1. Record Nr. UNINA9910497081903321

Autore	Barolli Leonard
Titolo	Advances in Intelligent Networking and Collaborative Systems : The 13th International Conference on Intelligent Networking and Collaborative Systems (INCoS-2021)
Pubbl/distr/stampa	Cham : , : Springer International Publishing AG, , 2021 ©2022
ISBN	3-030-84910-4
Descrizione fisica	1 online resource (351 pages)
Collana	Lecture Notes in Networks and Systems Ser. ; ; v.312
Altri autori (Persone)	ChenHsing-Chung MiwaHiroyoshi
Soggetti	Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Welcome Message from the INCoS-2021 Organizing Committee -- INCoS-2021 Organizing Committee -- Honorary Chairs -- General Co-chairs -- Programme Co-chairs -- International Advisory Committee -- International Liaison Co-chairs -- Award Co-chairs -- Web Administrator Co-chairs -- Local Arrangement Co-chairs -- Finance Chair -- Steering Committee Chair -- Track Areas and PC Members -- Track 1: Data Mining, Machine Learning and Collective Intelligence -- Track Co-chairs -- TPC Members -- Track 2: Intelligent Systems and Knowledge Management -- Track Co-chairs -- TPC Members -- Track 3: Wireless and Sensor Systems for Intelligent Networking and Collaborative Systems -- Track Co-chairs -- TPC Members -- Track 4: Service-Based Systems -- Track Co-chairs -- TPC Members -- Track 5: Networking Security and Privacy -- Track Co-chairs -- TPC Members -- Track 6: Big Data Analytics for Learning, Networking and Collaborative Systems -- Track Co-chairs -- TPC Members -- Track 7: Cloud Computing: Services, Storage, Security and Privacy -- Track Co-chairs -- TPC Members -- Track 8: Social Networking and Collaborative Systems -- Track Co-chairs -- TPC Members -- Track 9: Intelligent and Collaborative Systems for e-Health -- Track Co-chairs -- TPC Members -- Track 10: Big Data Analytics for Learning, Networking and Collaborative Systems -- Track Co-chairs --

TPC Members -- INCoS-2021 Reviewers -- INCoS-2021 Keynotes -- Big Data Management for Data Streams -- Convergence of Broadcast and Broadband in 5G Era -- Contents -- Performance Comparison of CM and LDVM Router Replacement Methods for WMNs by WMN-PSOSA-DGA Hybrid Simulation System Considering Stadium Distribution of Mesh Clients -- 1 Introduction -- 2 Proposed and Implemented Simulation System -- 2.1 Velocities and Positions of Particles -- 2.2 Routers Replacement Methods -- 2.3 DGA Operations.
2.4 Fitness and Migration Functions -- 2.5 Particle-Pattern and Gene Coding -- 3 Simulation Results -- 4 Conclusions -- References -- Effects of Augmented Reality Markers for Networked Robot Navigation -- 1 Introduction -- 2 Welfare Robot Navigation System -- 3 Experiments on Planar AR Markers -- 3.1 Geometrical Measurement -- 3.2 Identification Accuracy in Terms of Markers' Feature Points -- 4 Conclusion -- References -- Algorithm Based on Local Search Method for Examination Proctors Assignment Problem Considering Various Constraints -- 1 Introduction -- 2 Previous Research -- 3 Examination Proctors Assignment Problem -- 4 Local Search Algorithm -- 5 Performance Evaluation -- 6 Conclusion -- References -- Bio-inspired VM Introspection for Securing Collaboration Platforms -- 1 Introduction -- 2 Security and Privacy in Collaboration Platforms -- 3 Artificial Immune System Based Intrusion Detection -- 3.1 Negative Selection Algorithm -- 4 Proposed Security Approach -- 5 Experimental Evaluation -- 6 Conclusions -- References -- Artificial Intelligence-Based Early Prediction Techniques in Agri-Tech Domain -- 1 Introduction -- 2 Research Objectives -- 3 A Case of Study: Early Warning Prediction of Mastitis -- 4 Conclusions -- References -- Automatic Measurement of Acquisition for COVID-19 Related Information -- 1 Introduction -- 2 CORD-19 -- 3 CORD-19 Applications -- 4 NLP Pipeline in Python -- 5 Conclusions -- References -- Algorithms for Mastering Board Game Nanahoshi Considering Deep Neural Networks -- 1 Introduction -- 2 Previous Research -- 3 Game AI for Nanahoshi Using Game Tree Search -- 3.1 Game Tree Search -- 3.2 Monte Carlo Tree Search -- 4 Game Tree Search Using Deep Learning -- 4.1 Basic Idea of Game Tree Search Using Deep Learning -- 4.2 Monte Carlo Tree Search Using Deep Learning -- 5 Performance Evaluation -- 6 Conclusion -- References.
Revealing COVID-19 Data by Data Mining and Visualization -- 1 Introduction -- 2 Related Works -- 3 Our Data Science Solution -- 3.1 Data Collection -- 3.2 Data Preprocessing -- 3.3 Data Mining and Visualization -- 4 Evaluation -- 5 Conclusions -- References -- An Approach to Enhance Academic Ranking Prediction with Augmented Social Perception Data -- 1 Introduction -- 2 Related Work -- 3 Data and Methodology -- 3.1 Data Collection -- 3.2 Data Preparation -- 4 Results -- 4.1 Exploratory Data Analysis -- 4.2 Correlation Analysis -- 4.3 Predictive Model -- 5 Discussion -- 6 Conclusion -- References -- A Fuzzy-Based System for User Service Level Agreement in 5G Wireless Networks -- 1 Introduction -- 2 Software-Defined Networks (SDNs) -- 3 Outline of Fuzzy Logic -- 3.1 Linguistic Variables -- 3.2 Fuzzy Control Rules -- 3.3 Defuzzificaion Method -- 4 Proposed Fuzzy-Based System -- 5 Simulation Results -- 6 Conclusions and Future Work -- References -- Cognitive Approach for Creation of Visual Security Codes -- 1 Introduction -- 2 Cognitive Solutions in Security Technologies -- 3 An Idea of Visual Security Codes -- 4 Conclusions -- References -- Transformative Computing Based on Advanced Human Cognitive Processes -- 1 Introduction -- 2 Advanced Human Cognitive Processes in Data Interpretation -- 3 New Transformative Computing Value Based on Cognitive Processes -- 4 Conclusions -- References -- Topology

