1.

Record Nr.	UNINA9910956946403321
Autore	McGoldrick Dominic
Titolo	From "9-11" to the "Iraq War 2003" : international law in an age of complexity / / Dominic McGoldrick
Pubbl/distr/stampa	Oxford ; ; Portland, Oregon : , : Hart Publishing, , 2004
ISBN	1-4725-6293-3 1-280-80830-6 9786610808304 1-84731-089-3
Edizione	[1st ed.]
Descrizione fisica	1 online resource (396 p.)
Disciplina	345.0235
Soggetti	Iraq War, 2003-2011 - Law and legislation War (International law) War on Terrorism, 2001-2009
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	War and the international legal order -- From '9-11' to the 'Iraq War 2003' -- International law and the wars on terrorism and on Iraq -- International law and the Iraq War 2003 -- The United States and the international legal system -- Winning the peace: an Iraq for the Iraqis -- World order(s) for the twenty-first century.
Sommario/riassunto	"This book is a tale of two towers, two wars and two visions. The two towers are those of the World Trade Center in New York, destroyed by a terrorist attack on 11 September 2001. The two wars are the War Against Terrorism and the War on Iraq. The two visions are of the international legal and political order for the twenty-first century. The issues involved in the War Against Terrorism and the War on Iraq are of fundamental importance because they may define the shape of international order for the twenty-first century. The book has a number of themes. First, it considers the principal international law and international order issues involved in the War Against Terrorism and in the War on Iraq in 2003. Specific attention is given to the application of international humanitarian and international human rights law in the wars. Secondly it asks how the international debate on the Iraq War was

conducted and why? Finally it questions whether the post-1945 system of international laws and organizations is capable of surviving, and in what form? Chapter one outlines how the relationship between war and the international legal order has evolved and introduces the idea of 'complexity theory' as a framework for understanding the events and issues considered in this book. Chapter two considers the pattern of events from the attacks on the US on 9-11 to the Iraq War 2003. Chapter three addresses the issues of law and morality involved in the War Against Terrorism and the War on Iraq. Chapter four focuses on the moral and legal debate around the War on Iraq and chapter five considers the systemic consequences for international law doctrine and practice, giving particular weight to US policy and approaches and how other states have responded to them. Chapter six appraises the post-war situation in Iraq in terms of political and economic organisation and human rights. It also assesses the consequences of the status of post-war Iraq for the wider region. Chapter seven concludes the book by examining the possible implications of the War Against Terrorism and the War on Iraq for world order in the twenty-first century."-- Bloomsbury Publishing.

2.	
Record Nr.	UNINA9911007364603321
Autore	Yannakakis Georgios N
Titolo	Artificial Intelligence and Games / / by Georgios N. Yannakakis, Julian Togelius
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	3-031-83347-3
Edizione	[2nd ed. 2025.]
Descrizione fisica	1 online resource (660 pages)
Collana	Artificial Intelligence (R0) Series
Altri autori (Persone)	TogeliusJulian
Disciplina	794.8163
Soggetti	Artificial intelligence Video games - Programming Machine learning User interfaces (Computer systems) Human-computer interaction Interactive multimedia Multimedia systems Natural language processing (Computer science) Artificial Intelligence Game Development Machine Learning User Interfaces and Human Computer Interaction Media Design Natural Language Processing (NLP)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Foreword to the Second Edition -- Foreword to the First Edition -- Preface -- Acknowledgments -- Contents -- Acronyms -- Website -- 1. Introduction -- Part I. Background -- 2. AI Fundamentals -- 3. AI Methods for Games -- Part II. Play -- 4. Playing Games -- 5. Methods for Playing Games -- 6. Gameplaying AI by Game Genre -- Part III. Generate.-7. Procedural Content Generation -- 8. Methods for Generating Content -- 9. Procedural Content Generation by Content Type -- Part IV. Model -- 10. Player Modeling -- 11. From Observations to Models of Players -- 12. Player Modeling Exemplified

Sommario/riassunto	This second edition of the 2018 textbook captures significant developments in AI and gaming over the past 7 years, incorporating advancements in computer vision, reinforcement learning, deep learning, and the emergence of transformer-based large language models and generative AI. The book has been reorganized to provide an updated overview of AI in games, with separate sections dedicated to AI's core uses in playing and generating games, and modeling their players, along with a new chapter on ethical considerations. Aimed at readers with foundational AI knowledge, the book primarily targets three audiences: graduate or advanced undergraduate students pursuing careers in game AI, AI researchers and educators seeking teaching resources, and game programmers interested in creative AI applications. The text is complemented by a website featuring exercises, lecture slides, and additional educational materials suitable for undergraduate and graduate courses. The book is informed by decades of research and practice in the field and combines insights into game design with deep technical knowledge from the authors, who have pioneered many of the methods and approaches used in the field. The original edition has been a vital reference for game developers. I'm glad to say that the new edition is still the indispensable overview of the field. And now it is up to date with the latest developments! If you make games, you need this book. Raph Koster, CEO of Playable Worlds, author of A Theory of Fun Games and virtual environments are important testbeds for artificial intelligence, and the authors are leading experts in applying AI to games. Yann LeCun, Professor of Computer Science, New York University; Chief AI Scientist, Meta; ACM Turing Award This book is a treasure trove of past achievements in game AI, and contains clues for future game AI development. Youichiro Miyake, Lead AI Researcher, SQUARE ENIX This book is an essential resource for anyone looking to expand their understanding of AI and its use in games. This revised edition refreshes and expands on the original and adds a much needed section on AI ethics. Highly recommended. Stephen Peacock, Head of AI, Keywords Studios.