

1.	Record Nr.	UNICAMPANIAVAN0114571
	Autore	Dion Cassius
	Titolo	2: Volumen 2. quod complectitur libros Dionis 55.- 60. passim mutilos et breuiatos cum annotationibus Ioannis Alberti Fabricii et nonnullis aliorum .
	Pubbl/distr/stampa	[6], 769-1708 p. ; folio
	Edizione	[Hamburgi : sumtibus Christiani Heroldi, 1752 (Hamburgi : literis Jo. Ge. Piscatoris & filii, 1752)]
	Descrizione fisica	Antiporta con ritratto calcografico di Hermann Samuel Reimarus inciso da Christian Friedrich Fritzsche
	Lingua di pubblicazione	Latino
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910510405603321
	Autore	Anheim Étienne
	Titolo	Le pouvoir des listes au Moyen Âge - II : Listes d'objets/listes de personnes / / Étienne Anheim, Laurent Feller, Madeleine Jeay, Giuliano Milani
	Pubbl/distr/stampa	Paris, : Éditions de la Sorbonne, 2021
	ISBN	979-1-03-510694-2
	Descrizione fisica	1 online resource (320 p.)
	Collana	Histoire ancienne et médiévale
	Altri autori (Persone)	BeckerKarin BernardiPhilippe BonnotThierry Chamboduc de Saint PulgentDiane FellerLaurent JeayMadeleine LaurieuxBruno MagnaniEliana MilaniGiuliano Moulinier-BrogiLaurence MühlethalerJean-Claude Reglero de la FuenteManuel SchroederNicolas WijsmanHanno AnheimÉtienne

Soggetti

History
Medieval & Renaissance Studies
Europe
communication écrite
liste
Moyen Âge
vie intellectuelle

Lingua di pubblicazione

Francese

Formato

Materiale a stampa

Livello bibliografico

Monografia

Sommario/riassunto

Le Moyen Âge aimait les listes. En énumérant et en organisant les êtres et les choses, pour les gérer ou simplement pour les connaître, les listes médiévales éprouvaient la performativité de l'écriture dans une société où son usage restait restreint à une élite. Ces listes étaient une façon d'agir sur le monde, pas seulement une manière de se le représenter. La rédaction d'inventaires – de livres, de bijoux et d'outils –, de listes de serfs d'un domaine ou encore d'habitants d'une ville, comme l'utilisation littéraire d'énumérations inspirées de ces pratiques sociales, ont marqué la manière dont l'Europe médiévale a construit la relation entre hommes et objets dans la longue durée. Ce volume, deuxième volet d'un projet collectif consacré au « pouvoir des listes » au Moyen Âge, poursuit cette exploration anthropologique, rendue possible par la pratique de la mise en liste et la transmission de ces listes à l'intérieur des documents les plus divers. En confrontant les travaux de sociologues et d'anthropologues comme ceux de Bruno Latour ou Philippe Descola à la documentation médiévale, les auteurs révèlent la liste comme une forme singulière de domination sociopolitique et d'évaluation juridique et économique : elle lève le voile sur des relations entre humains et non-humains, entre sujets et objets, profondément différentes de celles qui se mettent en place avec la modernité.

3. Record Nr.	UNISA996534465103316
Autore	Browne Cameron
Titolo	Computers and Games [[electronic resource]] : International Conference, CG 2022, Virtual Event, November 22–24, 2022, Revised Selected Papers / / edited by Cameron Browne, Akihiro Kishimoto, Jonathan Schaeffer
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	3-031-34017-5
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (196 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 13865
Altri autori (Persone)	KishimotoAkihiro SchaefferJonathan
Disciplina	794.81
Soggetti	Algorithms Design and Analysis of Algorithms
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Classic Games: FairKalah: Towards Fair Mancala Play -- Improving Search in Go Using Bounded Static Safety -- Chinese Checkers Bitboards for Move Generation and Ranking Using Bitboards. Multi-Player and Multi-Action Games: Solving Chainmail Jousting -- An Algorithm for Multiplayer Games Exploiting Opponents' Interactions with the Player -- Incentivizing Information Gain in Hidden Information Multi-Action Games. Solving Games: QBF Solving using Best First Search -- Oware is Strongly Solved -- Solving Impartial SET using Knowledge and Combinatorial Game Theory. Measuring Games: Which Rules for Mu Torere? -- Measuring Board Game Distance. Decision Making in Games and Puzzles: Improving Computer Play in Skat with Hope Cards -- Batch Monte Carlo Tree Search -- Human and Computer Decision-Making in Chess with Applications to Online Cheat Detection -- Procedural Generation of Rush Hour Levels.
Sommario/riassunto	This book constitutes the refereed proceedings of the International Conference on Computers and Games, CG 2022, held virtually, during November 22–24, 2022. The 15 full papers included in this book were carefully reviewed and selected from 23 submissions. They were organized in topical sections as follows: classic games, multi-player

and multi-action games, solving games, measuring games, decision making in games and puzzles.

4.	Record Nr.	UNIORUON00463273
	Autore	Rychner, Jean
	Titolo	La narration des sentiments, des pensées et des discours dans quelques œuvres des 12e et 13e siècles / Jean Rychner
	Pubbl/distr/stampa	Genève, : Librairie Droz, 1990
	Descrizione fisica	472 p. ; 25 cm.
	Lingua di pubblicazione	Francese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
5.	Record Nr.	UNINA9910580140103321
	Autore	Heidt Jochen
	Titolo	Astronomy in the Near-Infrared - Observing Strategies and Data Reduction Techniques / / by Jochen Heidt
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
	ISBN	9783030984410 9783030984403
	Edizione	[1st ed. 2022.]
	Descrizione fisica	1 online resource (301 pages) : illustrations (chiefly color)
	Collana	Astrophysics and Space Science Library, , 2214-7985 ; ; 467
	Disciplina	520 522.683
	Soggetti	Astronomy Signal processing Coding theory Information theory Astronomy, Observations and Techniques Digital and Analog Signal Processing Coding and Information Theory
	Lingua di pubblicazione	Inglese

Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction -- Setting the stage - NIR surveys and their calibration -- What we have to deal with - the NIR sky -- What can be built to deal with that - detectors, instrumentation & AO -- Signal-to-noise considerations -- Observing & calibration strategies -- Data reduction recipes -- Taking data above the atmosphere - changes in observing and data reduction principles -- Concluding remarks.
Sommario/riassunto	Near-infrared astronomy has become one of the most rapidly developing branches in modern astrophysics. Innovative observing techniques, near-infrared detectors with quantum efficiencies in excess of 90%, highly specialised instruments as well as advanced data reduction techniques have allowed major breakthroughs in various areas like exoplanets, star-forming regions, the supermassive black hole in the Galactic center, and the high-redshift Universe. In this book, the reader will be introduced to the basic concepts of how to prepare near-infrared observations with maximized scientific return. Equal weight is given to all aspects of the data reduction for both - imaging and spectroscopy. Information is also provided on the state of the art instrumentation available and planned, on detector technology or the physics of the atmosphere, all of which influence the preparation and execution of observations and data reduction techniques. The beginner but also the expert will find alot of information in compact form which is otherwise widely dispersed across the internet or other sources.