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Nota di contenuto	A Monotonically Increasing (MI) Algorithm to Estimate Energy Consumption and Execution Time of Processes on a Server -- Performance Comparison of CM and LDIWM Router Replacement Methods for WMNs by WMN-PSOHC Simulation System Considering Chi-square Distribution of Mesh Clients -- A Capability Token Selection Algorithm for Lightweight Information Flow Control in the IoT -- Join Processing in Varying Periodic and Aperiodic Spatial Data Streams -- The Improved Redundant Active Time-Based Algorithm with Forcing Termination of Meaningless Replicas in Virtual Machine Environments -- Optical Simulations on Aerial Transmitting Laser Beam for Free Space Optics Communication -- Employee Management Support Application for Regional Public Transportation Service in Japan -- Message Ferry Routing based on Nomadic Lévy Walk in Delay Tolerant Networks -- A Trust-Based Tool for Detecting Potentially Damaging Users in Social Networks -- Secure Cloud Storage Using Color Code in DNA Computing -- A Hybrid Intelligent Simulation System for Node Placement in WMNs: A Comparison Study of Chi-square and Uniform Distributions of Mesh Clients for CM and LDVM Router Replacement

Methods -- Outage Probability of CR-NOMA Schemes with Multiple Antennas Selection and Power Transfer Approach -- An efficient framework for resource allocation and dynamic pricing scheme for completion time failure in cloud computing -- Inferring Anomalies from Cloud Metrics using Recurrent Neural Networks -- Method of Lyric Association based on Mind Mapping in Collaborative Lyric Writing of Popular Music -- Collaborative Virtual Environments for Jaw Surgery Simulation -- Deterrence-Based Trust: A Study on Improving the Credibility of Social Media Messages in Disaster Using Registered Volunteers -- A Perceptron Mixture Model of Intrusion Detection for Safeguarding Electronic Health Record System -- Personalized Cryptographic Protocols – Obfuscation Technique Based on the Qualities of the Individual -- Personalized Cryptographic Protocols for Advanced Data Protection -- Antilock Braking System (ABS) Based Control Type Regulator Implemented by Neural Network in Various Road Conditions -- Physical Memory Management with Two Page Sizes in Tender OS -- Sensor-Based Motion Analysis of Paralympic Boccia Athletes -- A Design and Development of a Near Video-on-Demand Systems -- A Consideration of Delivering Method for Super-Resolution Video -- Proposal of a Tele-Immersion Visiting System -- A Study on the Impact of High Refresh-Rate Displays on Scores of eSports -- Assessing the Sense of Presence to Evaluate the Effectiveness of Virtual Reality Wildfire Training -- 3D measurement and feature extraction for metal nuts -- A Machine Learning Approach for Predicting 2D Aircraft Position Coordinates -- Evaluation of Rainfall Characteristics Between 1-Hour Precipitation and 10-Minute Precipitation Observed by AMeDAS -- Numerical Analysis of Photonic Crystal Waveguide with Stub by CIP Method -- A CCM-based HC System for Mesh Router Placement Optimization: A Comparison Study for Different Instances Considering Normal and Uniform Distributions of Mesh Clients -- EPOQAS: Development of an Event Program Organizer with a Question Answering System -- Estimating User's Movement Path using Wi-Fi Authentication Log -- Integrating PPN into Autoencoders for Better Information Aggregation Performance -- An AR System to Practice Drums -- A Proposal of Learning Feedback System for Children to Promote Self-directed Learning -- A SPA of Online Lecture Contents with Voice -- A Dynamic and Distributed Simulation Method for Web-based Games.

## Sommario/riassunto

This book provides the latest research findings, innovative research results, methods and development techniques from both theoretical and practical perspectives related to the emerging areas of information networking and their applications. The networks and information systems of today are evolving rapidly. There are new trends and applications in information networking such as wireless sensor networks, ad hoc networks, peer-to-peer systems, vehicular networks, opportunistic networks, grid and cloud computing, pervasive and ubiquitous computing, multimedia systems, security, multi-agent systems, high-speed networks, and web-based systems. These kinds of networks need to manage the increasing number of users, provide support for different services, guarantee the QoS, and optimize the network resources. For these networks, there are many research issues and challenges that should be considered and find solutions. .