Real Time Communication With Webrtc Peer To Peer In The Browser 1st Edition By Loreto Salvatore Romano Simon Pietro 2014 Paperback

This book constitutes the refereed proceedings of the 10th International Conference on Provable Security, ProvSec 2016, held in Nanjing, China, in November 2016. The 17 full papers and 6 short papers presented were carefully reviewed and selected from 79 submissions. The papers are grouped in topical sections on attribute/role-based cryptography, data in cloud, searchable encryption, key management, encryption, leakage analysis, homomorphic encryption.

This book constitutes the refereed proceedings of the 14th International Conference on Cooperative Design, Visualization, and Engineering, CDVE 2017, held in Mallorca, Spain, in September 2017. The 31 full papers presented in this book together with 4 short papers were carefully reviewed and selected from 84 submissions. The papers cover a broad range of topics in the field of cooperative visualization; cooperative design; cooperative engineering; basic theories, methods and technologies that support CDVE; and cooperative applications.

A comprehensive resource describing innovative technologies and digital health tools that can revolutionize the delivery of health care in low- to middle-income countries, particularly in remote rural impoverished communities Revolutionizing Tropical Medicine offers an up-to-date guide for healthcare and other professionals working in low-resource countries where access

to health care facilities for diagnosis and treatment is challenging. Rather than suggesting the expensive solution of building new bricks and mortar clinics and hospitals and increasing the number of doctors and nurses in these deprived areas, the authors propose a complete change of mindset. They outline a number of ideas for improving healthcare including rapid diagnostic testing for infectious and non-infectious diseases at a point-of-care facility, together with low cost portable imaging devices. In addition, the authors recommend a change in the way in which health care is delivered. This approach requires task-shifting within the healthcare provision system so that nurses, laboratory technicians, pharmacists and others are trained in the newly available technologies, thus enabling faster and more appropriate triage for people requiring medical treatment. This text: Describes the current burden of communicable and non-communicable diseases in low- to middle-income countries throughout the world Describes the major advances in healthcare outcomes in low-to middle-income countries derived from implementation of the United Nations/World Health Organisation's 2000 Millennium Development Goals Provides a review of inexpensive rapid diagnostic point-of-care tests for infectious diseases in low-resource countries, particularly for people living in remote rural areas Provides a review of other rapid point-of-care services for assessing hematological function, biochemical function, renal function, hepatic function and status including hepatitis, acid-base balance, sickle cell disease, severe acute malnutrition and spirometry Explores the use of low-cost portable imaging devices for use in remote rural areas including a novel method of examining the optic fundus using a smartphone and the extensive value of portable ultrasound scanning when x-ray facilities are not available Describes the use of telemedicine in the clinical management of both children and adults in remote rural settings

Looks to the future of clinical management in remote impoverished rural settings using nucleic acid identification of pathogens, the use of nanoparticles for water purification, the use of drones, the use of pulse oximetry and the use of near-infrared spectroscopy Finally, it assesses the potential for future healthcare improvement in impoverished areas and how the United Nations/World Health Organization 2015 Sustainable Development Goals are approaching this. Written for physicians, infectious disease specialists, pathologists, radiologists, nurses, pharmacists and other health care workers, as well as government healthcare managers, Revolutionizing Tropical Medicine is a new up-to-date essential and realistic guide to treating and diagnosing patients in low-resource tropical countries based on new technologies.

This textbook covers the theoretical background of one- and multidimensional signal processing, statistical analysis and modelling, coding and information theory with regard to the principles and design of image, video and audio compression systems. The theoretical concepts are augmented by practical examples of algorithms for multimedia signal coding technology, and related transmission aspects. On this basis, principles behind multimedia coding standards, including most recent developments like High Efficiency Video Coding, can be well understood. Furthermore, potential advances in future development are pointed out. Numerous figures and examples help to illustrate the concepts covered. The book was developed on the basis of a graduate-level university course, and most chapters are supplemented by exercises. The book is also a self-contained introduction both for researchers and developers of multimedia compression systems in industry.

