Annai Violet Arts & Science College

(Affiliated to the University of Madras, Co-Ed | NAAC Reaccredited)

2nd International Conference on

Recent Innovations in Technology & Society

CLUSTERCLAVE'25

22nd & 23rd September, 2025

PROCEEDINGS

Volume 2

Annai Violet
Arts & Science College
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2nd INTERNATIONAL CONFERENCE

Recent Innovations in Technology & Society

CLUSTERCLAVE'25

22 - 23 September, 2025

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Conference Title: CLUSTERCLAVE'25 – 2nd International Conference on Recent Innovations in Technology & Society

ISBN: 978-81-990616-7-5

Published in September, 2025

Publisher: Aarambh Quill Publications (www.aarambhquill.in)

Conference Venue:
Annai Violet Arts & Science College

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Chev. Dr. N. R. DHANAPALAN

Chairman, Annai Violet Arts and Science College

Message

It is a privilege to welcome you all to the **International Conference on Computer Science**, organized by the Department of Computer Science, Annai Violet Arts and Science College. This conference reflects our institution's commitment to nurturing research, fostering innovation, and building bridges between academia and industry.

In today's rapidly evolving technological landscape, it is essential to create platforms where scholars, practitioners, and students can share their insights and discoveries. This gathering offers a unique opportunity to explore emerging trends, exchange ideas, and inspire future collaborations that will shape the direction of computer science and its applications.

I commend the organizing committee for their tireless efforts in bringing together distinguished experts and enthusiastic participants from diverse backgrounds. I am confident that the discussions and deliberations during these sessions will lead to meaningful outcomes and open new avenues of research.

Chev. Dr. N. R. DHANAPALAN

Mr. N. R. D. PREM KUMAR

Secretary, Annai Violet Arts and Science College

Message

It is a privilege to welcome you all to the **International Conference on Computer Science**, organized by the Department of Computer Science, Annai Violet Arts and Science College. This conference reflects our institution's commitment to nurturing research, fostering innovation, and building bridges between academia and industry.

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I commend the organizing committee for their tireless efforts in bringing together distinguished experts and enthusiastic participants from diverse backgrounds. I am confident that the discussions and deliberations during these sessions will lead to meaningful outcomes and open new avenues of research.

My best wishes to all the delegates and presenters for a productive and enriching conference experience.

Mr. N. R. D. PREM KUMAR

Dr. P. E. R. PREMCHAND

Joint Secretary, Annai Violet Arts and Science College

Message

I am delighted to welcome all distinguished guests, speakers, researchers, and participants to the **International Conference on Computer Science**, organized by the Department of Computer Science, Annai Violet Arts and Science College. This conference stands as a testament to our institution's vision of fostering innovation, encouraging research, and promoting global academic collaboration.

In an era of rapid technological advancement, it is vital to create opportunities for scholars and industry experts to exchange ideas and share pioneering research. This event provides such a vibrant platform, enabling participants to engage in insightful discussions and build valuable networks that will benefit the academic and professional community.

I extend my sincere appreciation to the organizing committee for their dedication and meticulous planning, which have made this conference possible. I am confident that the deliberations and interactions over these sessions will lead to meaningful outcomes and inspire future advancements in the field.

My heartfelt best wishes to all delegates, presenters, and attendees for a fruitful and memorable conference.

Dr. P. E. R. PREMCHAND

Dr. C. INITHA LEBONAN EBENCY

Principal, Annai Violet Arts and Science College

Message

It gives me immense pleasure to welcome all the distinguished guests, researchers, academicians, industry professionals, and students to the **International Conference on Computer Science**, organized by the Department of Computer Science, Annai Violet Arts and Science College.

Our institution believes that true learning happens when knowledge is shared and ideas are challenged. This conference provides an excellent platform for intellectual exchange, cutting-edge research presentations, and collaboration across disciplines.

I extend my heartfelt appreciation to the organizing committee for their tireless efforts and wish every participant a rewarding and inspiring experience. May the deliberations here ignite fresh perspectives and pave the way for meaningful innovations.

Dr. C. INITHA LEBONAN EBENCY

Dr. JAPHIA SOLOMAN
Vice-Principal, Annai Violet Arts and Science College

Message

I am delighted to extend my warm greetings to all participants of this prestigious international conference. In a world driven by technology and innovation, gatherings like this play a vital role in bridging the gap between academia and industry.

This event showcases our college's commitment to fostering a research culture and supporting the professional growth of students and faculty alike. I congratulate the Department of Computer Science for its dedication and careful planning, and I am confident that the conference will stimulate productive dialogue and lasting collaborations.

Best wishes for a successful and enriching conference experience.

Dr. JAPHIA SOLOMAN

Mrs. R. CATHERIN IDA SHYLU
Head, Department of Computer Science,
Annai Violet Arts and Science College

Message

As the Head of the Department of Computer Science, I am proud to welcome you to this **International Conference on Computer Science**, a platform designed to share knowledge, showcase research advancements, and encourage innovative thinking.

Our department has consistently worked to create opportunities for scholars and students to engage with emerging trends in technology. This conference represents the culmination of those efforts and offers a space for meaningful discussions that can shape the future of our field.

I sincerely thank all our guests, speakers, and participants for their presence and contributions, and I commend the organizing team for their dedication in making this event possible.

MRS. R. CATHERIN IDA SHYLU

THE INTERNATIONAL CONFERENCE CLUSTERCLAVE 2025 IN RECENT INNOVATION IN TECHNOLOGY AND SOCIETY

PREFACE

We are delighted to present the proceedings of **ClusterClave – International Conference on Computer Science**, an event designed to bring together researchers, academicians, industry professionals, and students from across the globe. This conference serves as a vibrant platform for sharing innovative ideas, exploring emerging trends, and fostering collaborations in the ever-expanding field of computer science.

The conference theme underscores the importance of clustering knowledge and expertise to address contemporary challenges and opportunities in areas such as Artificial Intelligence, Machine Learning, Data Science, Cybersecurity, Cloud Computing, and other frontier technologies. By facilitating insightful discussions and exchanging diverse perspectives, *ClusterClave* aims to stimulate groundbreaking research and practical solutions.

We extend our heartfelt appreciation to all paper contributors, keynote speakers, session chairs, reviewers, and participants whose efforts have enriched this gathering. Our sincere thanks also go to the organizing committee, sponsors, and volunteers for their dedicated support, which has made this event possible.

It is our hope that the deliberations and outcomes of *ClusterClave* will inspire further innovation and collaboration, contributing to the advancement of computer science and its applications worldwide.

Organizing Committee

ClusterClave – International Conference on Computer Science

ABOUT THE INSTITUTE

Annai Violet Arts and Science College, located in Menambedu, Ambattur, Chennai, is a premier institution dedicated to providing quality higher education since its establishment in 1997 by the Nesarathinam Educational Trust. Affiliated to the University of Madras and accredited by the NAAC with a commendable CGPA of 2.81, the college upholds the motto "Seek, Strive, Succeed," reflecting its mission to nurture academic excellence and personal growth. Spanning a serene 5.25-acre campus, the college offers a vibrant learning environment with modern infrastructure that includes spacious classrooms, smart teaching aids, well-equipped laboratories, a comprehensive library, seminar halls, and dedicated research spaces.

The college provides a broad spectrum of undergraduate and postgraduate programmes across Arts, Science, Commerce, Management, and Computer Applications, in addition to value-added diploma and certificate courses that enhance employability. Popular courses include B.Com (with multiple specialisations), B.B.A, B.C.A, and B.Sc degrees in fields such as Computer Science, Microbiology, and Visual Communication, alongside M.Com, M.A English, and M.Sc programmes. To support holistic development, the institution hosts a variety of co-curricular and extracurricular activities through NSS, NCC, Rotaract, sports clubs, and cultural forums. Students benefit from a strong focus on skill development, industry interactions, career counselling, and placement assistance, while female students have access to on-campus hostel facilities that ensure a safe and supportive residential experience.

Annai Violet Arts and Science College continues to strengthen its reputation as a centre of academic innovation and social responsibility, encouraging students to excel not only in academics but also in leadership, research, and community service. By combining a dedicated faculty, updated curriculum, and an inclusive campus culture, the college aims to produce graduates who are professionally competent, ethically grounded, and ready to meet the challenges of a dynamic global environment.

ABOUT THE CONFERENCE

The International Conference on ClusterClave in Computer Science is envisioned as a dynamic platform for researchers, academicians, industry professionals, and students to present and discuss their latest findings. Following the tradition of previous global events hosted by the college—such as the *CREATOR'25* conference on advanced threats and reverse engineering—the ClusterClave series continues our mission to promote collaborative research and cross-disciplinary dialogue. The conference features keynote addresses by eminent scholars, technical paper presentations, workshops, and panel discussions designed to inspire innovation and build enduring professional networks.

THEME OF THE CONFERENCE

"Clustering Innovations for a Smarter Digital Future"

The theme highlights the power of collective intelligence and interdisciplinary collaboration in shaping the next era of computing. Topics include but are not limited to:

- Artificial Intelligence and Machine Learning
- Big Data Analytics and Cloud Computing
- Cybersecurity and Privacy
- Blockchain and Distributed Systems
- Internet of Things (IoT) and Edge Computing
- Quantum Computing and Emerging Paradigms

By uniting global expertise, *ClusterClave* seeks to catalyze novel solutions to real-world problems and to advance the frontiers of computer science research.

CLUSTERCLAVE'25
Paper Id: IC25026 ISBN: 978-81-990616-7-5

Recent Trends in Cyber Security

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Abstract: *Cyber security has become a critical field in the digital age, as the rapid growth of internet connectivity and digital technologies exposes individuals, organizations, and governments to increasing cyber threats. These threats include malware, ransomware, phishing attacks, data breaches, and advanced persistent threats (APTs), which can compromise sensitive information, disrupt operations, and cause significant financial and reputational damage. This paper provides an overview of the key concepts, challenges, and solutions in cyber security, focusing on protecting the confidentiality, integrity, and availability of information systems. It explores various security measures such as network security, application security, cryptography, and user awareness training. The study also highlights the importance of developing proactive defense strategies, continuous monitoring, and adapting to emerging threats. Finally, it discusses the future directions of cyber security, emphasizing the role of artificial intelligence, machine learning, and automated threat detection in enhancing security posture in a rapidly evolving digital landscape.*

I. INTRODUCTION

Cyber security refers to the practice of protecting computers, networks, programs, and data from unauthorized access, attacks, damage, or theft. As our world becomes more digitally connected, the importance of safeguarding digital assets has grown significantly.

