

1. Record Nr.	UNINA9910496042503321
Autore	Arbogas Rose-Marie
Titolo	Le plateau de Mondeville (Calvados) : Du Néolithique à l'âge du Bronze // Antoine Chancerel, Cyril Marcigny, Emmanuel Ghesquière
Pubbl/distr/stampa	Paris, : Éditions de la Maison des sciences de l'homme, 2020
ISBN	2-7351-2647-1
Descrizione fisica	1 online resource (197 p.)
Collana	Documents d'archéologie française
Altri autori (Persone)	ArbogastRose-Marie Besnard-VauterinChris-Cécile BlanchetJean-Claude CamuzardJean-Pierre ChancerelAntoine Clément-SauleauStéphanie CollillieuxMontserrat CollillieuxMontserrat Dietsch-SellamiMarie-France DupretLionel Dupret Jean Le GallLionel GhesquièreEmmanuel GuillonMark LepaumierHubert Le GallJean MarcignyCyril MarguerieDominique MarinvalPhilippe ParthenayDominique PellerinJoël RenaultValérie San JuanGuy SavaryXavier VerneyAntoine
Soggetti	Archaeology Bronze ancien Bronze moyen Deverel-Rimbury Villeneuve-Saint-Germain maison danubienne silo

Néolithique
enclos
Campaniforme

Lingua di pubblicazione

Francese

Formato

Materiale a stampa

Livello bibliografico

Monografia

Sommario/riassunto

Durant les années quatre-vingts et au début de la décennie suivante, les territoires des communes de Mondeville, Grentheville, Cormelles-le-Royal et Giberville, dans le Calvados, ont fait l'objet de vastes opérations d'archéologie préventive. Quelques années après la fin des travaux, les résultats acquis sont considérables. En nous permettant de raisonner sur des surfaces de plusieurs centaines d'hectares, les recherches présentées dans cet ouvrage nous autorisent à aborder une véritable archéologie du territoire, depuis la mise en place des premières communautés de paysans jusqu'aux métallurgistes de la fin de l'âge du Bronze et du début du premier âge du Fer, soit sur une période de près de 5 000 ans. Nous voyons des habitants se fixer, évoluer lentement et modeler progressivement l'occupation de la plaine. En mettant en évidence les relations que la Normandie entretient avec l'Armorique, le Bassin parisien et les îles Britanniques, cette étude nous permet de comprendre le développement et la diffusion des différentes cultures régionales et de restituer la pré- et protohistoire de cette partie de la plaine de Caen. In the 1980s and early 1990s, the municipalities of Mondeville, Grentheville, Cormelles-le-Royal and Giberville in the Calvados area of Normandy were the focus for a vast campaign of "préventive" (rescue) archeology. A few years after the close of the excavations, a considerable body of findings has amassed. By allowing us to consider areas several hundred hectares in extent, the research presented in the present volume paves the way for a full-scale approach to territorial archeology, from the emergence of the first farming communities to the metalworkers of the Late Bronze Age and Early Iron Age — a period of almost 5,000 years. We can observe the inhabitants settling, evolving slowly and progressively shaping the occupation of the plateau. By highlighting the relationships between Normandy and Brittany, the Paris Basin and the British Isles, the...

2. Record Nr.	UNINA9910785602803321
Titolo	Experimental semiotics [[electronic resource]] : studies on the emergence and evolution of human communication // edited by Bruno Galantucci, Simon Garrod
Pubbl/distr/stampa	Amsterdam ; ; Philadelphia, : John Benjamins Pub. Co., 2012
ISBN	1-283-59426-9 9786613906717 90-272-7369-3
Descrizione fisica	1 online resource (167 p.)
Collana	Benjamins current topics ; ; v. 45
Altri autori (Persone)	GalantucciBruno GarrodS. C (Simon C.)
Disciplina	302.2/2
Soggetti	Semiotics Communication models Interpersonal communication Nonverbal communication
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 and index.
Nota di contenuto	Experimental Semiotics; Editorial page; Title page; LCC data; Table of contents; Experimental semiotics; 1. Experimental semiotics: Recent past of a growing discipline; 2. Summary of contributions in this volume; 3. Future directions; Notes; References; Systematicity and arbitrariness in novel communication systems; 1. Introduction; 2. Previous work; 3. Current approach; 4. Experiment; 4.1 Participants; 4.2 Apparatus; 4.3 Stimuli; 4.4 Rules of the game; 4.5 Procedure; 5. Results: An example sign system; 6. Results: Systematicity; 6.1 Measuring systematicity; 6.2 Coding for systematicity 6.3 Reliability6.4 Results; 6.5 Systematicity discussion; 7. Results: Arbitrariness; 7.1 Procedure; 7.2 Results; 7.3 Arbitrariness discussion; 8. Final discussion; Acknowledgments; Notes; References; Appendix A: Instructions to participants; Appendix B: Instructions for coding systematicity; Can iterated learning explain the emergence of graphical symbols?; 1. Introduction; 2. Theoretical approaches to the evolution of language; 3. Experiments on the evolution of graphical communication;