Written by international experts in the field, this book covers the standards, architecture and

deployment issues related to IP-based emergency services This book brings together contributions from experts on technical and operational aspects within the international standardisation and regulatory processes relating to routing and handling of IP-based emergency calls. Readers will learn how these standards work, how various standardization organizations contributed to them and about pilot projects, early deployment and current regulatory situation. Key Features: Provides an overview of how the standards related to IP-based emergency services work, and how various organizations contributed to them Focuses on SIP and IMS-based communication systems for the Internet Covers standards, architecture and deployment issues International focus, with coverage of the major national efforts in this area Written by the experts who were/are involved in the development of the standards (NENA, EENA, 3GPP, IETF, ETSI, etc.) Accompanying website provides updates on standards and deployment (http://ip-emergency.net) This book is an excellent resource for vendors building software and equipment for emergency services, engineers/researchers engaged in development of networks and network elements and standardization, emergency services providers, standardization experts, product persons, those within the regulatory environment. Students and lecturers, infrastructure and application service providers will also find this book of interest.

The 2016 International Conference on Artificial Intelligence Science and Technology (AIST2016) was held in Shanghai, China, from 15th to 17th July, 2016.AIST2016 aims to bring together researchers, engineers, and students to the areas of Artificial Intelligence Science and Technology. AIST2016 features unique mixed topics of artificial intelligence and application, computer and software, communication and network, information and security, data mining,

and optimization.This volume consists of 101 peer-reviewed articles by local and foreign eminent scholars which cover the frontiers and state-of-art development in AI Technology. This book constitutes the refereed proceedings of the 10 th International Conference on Mobile Web Information Systems, MobiWIS 2013, held in Paphos, Cyprus, in August 2013. The 25 papers (20 full research papers, 4 demonstration papers, and one abstract of the keynote speech) presented were carefully reviewed and selected from various submissions. The papers cover the following topics related to mobile Web and Information Systems (WISs), such as mobile Web services, location-awareness, design and development, social computing and society, development infrastructures and services, SOA and trust, UI migration and human factors, and Web of Things and networks.

Use this hands-on guide to understand the ever growing and complex world of digital security. Learn how to protect yourself from digital crime, secure your communications, and become anonymous online using sophisticated yet practical tools and techniques. This book teaches you how to secure your online identity and personal devices, encrypt your digital data and online communications, protect cloud data and Internet of Things (IoT), mitigate social engineering attacks, keep your purchases secret, and conceal your digital footprint. You will understand best practices to harden your operating system and delete digital traces using the most widely used operating system, Windows. Digital Privacy and Security Using Windows offers a comprehensive list of practical digital privacy tutorials in addition to being a complete repository of free online resources and tools assembled in one place. The book helps you build a robust defense from electronic crime and corporate surveillance. It covers general principles of digital privacy and how to configure and use various security applications to maintain your

privacy, such as TOR, VPN, and BitLocker. You will learn to encrypt email communications using Gpg4win and Thunderbird. What You'll Learn Know the various parties interested in having your private data Differentiate between government and corporate surveillance, and the motivations behind each one Understand how online tracking works technically Protect digital data, secure online communications, and become anonymous online Cover and destroy your digital traces using Windows OS Secure your data in transit and at rest Be aware of cyber security risks and countermeasures Who This Book Is For End users, information security professionals, management, infosec students

This book is for programmers who want to learn about real-time communication and utilize the full potential of WebRTC. It is assumed that you have working knowledge of setting up a basic telecom infrastructure as well as basic programming and scripting knowledge.