Cyber security involves a set of technologies, processes, and practices designed to defend systems against cyber threats such as malware, phishing, ransomware, hacking, and data breaches. It applies to individuals, businesses, governments, and organizations to ensure the confidentiality, integrity, and availability (CIA triad) of information.

Increasing cyber attacks threaten sensitive data and personal privacy. Financial losses from data breaches and system downtime are huge. Critical infrastructure (like power grids, hospitals, and transportation) must be protected from cyber threats.

Regulatory laws (like GDPR, HIPAA) require organizations to maintain strict data protection measures.

Key Areas of Cyber security

1. Network Security – Protects internal networks from intruders by using firewalls, intrusion detection systems, and encryption.
2. Application Security – Ensures software and applications are free from vulnerabilities that attackers could exploit.
3. Information Security – Focuses on protecting data from unauthorized access or theft.
4. Operational Security – Processes and decisions for handling and protecting data assets.
5. Disaster Recovery & Business Continuity – Strategies to recover data and continue operations after a cyber attack.
6. End-User Education – Training users to avoid common security pitfalls (like clicking suspicious links).

Cyber security is a dynamic and ever-evolving field, requiring constant updates and vigilance to defend against new and sophisticated threats.

II. BACKGROUND IN CYBER SECURITY

A background in cyber security involves knowledge, skills, and experience related to protecting computer systems, networks, and data from unauthorized access, attacks, and damage.

Key Areas in Cyber security:

- Network Security Protecting networks from intrusions, malware, and unauthorized access.

Tools: Firewalls, IDS/IPS, VPNs

- Information Security Safeguarding data confidentiality, integrity, and availability (CIA Triad).
- Application Security Securing software applications from vulnerabilities (e.g., SQL injection, XSS).
- Endpoint Security Securing individual devices (laptops, phones) from malware and threats.
- Cloud Security Protecting data and applications hosted in the cloud (AWS, Azure).
- Incident Response & Forensics Detecting, analyzing, and responding to security incidents.
- Penetration Testing (Ethical Hacking) Simulating attacks to identify security gaps.

Core Skills in Cyber security:

Understanding of TCP/IP, protocols, firewalls Knowledge of operating systems (Linux, Windows) Cryptography basics Security frameworks (NIST, ISO 27001) Scripting (Python, Bash) Familiarity with security tools (Wireshark, Metasploit, Nessus) Risk assessment and management

Career Paths:

- Security Analyst
- Penetration Tester

- Security Consultant
- Security Engineer
- Incident Responder
- SOC Analyst
- CISO (Chief Information Security Officer)

III. RELATED WORKS

A. Defensive Roles (Protect and Monitor Systems) Security AnalystMonitors systems and networks for security breaches and investigates incidents. Security Engineer Designs, implements, and manages security solutions (firewalls, IDS/IPS, endpoint protection) SOC (Security Operations Center) Analyst Provides real-time monitoring of security events, investigates alerts, and performs initial incident triage. Incident Responder Handles active cyber security incidents, containing threats and performing forensic investigations. Security Architect Designs secure IT infrastructure and system architectures, defining security standards and practices. Compliance Specialist Ensures systems and processes follow regulatory frameworks (GDPR, HIPAA, PCI DSS).

B. Offensive Roles (Test and Challenge Systems) Penetration Tester (Ethical Hacker) Performs simulated attacks on systems to discover vulnerabilities before malicious hackers do. Red Team Operator Conducts advanced attack simulations against an organization's infrastructure to test defenses. Vulnerability Researcher Studies software and systems to find security flaws that can be patched.

C. Governance, Risk, and Policy Risk Analyst / Manager Identifies and evaluates security risks and recommends controls to mitigate them.Security Consultant Advises businesses on how to improve security posture, policies, and compliance. CISO (Chief Information Security Officer) Leads the security strategy and governance of the organization, reporting to executives.

D. Specialized Fields Cryptographer Designs and analyzes encryption algorithms to secure communications and data. Malware Analyst / Reverse Engineer Analyzes malicious software to understand behavior, create signatures, or develop defenses. Digital Forensics Specialist Investigates cybercrimes by collecting and analyzing digital evidence. Cloud Security Engineer Secures cloud environments (AWS, Azure, Google Cloud), focusing on identity management, data protection, and cloud-specific threats.

E. Emerging and Niche Roles IoT Security Specialist Secures Internet of Things devices, addressing unique hardware/software vulnerabilities. DevSecOps Engineer Integrates security into the development pipeline, automating security testing. Threat Intelligence Analyst Gathers and analyzes threat data to anticipate and mitigate future attacks. Example Certifications Often Pursued in These Fields: CompTIA Security+ Certified Information Systems Security Professional (CISSP) Certified Ethical Hacker (CEH) GIAC Penetration Tester (GPEN) Certified Cloud Security Professional (CCS)

IV. METHODOLOGY

A. Risk Management Methodology

Purpose: Identify, assess, and manage security risks to systems and data.
Steps:

- Asset Identification Catalog critical assets (hardware, software, data).
- Threat Modeling Identify potential threats (hackers, malware, insider threats).
- Vulnerability Assessment Find system weaknesses (unpatched software, misconfigurations).
- Risk Assessment Evaluate likelihood × impact of potential threats.
- Risk Mitigation Apply controls (firewalls, encryption, access policies).
- Monitoring & ReviewContinuously monitor risk environment and adjust controls.

B. Incident Response Methodology (NIST Framework)

Purpose: Handle and respond to cyber security incidents effectively.
Key Phases:

- Preparation Create policies, tools, and training before incidents occur.
- Identification Detect and identify potential security incidents (unusual network activity).
- Containment Short-term and long-term containment to limit damage.
- Eradication Remove the root cause (e.g., malware, exploited vulnerabilities).
- Recovery Restore systems back to normal operations safely.
- Lessons Learned Analyze the incident to improve defenses.

C. Penetration Testing Methodology

Purpose: Simulate real attacks to discover vulnerabilities before attackers do.
Phases:

- Planning & Reconnaissance Define scope, collect public info (domain, IP ranges).
- Scanning Use tools like Nmap, Nessus to map open ports and services.

- Gaining Access Exploit identified vulnerabilities to access the system.
- Maintaining Access Test persistence mechanisms to see if an attacker can stay undetected.
- Analysis & Reporting Document vulnerabilities, exploitation methods, and recommend fixes.

D. Secure Software Development Lifecycle (SSDLC)

Purpose: Integrate security at each stage of software development.
Phase

- Requirements Define security requirements alongside functional ones.
- Design Apply security design principles (least privilege, defense in depth).
- Implementation Write secure code and follow coding best practices.
- Testing Conduct static analysis, dynamic analysis, fuzz testing.
- Deployment Ensure secure configurations in production.
- Maintenance Apply patches and conduct periodic security review

E. Threat Intelligence Methodology

Purpose: Collect, analyze, and use data about potential threats to prevent attacks.
Process:

- Collection Gather data from multiple sources (honeypots, open-source intelligence).
- Processing Normalize and organize data.
- Analysis Identify patterns, indicators of compromise (IOCs), and tactics.
- Dissemination Share actionable threat intelligence with relevant teams.
- Feedback Evaluate effectiveness of intelligence and improve the process.

F. Compliance & Audit Methodology

Purpose: Ensure security practices follow industry regulations and standards.
Process:

- Policy Definition Define security policies according to standards (ISO 27001, GDPR).
- Implementation Apply security controls.
- Assessment Conduct internal and external audits to check compliance.
- Reporting Document findings, report to stakeholders.
- Remediation Fix non-compliance issues.

V. FINDINGS AND RECOMMEDATIONS

A. Fundings in Cyber security

Government Funding Many governments worldwide provide funding for cyber security initiatives, research, and infrastructure improvements. Examples: In the USA: Cyber security and Infrastructure Security Agency (CISA) provides grants to improve critical infrastructure security. NIST (National Institute of Standards and Technology) funds research projects. European Union: Horizon Europe Program funds cyber security research and innovation projects India: Indian Computer Emergency Response Team (CERT-IN) promotes cyber security research and development Private Sector Investment Large corporations (Google, Microsoft, Amazon) invest in cyber security research and development. Venture capital (VC) firms fund cyber security startups focusing on innovative solutions (e.g., AI-driven threat detection, Zero Trust security). Academic and Research Grants Universities receive grants to study cyber security topics: Examples: NSF (National Science Foundation) grants for academic research in cyber security. Collaborative projects between academia and industry. International Funding Programs World Bank and UN provide funding for cyber security capacity-building in developing count

B. Best Recommendations in Cyber security

Implement a Strong Security Framework Adopt internationally recognized frameworks: NIST Cyber security Framework (CSF) ISO/IEC 27001 (Information Security Management System) CIS Controls (Center for Internet Security) Apply the Principle of Least Privilege Ensure users and application have only the access needed to perform their functions. Example: Limit admin rights and use role-based access control (RBAC). Regular Patch Management Keep systems, applications, and devices up to date to close known vulnerabilities. Tip: Automate patch deployment where possible. Multi-Factor Authentication (MFA) Enforce MFA across all critical systems to strengthen login security. Continuous Monitoring and Threat Intelligence Deploy SIEM (Security Information and Event Management) solutions to monitor logs and detect anomalies in real-time. Subscribe to threat intelligence feeds to stay updated on emerging threats. Conduct Regular Penetration Testing and Red Team Exercises Regularly test defenses by simulating real-world attacks to uncover vulnerabilities and improve response strategies. Security Awareness Training Educate employees to recognize phishing, social engineering, and basic security hygiene practices. Backup and Disaster Recovery Plan Ensure regular backups and a tested disaster recovery plan are in place to recover from ransomware or other major incidents. Data Encryption Encrypt sensitive data both at rest and in transit using strong encryption algorithms (AES-256, TLS 1.3). Zero Trust Architecture Adopt Zero Trust principles: "Never trust, always verify."

Authenticate and authorize every access request.

3. Example of Combined Strategy:

Apply NIST CSF to structure your overall strategy. Use MFA + Encryption + Least Privilege as core controls. Monitor with SIEM + Threat Intelligence. Test regularly via Penetration Testing.

