

1. Record Nr.	UNINA9910460928503321
Titolo	Visualizing violence in francophone cultures // edited by Magali Compan
Pubbl/distr/stampa	Newcastle upon Tyne, England : , : Cambridge Scholars Publishing, , 2015 ©2015
ISBN	1-4438-8488-X
Descrizione fisica	1 online resource (194 p.)
Disciplina	700.4552
Soggetti	Violence in art Violence - French-speaking countries Violence in literature Electronic books.
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.
Sommario/riassunto	Visualizing Violence in Francophone Cultures brings together two complex and powerful loci of meaning: violence and the visual. As such, it offers a comprehensive overview from which one can gain a better understanding of the complexity of the visual rhetoric of violence. The visual representations of violence explored in this volume include both fictional works, including, for example, narrative films, graphic novels, and theatre, and non-fictional genres, such as news media and cultural artifacts. This volume's strength is also grounded in its interdisciplinary approach; by bringing together

2. Record Nr.	UNISA996216374503316
Titolo	Automata, Languages, and Programming [[electronic resource]] : 42nd International Colloquium, ICALP 2015, Kyoto, Japan, July 6-10, 2015, Proceedings, Part II / / edited by Magnús M. Halldórsson, Kazuo Iwama, Naoki Kobayashi, Bettina Speckmann
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2015
ISBN	3-662-47666-5
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (XXXIX, 717 p. 65 illus.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 9135
Disciplina	005.1
Soggetti	Algorithms Computer science Computer networks Information storage and retrieval systems Application software Computer science—Mathematics Discrete mathematics Theory of Computation Computer Communication Networks Information Storage and Retrieval Computer and Information Systems Applications Discrete Mathematics in Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Towards the Graph Minor Theorems for Directed Graphs -- Automated Synthesis of Distributed Controllers -- Games for Dependent Types -- Short Proofs of the Kneser-Lovász Coloring Principle -- Provenance Circuits for Trees and Treelike Instances -- Language Emptiness of Continuous-Time Parametric Timed Automata -- Analysis of Probabilistic Systems via Generating Functions and Padé Approximation -- On Reducing Linearizability to State Reachability -- The Complexity of Synthesis from Probabilistic Components -- Edit Distance for

Pushdown Automata -- Solution Sets for Equations over Free Groups
 Are EDTOL Languages -- Limited Set Quantifiers over Countable Linear
 Orderings -- Reachability Is in DynFO -- Natural Homology -- Greatest
 Fixed Points of Probabilistic Min/Max Polynomial Equations, and
 Reachability for Branching Markov Decision Processes -- Trading
 Bounds for Memory in Games with Counters -- Decision Problems of
 Tree Transducers with Origin -- Incompleteness Theorems, Large
 Cardinals, and Automata over Infinite Words -- The Odds of Staying on
 Budget -- From Sequential Specifications to Eventual Consistency --
 Fixed-Dimensional Energy Games Are in Pseudo-Polynomial Time --
 An Algebraic Geometric Approach to Nivat's Conjecture -- Nominal
 Kleene Coalgebra -- On Determinisation of Good-for-Games Automata
 -- Owicki-Gries Reasoning for Weak Memory Models -- On the
 Coverability Problem for Pushdown Vector Addition Systems in One
 Dimension -- Compressed Tree Canonization -- Parsimonious Types
 and Non-uniform Computation -- Baire Category Quantifier in Monadic
 Second Order Logic -- Liveness of Parameterized Timed Networks --
 Symmetric Strategy Improvement -- Effect Algebras, Presheaves, Non-
 locality and Contextuality -- On the Complexity of Intersecting Regular,
 Context-Free, and Tree Languages -- Containment of Monadic Datalog
 Programs via Bounded Clique-Width -- An Approach to Computing
 Downward Closures -- How Much Lookahead Is Needed to Win Infinite
 Games? -- Symmetric Graph Properties Have Independent Edges --
 Polylogarithmic-Time Leader Election in Population Protocols -- Core
 Size and Densification in Preferential Attachment Networks --
 Maintaining Near-Popular Matchings -- Ultra-Fast Load Balancing on
 Scale-Free Networks -- Approximate Consensus in Highly Dynamic
 Networks: The Role of Averaging Algorithms -- The Range of
 Topological Effects on Communication -- Secretary Markets with Local
 Information -- A Simple and Optimal Ancestry Labeling Scheme for
 Trees -- Interactive Communication with Unknown Noise Rate -- Fixed
 Parameter Approximations for k-Center Problems in Low Highway
 Dimension Graphs -- A Unified Framework for Strong Price of Anarchy
 in Clustering Games -- On the Diameter of Hyperbolic Random Graphs
 -- Tight Bounds for Cost-Sharing in Weighted Congestion Games --
 Distributed Broadcast Revisited: Towards Universal Optimality -- Selling
 Two Goods Optimally -- Adaptively Secure Coin-Flipping, Revisited --
 Optimal Competitiveness for the Rectilinear Steiner Arborescence
 Problem -- Normalization Phenomena in Asynchronous Networks --
 Broadcast from Minicast Secure Against General Adversaries.

Sommario/riassunto

The two-volume set LNCS 9134 and LNCS 9135 constitutes the
 refereed proceedings of the 42nd International Colloquium on
 Automata, Languages and Programming, ICALP 2015, held in Kyoto,
 Japan, in July 2015. The 143 revised full papers presented were
 carefully reviewed and selected from 507 submissions. The papers are
 organized in the following three tracks: algorithms, complexity, and
 games; logic, semantics, automata and theory of programming; and
 foundations of networked computation: models, algorithms and
 information management.