Deliver rich audio and video real-time communication and peer-to-peer data exchange right in the browser, without the need for proprietary plug-ins. This concise hands-on guide shows you how to use the emerging Web Real-Time Communication (WebRTC) technology to build a browser-to-browser application, piece by piece. The authors' learn-by-example approach is perfect for web programmers looking to understand real-time communication, and telecommunications architects unfamiliar with HTML5 and JavaScript-based client-server web programming. You'll use a ten-step recipe to create a complete

WebRTC system, with exercises that you can apply to your own projects. Tour the WebRTC development cycle and trapezoid architectural model Understand how and why VoIP is shifting from standalone functionality to a browser component Use mechanisms that let client-side web apps interact with browsers through the WebRTC API Transfer streaming data between browser peers with the RTCPeerConnection API Create a signaling channel between peers for setting up a WebRTC session Put everything together to create a basic WebRTC system from scratch Learn about conferencing, authorization, and other advanced WebRTC features

Real-time Communication with WebRTCOreilly & Associates Incorporated The conference on network security and communication engineering is meant to serve as a forum for exchanging new developments and research progresss between scholars, scientists and engineers all over the world and providing a unique opportunity to exchange information, to present the latest results as well as to review the relevant issues on

Student engagement relies on the students and their willingness to participate in the learning process and can be enhanced through the application of various technologies within learning environments. However, strategies for implementing these technologies need research and development to be implemented

effectively. The Handbook of Research on Fostering Student Engagement With Instructional Technology in Higher Education is a comprehensive academic publication that focuses on the engagement of learners with academics in higher education and especially how this engagement can be fostered with the integration of new technologies. Featuring an array of topics such as gamification, digital literacy, and social networking, this book is ideal for instructors, educators, administrators, curriculum developers, instructional designers, IT consultants, educational software developers, researchers, academicians, and students.

How prepared are you to build fast and efficient web applications? This eloquent book provides what every web developer should know about the network, from fundamental limitations that affect performance to major innovations for building even more powerful browser applications—including HTTP 2.0 and XHR improvements, Server-Sent Events (SSE), WebSocket, and WebRTC. Author Ilya Grigorik, a web performance engineer at Google, demonstrates performance optimization best practices for TCP, UDP, and TLS protocols, and explains unique wireless and mobile network optimization requirements. You'll then dive into performance characteristics of technologies such as HTTP 2.0, client-side network scripting with XHR, real-time streaming with SSE and WebSocket, and

P2P communication with WebRTC. Deliver superlative TCP, UDP, and TLS performance Speed up network performance over 3G/4G mobile networks Develop fast and energy-efficient mobile applications Address bottlenecks in HTTP 1.x and other browser protocols Plan for and deliver the best HTTP 2.0 performance Enable efficient real-time streaming in the browser Create efficient peer-to-peer videoconferencing and low-latency applications with real-time WebRTC transports

The book will follow a step-by-step tutorial approach to construct an application that allows video conferencing and calls between two browsers and a system for sharing files among a group.This book is ideal for developers new to the WebRTC standards who are interested in adding sensor-driven, real-time, peer-to-peer communication to their web applications. You will only need basic experience with HTML and JavaScript.

This book constitutes the refereed proceedings of the 18th International Conference on Web Engineering, ICWE 2018, held in Cáceres, Spain, in June 2018. The 18 full research papers and 17 short papers presented together with 2 practice papers, 6 demonstration papers, and 5 tutorials were carefully reviewed and selected from 103 submissions. The papers cover research areas such as Web application modeling and engineering; Web infrastructures and

architectures; execution models; human computation and crowdsourcing applications; Web application composition and mashups; Social Web applications; Semantic Web applications; Web of Things applications; big data and data analytics; and security, privacy, and identity.