Educate employees quarterly on social engineering risks. Here's a structured and comprehensive summary of the Conclusions and Future Directions in Cyber security

Conclusions in Cybersecurity

1. Cybersecurity Is More Critical Than Ever

With digital transformation accelerating in industries (finance, healthcare, government), cybersecurity has become essential for protecting data, infrastructure, and privacy.

2. Threat Landscape Is Evolving Rapidly

Modern threats are increasingly sophisticated:

Advanced Persistent Threats (APTs)

Ransomware-as-a-Service (RaaS)

Supply Chain Attacks

Attackers constantly innovate, making traditional defenses insufficient by themselves.

3. Human Factor Remains a Major Vulnerability

Studies consistently show that over 90% of cyber incidents involve human error (phishing, weak passwords, misconfigurations).

4. Regulatory Compliance Is a Growing Necessity

Regulations like GDPR, HIPAA, and CCPA impose strict security and privacy requirements. Non-compliance results in huge fines.

1. Need for Proactive and Holistic Security ApproachThe traditional perimeter defense model is no longer enough. Cybersecurity requires continuous monitoring, threat intelligence, automation, and defense-in-depth strategies.
2. Future Directions in Cyber security

Zero Trust Architecture (ZTA) Will Become Standard Practice

Trust no device or user by default, even inside the network.

Continuous authentication and authorization, micro-segmentation, and strict access controls. Increased Use of Artificial Intelligence and Machine Learning AI will automate threat detection, behavioral analysis, and response. Example: ML-driven anomaly detection will spot advanced threats in real time. But beware of adversarial AI attacks Quantum Computing – Both Threat and Opportunity Quantum computers will break many current encryption algorithms (RSA, ECC). Development of post-quantum cryptography (PQC) is critical to future-proof data security. Cloud Security Will Continue to Grow in Importance As more organizations move workloads to the cloud, securing is key. Cloud-native security tools, identity and access management, and workload protection will ex IoT (Internet of Things) Security Will Become Critical Billions of connected devices (smart home, industrial IoT) with weak security are a target. Focus on secure device manufacturing, regular firmware updates, and network segmentation. Privacy-Enhancing Technologies (PETs) Privacy regulations are tightening. PETs like homomorphic encryption,

differential privacy, and secure multi-party computation will become more prevalent. Automated Incident Response and Orchestration Security Orchestration, Automation, and Response (SOAR) tools will allow faster and smarter automated responses to incide Supply Chain Security Will Get Stronger Focus Attacks like SolarWinds showed the importance of securing third-party vendors. Vendor risk assessments, SBOM (Software Bill of Materials), and continuous monitoring will become standard. Cybersecurity Workforce Gap Will Need Closing Millions of open cybersecurity jobs globally. Focus on training, certification programs, and diversity efforts to build capable security teams.

VI. CONCLUSIONS

Cyber security is no longer optional—it is an essential business and national security requirement. The future will depend on adopting smarter technologies, more robust frameworks, and shifting toward proactive and adaptive defense mechanis

Foundational Books

1. "The Web Application Hacker's Handbook" by Dafydd Stuttard & Marcus Pinto
• Focus: Web application security, penetration testing, vulnerabilities like XSS, SQLi.
2. "Hacking: The Art of Exploitation" by Jon Erickson
• Focus: Low-level exploitation, programming, and hacking techniques.
3. "Security Engineering" by Ross Anderson
• Focus: Comprehensive coverage of security architecture, protocols, real-world case studies.
4. "Applied Cryptography" by Bruce Schneier
• Focus: Cryptographic algorithms and practical implementation.
5. "Practical Malware Analysis" by Michael Sikorski & Andrew Honig
• Focus: Malware reverse engineering and analysis techniques.

Standard Frameworks and Guidelines

1. NIST Cyber security Framework (CSF)
• URL: https://www.nist.gov/cyberframework
• Purpose: Risk-based approach to managing cyber security posture.
2. ISO/IEC 27001 (Information Security Management System – ISMS)
• URL: https://www.iso.org/isoiec-27001-information-security.html
• Purpose: Global standard for information security governance.
3. Center for Internet Security (CIS) Controls
• URL: https://www.cisecurity.org/controls/
• Purpose: Best practices for securing IT systems and data.

Authoritative Websites & Resources

OWASP (Open Web Application Security Project)
URL: https://owasp.org/
• Purpose: Web application security guides, top 10 vulnerability lists, testing frameworks.
MITRE ATT&CK Framework
URL: https://attack.mitre.org/
• Purpose: Knowledge base of adversary tactics, techniques, and procedures (TTPs).
US-CERT (United States Computer Emergency Readiness Team)
URL: https://www.cisa.gov/uscert
• Purpose: Security alerts, best practices, vulnerability reports.
SANS Institute
URL: https://www.sans.org/
• Purpose: Security training, research papers, whitepaper
Academic Journals & Research Papers
IEEE Transactions on Information Forensics and Security
URL: https://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=10206
• Purpose: Peer-reviewed cyber security research.
Journal of Cyber security (Oxford Academic)
URL: https://academic.oup.com/cybersecurity
• Purpose: Research articles on security engineering, cryptography, and privacy.
Certifications as References
Certified Information Systems Security Professional (CISSP) – (ISC)²
URL: https://www.isc2.org/Certifications/CISSP
• Industry-recognized security management certification.
Certified Ethical Hacker (CEH) – EC-Council
URL: https://www.eccouncil.org/programs/certified-ethical-hacker-ceh/
• Ethical hacking and penetration testing.
CompTIA Security+
URL: https://www.comptia.org/certifications/security
• Entry-level security certification
Whitepapers & Industry Reports
Verizon Data Breach Investigations Report (DBIR) (Annual)
URL: https://www.verizon.com/business/resources/reports/dbir/
• Real-world data about breaches and incidents.
IBM X-Force Threat Intelligence Index
URL: https://www.ibm.com/security/data-breach/threat-intelligence
• Trends in threats and attacker behavior.
These references provide a solid foundation for anyone aiming to deepen their knowledge, conduct research, or implement cyber security strategies.

CLUSTERCLAVE'25
Paper Id: IC25027 ISBN: 978-81-990616-7-5

The Game Engine Aesthetic: A Software Studies Analysis of Unreal Engine's Influence on Narrative and Spectacle in the Mandalorian

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Assistant Professor, Department of Visual Communication,
Nazareth College of Arts and Science, Chennai, Tamilnadu, India.

Abstract: *This research paper moves beyond a textual analysis of film content to investigate how software platforms actively shape cinematic storytelling. Utilizing a Software Studies framework, it examines the integration of the Unreal Engine—a real-time game engine—into the virtual production pipeline of Disney's *The Mandalorian_. The study posits that the game engine is not a neutral tool but an active agent that influences narrative construction, directorial choices, and the very ontology of the cinematic image. By analyzing behind-the-scenes documentation, practitioner interviews, and the finished text, this paper argues that Unreal Engine facilitates a new "synthetic realism" and promotes a spectacle-driven narrative form. It concludes that the adoption of game engines marks a fundamental shift in filmmaking, blurring the lines between cinematic and ludic (game-like) spaces and creating a new "Game Engine Aesthetic" characterized by immersive, modular, and real-time world building.*

Keywords: *Virtual Production, Unreal Engine, Software Studies, Media Industry Studies, Digital Film making, The Mandalorian (Star Wars), Game Engine, Real-time Rendering.*

I. INTRODUCTION

1.1 Introduction

Imagine an actor not staring at a green void, but into a vast, alien desert, with twin suns setting in real- time. Imagine a filmmaker using a voice command to change the time, weather, or entire terrain, and instantly seeing the resulting shot showing up on the camera display. This is not a scene from a science fiction film; it represents the modern reality of filmmaking, as represented by Disney's The Mandalorian. This revolution is driven by an unexpected tool: a video game engine. This study aims to better comprehend this remarkable shift. It extends beyond studying film content to analyze the tools used to generate it, suggesting that the Unreal Engine is an active, collaborative agent that is radically transforming cinematic storytelling, from the first draft to the final spectacle on screen.

1.2 Background of the Study

For decades, this paradigm has been defined for the creation of filmmaking imaginations from green screens. This process, although powerful, produced a deep separation. The actors had to pass by in isolation and introduce themselves to the world that would be added in a few months. The director made creative decisions without looking at the final context, and the visual effects became the final storyteller, working in principle long after the end of the photograph. This new workflow has often led to creative compromises, intense post-production planning and uniformity in style. The advent of the real-time game engine, particularly Epic Games' Unreal Engine, has disrupted this centuries-old model. This technology was originally developed to create interactive video game experiences and implemented to create a large, dynamic, photo-taking digital environment that can be rendered live on set. This fusion of gaming technology and film practice known as virtual production is the most important technical and conceptual change in filmmaking since the advent of computer-generated images (CGI). This research is at this exciting intersection aimed at documenting and analyzing the effects of this software-oriented revolution.

1.3 Statement of the Problem

The technical miracle of virtual production has been widely praised for its behind-the-scenes trading spots and characteristics, but it still has a deeper impact on the arts and craftsmanship of the story. The central question appealing to this research is how it affects the narrative structure, director, and aesthetic outcomes of modern filmmaking, and how does it affect the core of a virtual production pipeline that is redesigned?

This study assumes that certain services, such as real-time, asset modularity, and configuration software, not only accelerate production, but also positively accelerate specific creative decisions, leading to the development of a pronounced "game engine aesthetic." This impact is less understood and requires critical investigation

1.4 Aim of the Study

The main goal of this study is to conduct an in-depth, human-centric analysis of the role of unrealistic engines in modern filmmaking. The aim is to classify technology and illuminate the concrete influence on creative people: authors, directors, actors and cinematographers. By using the Mandalorian as a central case study, this study aims to clarify how software will become co-partners in the film production process to ultimately define new creative possibilities and challenges inherent in this new "game engine aesthetic."

