

1. Record Nr.	UNISA996418284703316
Titolo	Decision and game theory for security : 11th International Conference, GameSec 2020, College Park, MD, USA, October 28-30, 2020, proceedings / / Quanyan Zhu [and three others] (editors)
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2020] ©2020
ISBN	3-030-64793-5
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XI, 518 p. 131 illus., 111 illus. in color.)
Collana	Lecture notes in computer science ; ; 12513
Disciplina	005.8
Soggetti	Computer networks - Security measures
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Machine Learning and Security -- Distributed Generative Adversarial Networks for Anomaly Detection -- Learning and Planning in the Feature Deception Problem -- A Realistic Approach for Network Traffic Obfuscation using Adversarial Machine Learning -- Adversarial Deep Reinforcement Learning based Adaptive Moving Target Defense -- Lie Another Day: Demonstrating Bias in a Multi-Round Cyber Deception Game of Questionable Veracity -- Cyber Deception -- Exploiting Bounded Rationality in Risk-based Cyber Camouflage Games -- Farsighted Risk Mitigation of Lateral Movement Using Dynamic Cognitive Honeypots -- Harnessing the Power of Deception in Attack Graph-Based Security Games -- Decoy Allocation Games on Graphs with Temporal Logic Objectives -- Popular Imperceptibility Measures in Visual Adversarial Attacks are Far from Human Perception -- Cyber-Physical System Security -- Secure Discrete-Time Linear-Quadratic Mean-Field Games -- Detection of Dynamically Changing Leaders in Complex Swarms from Observed Dynamic Data -- Moving Target Defense for Robust Monitoring of Electric Grid Transformers in Adversarial Environments -- Security of Network Systems -- Blocking Adversarial Influence in Social Networks -- Normalizing Flow Policies for Multi-agent Systems -- A Game Theoretic Framework for Software Diversity for Network Security -- Partially Observable Stochastic Games for Cyber Deception against Network Epidemic -- Combating Online

Counterfeits: A Game-Theoretic Analysis of Cyber Supply Chain Ecosystem -- Theoretic Foundations of Security Games -- On the Characterization of Saddle Point Equilibrium for Security Games with Additive Utility -- MASAGE: Model-Agnostic Sequential and Adaptive Game Estimation -- Using One-Sided Partially Observable Stochastic Games for Solving Zero-Sum Security Games with Sequential Attacks -- A Data-Driven Distributionally Robust Game using Wasserstein Distance -- Security Games over Lexicographic Orders -- Game Theory on Attack Graph for Cyber Deception -- Attacking Machine Learning Models for Social Good -- A Review of Multi Agent Perimeter Defense Games -- Hardware Security and Trust: A New Battlefield of Information -- A Data Mining Friendly Anonymization Scheme for System Logs using Distance Mapping -- Security Games with Insider Threats -- Securing Next-Generation Wireless Networks: Challenges and Opportunities. .

Sommario/riassunto

This book constitutes the refereed proceedings of the 11th International Conference on Decision and Game Theory for Security, GameSec 2020, held in College Park, MD, USA, in October 2020. Due to COVID-19 pandemic the conference was held virtually. The 21 full papers presented together with 2 short papers were carefully reviewed and selected from 29 submissions. The papers focus on machine learning and security; cyber deception; cyber-physical systems security; security of network systems; theoretic foundations of security games; emerging topics.

2. Record Nr.	UNINA9910483445903321
Titolo	Algorithms and Complexity : 9th International Conference, CIAC 2015, Paris, France, May 20-22, 2015. Proceedings // edited by Vangelis Th. Paschos, Peter Widmayer
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2015
ISBN	3-319-18173-4
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (XV, 430 p. 81 illus.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 9079
Disciplina	005.1
Soggetti	Algorithms Computer science - Mathematics Discrete mathematics Artificial intelligence - Data processing Discrete Mathematics in Computer Science Data Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Communication, Dynamics and Renormalization -- Fast and Powerful Hashing using Tabulation -- Green Barrier Coverage with Mobile Sensors -- A Refined Complexity Analysis of Finding the Most Vital Edges for Undirected Shortest Paths -- Orthogonal Graph Drawing with Inflexible Edges -- Linear time Constructions of some d-Restriction Problems -- Efficiently Testing T-Interval Connectivity in Dynamic Graphs -- Competitive Strategies for Online Clique Clustering -- Scheduling with Gaps: New Models and Algorithms -- MinMax-Distance Gathering on given Meeting Points -- Evacuating Robots from a Disk Using Face-to-Face Communication -- Planarity of Streamed Graphs -- Clique-width of Graph Classes Denied by Two Forbidden Induced Subgraphs -- Randomized Adaptive Test Cover -- Contraction Blockers for Graphs with Forbidden Induced Paths -- Label Placement in Road Maps -- Discrete Stochastic Submodular Maximization: Adaptive vs. Non-Adaptive vs. Online -- Parameterized Algorithms and Kernels for 3-Hitting Set with Parity Constraints -- Simple strategies versus

optimal schedules in multi-agent patrolling -- Sharing Non-Anonymous Costs of Multiple Resources Optimally -- Algorithms solving the Matching Cut problem -- End-Vertices of Graph Search Algorithms -- Deciding the On-line Chromatic Number of a Graph with Pre-coloring is PSPACE-complete -- A Lex-BFS-based recognition algorithm for Robinsonian matrices -- Mixed Map Labeling -- Optimal Online Edge Coloring of Planar Graphs with Advice -- Approximability of Two Variants of Multiple Knapsack -- Block Sorting is Hard -- An opportunistic text indexing structure based on run length encoding -- PSPACE-completeness of Bloxorz and of Games with 2-Buttons -- Advice Complexity of Fine-Grained Job Shop Scheduling.

Sommario/riassunto

This book constitutes the refereed conference proceedings of the 9th International Conference on Algorithms and Complexity, CIAC 2015, held in Paris, France, in May 2015. The 30 revised full papers presented were carefully reviewed and selected from 93 submissions and are presented together with 2 invited papers. The papers present original research in the theory and applications of algorithms and computational complexity.