Deliver rich audio and video real-time communication and peer-to-peer data exchange right in the browser, without the need for proprietary plug-ins. This concise hands-on guide shows you how to use the emerging Web Real-Time Communication (WebRTC) technology to build a browser-to-browser application, piece by piece. The authors{u2019} learn-by-example approach is perfect for web programmers looking to understand real-time communication, and telecommunications architects unfamiliar with HTML5 and JavaScript-based client-server web programming. You{u2019}ll use a ten-step recipe to create a complete WebRTC system, with exercises that you can apply to your own projects. Tour the WebRTC development cycle and trapezoid architectural model Understand how and why VoIP is shifting from standalone functionality to a browser component Use mechanisms that let client-side web apps interact with browsers through the WebRTC API Transfer streaming data between browser peers with the RTCPeerConnection API Create a signaling channel between peers for setting up a WebRTC session Put everything together to create a basic

WebRTC system from scratch Learn about conferencing, authorization, and other advanced WebRTC features.

The book begins by teaching you how to capture audio and video streams from the browser using the Media Capture and Streams API. You will then create your first WebRTC application capable of audio and video calling. The book will also give you in-depth knowledge about signaling and building a signaling server in Node.js. While being introduced to the RTCDataChannel object, you will learn how it relates to WebRTC and how to add text-based chat to your application. You will also learn to take your application further by supporting multiple users through different technologies and scale its performance and security. This book will also cover several theories using full mesh networks, partial mesh networks, and multipoint control units. By the end of this book, you will have an extensive understanding of real-time communication and the WebRTC protocol and APIs. Pro Android Wearables details how to design and build Android Wear apps for new and unique Android wearable device types, such as Google Android smartwatches, which use the new WatchFaces API, as well as health-monitoring features and other cool features such as altimeters and compasses. It's time to take your Android 5 Wear application development skills and experience to the next level and get exposure to a whole new world of hardware. As smartwatches

continue to grab major IoT headlines, there is a growing interest in building Android apps that run on these wearables, which are now being offered by dozens of major manufacturers. This means more revenue earning opportunity for today's indie app developers. Additionally, this book provides new media design concepts which relate to using media assets, as well as how to optimize Wear applications for low-power, single-core, dual-core or quad-core CPUs, and how to use the IntelliJ Android Studio IDE, and the Android device emulators for popular new wearable devices.

Digital Video Concepts, Methods, and Metrics: Quality, Compression, Performance, and Power Trade-off Analysis is a concise reference for professionals in a wide range of applications and vocations. It focuses on giving the reader mastery over the concepts, methods and metrics of digital video coding, so that readers have sufficient understanding to choose and tune coding parameters for optimum results that would suit their particular needs for quality, compression, speed and power. The practical aspects are many: Uploading video to the Internet is only the beginning of a trend where a consumer controls video quality and speed by trading off various other factors. Open source and proprietary applications such as video e-mail, private party content generation, editing and archiving, and cloud asset management would give further control to

the end-user. Digital video is frequently compressed and coded for easier storage and transmission. This process involves visual quality loss due to typical data compression techniques and requires use of high performance computing systems. A careful balance between the amount of compression, the visual quality loss and the coding speed is necessary to keep the total system cost down, while delivering a good user experience for various video applications. At the same time, power consumption optimizations are also essential to get the job done on inexpensive consumer platforms. Trade-offs can be made among these factors, and relevant considerations are particularly important in resource-constrained low power devices. To better understand the trade-offs this book discusses a comprehensive set of engineering principles, strategies, methods and metrics. It also exposes readers to approaches on how to differentiate and rank video coding solutions.

This volume constitutes the refereed post-conference proceedings of the 11th International Conference on Simulation Tools and Techniques, SIMUTools 2019, held in Chengdu, China, in August 2019. The 97 revised full papers were carefully selected from 156 submissions. The papers focus on simulation methods, simulation techniques, simulation software, simulation performance, modeling formalisms, simulation verification and widely used frameworks.

