INTERNATIONAL CONFERENCE ON COMPUTER SYSTEMS AND TECHNOLOGIES "CompSysTech'16"

On June 23 and 24 2016 the University of Palermo hosted the XVII^{-th} in turn International Conference on Computer Systems and Technologies CompSysTech'16.





The CompSysTech'16 International Conference is organized by THE ASSOCIATION FOR COMPUTING MACHINERY (N.Y., USA) and by THE BULGARIAN ACADEMIC SOCIETY OF COMPUTER SYSTEMS AND INFORMATION TECHNOLOGIES and its OBJECTIVE is to intensify the information exchange of results in theoretical research and practical developments in this field.

CompSysTech'16 is organized under the patronage of:

- EUROPEAN COMMISSION Education, Audiovisual and Culture Executive Agency
- John Atanasoff Union of Automation and Informatics
- Bulgarian Academy of Sciences;
- Bulgarian Chapter of IEEE Computer Society;
- Bulgarian Chapter of IEEE Communications Society.

Only papers with three favourable reviews from three members of the Programme Committee, which includes leading scientists from around the world, were accepted for presentation and publication.

The Plenary Session was opened with a greeting address from the Rector of the University of Ruse - Prof. Velizara Pencheva, PhD





Dear Guests, Dear Colleagues,

It is my pleasure to WELCOME you to the XVII^{-th} edition of the International CompSysTech research conference!

The governance of the University of Ruse highly appreciates the efforts of fourth European Thematic Network in Computing to have an active scientific life and will support all your research contributions.

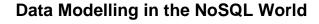
We are glad that the CompSysTech conference is already well recognised and gets more popular in Europa. The fact that today in this hall there are scientists from almost 30 countries is an eloquent evidence for this. Another evidence for the attractive power and the level of the conference is the fact that for the last 9 years the CompSysTech papers have been published in the Digital Library of the Association for Computing Machinery, the most prestigious organization in the field of Computing, and are indexed by SCOPUS. The profile of the conference in Google Scholar is also very impressive.

I wish all participants in the conference successful presentations and beneficial contacts!

The Plenary Session comprised of the following papers:



PAOLO ATZENI
Head of Department of Engineering, Informatics and Automation, University Roma Tre, Italy
http://www.dia.uniroma3.it/~atzeni/





SEBASTIANO BATTIATO Department of Mathematics and Computer Science, University of Catania, Italy http://www.dmi.unict.it/~battiato

Multimedia Forensics: discovering the history of multimedia contents. Recent trends and perspectives



DIMITAR JETCHEVSection des Mathematiques SMA, Ecole Polytechnique
Federale de Lausanne (EPFL), Switzerland
https://people.epfl.ch/dimitar.jetchev/bio?lang=en&cvlang=en

Secure operations on encrypted data for the cloud









The papers - a total of 55 - were allocated in 6 sections.

The Conference Programme also included a Co-Event – Workshop "Advances in high performance information services for digital, multilingual education" (AHPISDME) which comprised of 13 papers.

Session A1 Software Engineering (1) Number of papers: 6	Session B1 Image Processing & Computer Vision Number of papers: 6	Session C1 Workshop AHPISDME (1) Number of papers: 6
Session A2 Software Engineering (2) Number of papers: 3 Software Security & Computer Networks Number of papers: 4	Session B2 Al in Medicine & Healthcare Number of papers: 6	Session C2 Workshop AHPISDME (2) Number of papers: 7
Session A3 Cloud Computing & Distributed Systems Number of papers: 5 Hardware Number of papers: 1	Session B3 Al in Localization Number of papers: 4 Biometrics Number of papers: 3	Session D Information Retrieval & Language Processing Number of papers: 4

Scientists from 28 European countries participated in the conference with papers or as listeners.









Following nominations by the section chairpersons, the Programme Committee awarded a **"BEST PAPER"** crystal prize and honorary diplomas to the authors of the plenary reports as well as the following papers:

SOFTWARE ENGINEERING

Games as Software – Similarities and Differences between the Implementation Projects

Jussi Kasurinen

An Evaluation Framework for Cross-Platform Mobile App Development Tools: A case analysis of Adobe PhoneGap framework

Ville Ahti, Sami Hyrynsalmi, Olli Nevalainen

Development of a Tool for the Graphical Modelling of 3D CAD Models using a Rapid Prototyping Framework

Vishnu Prashanth Murugan, Robert Scheffler, Gregor Wrobel, Dr. Matthias Pleßow

SOFTWARE SECURITY AND COMPUTER NETWORKS

A Model for Establishing Response-time Bounds to Prevent Malware Pandemics in Mobile Devices

Stavros D. Nikolopoulos, Iosif Polenakis

CLOUD COMPUTING AND DISTRIBUTED SYSTEMS

SESAMO: An Integrated Framework for Gathering, Managing and Sharing Environmental Data

Vincenzo Agate, Calogero Crapanzano, Alessandra De Paola, Salvatore Gaglio, Goffredo La Loggia

IMAGE PROCESSING AND COMPUTER VISION

A Multi-spectral Stereo Method to Retrieve Cloud top Height applied to Geostationary Satellite images

Anna Anzalone, Francesco Isgrò

• AI IN MEDICINE AND HEALTHCARE

Automatic detection system of micro sleeps of car drivers based on EEG analysis

Leon Rothkrantz

Classification Experiments of DNA Sequences by Using a Deep Neural Network and Chaos Game Representation

Riccardo Rizzo, Antonino Fiannaca, Massimo La Rosa, Alfonso Urso

AI IN LOCALIZATION

Indoor Localization Based on Beacons and Calculated by Particle Filter Peter Filipek, Alena Kovárová