1.5 Objectives of the Study

To achieve its aim, this study will pursue the following specific objectives:

1. To trace the historical and technological evolution from traditional green screen techniques to the virtual production pipeline, establishing the significance of this shift.
2. To deconstruct the workflow of Unreal Engine within a virtual production context, making its technical processes accessible to a non-specialist audience.
3. To analyze through direct examples how real-time rendering and asset reuse influence narrative structure, location selection, and scene design.
4. To assess the human experience of this technology and integrate its effects, actors and crews have on their impact on performance, cooperation, and creative spontaneity.
5. To critically evaluate the resulting aesthetics of the film and identify license plates for what the "game engine aesthetic" can represent from the perspective of visual style, production design, and audience.

1.6 Need of the Study

This study is critically necessary for two main reasons. First, we are the fundamental moments when this technology in the global media industry is quickly adopted, from blockbuster films to episodic television. A rigorous early analysis is important to document its effectiveness and to lead ethical and creative development. Second, this study fills a major gap. It brings the framework of software research - what software claims to shape culture - a direct conversation between filmmaking research and aesthetic theory. It goes beyond the "what" of cinematic storytelling, looking into the "how" and argues that the tools to create a story are inseparable from the story itself. This study provides scientists, critics and practitioners with a valuable framework for understanding and criticizing the next generation of filmmaking.

II. REVIEW OF LIERATURE

2.1 Introduction

This chapter situates the present study within the broader academic conversation surrounding technology and media. The adoption of Unreal Engine in filmmaking is not an isolated technological event but a convergence of several evolving discourses. This review will trace three critical tributaries that feed this new paradigm: first, the theoretical foundation of how technology influences art, drawn from Philosophy of Technology and Software Studies; second, the historical trajectory of realism and spectacle in cinema, which provides the aesthetic context for this innovation; and finally, the emerging scholarship on virtual production itself, which this research aims to extend and deepen. By synthesizing these fields, this chapter establishes the necessary framework to analyze the game engine not just as a tool, but as a cultural and artistic agent.

2.2 The Theoretical Underpinnings: Technology as a Cultural Force

The middle argument of this thesis—that software program shapes storytelling—is underpinned

with the aid of using philosophical and theoretical paintings that rejects the perception of generation as a impartial tool.

The foundational line of inquiry starts offevolved with Martin Heidegger`s seminal essay, "The Question Concerning Technology" (1977). Heidegger argues that generation isn't always simply instrumental; it's far a method of "revealing" that shapes how we understand and order the world. He introduces the idea of "Enframing" (Gestell), in which generation demanding situations nature to be ordered, standing-reserve, and optimized. This philosophical lens is critical for information the digital manufacturing pipeline. The Unreal Engine may be visible because the remaining Enframing device, reworking resourceful worlds into modular, quantifiable, and immediately retrievable virtual "assets" equipped for deployment, essentially converting the filmmaker's dating with the cinematic environment.

Building on this, Lev Manovich, in Software Takes Command (2013), affords a extra particular framework for the virtual age. Manovich posits that software program applications, with their particular interfaces, tools, and default settings, impose their very own common sense on media creation. He argues that to recognize current culture, we need to practice "software program studies," reading how software program shapes the design, distribution, and reception of media. This studies at once applies Manovich's mandate to Unreal Engine, treating it as a "meta-medium" whose conventions and affordances—born from the online game industry—at the moment are actively structuring cinematic practice.
Further helping that is the paintings of Bolter and Grusin in Remediation: Understanding New Media (1999). Their idea of remediation—the manner new media refashions and repurposes older media—is flawlessly exemplified with the aid of using Unreal Engine. The recreation engine remediates the complete filmmaking process, soaking up the jobs of region scouting, set design, lighting, and cinematography right into a single, unified software program environment. It does now no longer truely update those practices however redefines them thru the common sense of real-time, interactive simulation.

2.3 The Cinematic Context: A Long Pursuit of Immersion and Illusion

The preference to create immersive, plausible worlds on display is as antique as cinema itself. The modern digital manufacturing motion is the contemporary bankruptcy on this enduring pursuit.

The historical drive for cinematic realism is thoroughly documented by Stephen Prince in *Digital Visual Effects in Cinema: The Seduction of Reality* (2012). Prince traces the evolution of special effects from practical miniatures and matte paintings to photorealistic CGI, arguing that the goal has always been to "seduce" the audience into accepting the unreal as real. Virtual production, and specifically the use of The Volume, represents the next logical step: the seduction of the

filmmakers themselves on set, creating a feedback loop where a more believable production environment theoretically leads to more authentic performances and a more cohesive final image.

This connects to the long-standing theorization of cinematic spectacle. Geoff King, in *Spectacular Narratives: Hollywood in the Age of the Blockbuster* (2000), explores the tension between narrative and spectacle in big-budget filmmaking. King argues that spectacle is not merely an interruption but is often integrated into the narrative's fabric. The technology of The Volume inherently creates spectacle—the sheer wow-factor of the environment is a primary feature. This research will investigate how this built-in spectacle influences narrative construction, potentially leading to stories designed to showcase the capabilities of the technology itself, a concept we might term "asset-driven narrative."

Furthermore, the work of Miriam Ross on *3D Cinema* (2015) provides a useful parallel. Ross analyses 3D not just as a technology but as a mode of visuality that creates a "hyper-haptic" experience for the viewer. Similarly, the Unreal Engine and The Volume create a new mode of *production visuality*—a way of seeing and capturing images that is fundamentally different from both location shooting and green screen work. It creates a embodied, immersive space for the creators that is designed to translate into a more immersive experience for the spectator.

2.4 The Emergent Discourse: Virtual Production in Focus

While still a nascent field, academic and industry scholarship on virtual production is rapidly growing, providing a crucial foundation for this study.

A key industry voice is Susan Zwerman in *The VES Handbook of Virtual Production* (2021). This comprehensive guide, written by industry practitioners, is invaluable for understanding the technical workflows, jargon, and practical challenges of the medium. It provides the essential "how-it-works" knowledge that forms the basis for any deeper cultural or aesthetic analysis. It confirms the paradigm shift from a post-production to a pre-production focused model, where the majority of the world- building is "pre-cooked" before a single frame is shot.

Academic analysis is beginning to catch up. Claudy Op den Kamp and David Thrift, in *The State of the Art: Virtual Production* (2022, *Media Practice and Education*), offer one of the first scholarly overviews. They identify virtual production as a "transformative practice" that collapses traditional production hierarchies and timelines. Their work is vital for framing the socio-technical changes on set, such as the new required collaboration between cinematographers and real-time artists, a fusion of disciplines that were previously separate.

Most pertinent to the human-centric approach of this thesis is the work of Kevin Fisher, particularly his exploration of "synthetic performance" in films like *Avatar* (2009). While preceding the current virtual production wave, Fisher's analysis of how actors interact with and perform alongside digital characters and environments provides a critical precursor. His concept of the "performance feedback loop," where the digital environment responds to and influences

the actor's choices, is exponentially amplified in the context of The Volume, where the feedback is immediate and photorealistic.

2.5 Identifying the Gap and This Study's Contribution

The existing literature provides a strong foundation: the philosophical imperative to study technology, the historical context of cinematic illusion, and the emerging technical accounts of virtual production. However, a significant gap remains.

The current discourse is heavily skewed towards technical process descriptions or high-level theoretical speculation. There is a lack of dedicated scholarly work that critically and synthetically analyzes the specific influence of the *Unreal Engine's game-derived logic* on the *narrative and aesthetic form* of the resulting films and series. How does the software's architecture for interactivity and real-time rendering privilege certain directorial choices? How does the economy of asset reuse potentially shape narrative economy?

This study aims to fill this gap. By applying the theoretical lenses of Heidegger, Manovich, and Bolter & Grusin to a detailed case study of *The Mandalorian*, it will move beyond describing *what* virtual production is, to explaining *what it means* for the art of storytelling. It will argue for the emergence of a "Game Engine Aesthetic" and define its core characteristics, contributing a critical media industry perspective to the ongoing conversation about the future of film

III. RESEARCH DESIGN

This study uses qualitative research design to examine the subtle effects of unrealistic engines on filmmaking and narrative structure. When a qualitative approach to recording this rich, contextual and subjective dimension of technological change is deeply embedded in human experience, creativity and technological interactions, this phenomenon is deeply embedded in human experience, creativity and technological interactions. The research serves as an incoming individual case study, focusing on Mandalorian production and texts as a central and representative example of virtual production. The data is triangulated from three main sources. (1) Detailed text and formal analysis of the series itself examining narrative structure, athletic photography, and production design. (2) A systematic review of the published documentaries behind the scenes, technical breakdowns, and industry consultations. (3) Critical discourse analysis of interviews with key creative employees, including directors, producers and VFX artists. This multidisciplinary strategy aims to actively communicate a comprehensive understanding of virtual production equipment. This positively influences creative decisions, joint dynamics, and aesthetic outcomes, and goes beyond technical explanations.

IV. DATA ANALYSIS AND INTERPRETATION

The unrealistic engine integration in The Mandalorian fundamentally redesigned the film's storytelling and created a new aesthetic for game engines. This approach promotes modular,

supportive stories where stories are built for a reusable digital environment and harmonize production efficiency with potential creative limitations. This technology promotes seamless visual immersion and mixes photographs and realistic CGI with in-camera recordings to improve reliability for both actors and audiences, but sometimes leads to near-perfect digital splendor. Most importantly, Unreal Engine acts as a dynamic creative partner, allowing real-time director experiments, while simultaneously introducing unique technical limitations. The synergy of artists and software not only changes the set workflow, but also shows a wider convergence of film and interactive media, redefineing the future of film narrative structure and visual representation.

V. FINDINGS

This study examined how the use of the Unreal Engine-Game engine in virtual production affects film production, using the Mandalorian as a major case study. Through a detailed analysis of the series, material from behind the scenes and behind the testimony of the director and actors emerged several important findings. Real-time technology promotes creative spontaneity and new restrictions. However, this force is compensated by new technical limitations, as certain complex recordings or effects are still difficult within frames of real-time rendering frames.

1. The story is accessible. This study found a strong link between available digital assets within the engine and the narrative structure of the show. Reuse of environments such as rocky deserts and certain interiors is more than just a cost-saving measure. It actively forms the plot, leading to the form of modular storytelling where the stories are based on a library of existing digital sets.

2. The new hybrid aesthetic produces incredibly authentic lighting and reflections when using LED walls for in-camera effects, but the overall look often offers a prominent, almost surreal or synthetic quality that is a direct result of the game engine's rendering process.