This book presents the proceedings of the International Conference on Cyber-Physical Systems and Control (CPS&C'2019), held in Peter the Great St. Petersburg Polytechnic University, which is celebrating its 120th anniversary in 2019. The CPS&C'2019 was dedicated to the 35th anniversary of the partnership between Peter the Great St. Petersburg Polytechnic University and Leibniz University of Hannover. Cyber-physical systems (CPSs) are a new generation of control systems and techniques that help promote prospective interdisciplinary research. A wide range of theories and methodologies are currently being investigated and developed in this area to tackle various complex and challenging problems. Accordingly, CPSs represent a scientific and engineering discipline that is set to make an impact on future systems of industrial and social scale that are characterized by the deep integration of real-time processing, sensing, and actuation into logical and physical heterogeneous domains. The CPS&C'2019 brought together researchers and practitioners from all over the world and to discuss cross-cutting fundamental scientific and engineering principles that underline the integration of cyber and physical elements across all application fields. The participants represented research institutions and universities from Austria, Belgium, Bulgaria, China, Finland, Germany, the Netherlands, Russia, Syria, Ukraine, the USA, and Vietnam. These proceedings

include 75 papers arranged into five sections, namely keynote papers, fundamentals, applications, technologies, and education and social aspects.

The two-volume set LNCS 10132 and 10133 constitutes the thoroughly refereed proceedings of the 23rd International Conference on Multimedia Modeling, MMM 2017, held in Reykjavik, Iceland, in January 2017. Of the 149 full papers submitted, 36 were selected for oral presentation and 33 for poster presentation; of the 34 special session papers submitted, 24 were selected for oral presentation and 2 for poster presentation; in addition, 5 demonstrations were accepted from 8 submissions, and all 7 submissions to VBS 2017. All papers presented were carefully reviewed and selected from 198 submissions. MMM is a leading international conference for researchers and industry practitioners for sharing new ideas, original research results and practical development experiences from all MMM related areas, broadly falling into three categories: multimedia content analysis; multimedia signal processing and communications; and multimedia applications and services.

The Workshop Volume from the Humans and Computers Conference documents the advanced tutorials that were presented to deepen the understanding gained from the conference lectures. It presents case studies along with accompanying exercises.

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This book serves the need for developing an insight and understanding of the cutting-edge innovation in Cloud technology. It provides an understanding of cutting-edge innovations, paradigms, and security by using real-life applications, case studies, and examples. This book provides a holistic view of cloud technology theories, practices, and future applications with real-life examples. It comprehensively explains cloud technology, design principles, development trends, maintaining state-of-the-art cloud computing and software services. It describes how cloud technology can transform the operating contexts of business enterprises. It exemplifies the potential of cloud computing for next-generation computational excellence

and the role it plays as a key driver for the 4th industrial revolution in Industrial Engineering and a key driver for manufacturing industries. Researchers, academicians, postgraduates, and industry specialists will find this book of interest.

WebRTC, Web Real-Time Communications, is revolutionizing the way web users communicate, both in the consumer and enterprise worlds. WebRTC adds standard APIs (Application Programming Interfaces) and built-in real-time audio and video capabilities and codecs to browsers without a plug-in. With just a few lines of JavaScript, web developers can add high quality peer-to-peer voice, video, and data channel communications to their collaboration, conferencing, telephony, or even gaming site or application. New for the Third Edition The third edition has an enhanced demo application which now shows the use of the data channel for real-time text sent directly between browsers. Also, a full description of the browser media negotiation process including actual SDP session descriptions from Firefox and Chrome. Hints on how to use Wireshark to monitor WebRTC protocols, and example captures are also included. TURN server support for NAT and firewall traversal is also new. This edition also features a step-by-step introduction to WebRTC, with concepts such as local media, signaling, and the Peer Connection introduced through separate runnable demos. Written by experts involved in the standardization effort, this book contains the most up to date discussion of WebRTC standards in W3C and IETF. Packed with figures, example code, and summary tables, this book is the ultimate WebRTC reference. Table of Contents 1 Introduction to Web Real-Time Communications 1.1 WebRTC Introduction 1.2 Multiple Media Streams in WebRTC 1.3 Multi-Party Sessions in WebRTC 1.4 WebRTC Standards 1.5 What is New in WebRTC 1.6 Important Terminology Notes 1.7 References 2 How to Use WebRTC 2.1 Setting Up a

