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| 1. Record Nr. | UNISA996465505103316 |
| Titolo | Transactions on Computational Science XXX [[electronic resource]] : Special Issue on Cyberworlds and Cybersecurity // edited by Marina L. Gavrilova, C.J. Kenneth Tan, Alexei Sourin |
| Pubbl/distr/stampa | Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2017 |
| ISBN | 3-662-56006-2 |
| Edizione | [1st ed. 2017.] |
| Descrizione fisica | 1 online resource (XIII, 111 p. 59 illus.) |
| Collana | Transactions on Computational Science, , 1866-4733 ; ; 10560 |
| Disciplina | 004.678071 |
| Soggetti | Computer security Optical data processing Biometrics (Biology) Computer graphics Computers and civilization User interfaces (Computer systems) Systems and Data Security Image Processing and Computer Vision Biometrics Computer Graphics Computers and Society User Interfaces and Human Computer Interaction |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Includes index. |
| Nota di contenuto | Emerging Directions in Virtual Worlds and Biometric Security Research -- KINECT Face Recognition Using Occluded Area Localization Method -- Scene-Aware Style Transferring Using GIST -- Privacy-Preserved Spatial Skyline Queries in Location-Based Services -- Comparison Analysis of Overt and Covert Mental Stimuli of Brain Signal for Person Identification -- The Man-Machine Finger-Guessing Game Based on Cooperation Mechanism. |
| Sommario/riassunto | The LNCS journal Transactions on Computational Science reflects recent developments in the field of Computational Science, conceiving |

the field not as a mere ancillary science but rather as an innovative approach supporting many other scientific disciplines. The journal focuses on original high-quality research in the realm of computational science in parallel and distributed environments, encompassing the facilitating theoretical foundations and the applications of large-scale computations and massive data processing. It addresses researchers and practitioners in areas ranging from aerospace to biochemistry, from electronics to geosciences, from mathematics to software architecture, presenting verifiable computational methods, findings, and solutions, and enabling industrial users to apply techniques of leading-edge, large-scale, high performance computational methods. This, the 30th issue of the Transactions on Computational Science journal, is comprised of extended versions of selected papers from the International Conference on Cyberworlds, held in Chongqing, China, in September 2016. The first paper is a position paper giving an outline of current research at the intersection of cybersecurity and cyberworlds, and specifically focusing on mining behavioral data from online social networks. The remaining 5 papers focus on a range of topics, including privacy assurance in online location services, human gait recognition using KINECT sensors, hand-gesture recognition for computer games, scene matching between the source image and the target image for virtual reality applications, and human identification using brain waves.
