1.
Record Nr.	UNICASRLZ0314041
Autore	Rousseas, Stephen
Titolo	Grecia contemporanea : dalla crisi della democrazia al colpo di stato, alla fuga del re / Stephen Rousseas ; con la collaborazione di Herman Starobin e Gertrud Lenzer
Pubbl/distr/stampa	Milano, : Feltrinelli, 1968
Titolo uniforme	The death of democracy
Descrizione fisica	X, 206 p. ; 23 cm.
Collana	Storia Feltrinelli
Disciplina	949.5 949.5074
Soggetti	Grecia - Storia - 1963-1967
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2.	Record Nr.	UNINA9910659484703321
	Titolo	Decision and Game Theory for Security : 13th International Conference, GameSec 2022, Pittsburgh, PA, USA, October 26–28, 2022, Proceedings / / edited by Fei Fang, Haifeng Xu, Yezekael Hayel
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2023
	ISBN	9783031263699
		3031263693
	Edizione	[1st ed. 2023.]
	Descrizione fisica	1 online resource (324 pages)
	Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 13727
	Disciplina	016.391
		005.8
	Soggetti	Data protection
		Computer engineering
		Computer networks
		Artificial intelligence
		Data and Information Security
		Computer Engineering and Networks
		Artificial Intelligence
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Deception in Security -- The Risk of Attacker Behavioral Learning: Can Attacker Fool Defender under Uncertainty? .-Casino Rationale: Countering attacker deception in zero-sum Stackelberg security games of bounded rationality -- Cyber Deception against Zero-day Attacks: A Game Theoretic Approach -- Planning and Learning in Dynamic Enviroments -- On Almost-Sure Intention Deception Planning that Exploits Imperfect Observers -- Using Deception in Markov Game to Understand Adversarial Behaviors through a Capture-The-Flag Environment -- Robust Moving Target Defense against Unknown Attacks: A Meta-Reinforcement Learning Approach -- Security Games -- Synchronization in Security Games -- Multiple Oracle Algorithm to Solve Continuous Games -- Optimal Pursuit of Surveilling Agents near a High Value Target -- Adversarial Learning and Optimization -- On

Poisoned Wardrop Equilibrium in Congestion Games -- Reward Delay Attacks on Deep Reinforcement Learning -- An Exploration of Poisoning Attacks on Data-based Decision Making -- Novel Applications and new Game Models -- A Network Centrality Game for Epidemic Control -- Optimizing Intrusion Detection Systems Placement against Network Virus Spreading using a Partially Observable Stochastic Minimum-Threat Path Game -- Voting Games to Model Protocol Stability and Security of Proof-of-Work Cryptocurrencies.

| Sommario/riassunto | This book constitutes the refereed proceedings of the 13th International Conference on Decision and Game Theory for Security, GameSec 2022, held in October 2022 in Pittsburgh, PA, USA. The 15 full papers presented were carefully reviewed and selected from 39 submissions. The papers are grouped thematically on: deception in security; planning and learning in dynamic environments; security games; adversarial learning and optimization; novel applications and new game models. |