

1. Record Nr.	UNINA9910298512403321
Titolo	Evolutionary Governance Theory : Theory and Applications // edited by Raoul Beunen, Kristof Van Assche, Martijn Duineveld
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2015
ISBN	3-319-12274-6
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (339 p.)
Disciplina	330 330.15
Soggetti	Public administration Political science Corporate governance Development economics Sociology Environmental management Public Administration Political Science Corporate Governance Development Economics Knowledge - Discourse Environmental Management
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Part I: Introduction -- Part II: Configurations of Actors and Institutions -- Part III: Configurations of Power/Knowledge -- Part IV: Case Studies -- Part V: Conclusions -- Glossary.
Sommario/riassunto	This volume presents empirical studies and theoretical reflections on Evolutionary Governance Theory (EGT), its most important concepts and their interrelations. As a novel theory of governance, EGT understands governance as radically evolutionary, which implies that all elements of governance are subject to evolution, that these elements co-evolve and that many of them are the product of governance itself. Through this

book we learn how communities understand themselves and their environment and why they create the complex structures and processes we analyze as governance paths. Authors from different disciplines develop the EGT framework further and apply it to a wide range of governance issues that cover topics such as welfare state governance, networks of power, governance of agricultural resources etc. The contributors also reflect on the possibilities and limitations of steering, intervention, management and development in a world continuously in flux. It bridges the gap between more fundamental and philosophical accounts of the social sciences and applied studies, offering theoretical advancement as well as practical recommendations.

2. Record Nr.	UNINA9910483847003321
Titolo	Graph-Theoretic Concepts in Computer Science : 40th International Workshop, WG 2014, Nouan-le-Fuzelier, France, June 25-27, 2014. Revised Selected Papers // edited by Dieter Kratsch, Ioan Todinca
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2014
ISBN	3-319-12340-8
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (XI, 422 p. 81 illus.)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 8747
Disciplina	511.5
Soggetti	Computer science - Mathematics Discrete mathematics Algorithms Artificial intelligence - Data processing Geometry Discrete Mathematics in Computer Science Data Science
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	Design and analysis of sequential, parallel, randomized, parameterized and distributed graph and network algorithms -- Structural graph

theory with algorithmic or complexity applications -- Computational complexity of graph and network problems -- Graph grammars, graph rewriting systems and graph modeling -- Graph drawing and layouts -- Computational geometry -- Random graphs and models of the web and scale-free networks -- Support of these concepts by suitable implementations and applications.

Sommario/riassunto

This book constitutes the thoroughly refereed post-conference proceedings of the 40th International Workshop on Graph-Theoretic Concepts in Computer Science, WG 2014, held in Nouan-le-Fuzelier, France, in June 2014. The 32 revised full papers presented were carefully reviewed and selected from 80 submissions. The book also includes two invited papers. The papers cover a wide range of topics in graph theory related to computer science, such as design and analysis of sequential, parallel, randomized, parameterized and distributed graph and network algorithms; structural graph theory with algorithmic or complexity applications; computational complexity of graph and network problems; graph grammars, graph rewriting systems and graph modeling; graph drawing and layouts; computational geometry; random graphs and models of the web and scale-free networks; and support of these concepts by suitable implementations and applications.