as a Factor in Overlay Networks Designed to Support Dynamic Systems Modeling -- 1 Introduction -- 2 Overlay Network -- 3 Network Topologies and Graph Models of Networks -- 4 What Constitutes a Good Overlay Network Topology? -- 4.1 Hypercube -- 4.2 Toroidal Grid Graph -- 4.3 Kautz Graph -- 5 Example of an Overlay Topology to Support a Mobile Application -- 6 Work in Progress -- 7 Conclusion -- References.
A Genetic Algorithm for Parallel Unmanned Aerial Vehicle Scheduling: A Cost Minimization Approach -- 1 Introduction -- 2 Problem Formulation -- 2.1 Notation -- 3 Methodology -- 3.1 Genetic Algorithm (GA) -- 3.2 Genetic Algorithm with Job Delay Mechanism -- 4 Result and Discussion -- 5 Conclusions and Future Research -- References -- A Movement Adjustment Method for DQN-Based Autonomous Aerial Vehicle -- 1 Introduction -- 2 DQN Based AAV Testbed -- 2.1 Quadrotor for AAV -- 2.2 DQN for AAV Mobility -- 3 Proposed Method -- 3.1 TLS-DQN -- 3.2 Movement Adjustment Method -- 4 Performance Evaluation -- 4.1 Simulation Results of TLS-DQN -- 4.2 Results of Movement Adjustment Method -- 5 Conclusions -- References -- A Self-learning Clustering Protocol in Wireless Sensor Networks for IoT Applications -- 1 Introduction -- 2 A Self-learning Clustering Protocol in WSN-IoT -- 2.1 Network Model -- 2.2 Energy Consumption Model -- 2.3 The Self-learning Clustering Protocol (SLCP) -- 3 Performance Evaluation -- 3.1 Simulation Environment -- 3.2 Simulation Results -- 4 Conclusions -- References -- The Effect of Agents' Diversities on the Running Time of the Random Walk-Based Rendezvous Search -- 1 Introduction -- 2 Random Walk on a Network -- 3 Random Walk-Based Rendezvous Search(RRS) -- 3.1 Overview -- 3.2 Procedure of a Random Walk Agent -- 3.3 Characteristics -- 4 Experiment -- 4.1 Procedures of Experiment -- 4.2 The Effect of Agents' Diversity About Starting Times on the Running Time of RRS -- 4.3 The Effect of the Difference of Agents' Stochastic Rules for Selecting Adjacent Nodes on the Running Time -- 4.4 The Effect of the Agents' Diversity About Frequencies of Moving Agents on the Running Time -- 5 Conclusion and Future Work -- References.
A Study on Designing Autonomous Decentralized Method of User-Aware Resource Assignment in Large-Scale and Wide-Area Networks -- 1 Introduction -- 2 System Model -- 3 Design -- 3.1 Formularization of Assignment Problem and Its Stochastic Solution -- 3.2 Autonomous Action of Entities -- 3.3 Macroscopic Characteristics and Solving Multi-objective Problem -- 4 Experiment -- 4.1 Setting -- 4.2 Comparison -- 4.3 Result -- 5 Conclusion and Future Work -- References -- Social Media Data Misuse -- 1 Introduction -- 2 Social Media Data Misuse -- 3 Facebook Data Misuse -- 4 Twitter Data Misuse -- 5 Instagram Data Misuse -- 6 LinkedIn Data Misuse -- 7 Approaches to Restrict Social Media Data Misuse -- 8 Conclusion -- References -- Deep Learning Approaches to Detect Real Time Events Recognition in Smart Manufacturing Systems - A Short Survey -- 1 Introduction -- 1.1 The Advantages of a Data Driven Industry 4.0 -- 2 Deep Learning for Real Time Events Recognition -- 3 Conclusions -- References -- A Comparison Study of CM and RIWM Router Replacement Methods for WMNs Considering Boulevard Distribution of Mesh Clients -- 1 Introduction -- 2 Proposed and Implemented Simulation System -- 2.1 Particle Swarm Optimization -- 2.2 Distributed Genetic Algorithm -- 2.3 WMN-PSODGA Hybrid Simulation System -- 3 Simulation Results -- 4 Conclusions -- References -- Consideration of Presentation Timing in Bicycle Navigation Using Smart Glasses -- 1 Introduction -- 2 Smart Glasses -- 3 Presentation Timing Evaluation Experiment -- 3.1 Experiment Purpose -- 3.2 Experiment Environment -- 3.3 Experiment

Conditions -- 3.4 Experiment Procedure -- 3.5 Experiment Results -- 3.6 Consideration -- 4 Conclusion -- References -- Graph Convolution Network for Urban Mobile Traffic Prediction -- 1 Introduction -- 2 Problem Formulation -- 3 Traffic Prediction Algorithm -- 4 Performance Evaluation.
5 Conclusion.