

1. Record Nr.	UNINA9910988095103321
Titolo	Glossa
Pubbl/distr/stampa	Burnaby, B.C., : Glossa Society, Dept. of Modern Languages, Simon Fraser University
Descrizione fisica	1 online resource
Classificazione	cci1icc
Soggetti	Language and languages Language - Sociolinguistics Language - Linguistics - Psycholinguistics Language - Linguistics Language Periodicals.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico
Sommario/riassunto	"An international journal of linguistics."

2. Record Nr.	UNINA9910427718703321
Titolo	Algorithmic Game Theory : 13th International Symposium, SAGT 2020, Augsburg, Germany, September 16–18, 2020, Proceedings / / edited by Tobias Harks, Max Klimm
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
ISBN	3-030-57980-8
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XI, 343 p. 98 illus., 17 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 12283
Disciplina	519.3
Soggetti	Computer simulation Artificial intelligence Computer networks Computer engineering Computer science - Mathematics Data structures (Computer science) Information theory Computer Modelling Artificial Intelligence Computer Communication Networks Computer Engineering and Networks Mathematics of Computing Data Structures and Information Theory
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Auctions and Mechanism Design -- Congestion Games and Flows over Time -- Markets and Matchings -- Scheduling and Games on Graphs -- Social Choice and Cooperative Games.
Sommario/riassunto	This book constitutes the refereed proceedings of the 13th International Symposium on Algorithmic Game Theory, SAGT 2020, held in Augsburg, Germany, in September 2020.* The 21 full papers presented together with 3 abstract papers were carefully reviewed and

selected from 53 submissions. The papers are organized in topical sections named: auctions and mechanism design, congestion games and flows over time, markets and matchings, scheduling and games on graphs, and social choice and cooperative games. * The conference was held virtually due to the COVID-19 pandemic.