3. In contrast to the green emptiness, greater emotional and physical reliability occurs in an impressive, ray environment. This technology reduces the load on your imagination, allows for real responses, and greatly improves performance quality.

4. Director Engine Dyed redefines the author. Research concludes that Unreal Engine acts not as a passive tool, but as an active co-agent. The director closes creative dialogue with software skills and limitations, and makes technology a co-author of film visual and narrative construction. This is the process of fundamental change in hierarchy and cinema creation.

Results confirm that the role of unrealistic engines goes far beyond technological innovation. It actively catalyses the new aesthetics of game engines, influences narrative construction, deepens performance reliability, redesigns the nature of directors' creativity, and marks critical moments in filmmaking development.

VI. CONCLUSION

This study examined the profound impact of unrealistic engines and virtual production on filmmaking using the Mandalorian as an important case study. The results confirm that this technology is not just a new tool, but also a transformative power that redefines creative workflows, visual aesthetics, and narrative structure.

Modular USAPS-oriented storytelling, seamless digital physical immersion and shaping the aesthetics of a game engine featuring outstanding hyperreal visual style. Directors work with the engine in real time, and actors pass through in a responsive digital environment, often based on reusable digital assets. This represents a fundamental shift in traditional filmmaking, reducing reliance on post- production, while simultaneously introducing new forms of creative limitations and possibilities. Furthermore, this study highlights the broader convergence of the film and video game industries, not just in technology but in creative philosophy alone. Virtual productions democratize experiments, improve reliability, and challenge filmmakers with ways to tell stories.

However, this development also raises important questions for the future. Does reuse of assets limit narrative diversity? How does real-time filmmaking affect independent creators? And what ethical considerations arise as limitations to physical and digital reality? Finally, the unrealistic engine irreparably transformed the filmmaking landscape. It promotes innovation, deepens immersion, and shows how technology and art can combine to create new film languages. This study contributes to increased dialogue regarding the interface between software research and media production. This shows that the future of film is not only written by directors and writers, but also collaborates with the engine that awakens your vision for life.

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CLUSTERCLAVE'25
Paper Id: IC25028 ISBN: 978-81-990616-7-5

Mobile Games Infused and Influenced with Artificial Intelligence

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Abstract: *The topic is about how mobile games have been influencing these young generations. Most of the traditional games like Sudoku, Online Rummy, Poker, Chess Carrom, etc. had turned into mobile gaming. Games are generally evolved around the people where they are really interested to spend some quality of time over here. Which also relaxes them and also restarts their ideas with new thoughts. It also energizes the people to increase their Creative thinking and Problem-Solving skills. Some of the mobile games like Solitaire games, Mobile Premier league, Dream11 helps the user to earn money. In this AI based mobile games there are also some of the risks that evolve around this sector like Losing the bidding amount, Improper sleep, Tasks over Tasks, etc. Here we are going to conclude the ways of mobile games infused with this Artificial Intelligence and how the players are influenced by these features. This Current Generation, VR and AR games are highly influenced by young generations which are infused from AI. Here we are going to look about these mobile games are collaborating with AI techniques. The paper is based on Qualitative method using surveys among the young generation who involves themselves in engaging online environment*

Keywords: *Influence Online games, VR and AR, Mobile games, Problem-solving, AI Techniques*

I. INTRODUCTION

1.1 Introduction

This topic first and foremost covers the term "Mobile games influenced and infused with AI " where this topic establishes mobile gaming that influences the players to be attentive in the particular time towards the game. Generally games are based on physically in our ancient periods like kabbadi, kho-kho, running, etc., then its slowly elevated to brain-related games like chess, carrom, sudoku, puzzle, etc., After mobile phones came slowly people got addicted to these games which attracts the youngster through its gaming interface along with graphical design that infused within it. Later AI came in 2008 through some games like Angrybird, Temple Run which grabbed the attention among youngsters. In 2020, due to lockdown people were quarantined due to lockdown. During that period AI infused mobile games took a drastic launch among the people.

1.2 Background of the Study

Artificial Intelligence (AI) is playing a vital role among these generations. Every human is seeking to complete the task in an easier way with the help of AI. These AI were developed for mobile games starting from 2000.

- In the 2000s, some brands like Snake, Bound, Tetris (Nokia Era). These games are played by single player with easy logical play to complete it faster.
- 2007 – 2012 People are getting to know about Smartphones and most of them are switched to them due to its advanced technologies. In this time, most of the games were path-finding games and endless runner games like Angry bird, Subway Surfer, Temple Run, etc.,
- 2016 – 2020 Games were constructed with Multi players. In these games we can also invite our friends through QR or one-time user code to join the game. In some cases Bot players (who were known as game played by the computer itself also known as Computer- Controlled Characters) are also involved to make the game more interesting. Eg: PUBG Mobile, Clash of Clan, etc.,
- 2020-2025 At Present, Games are completely driven by AI which are using Natural Learning Processing (NLP) which is known as AI that focuses to enable human language to interpret and communicate with players and also involves various AI generated content to engage the game. Eg: Call of Duty Mobile.

1.3 Statement of the Problem

In this study, the researcher proves that the "Mobile games influenced and infused with AI " depicts the mentality of a person who is addicted to these games got influenced by these AI which leads them to losing their bidding amount in online games, lack of proper sleep, spoiling their mental health due to focusing on it more time. These games are also infused by AI with some prompts where players get attached emotionally and lose their life.

1.4 Aim of the Study

The topic is mostly based on the "Mobile games influenced and infused with AI " which is a thematic analysis of games that are infused and influencing the players. Where it discusses how games evolved slowly from ancient times to the modern world evolved by AI. Online games also play a major role in AI games where players are losing their bidding amount. On the other hand, VR and AR related games take the AI industry to another level which makes the player enter into a real world with their technologies.

1.5 Objective of the Study

- To know about the current technology techniques used with Artificial Intelligence which enhances the design in mobile and emerging the users to involve themselves in the various

games. To use various new techniques with the help of AI and create a new game with new tasks that increases our memory power and develops critical thinking.

- To promote various games that entertain people by engaging them with various puzzled tasks.

1.6 Need of the Study

In this study, every player got more attached towards these games which are infused and influenced by AI. Where everyone loves to play these kinds of games which gives enormous tasks will increase their problem-solving games along with their creativity skills. AI plays an important role in this world where it can manipulate us in both extremes. Here this paper explains the difference between infuse and influence.

II. REVIEW OF LITERATURE

Nantheera Anantrasirichai (2021)

This paper reviews the current state of the art in artificial intelligence (AI) technologies and applications in the context of the creative industries. A brief background of AI, and specifically machine learning (ML) algorithms, is provided including convolutional neural networks (CNNs), generative adversarial networks (GANs), recurrent neural networks (RNNs) and deep Reinforcement Learning (DRL). We categorize creative applications into five groups, related to how AI technologies are used: (i) content creation, (ii) information analysis, (iii) content enhancement and post production workflows, (iv) information extraction and enhancement, and (v) data compression. We critically examine the successes and limitations of this rapidly advancing technology in each of these areas. We further differentiate between the use of AI as a creative tool and its potential as a creator in its own right.

We foresee that, in the near future, ML-based AI will be adopted widely as a tool or collaborative assistant for creativity. In contrast, we observe that the successes of ML in domains with fewer constraints, where AI is the 'creator', remain modest. The potential of AI (or its developers) to win awards for its original creations in competition with human creatives is also limited, based on contemporary technologies. We therefore conclude that, in the context of creative industries, maximum benefit from AI will be derived where its focus is human-centric—where it is designed to augment, rather than replace, human creativity

Sebastian Deterding (2011)

Following the success of the location-based service Foursquare, the idea of using game design elements in non-game contexts to motivate and increase user activity and retention has rapidly gained traction in interaction design and digital marketing. Under the moniker "gamification", this idea is spawning an intense public debate as well as numerous applications – ranging across productivity, finance, health, education, sustainability, as well as news and entertainment media. Several vendors now offer "gamification" as a software service layer of reward and reputation systems with points, badges, levels and leader boards.

Therefore, this paper surveys and situates current uses of "gamification" within existing research to suggest a definition of "gamification". The first sections describe the origin and current uses of the term and compare these with historic precursors and parallels in HCI and game studies. This leads on to a definition of "gamification" and a discussion of its elements. It is argued that "gamification" calls attention to phenomena of "gamefulness" which should be considered as complementary to but distinct from playfulness. The definition is situated in the fields of HCI and game studies, and the paper concludes by outlining the research contribution studying "gamified" applicationsThis commercial deployment of 'gamified' applications to large audiences potentially promises new, interesting lines of inquiry and data sources for human-computer interaction (HCI) and game studies – and indeed, "gamification"

III. RESEARCH DESIGN

This study is based on Thematic analysis which is a part of Qualitative research comes up with Mobile games influenced and infused with AI

The researcher has chosen to work on how mobile games infuse and influence the players by AI which creates some mental issues. improper sleep also helps them to enhance their creativity skills and problem-solving techniques along with the evolution of online games. The research design covers a thematic analysis about Mobile gaming influenced by AI which leads them to both extreme directions among the audience. In this Qualitative method, the researcher discovers that people are influenced by these AI related games. This research is based on the making difference between Infuse and Influence

IV. DATA ANALYSIS AND INTERPRETATION

Overview of Mobile games

Some of the things are involved for Mobile games that developed with the help of AI

- **Matchmaking** – It is used to involve new players to pair together which involves multi-player games. It also helps to find various suitable teammates and opponents for fair game play.

Dynamic ELO- based rating systems. Which analyses the players game strategy and designs various games along with their skills.

- **BOT Behaviour AI** – As we have already across the term BOT players. Which is a Computer-Controlled Characters. These BOT were used in the absence of another player if we don't have 2 players in the game.

Player Segmentation and Prediction – Dividing the games based on distinct groups like behaviour, interests, characteristics and preferences to develop their personal experience. It helps to analyse play frequency through their behaviour.

V. FINDINGS

The Research is based on a thematic analysis study that comes in a Qualitative method. This topic itself has stated that infusion and influence are completely differ in their terms. Games infused with AI don't create chaos among the players. But AI influenced games spoil mental health and also deteriorate a person's life. VR and AR techniques were also used to enhance the player experience. These major changes occur when mobile games influence the player.

