1. | | |
   |---|---|
   | Record Nr. | UNISOBE600200069636 |
   | Autore | Maurois, André |
   | Titolo | Lélia : la vita di George Sand / André Maurois ; traduzione dal francese di Tom Antongini |
   | Pubbl/distr/stampa | Milano, : Rusconi Libri S.p.A., 1978 |
   | Descrizione fisica | 593 p. : ill. ; 22 cm |
   | Lingua di pubblicazione | Italiano |
   | Formato | Materiale a stampa |
   | Livello bibliografico | Monografia |

2. | | |
   |---|---|
   | Record Nr. | UNINA9910741168703321 |
   | Titolo | Search theory : a game theoretic perspective / / Steve Alpern ... [et al.], editors |
   | Pubbl/distr/stampa | New York, : Springer, c2013 |
   | ISBN | 1-4614-6825-6 |
   | Edizione | [1st ed. 2013.] |
   | Descrizione fisica | 1 online resource (299 p.) |
   | Altri autori (Persone) | AlpernSteve |
   | Disciplina | 519.3 |
   | Soggetti | Search theory<br>Game theory |
   | 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. |
   | Nota di contenuto | Search Games: A review -- Search Games for an Immobile Hider -- Tools to manage Search Games on Lattices -- Network Coloring and Colored Coin Games -- Open Problems on Search Games -- Some Cinderella Ruckle Type Games -- The Cardinality of the Sets involved in Lattice Games -- Effective Search for a Naval Mine with Application to Distributed Failure Detection -- The Value of the Two Cable Ambush Game -- How to poison your mother-in-law and other caching problems -- Rendezvous Problem -- Deterministic Symmetric |

Rendezvous in Arbitrary Graphs -- Gathering asynchronous and oblivious robots on basic graph topologies -- Ten Open Problems in Rendezvous Search -- Interactions between searching predators and hidden prey -- A discrete search-ambush game with a silent predator -- A Model of Partnership Formation with Friction and Multiple Criteria -- Applications of search in Biology: some open problems.

| Sommario/riassunto | Search games and rendezvous problems have received growing attention in computer science within the past few years.  Rendezvous problems emerge naturally, for instance, to optimize performance and convergence of mobile robots. This gives a new algorithmic point of view to the theory. Furthermore, modern topics such as the spreading of gossip or disease in social networks have lead to new challenging problems in search and rendezvous. Search Theory: A Game Theoretic Perspective introduces the first integrated approach to Search and Rendezvous from the perspectives of  biologists, computer scientists and mathematicians. This contributed volume covers a wide range of topics including rendezvous problems and solutions, rendezvous on graphs, search games on biology, mobility in governed social networks, search and security, and more.  Most chapters also include case studies or a  survey, in addition to a chapter on the future direction of Search and Rendezvous research. This book targets researchers and practitioners working in computer science, mathematics and biology as a reference book.  Advanced level students focused on these fields will also find this book valuable as a secondary text book or reference. |