1. Record Nr. UNINA9910484832603321 Autore Chen Guanrong Titolo Naming Game: Models, Simulations and Analysis / / by Guanrong Chen, Yang Lou Pubbl/distr/stampa Cham:,: Springer International Publishing:,: Imprint: Springer,, 2019 **ISBN** 3-030-05243-5 Edizione [1st ed. 2019.] Descrizione fisica 1 online resource (165 pages) Collana Emergence, Complexity and Computation, , 2194-7287;; 34 519.3 Disciplina Soggetti Computational intelligence Computational linguistics Artificial intelligence Computational Intelligence Computational Linguistics Artificial Intelligence Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Introduction -- Preliminaries -- Finite-Memory Naming Game --Nota di contenuto Naming Game with Multi-Hearers or Group Discussions --Communications with Learning Errors. . Sommario/riassunto This book provides a gradual introduction to the naming game, starting from the minimal naming game, where the agents have infinite memories (Chapter 2), before moving on to various new and advanced settings: the naming game with agents possessing finite-sized memories (Chapter 3); the naming game with group discussions (Chapter 4); the naming game with learning errors in communications (Chapter 5); the naming game on multi-community networks (Chapter 6); the naming game with multiple words or sentences (Chapter 7); and the naming game with multiple languages (Chapter 8). Presenting the authors' own research findings and developments, the book provides a solid foundation for future advances. This self-study resource is intended for researchers, practitioners, graduate and

undergraduate students in the fields of computer science, network science, linguistics, data engineering, statistical physics, social science

ar	nd applied mathematics.	