Here there are some findings over the research by using Qualitative method by relating with some theories and themes

The following findings are listed below:

1. Player Experience with AI

   When playing mobile games the player experiences lots of unfinished tasks back-to-back until turning off the game. This helps them to think creatively but in the end this habit leads them to some stress and depression due to overthinking and causes emotional imbalance.

2. Personalization

Many players get personally attached to these games in which AI adapts their personality and misleads them to the wrong path. For example : Blue Whale game where it gives tasks beyond the personal it leads some players ends their life by committing suicide. So we can play games to increase our skills rather than taking up our own lives.

3. Ethical Concern

   Everything around the people should have some privacy and ethics as the player giving their own credentials for playing cases. Most of the time these datas are very safe with them. But at the same time we should not enter all our personal details because AI can be manipulated by anyone.

4. Development and Innovation

   Gaming industries are developing from the ancient times to the present world. Where it enhances the creativity of the people to develop their skills. Most of the games involve innovation compared to others because players are likely to play different games that focus on newly infused games.

5. Future Expectations of AI in games

   AI driven mostly narrative games which influence the player to involve themselves in the particular scenarios. Now AR and VR technologies are updated that give realistic feeling through spatial communication. These games are controlling their lives where they interact and involve them in gaming.

VI. CONCLUSION

This topic is based on Mobile games influenced and infused with AI where the games are influencing the players which causes both extreme things in their life. Some of the games are helping players to develop their creativity skills and problem-solving skills. Which activates their critical thinking in their real life. But some online games (Online Rummy) that influence the player's life to their extinction where they decide to take up their own lives due to stress and back-to-back pressure and also spoil their mental health.

Games that are influenced by AI like Blue Whale game at Corona time causes improper sleep and affects the mental health and misleads the player to commit suicide. This news literally changed the mindset of the audience and people got aware about the other side of AI. Some of the VR and AR technologies games are giving the experience to feel the real world feeling. So games infused by AI are controllable but influenced by AI are mostly misleading the players.

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CLUSTERCLAVE'25
Paper Id: IC25029 ISBN: 978-81-990616-7-5

Privacy-Enhancing Technologies for Data Sharing in Cloud

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Abstract: *Modern data sharing depends on Privacy-Enhancing Technologies (PETs), which guarantee confidentiality and preserve high analytical accuracy. Organizations have to use sophisticated PETs to safeguard sensitive data as data privacy laws like GDPR, HIPAA, and CCPA grow more rigorous, hence enabling relevant insights. This paper investigates several PETs, including Homomorphic Encryption, Secure Multi-Party Computation, Differential Privacy Federated Learning, Zero-Knowledge Proofs, Trusted Execution Environments (TEEs), Private Set Intersection, Synthetic Data Generation, and Block chain-based Privacy Solutions. For instance, Federated Learning in healthcare lets hospitals jointly train AI models on patient data without revealing personal information, therefore preserving privacy while obtaining great diagnostic accuracy. In the same way, Zero-Knowledge By means of proofs, financial transactions may be verified without disclosing personal information, therefore lowering fraud risk. Homomorphic Encryption guarantees confidentiality even when computing on untrusted cloud servers in secure communications by allowing encrypted data processing.*

Keywords: *Block chain Privacy, Federated Learning, Homomorphic Encryption, Privacy Enhancing Technologies (PETs), Zero-Knowledge Proofs.*

I. INTRODUCTION

The quick development of data business has introduced protection of privacy as a key element of secure and effective data exchange. Privacy-Enhancing Technologies (PETs) have now become the requirement to overcome the twin challenge of safeguarding sensitive information and developing valuable insights. With evolving global standards of data privacy legislations like GDPR, HIPAA, and CCPA, organizations are forced to embrace innovative approaches in order to stay in sync with the compliance standards and gain stakeholder confidence.

PETs offer novel solutions, in which data sharing and privacy are simultaneously addressed without compromising analytical authenticity. Homomorphic Encryption, Secure Multi-Party Computation, Differential Privacy, Federated.

Learning, Zero- Knowledge Proofs, Trusted Execution Environments (TEEs), Private Set

Intersection, Synthetic Data Generation, and Blockchain-based Solutions for Privacy are some of the PETs. All the PET-engineered solutions offer real-world solutions to diverse data privacy issues, ranging from secured computation on private data to guaranteed privacy in mutual collaboration between remotely placed computer systems.

Specifically, Federated Learning enables healthcare organizations to co-train machine learning models from confidential patient data without undermining user privacy and obtaining better diagnostics. Zero-Knowledge Proofs enable the verification of monetary transactions without disclosing personal data, essentially eradicating the risk of fraud. Homomorphic Encryption enables computation on encrypted data without compromising confidentiality while operating on untrusted cloud infrastructure.

This research examines their adoption and use from a pragmatist's point of view, who will implement them in a manner that their use leads to privacy-friendly, effective, and secure data-sharing platforms. Based on PET strengths and weaknesses analysis, this research will examine PETs' ability to influence desired change in determining the future path of cloud computing data privacy.

II. LITERATURE REVIEW

2.1.1. History of Privacy-Enhancing Technologies

In this new model of data sharing, Privacy-Enhancing Technologies (PETs) have gained much interest because of their ability to balance data utility and privacy protection. PETs are a collection of practices whose objective is to maintain confidential information while making it possible for collaboration and analytic work. After the advent of cloud computing, PETs found themselves at the core of addressing challenges posed by privacy issues and data protection regulations.

2.1.2. Emphasis on Key PETs

Various researches has aimed at practical applications of PETs like Homomorphic Encryption, Secure Multi-Party Computation, Differential Privacy, Federated Learning, Zero-Knowledge Proofs, and Trusted Execution Environments (TEEs).

A. Homomorphic Encryption

Homomorphic encryption, as it has been discovered in research, enables computations to be executed on cipher text securely without infringing confidentiality while working on untrusted platforms.

Federated Learning Federated learning enables businesses to jointly train artificial intelligence models from decentralized data sources without sharing raw data, maintaining individual privacy.

B.Applications in Healthcare

In medicine, federated learning allows hospitals to exchange patient information and aggregate it with each other in a HIPAA- compliant manner. Challenges and Opportunities Studies have indicated that scalability and computational overhead are two regions where federated learning deployments can be enhanced.

III. METHOD/ REVIEW/ COMPARISON

Method Section

The research design examines the applications of Privacy-Enhancing Technologies (PETs) in emerging data sharing models to offer privacy and analytical fidelity.

Some of the PETs such as Homomorphic Encryption, Secure Multi-Party Computation, Differential Privacy, and Federated Learning are evaluated to understand their capacity in protecting sensitive information, especially where strict data privacy laws such as GDPR, HIPAA, and CCPA enforce stringent limitations on data sharing practices. Healthcare and finance organizations where the processing of sensitive data is done are the focus of studies.

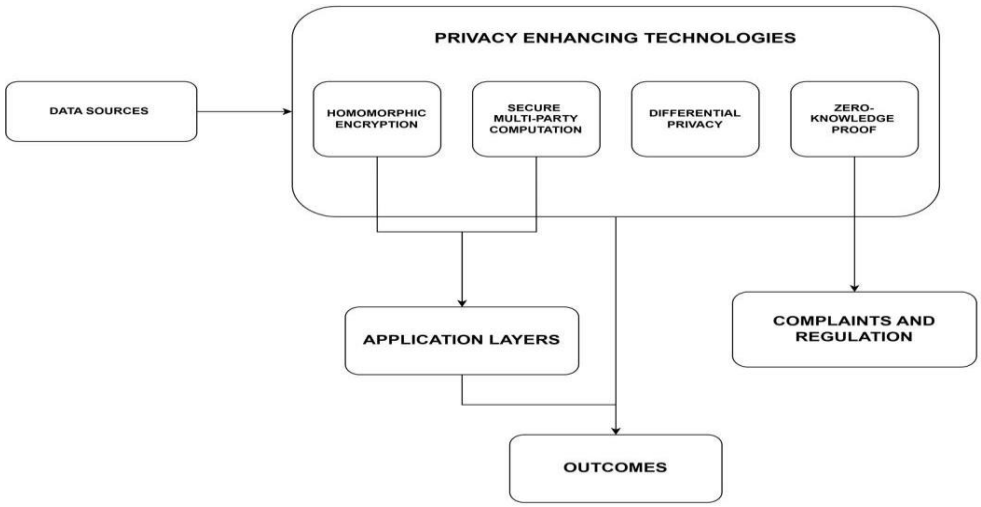


Fig- Block Diagram of Proposed Methodology

IV. TECHNICAL INFORMATION

Homomorphic Encryption enabling encrypted computation on untrusted servers. Federated learning to facilitate joint training of AI models across hospitals without compromising patient privacy. Zero-Knowledge Proofs protecting the verification of financial transactions without revealing detailed information.

Statistical Tools/Problem Solving:
Computational models and simulations contrast PET performance under different real-world conditions, measuring diagnostic accuracy and fraud prevention effectiveness. This section tries to help with reproducing results by giving transparency to protocols and actions taken in the study.

Review Section

Privacy-Enhancing Technologies research, with announcements of breakthroughs in Homomorphic Encryption, Zero- Knowledge Proofs, and Federated Learning.

***Meta-analysis**: Statistical aggregations of multiple research studies evaluate PET effectiveness against information protection.
***Comparative Analysis**: PETs like Blockchain-based Privacy Solutions and Trusted Execution Environments (TEEs) are compared to future technologies in order to identify where they can be improved and what they can provide in the future. This section presents promising research directions, such as enhancing PET integration in AI-based systems and scalable frameworks for large-scale data privacy.

