1. Record Nr. UNINA9910349397903321

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
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
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.