

1. Record Nr.	UNINA9910780214403321
Autore	Alpern Steve <1948->
Titolo	The theory of search games and rendezvous [[electronic resource] /] / by Steve Alpern, Shmuel Gal
Pubbl/distr/stampa	Boston, : Kluwer Academic Publishers, c2003
ISBN	1-4020-60847-1 97890481208478 0-306-48212-6
Edizione	[1st ed. 2003.]
Descrizione fisica	1 online resource (336 p.)
Collana	International series in operations research & management science ; ; 55
Altri autori (Persone)	GalShmuel
Disciplina	003
Soggetti	Search theory Game theory
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 (p. [303]-315) and index.
Nota di contenuto	Search Games -- to Search Games -- Search Games in Compact Spaces -- General Framework -- Search for an Immobile Hider -- Search for a Mobile Hider -- Miscellaneous Search Games -- Search Games in Unbounded Domains -- General Framework -- On Minimax Properties of Geometric Trajectories -- Search on the Infinite Line -- Star and Plan Search -- Rendezvous Search -- to Rendezvous Search -- Elementary Results and Examples -- Rendezvous Search on Compact Spaces -- Rendezvous Values of a Compact Symmetric Region -- Rendezvous on Labeled Networks -- Asymmetric Rendezvous on an Unlabeled Circle -- Rendezvous on a Graph -- Rendezvous Search on Unbounded Domains -- Asymmetric Rendezvous on the Line (ARPL) -- Other Rendezvous Problems on the Line -- Rendezvous in Higher Dimensions.
Sommario/riassunto	Search Theory is one of the original disciplines within the field of Operations Research. It deals with the problem faced by a Searcher who wishes to minimize the time required to find a hidden object, or "target." The Searcher chooses a path in the "search space" and finds the target when he is sufficiently close to it. Traditionally, the target is assumed to have no motives of its own regarding when it is found; it is simply stationary and hidden according to a known distribution (e. g. ,

oil), or its motion is determined stochastically by known rules (e. g. , a fox in a forest). The problems dealt with in this book assume, on the contrary, that the “target” is an independent player of equal status to the Searcher, who cares about when he is found. We consider two possible motives of the target, and divide the book accordingly. Book I considers the zero-sum game that results when the target (here called the Hider) does not want to be found. Such problems have been called Search Games (with the “ze- sum” qualifier understood). Book II considers the opposite motive of the target, namely, that he wants to be found. In this case the Searcher and the Hider can be thought of as a team of agents (simply called Player I and Player II) with identical aims, and the coordination problem they jointly face is called the Rendezvous Search Problem.

2. Record Nr.

Autore

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Titolo

Levine Lee I

Pubbl/distr/stampa

The ancient synagogue : the first thousand years // Lee I. Levine

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Edizione

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Soggetti

Synagogues - History - To 1500

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Judaism - History - Talmudic period, 10-425

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Nota di bibliografia

Includes bibliographical references and indexes.

Nota di contenuto

Frontmatter -- PREFACE TO THE SECOND EDITION -- PREFACE TO THE FIRST EDITION -- CHRONOLOGY -- one INTRODUCTION -- two ORIGINS -- three PRE-70 JUDAEA -- four THE PRE-70 DIASPORA -- five

THE SECOND TEMPLE SYNAGOGUE-ITS ROLE AND FUNCTIONS -- six  
LATE ROMAN PALESTINE (70-FOURTH CENTURY C.E.) -- seven  
BYZANTINE PALESTINE -- eight DIASPORA SYNAGOGUES -- nine THE  
BUILDING -- ten THE COMMUNAL DIMENSION -- eleven LEADERSHIP --  
twelve THE PATRIARCH (NASI) AND THE SYNAGOGUE -- thirteen THE  
SAGES AND THE SYNAGOGUE -- fourteen WOMEN IN THE SYNAGOGUE  
-- fifteen PRIESTS -- sixteen LITURGY -- seventeen ICONOGRAPHY:  
THE LIMITS OF INTERPRETATION -- eighteen DIACHRONIC AND  
SYNCHRONIC DIMENSIONS-THE SYNAGOGUE IN CONTEXT -- nineteen  
EPILOGUE -- GLOSSARY -- ABBREVIATIONS -- BIBLIOGRAPHY --  
ILLUSTRATION CREDITS -- SOURCE INDEX -- SUBJECT INDEX

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#### Sommario/riassunto

The synagogue was one of the most central and revolutionary institutions of ancient Judaism, leaving an indelible mark on Christianity and Islam as well. This commanding book provides an in-depth and comprehensive history of the synagogue from the Hellenistic period to the end of late antiquity. Drawing exhaustively on archeological evidence and on such literary sources as rabbinic material, the New Testament, Jewish writings of the Second Temple period, and Christian and pagan works, Lee Levine traces the development of the synagogue from what was essentially a communal institution to one which came to embody a distinctively religious profile. Exploring its history in the Greco-Roman and Byzantine periods in both Palestine and the Diaspora, he describes the synagogue's basic features: its physical remains; its role in the community; its leadership; the roles of rabbis, Patriarchs, women, and priests in its operation; its liturgy; and its art. What emerges is a fascinating mosaic of a dynamic institution that succeeded in integrating patterns of social and religious behavior from the contemporary non-Jewish society while maintaining a distinctively Jewish character.

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