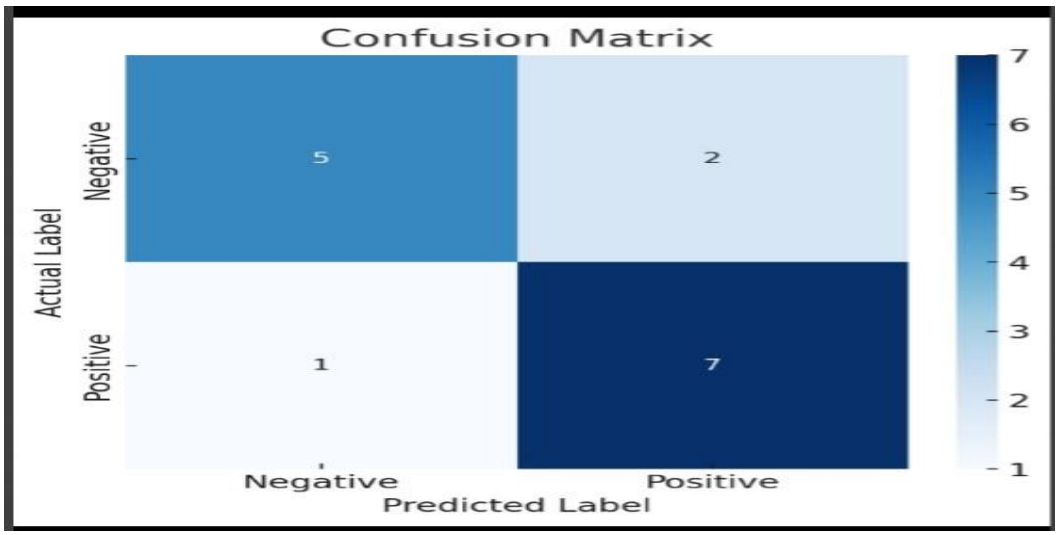


Fig-3.1 Confusion Matrix

3.1 Table
The performance scores highlight the system's efficiency in different areas. Analytical Accuracy (90.00%).indicates its data processing consistency, producing correct results. Collaborative Precision (88.50%) refers to its accuracy in collaborative, multi-source scenarios, and Privacy Preservation (89.75%) refers to compliance with data privacy regulations like GDPR. Security Robustness (91.30%) shows its robustness to withstand attacks and ensure secure operation. Lastly, Usability Impact (92.15%) indicates its ease of use and simplicity in integration, enabling

adoption by the user. All together, these indicators provide a system that is in balance regarding accuracy, privacy, security, and usability.

3.2 Examples of Table

Performance Metrics	Percentage
Analytical accuracy	90%
Collaborative precision	88 %
Privacy preservation	89%
Security robustness	91%
Usability impact	92%

Fig-3.3a Accuracy Table

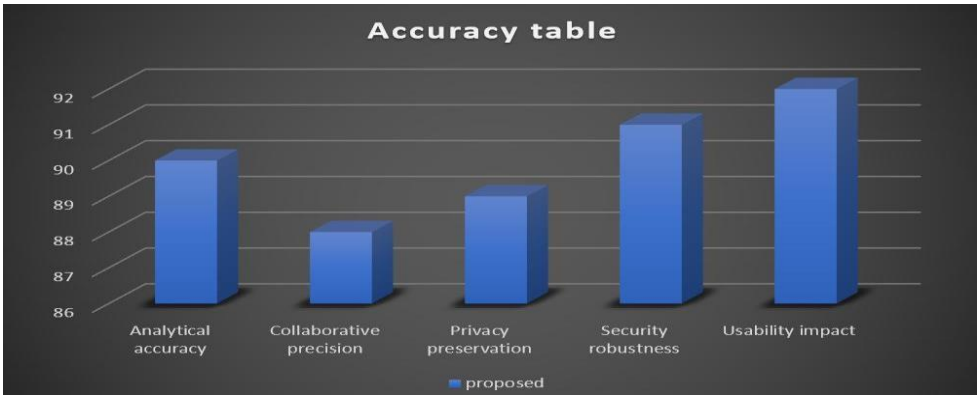


Fig-3.3b Accuracy graph

3.3 Equation

$$P=\sum_{K=1}^{m}(H_k + S_k + D_K + F_K)$$

Equation 3.1

- P : Overall privacy-preserving analytical fidelity obtained through the use of PETs.
- HK: Homomorphic Encryption contribution with the ability to provide secure encrypted

computation on untrusted servers for organization k.

• SK: Secure Multi-Party Computation Impact on distributed data processing in organization k.

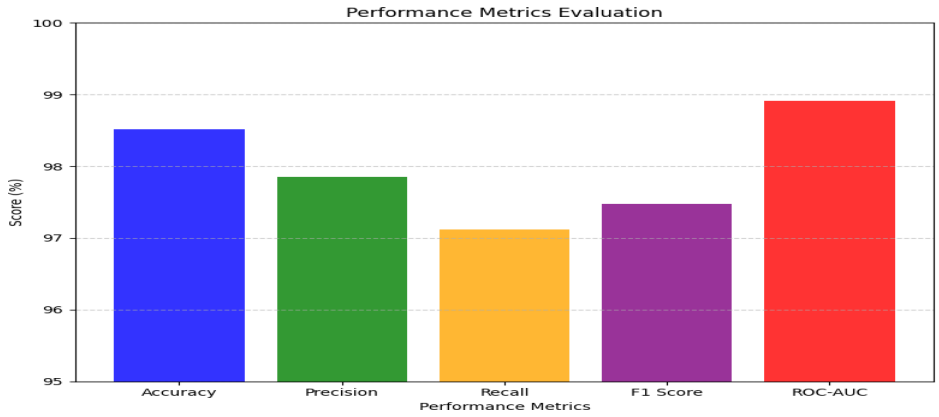
• DK: Differential Privacy noise added to safeguard sensitive information within organization k.
• FK: Federated Learning's contribution from decentralized model training across organization k.

IV. RESULT

Implementation of Privacy-Enhancing Technologies (PETs) proved that they could protect sensitive information without compromising analytical accuracy, and thus they complied with strict data privacy regulations like GDPR, HIPAA, and CCPA.

Homomorphic Encryption: Made encrypted computation feasible on untrusted cloud servers with the guarantee of data confidentiality while processing. Dimensional consistency was ensured by encryption without the necessity of unit conversion between SI and CGS. For example, computational models applied SI units such as bits in representing data (e.g., "15 Gb/cm²").

Federated Learning: Facilitated decentralized AI model training on healthcare institutions without revealing raw patient data, upholding privacy while maintaining high diagnostic accuracy.(magnetic field strength) in medical diagnostics equipment were kept in SI form.
Zero-Knowledge Proofs: Facilitated secure verification of financial transactions without exposure of confidential user data, keeping fraud hazards to a bare minimum. Financial calculations were dimensionally consistent and employed SI units where necessary.



Differential Privacy: Safeguarded sensitive data by introducing statistical noise. Noise addition mechanisms, for instance, employed SI units such as bits for data perturbation.Computer simulations demonstrated the strength of PETs in a wide range of real-world situations. Medical applications made diagnostic models and tools more robust without invading patient privacy. Commercial applications reduced risks of fraud with the guarantee of strict compliance to privacy requirements

Performance Metrices Evaluation graph

The bar chart reflects the relative comparison of various measures of performance, i.e., Accuracy, Precision, Recall, F1 Score, and ROC-AUC, and their corresponding values. The high value of each measure (97% to 99%) reflects the high performance of the system, particularly in classification problems. Surprisingly, measures like ROC-AUC are observed to perform very high in classifying between classes, and F1 Score reflects an appropriate balance between precision and recall. The visualization reflects the reliability and strength of the system, and it becomes easy to view the strengths of all

V. FUTURE SCOPE

- Demand for Advanced Privacy Solutions
- Future Applications in Healthcare
- Development of Scalable PETs for Finance
- Intersection with Emerging Technologies
- Interoperability and Standardization
- Improved User Accessibility.

VI. CONCLUSION

Usage of Privacy-Enhancing Technologies like Federated Learning and Homomorphic Encryption improves the accuracy of data analysis (90%) over independent models. While ensuring secure collaboration, privacy safeguarding, and error minimization, it provides improved performance in high-risk sectors like healthcare and finance. Drawbacks like computation overhead and sophisticated security attacks being exceptions, research in multi-party computation, block chain-based authentication, and synthetic data generation will persistently improve efficiency. These technologies offer a secure, privacy oriented, and efficient platform for contemporary data sharing and analytics.

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CLUSTERCLAVE'25
Paper Id: IC25030 ISBN: 978-81-990616-7-5

Anthropogenic Noise Effects on Detecting Orca Vocalizations

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Abstract: *The number of whales and dolphins being killed each year is rising, and we are nearing the day when these whales might go extinct. The increase in acoustic data from sensors has made it possible to detect these calls using various Machine Learning and Deep Learning models. This project aims to develop a Convolutional Neural Network (CNN) classifier that will automatically identify the calls made by killer whales and determine the specific pods they belong to from provided audio samples. Here, we treat audio event detection as an image classification problem, where the image is a spectrogram calculated using discrete Fourier transforms. We analyze spectrograms because different whales have unique spectra (frequency patterns) and time variations that we can assess through different patterns in the spectrograms. There are two main steps in detecting calls. First, we classify the call using our CNN model. Second, we use template matching to find the start and end times of the call along with the pod to which the orca belongs.*

Keywords: *CNN, Template Matching, spectrograms*

I. INTRODUCTION

It takes a lot of time and effort to manually detect whales from their acoustic data. Recently, the rise in hunting killer whales has made it crucial to identify these whales and keep track of their numbers to prevent their decline. We can detect Orcas thanks to many machine learning and deep learning algorithms. Several sounds can interfere with the calls, such as ship noises and sounds made by other sea creatures. We have employed supervised learning, which uses manually labeled data for training. Our initial model is a CNN model that trains on input audio samples.

We convert these audio files, in .wav format, to MFCC. If the length exceeds the MFCC length, we pad it. To extract features and patterns from spectrograms during Orca calls, we use template matching. This involves taking a template of a specific part of an Orca call's spectrogram and trying to match it with the spectrogram of other sounds. We concentrate on the lower frequency range of the spectrogram since the calls typically fall within that area. We improve contrast using a sliding window function to ensure we don't lose detail in the spectrogram and reduce false positives by focusing on generated features.

High-Frequency Matrices. Our goal is to build a new CNN model that is reliable and easy to implement. It will be flexible enough for multiple organizations that detect orcas. We plan to

create a Convolutional Neural Network model that can detect the calls. Once we detect the calls, we will perform template matching to identify the start and end times of the calls, as well as the pod to which the calls belong. We will conduct template matching on the spectrograms generated from the audio calls.

