/CI -- 5 Performance Comparison -- 5.1 Throughput Results from Analytical Model.
5.2 Results from Simulation Experiments -- 6 Conclusions -- References -- ProgDTN: Programmable Disruption-Tolerant Networking -- 1 Introduction -- 2 Related Work -- 3 ProgDTN Design -- 3.1 DTN Fundamentals -- 3.2 System Requirements -- 3.3 Context Information -- 3.4 ProgDTN Architecture -- 4 ProgDTN Implementation -- 4.1 Using JavaScript for Programmable Routing -- 4.2 Programmable Routing Decisions -- 4.3 Providing Context -- 5 Experimental Evaluation -- 5.1 Emulation Environment -- 5.2 Results -- 6 Conclusion -- References -- Distributed Oracle for Estimating Global Network Delay with Known Error Bounds -- 1 Introduction -- 2 Model -- 2.1 Processes and Communication -- 2.2 Channel Delay Oracle -- 3 Problem Statement -- 4 Solving GDBE for Crash Failures -- 4.1 Algorithm -- 5 Solving GDBE for Byzantine Failures -- 5.1 Lower Bound -- 5.2 Upper Bound -- 5.3 Algorithm -- 5.4 Implementing Consensus with GDBE -- 5.5 Correctness Proof -- 6 Related Work -- 7 Conclusions -- A Implementing Consensus with GDBE -- A.1 Synchronizer -- A.2 Correctness Proof -- References -- Mechanical Energy Minimization UAV-Mounted Base Station Path Plan for Public Safety Communication -- 1 Introduction -- 1.1 Literature Review -- 2 Problem Formulation -- 2.1 Flight Altitude -- 2.2 Feeder UAV Propulsion Energy Requirement -- 3 The Proposed Solution -- 3.1 Ant Colony Optimization ACO -- 3.2 Metropolis-Hasting Algorithm -- 4 Numerical Results -- 5 Conclusion -- References -- Dynamics Analysis for a Duopoly Game with Bounded Rationality in Cognitive Radio Network -- 1 Introduction -- 2 Related Works -- 3 System Model and Assumption -- 4 Dynamics of Spectrum Allocation Game with Bounded Rationality -- 4.1 Equilibrium Points and Local Stability -- 5 Performance Evaluation -- 5.1 Cognitive Radio Environment -- 5.2 Dynamic Behavior -- 5.3 Bifurcation Diagram.
5.4 Nash Equilibrium Stability Domain -- 5.5 Nash Equilibrium Global Stability -- 6 Conclusion -- References -- IoT Based Prediction of Active and Passive Earth Pressure Coefficients Using Artificial Neural Networks -- 1 Introduction -- 2 IoT Based Prediction System Architecture -- 2.1 Presentation of the Model -- 2.2 Dataset Description -- 3 Experiments and Results -- 4 Conclusion -- References -- Verification -- Applying Custom Patterns in Semantic Equality Analysis -- 1 Introduction -- 1.1 Related Work -- 2 Pattern-Based Analysis of Semantic Equality -- 2.1 Program Representation -- 2.2 Analysis of Function Equality -- 3 Representation of Custom Change Patterns -- 3.1 Formal Definition of Custom Change Patterns -- 3.2 Encoding Change Patterns with LLVM IR -- 4 Custom Change Pattern Matching -- 4.1 Pattern Detection -- 4.2 Determining Successor Synchronisation Points -- 4.3 Semantic Equality Detection -- 4.4 Updating the Variable Mapping -- 5 Implementation and Evaluation -- 6 Conclusions and Future Work -- A Patterns Used in Experiments -- References -- Verifying Reachability for TSO Programs with Dynamic Thread Creation -- 1 Introduction -- 2 Preliminaries -- 3 Total Store Order -- 4 Load-Buffer Semantics for TSO with Thread Creation -- 5 Well-Structured Transition Systems -- 6 The Decidability of the LB Reachability Problem -- 7 Conclusion -- References -- Security -- Chromatic and Spatial Analysis of One-Pixel Attacks Against an Image Classifier -- 1 Introduction -- 2 Methods -- 2.1 Data Source -- 2.2