1. Record Nr. UNISALENTO991000569019707536

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| Autore | Puppa, Paolo |
| Titolo | La morte in scena : Rosso di San Secondo : Marionette, che passione! e Lo spirito della morte / Paolo Puppa |
| Pubbl/distr/stampa | Napoli : Guida, 1986 |
| ISBN | 887042829X |
| Descrizione fisica | 189 p. ; 21 cm |
| Collana | Teatro |
| Altri autori (Persone) | Rosso di San Secondo, Pier Maria |
| Disciplina | 852.912 |
| Soggetti | Rosso di San Secondo, Pier Maria |
| Lingua di pubblicazione | Italiano |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |

2. Record Nr. UNISA996466344303316

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|---|---|
| Titolo | Applications of Evolutionary Computing [[electronic resource] ] : EvoWorkshops 2008: EvoCOMNET, EvoFIN, EvoHOT, EvoIASP, EvoMUSART, EvoNUM, EvoSTOC, and EvoTransLog / / edited by Mario Giacobini, Anthony Brabazon, Stefano Cagnoni, Gianni A. Di Caro, Rolf Drechsler, Aniko Ekart, Anna I. Esparcia-Alcazar, Muddassar Farooq, Andreas Fink, Jon McCormack, Michael O'Neill, Juan Romero, Franz Rothlauf, Giovanni Squillero, Sima Uyar, Shengxiang Yang |
| Pubbl/distr/stampa | Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2008 |
| ISBN | 3-540-78761-5 |
| Edizione | [1st ed. 2008.] |
| Descrizione fisica | 1 online resource (XXV, 704 p.) |
| Collana | Theoretical Computer Science and General Issues, , 2512-2029 ; ; 4974 |
| Disciplina | 005.1 |
| Soggetti | Artificial intelligence<br>Computer science<br>Computer programming<br>Computers<br>Computer networks<br>Computer science—Mathematics<br>Artificial Intelligence<br>Theory of Computation<br>Programming Techniques<br>Computer Hardware<br>Computer Communication Networks<br>Mathematical Applications in Computer Science |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Bibliographic Level Mode of Issuance: Monograph |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | EvoCOMNET Contributions -- New Research in Nature Inspired Algorithms for Mobility Management in GSM Networks -- Adaptive Local Search for a New Military Frequency Hopping Planning Problem -- SS vs PBIL to Solve a Real-World Frequency Assignment Problem in GSM Networks -- Reconstruction of Networks from Their Betweenness |

Centrality -- A Self-learning Optimization Technique for Topology Design of Computer Networks -- A Comparative Study of Fuzzy Inference Systems, Neural Networks and Adaptive Neuro Fuzzy Inference Systems for Portscan Detection -- EvoFIN Contributions -- Evolutionary Single-Position Automated Trading -- Genetic Programming in Statistical Arbitrage -- Evolutionary System for Generating Investment Strategies -- Horizontal Generalization Properties of Fuzzy Rule-Based Trading Models -- Particle Swarm Optimization for Tackling Continuous Review Inventory Models -- Option Model Calibration Using a Bacterial Foraging Optimization Algorithm -- A SOM and GP Tool for Reducing the Dimensionality of a Financial Distress Prediction Problem -- Quantum-Inspired Evolutionary Algorithms for Financial Data Analysis -- EvoHOT Contributions -- Analysis of Reconfigurable Logic Blocks for Evolvable Digital Architectures -- Analogue Circuit Control through Gene Expression -- Discovering Several Robot Behaviors through Speciation -- Architecture Performance Prediction Using Evolutionary Artificial Neural Networks -- Evolving a Vision-Driven Robot Controller for Real-World Indoor Navigation -- Evolving an Automatic Defect Classification Tool -- Deterministic Test Pattern Generator Design -- An Evolutionary Methodology for Test Generation for Peripheral Cores Via Dynamic FSM Extraction -- Exploiting MOEA to Automatically Geneate Test Programs for Path-Delay Faults in Microprocessors -- EvoIASP Contributions -- Evolutionary Object Detection by Means of Naïve Bayes Models Estimation -- An Evolutionary Framework for Colorimetric Characterization of Scanners -- Artificial Creatures for Object Tracking and Segmentation -- Automatic Recognition of Hand Gestures with Differential Evolution -- Optimizing Computed Tomographic Angiography Image Segmentation Using Fitness Based Partitioning -- A GA-Based Feature Selection Algorithm for Remote Sensing Images -- An Evolutionary Approach for Ontology Driven Image Interpretation -- Hybrid Genetic Algorithm Based on Gene Fragment Competition for Polyphonic Music Transcription -- Classification of Seafloor Habitats Using Genetic Programming -- Selecting Local Region Descriptors with a Genetic Algorithm for Real-World Place Recognition -- Object Detection Using Neural Networks and Genetic Programming -- Direct 3D Metric Reconstruction from Multiple Views Using Differential Evolution -- Discrete Tomography Reconstruction through a New Memetic Algorithm -- A Fuzzy Hybrid Method for Image Decomposition Problem -- Triangulation Using Differential Evolution -- Fast Multi-template Matching Using a Particle Swarm Optimization Algorithm for PCB Inspection -- EvoMUSART Contributions -- A Generative Representation for the Evolution of Jazz Solos -- Automatic Invention of Fitness Functions with Application to Scene Generation -- Manipulating Artificial Ecosystems -- Evolved Diffusion Limited Aggregation Compositions -- Scaffolding for Interactively Evolving Novel Drum Tracks for Existing Songs -- AtomSwarm: A Framework for Swarm Improvisation -- Using DNA to Generate 3D Organic Art Forms -- Towards Music Fitness Evaluation with the Hierarchical SOM -- Evolutionary Pointillist Modules: Evolving Assemblages of 3D Objects -- An Artificial-Chemistry Approach to Generating Polyphonic Musical Phrases -- Implicit Fitness Functions for Evolving a Drawing Robot -- Free Flight in Parameter Space: A Dynamic Mapping Strategy for Expressive Free Impro -- Modelling Video Games' Landscapes by Means of Genetic Terrain Programming - A New Approach for Improving Users' Experience -- Virtual Constructive Swarm Compositions and Inspirations -- New-Generation Methods in an Interpolating EC Synthesizer Interface -- Composing Music with Neural