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An easy-to-understand primer on Virtual Reality and Augmented Reality Virtual Reality (VR) and Augmented Reality (AR) are driving the next technological revolution. If you want to get in on the action, this book helps you understand what these technologies are, their history, how they're being used, and how they'll affect consumers both personally and professionally in the very near future. With VR and AR poised to become mainstream within the next few years, an accessible book to bring users up to speed on the subject is sorely needed—and that's where this handy reference comes in! Rather than focusing on a specific piece of hardware (HTC Vive, Oculus Rift, iOS ARKit) or software (Unity, Unreal Engine), Virtual & Augmented Reality For Dummies offers a broad look at both VR and AR, giving you a bird's eye view of what you can expect as they continue to take the world by storm. * Keeps you up-to-date on the pulse of this fast-changing technology * Explores the many ways AR/VR are being used in fields such as healthcare, education, and entertainment * Includes interviews with designers, developers, and technologists currently working in the fields of VR and AR Perfect for both potential content creators and content consumers, this book will change the way you approach and contribute to these emerging technologies.

This book constitutes the refereed proceedings of the 20th EUNICE/IFIP WG 6.2, 6.6 Workshop on Advances in Communication Networking, EUNICE 2014, held in Rennes, France, in September 2014. The 21 papers presented were carefully reviewed and selected from numerous submissions and present aspects in the field of information and communication technologies.

This book constitutes the refereed proceedings of the 17th International Conference on Web Engineering, ICWE 2017, held in Rome, Italy, in June 2017. The 20 full research papers and

12 short papers presented together with 6 application papers, 6 demonstration papers, and 6 contributions to the PhD Symposium, were carefully reviewed and selected from 139 submissions. The papers cover research areas such as Web application modeling and engineering, human computation and crowdsourcing applications, Web applications composition and mashup, Social Web applications, Semantic Web applications, Web of Things applications, and big data.

This book constitutes the refereed proceedings of the 12th International Conference on e-Learning and Games, EDUTAINMENT 2018, held in Xi'an, China, in June 2018. The 32 full and 32 short papers presented in this volume were carefully reviewed and selected from 85 submissions. The papers were organized in topical sections named: virtual reality and augmented reality in edutainment; gamification for serious game and training; graphics, imaging and applications; game rendering and animation; game rendering and animation and computer vision in edutainment; e-learning and game; and computer vision in edutainment. This book covers the theory, design and applications of computer networks, distributed computing and information systems. Networks of today are going through a rapid evolution, and there are many emerging areas of information networking and their applications. Heterogeneous networking supported by recent technological advances in low-power wireless communications along with silicon integration of various functionalities such as sensing, communications, intelligence and actuations is emerging as a critically important disruptive computer class based on a new platform, networking structure and interface that enable novel, low-cost and high-volume applications. Several of such applications have been difficult to realize because of many interconnections problems. To fulfill their large range of applications,

different kinds of networks need to collaborate, and wired and next-generation wireless systems should be integrated in order to develop high-performance computing solutions to problems arising from the complexities of these networks. The aim of the book "Advanced Information Networking and Applications" is to provide 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 applications.

The Definitive Guide to HTML5 WebSocket is the ultimate insider's WebSocket resource. This revolutionary new web technology enables you to harness the power of true real-time connectivity and build responsive, modern web applications. This book contains everything web developers and architects need to know about WebSocket. It discusses how WebSocket-based architectures provide a dramatic reduction in unnecessary network overhead and latency compared to older HTTP (Ajax) architectures, how to layer widely used protocols such as XMPP and STOMP on top of WebSocket, and how to secure WebSocket connections and deploy WebSocket-based applications to the enterprise. Build real-time web applications with HTML5. This book: Introduces you to the WebSocket API and protocol Describes and provides real-world examples of protocol communication over WebSocket Explains WebSocket security and enterprise deployment

This book is a step-by-step project-based guide that aims to teach you how to develop your own web applications and services with WebRTC in a concise, practical manner. This book will be perfect for you if you are a WebRTC developer and want to build

complex WebRTC applications and projects, or if you want to gain practical experience in developing web applications, advanced WebRTC media handling, server and client signaling, call flows, or third-party integration. It is essential to have prior knowledge of building simple applications using WebRTC.