BIOMETRICS

Eye Tracking for Cultural Heritage: a Gaze-controlled System for Handless Interaction with Artworks

Virginio Cantoni, Marco Porta, Lorenzo Merlano, Nahumi Nugrahaningsih

WORKSHOP

"Advances in high performance services for digital, multilingual education" (AHPISDME)

Towards a Constructionist Serious Game Engine

Adilson Vahldick. António José Mendes. Maria José Marcelino

e-assessment - students' point of view

Ásrún Matthíasdóttir, Hallgrímur Arnalds

The Flipped Classroom Method: Lessons Learned from Flipping Two Programming Courses

Antti Knutas, Antti Herala, Erno Vanhala, Jouni Ikonen

• INFORMATION PRETRIEVAL AND LANGUAGE PROCESSING GI-learning: an optimized framework for grammatical inference Pietro Cottone, Marco Ortolani, Gabriele Pergola

The prizes were provided by the Conference sponsors and were handed out by Prof. Domenico Tegolo – the co-chear of the INTERNATIONAL PROGRAMME COMMITTEE.

A special prize "Prof. Vito Di Gesù AWARD" was provided by the Department of Mathematics and Informatics at the University of Palermo. It was awarded to the young researcher Mario Koddenbrock for the paper

An innovative 3D color barcode - Intuitive and realistic visualization of digital data

Mario Koddenbrock, Daniel Herfert, Frank Püschel, Cornelia Rataj, Matthias Melitzki





















After the Session the participants took a tour around the Botanic Garden and had a social evening at the grand hotel Piazza Borsa.





All the participants and guests of the conference share the opinion that its main goal "to intensify the information exchange of the results in theoretical research and practical developments in the field of Computing" has been widely achieved.

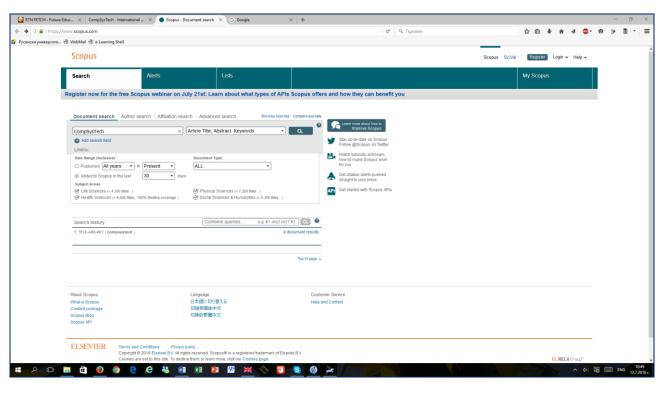
Since 2007 the Association for Computing Machinery (ACM) Inc. is the Publisher of the CompSysTech Proceedings at the level of full papers. All papers are in English, which is a premise for their popularization, referencing and quoting by other authors.

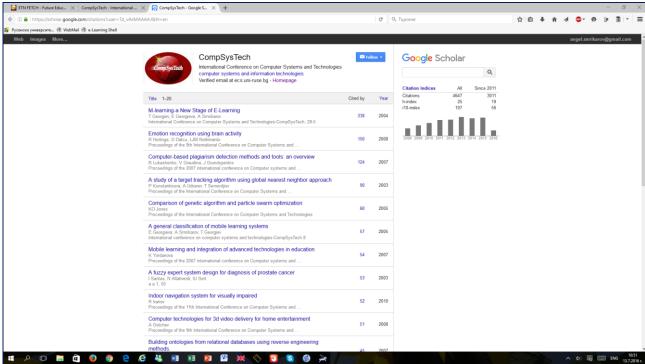
From 2007 the papers are published in the digital library of ACM.

A link to the proceedings have been published on the conference Web site - http://www.compsystech.org/.

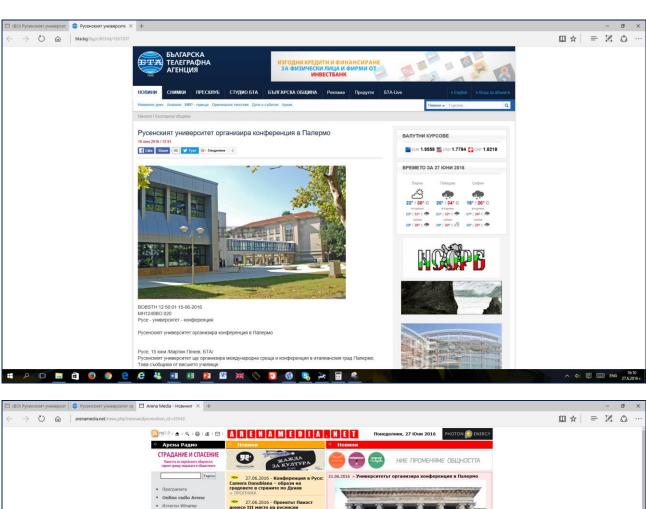


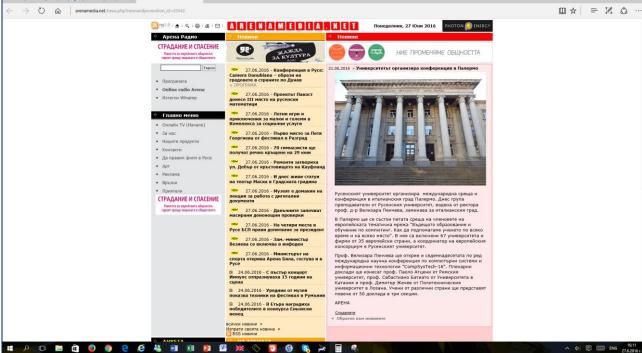
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The conference was announced in all regional media.





Future Education and Training in Computing: How to Support Learning at Anytime Anywhere