Networks and Probabilistic Finite-State Machines -- TransFormer #13: Exploration and Adaptation of Evolution Expressed in a Dynamic Sculpture -- EvoNUM Contributions -- Multiobjective Tuning of Robust PID Controllers Using Evolutionary Algorithms -- Truncation Selection and Gaussian EDA: Bounds for Sustainable Progress in High-Dimensional Spaces -- Scalable Continuous Multiobjective Optimization with a Neural Network–Based Estimation of Distribution Algorithm -- Cumulative Step Length Adaptation for Evolution Strategies Using Negative Recombination Weights -- Computing Surrogate Constraints for Multidimensional Knapsack Problems Using Evolution Strategies -- A Critical Assessment of Some Variants of Particle Swarm Optimization -- An Evolutionary Game-Theoretical Approach to Particle Swarm Optimisation -- A Hybrid Particle Swarm Optimization Algorithm for Function Optimization -- EvoSTOC Contributions -- Memory Based on Abstraction for Dynamic Fitness Functions -- A Memory Enhanced Evolutionary Algorithm for Dynamic Scheduling Problems -- Compound Particle Swarm Optimization in Dynamic Environments -- An Evolutionary Algorithm for Adaptive Online Services in Dynamic Environment -- EvoTHEORY Contributions -- A Study of Some Implications of the No Free Lunch Theorem -- Negative Slope Coefficient and the Difficulty of Random 3-SAT Instances -- EvoTRANSLOG Contributions -- A Memetic Algorithm for the Team Orienteering Problem -- Decentralized Evolutionary Optimization Approach to the p-Median Problem -- Genetic Computation of Road Network Design and Pricing Stackelberg Games with Multi-class Users -- Constrained Local Search Method for Bus Fleet Scheduling Problem with Multi-depot with Line Change -- Evolutionary System with Precedence Constraints for Ore Harbor Schedule Optimization.

Sommario/riassunto

Evolutionary computation (EC) techniques are e?cient, nature-inspired pl- ning and optimization methods based on the principles of natural evolution and genetics. Due to their e?ciency and simple underlying principles, these me- ods can be used in the context of problem solving, optimization, and machine learning. A large and continuously increasing number of researchers and prof- sionals make use of EC techniques in various application domains. This volume presents a careful selection of relevant EC examples combined with a thorough examination of the techniques used in EC. The papers in the volume illustrate the current state of the art in the application of EC and should help and - spire researchers and professionals to develop e?cient EC methods for design and problem solving. All papers in this book were presented during EvoWorkshops 2008, which consisted of a range of workshops on application-oriented aspects of EC. Since 1998, EvoWorkshops has provided a unique opportunity for EC researchers to meet and discuss applicationaspectsofECandhasservedasanimportantlink between EC research and its application in a variety of domains. During these ten years new workshops have arisen, some have disappeared, while others have matured to become conferences of their own, such as EuroGP in 2000, EvoCOP in 2004, and EvoBIO last year.