This book constitutes the proceedings of the 18th International Conference on Speech and Computer, SPECOM 2016, held in Budapest, Hungary, in August 2016. The 85 papers presented in this volume were carefully reviewed and selected from 154 submissions.

As modern technologies continue to develop and evolve, the ability of users to interface with new systems becomes a paramount concern. Research into new ways for humans to make use of advanced computers and other such technologies is necessary to fully realize the potential of 21st century tools. Human-Computer Interaction: Concepts, Methodologies, Tools, and Applications gathers research on user interfaces for advanced technologies and how these interfaces can facilitate new developments in the fields of robotics, assistive technologies, and computational intelligence. This four-volume reference contains cutting-edge research for computer scientists; faculty and students of robotics, digital science, and networked communications; and clinicians invested in assistive technologies. This seminal reference work includes chapters on topics pertaining to system usability, interactive design, mobile interfaces, virtual worlds, and more.

Collaboration with Cloud Computing discusses the risks associated with implementing these technologies across the enterprise and provides you with expert guidance on how to manage risk through policy changes and technical solutions. Drawing upon years of practical experience and using numerous examples and case studies, author Ric Messier discusses: The evolving nature of information security The risks, rewards, and security considerations when implementing SaaS, cloud computing and VoIP Social media and security risks in the enterprise The risks and rewards of allowing remote connectivity and accessibility to the enterprise network Discusses the risks associated with technologies such as social media, voice over IP (VoIP) and cloud computing and provides guidance on how to manage that risk through policy changes and technical solutions Presents a detailed look at the risks and rewards associated with cloud computing and storage as well as software as a service (SaaS) and includes pertinent case studies Explores the risks associated with the use of social media to the enterprise network Covers the bring-your-own-device (BYOD) trend, including policy considerations and technical requirements

Over past few years, technologies have experienced boundaries getting blurred and concept of convergence to gain prominence. Harnessing from this, two main tracks for information processing management and communication are held, covering both research and application works of information management, intelligent information processing, interaction management, networking/ telecommunications, and social

interaction. This book creates unique opportunity for research convergence among truly diverse technology domains of computer science. Leveraging from this diversity of topics, researchers get to generate novel research ideas by seeking application of their research in a different technology domain. This volume represents the collection of papers presented at the 13th International Conference on Ubiquitous Information Management and Communication (IMCOM 2019), held on 4-6 January 2019 in Phuket, Thailand. Out of 228 papers submitted from all around the world 88 papers were accepted for presentations. The 88 contributions to this volume are organized into 5 chapters: Chapter 1. Network Evolution, Chapter 2. Intelligent and Secure Network, Chapter 3. Image and Video Processing, Chapter 4. Information Technology and Society, and Chapter 5. Data Mining and Learning. Our editors wish readers to find this volume informative and enjoyable.

This book constitutes the refereed proceedings of the 5th International Conference on Health Information Science, HIS 2016, held in Shanghai, China, in November 2016. The 13 full papers and 9 short papers presented were carefully reviewed and selected from numerous submissions. The scope of the papers includes medical/health/biomedicine information resources such as patient medical records, devices and equipments, software and tools to capture, store, retrieve, process, analyze, and optimize the use of information in the health domain; data management, data mining, and knowledge discovery, all of which play a key role in decision making,

management of public health, examination of standards, privacy and security issues; computer visualization and artificial intelligence for computer aided diagnosis; development of new architectures and applications for health information systems.

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