4. Comparing iterated learning with interactive communication; 4.1 Experiment; 4.2 Participants
4.3 Task and procedure 4.4 Results; 4.4.1 Identification accuracy; 4.4.2 Complexity; 4.4.3 Convergence of signs; 4.5 Discussion; 5. General discussion and conclusions; Acknowledgements; Notes; References; Exploring the cognitive infrastructure of communication; 1. Introduction; 2. The role of conventions; 3. The present study; 4. The Tacit Communication Game; 5. Experiment 1; 5.1 Method; 5.1.1 Participants; 5.1.2 Equipment; 5.1.3 Procedure; 5.1.4 Materials; 5.2 Results; 6. Experiment 2; 6.1 Method; 6.1.1 Participants; 6.1.2 Equipment; 6.1.3 Procedure; 6.1.4 Materials; 6.2 Results
6.3 TCG communication strategies 7. Experiment 3; 7.1 Method; 7.1.1 Participants; 7.1.2 Equipment; 7.1.3 Procedure; 7.1.4 Training; 7.1.5 Materials; 7.2 Results; 8. Summary and conclusions; Acknowledgments; Notes; References; The evolution of communication: Humans may be exceptional; 1. Introduction; 2. The nature of communication; and the two-step hypothesis of its emergence; 3. Three case studies of the emergence of communication; 3.1 Simulated Khepera robots; 3.2 The evolution of animal signals; 3.3 Ontogenetic ritualisation; 4. The Embodied Communication Game; 5. Discussion
AcknowledgementsReferences; The effects of rapidity of fading on communication systems; 1. Method; 1.1 The game; 1.2 Participants; 2. Results; 2.1 Performance; 2.2 Communicative power; 2.3 Form recombination; 3. Discussion; Notes; References; Investigating how cultural transmission leads to the appearance of design without a designer in human communication systems; 1. Introduction; 2. Design without a designer; 3. Iterated language learning; 4. General methodology; 5. Recent studies; 5.1 The data bottleneck; 5.2 The memory bottleneck; 5.3 Another kind of bottleneck: Forcing expressivity
5.4 Increasing early transmission fidelity

Sommario/riassunto

In the early twentieth century, Ferdinand de Saussure envisioned "a science which studies the role of signs as part of social life". About a century later, a science has emerged that is very much in the spirit of that envisioned by de Saussure. Researchers who are developing this science, which has been labeled Experimental Semiotics, conduct controlled studies in which human adults develop novel communication systems or impose novel structure on systems provided to them. This volume offers a primer to Experimental Semiotics and presents a set of studies conducted within this new discipline.

3. Record Nr.	UNINA9910640380303321
Titolo	Game Theory for Networks : 11th International EAI Conference, GameNets 2022, Virtual Event, July 7–8, 2022, Proceedings // edited by Fang Fang, Fu Shu
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2022
ISBN	3-031-23141-4
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (374 pages)
Collana	Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, , 1867-822X ; ; 457
Disciplina	330 004.6
Soggetti	Computer networks Artificial intelligence Data structures (Computer science) Information theory Computer science - Mathematics Computers, Special purpose Computer engineering Computer Communication Networks Artificial Intelligence Data Structures and Information Theory Mathematics of Computing Special Purpose and Application-Based Systems Computer Engineering and Networks
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Wireless Networks -- Block-chain Abnormal Transaction Detection Method Based on Dynamic Graph Representation -- Multi-service communication isolation of underground pipe gallery based on WiFi6 -- MU-PDR: A Method of Fingerprint Passive Positioning for WiFi6 Based on MU-RTS/CTS -- The Optimal Layer of User-Specific Reconfigurable Intelligent Surfaces Structure for Uplink Communication System -- A Sophisticated Anti-Jamming Strategy for a Joint Radar and

Communication System -- Internet of Things -- Power data credible decision-making mechanism based on federated learning and blockchain -- A Service Protection Mechanism of Deterministic Networking Based on Segment Routing -- Cloud-edge collaboration based power IoT scene perception mechanism -- Task allocation mechanism of power Internet of things based on edge routing optimization -- Voluntary Data Preservation Mechanism in Base Station-less Sensor Networks -- Design and Implementation of Targeted Poverty Alleviation System Based on Blockchain Network -- An Intent-based Routing Scheme in Satellite IoT -- Game Theory -- Interference Management in Terrestrial-Satellite Networks Using Stackelberg Game -- Optimal Resource Allocation for Computation Offloading in Maritime Communication Networks: An Energy-Eicient Design via Matching Game -- Game Theoretic Analysis of Resource Allocation in Multi-tiered Networks -- Energy-Eicient Multi-Cell NOMA Design via Coalition Formation Game -- The vaccination Game in SIS networks with multipopulations -- A Stochastic Bandwidth Scanning Game -- Port Capacity Leasing Games at Internet Exchange Points -- A Phase Transition in Large Network Games -- Dynamic Pricing for Tenants in an Automated Slicing Marketplace -- Service Function Chain Placement in Cloud Data Center Networks: a Cooperative Multi-Agent Reinforcement Learning Approach -- The Art of Concession in General Lotto Games -- Providing slowdown information to improve selfish routing -- Budgeted Adversarial Network Resource Utilization Games.

Sommario/riassunto

This book constitutes the refereed proceedings of the 11th EAI International Conference on Game Theory for Networks, GameNets 2022, held as a virtual event in July 7–8, 2022. The 25 papers presented were reviewed and selected from 64 submissions. They are organized in the following topical sections: Wireless Networks; Internet of Things; and Game Theory.
