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	Titolo	Decision and Game Theory for Security : 9th International Conference, GameSec 2018, Seattle, WA, USA, October 29–31, 2018, Proceedings / / edited by Linda Bushnell, Radha Poovendran, Tamer Baar
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	ISBN	3-030-01554-8
	Edizione	[1st ed. 2018.]
	Descrizione fisica	1 online resource (XIII, 638 p. 174 illus.)
	Collana	Security and Cryptology ; ; 11199
	Disciplina	005.8
	Soggetti	Computer security
		Artificial intelligence
		Computer communication systems
		Application software
		E-commerce
		Systems and Data Security
		Artificial Intelligence
		Computer Communication Networks
		Information Systems Applications (incl. Internet)
		e-Commerce/e-business
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Use of game theory -- Control theory and mechanism design for security and privacy -- Decision making for cybersecurity and security requirements engineering -- Security and privacy for the Internet-of-Things -- Cyber-physical systems -- cloud computing -- Resilient control systems, and critical infrastructure -- Pricing -- Economic incentives -- Security investments, and cyber insurance for dependable and secure systems -- Risk assessment and security risk management -- Security and privacy of wireless and mobile communications, including user location privacy -- Sociotechnological and behavioral approaches to security -- Deceptive technologies in cybersecurity and privacy -- Empirical and experimental studies with game, control, or optimization theory-based analysis for security and privacy --

Adversarial machine learning and crowdsourcing, and the role of artificial intelligence in system security.

Sommario/riassunto   The 28 revised full papers presented together with 8 short papers were carefully reviewed and selected from 44 submissions. Among the topical areas covered were: use of game theory; control theory; and mechanism design for security and privacy; decision making for cybersecurity and security requirements engineering; security and privacy for the Internet-of-Things; cyber-physical systems; cloud computing; resilient control systems, and critical infrastructure; pricing; economic incentives; security investments, and cyber insurance for dependable and secure systems; risk assessment and security risk management; security and privacy of wireless and mobile communications, including user location privacy; sociotechnological and behavioral approaches to security; deceptive technologies in cybersecurity and privacy; empirical and experimental studies with game, control, or optimization theory-based analysis for security and privacy; and adversarial machine learning and crowdsourcing, and the role of artificial intelligence in system security.