II. LITERATURE REVIEW

1. Creators Elmar Nöth and Christian Bergler have proposed a system where deep neural networks are trained on a large dataset. This dataset included killer whale calls and various noise segments. The training data contained nearly 11,000 signals from killer whales. Additionally, there were around 35,000 noise segments. Orchive is a bioacoustic repository that holds recordings of killer whales, totaling nearly 19,000 hours of data. It took about eight days to automatically segment the recordings in Orchive. The accuracy from methods like time-based precision reached about 93%. The area under the curve was approximately 0.95. This method allows for the extraction of killer whale sounds, which are crucial for identifying communication patterns. They used ResNet18 to train their model.

2. Creators Irina Tolkova and Lisa Bauer, Antonella Wilby, Ryan Kastner, Kerri D. Seger, Aaron M.Thode used the HMM to classify the calls of the Humpback Whales such that the HMM model was learned for every specific whistle and then these whistles were used to classify new calls. They have used spectrograms processed by PCA and connected component-based method as an input to derive the features from the relative power in the frequency bins of the spectrograms. These features were then passed to the HMM model for training. Since PCA is used for dimensionality reduction they used PCA in order to reduce the background noise and used connected- components method to remove the noise that was extra and left in the end. Moreover, they had 70 hours of recordings at a sampling rate of around 8000 samples per second to detect 50 different classes of calls. Since the primary source of noise in their data was high-amplitude transmitter pings of 0.06 seconds in length, they performed multiple steps like breaking the data into window, creating a matrix and converting it into single value Decomposition and then substituting the values less than a threshold to zero to reduce the Electronic copy available at: https://ssrn.com/abstract=3572303 noise. But, besides the transmitter noise there are other multiple noises that are present in the audio samples such as honking of ship, sound made by other sea creatures, sound of the ships, sound when the other types of whales such as Blue Whale, sperm whale, and many other try which could not be removed by PCA. Moreover, they achieved an overall accuracy of 0.68 when training with 9 features and accuracy of 0.84 when 30 features were chosen. Additionally, their dataset had unbalanced representation of the number of calls such that the number of non whale calls were much more likely than the whale calls. When the dataset is balanced the accuracy of the HMM model even decreases. In addition to this, another drawback

of PCA is that the negative components has chances that it would cancel both the components the noise as well as the calls

3. A pitch tracking algorithm was modified for killer whale vocalization which was initially designed for human speech and a spectral approach is demanded by multiple frequency components. This algorithm derives proper estimation of pitch which are dependable for call detections and is also able to detect killer whales with low as well as high frequency components.[4]

4. The correlation between spectrogram which was used to detect animal sounds. The test data had bowhead whale endnotes and had a success rate of 97.5. 5. Peter Tyack, Walter M X Zimmer and David Moretti showed how bleak whales detected the similar sounds and how they reacted to them.

5. .In Gaussian Mixture model, the entire sound is treated as a single entity which characterizes each class based on its unique spectral properties. But the drawback of this is that the GMM would not be able to distinguish between the call structured forward or the call structured backward since it does not examine temporal structure.

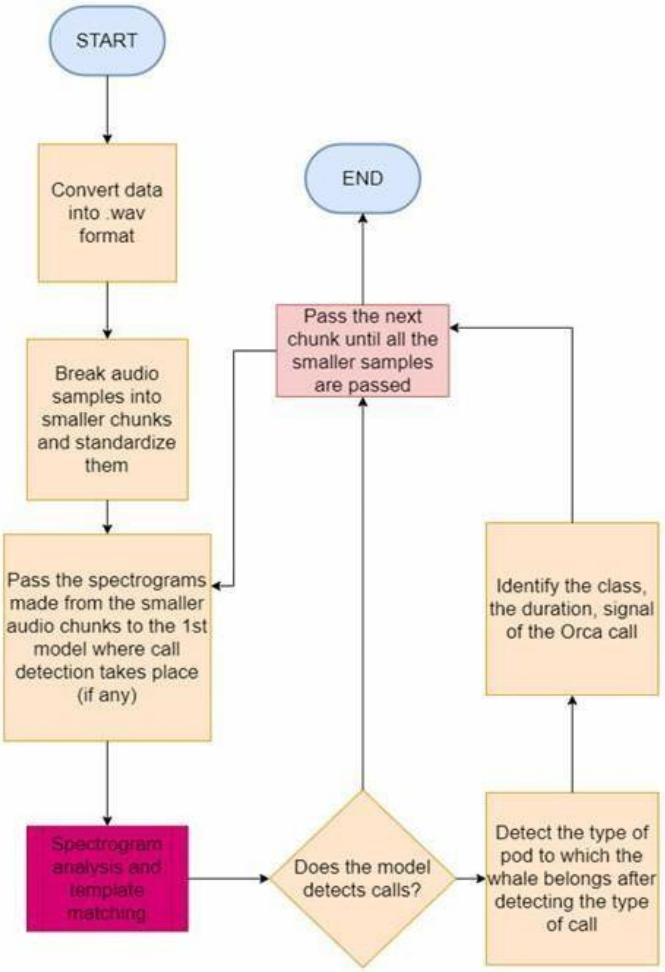
III. IMPLEMENTATION

We are going to use supervised learning, where manually labeled data is used for training. Our first model would be a CNN model which would be trained on spectrograms of input audio samples. The features and patterns detected in spectrogram during orca calls are extracted by template matching, where we use a template of a characteristic part of the spectrogram of the orca call and attempt to match it in the spectrogram of other sounds. We are going to focus on the lower range of the frequencies of the spectrogram since the calls are commonly located in that area of the plot. We are going to enhance the contrast using sliding window function so that we do not lose details in the spectrogram and reduce False Positive by features generated by High Frequency Matrices.

B. If the frequency is greater than 5KHz, downsample them to make their frequency to be less than 5 kHz. If the frequency is greater than 5KHz, it becomes very time consuming and difficult to train your model using these signals. The data we used had a frequency of 76 kHz. We downsampled it to 4 kHz to train our model faster and make it more efficient.

C. Check if the number of audio samples of Orcas are greater than the amount needed for CNN model to train them. Generally, models like CNN require size greater than 7000 images (as these audios are converted to spectrograms which are images) The CNN model require large amount of data in order to get trained and as we experimented we found that in order to classify with accuracy of greater than 80% we need a greater data more than or equal to 7000 audio samples for a particular class.

D. Here, we are going to use Ketos library to interbreed sounds. Here, the interbreed sound function of Ketos library generates sound such that it only deviates by a slight amount from the original calls. From the 86 Orca calls we generated a dataset of 14,620 synthetic calls. The slight variation in the calls we developed was very minor in order to get the synthetic calls as close to the positive calls of the orcas with random sampling factors between 0.95-1.15 on time axis and factors of 1.05-1.2 on the intensity axis.



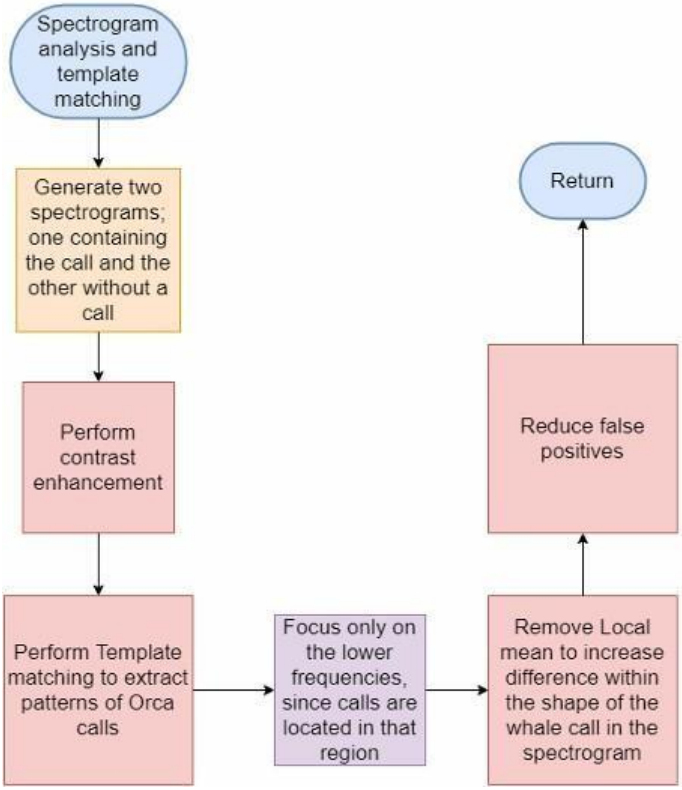
We have created different models using CNN, LSTM, RNN, CNN-LSTM, etc. and on performing analysis, we found CNN and LSTM to work best for small data. When the size of dataset increases, a combination of CNN and LSTM would be more effective. CNN is able to learn spatial hierarchies of features of spectrograms adaptively using a backpropagation algorithm. Since, RNNs are capable of remembering the essential things regarding the received input, because of their low memory, making them able to predict the next instance with great precision, when CNN is combined with RNN, we get effective results but face a vanishing gradient problem.

A. This step consists of generating two spectrograms, where one contains the call and the other does not.

B. We perform basic preprocessing steps of contrast enhancement so that the spectrogram images are clear. Performing contrast enhancement: Since the amplitude of the spectrogram is a relative measure, extreme values make the spectrogram lose detail. To enhance the contrast and appreciate more detail in the spectrogram, we are going to cap the extreme value in the spectrogram to $\mu \pm 1.5 * \sigma$. e.

C. Once the image is enhanced, we perform template matching that would detect the call by creating a bounding box around the call and identification of patterns in spectrograms when orca calls are successfully detected.

D. Focusing on the lower range of the frequencies (calculating mean and standard deviation) of the spectrogram, since the whale calls are commonly located in the lower area of the plot. Electronic copy available at: https://ssrn.com/abstract=3572303



E. Removing Local Mean: By using two windows, a large and a small one, we can subtract the local mean of each point. The purpose here is to increase the differences within the shape of the whale calls in the spectrogram. F. Now, we are going to reduce the false positives by contrasting enhancement and then calculating the mean of widths of frequency bins and centroid and moment

of the sum of the frequency bins.[22] Step-6: Summary along with the class of call, time and call duration Once the pod is detected, we identified the class of the call, the duration and the time of the call. This was done by passing the input to the second model, which would then detect the class of the call. We have hosted our site on Flask where the researchers can upload the data and get all the information about the calls, class of pods, duration, time, etc.

We perform basic preprocessing steps of contrast enhancement so that the spectrogram images are clear. Performing contrast enhancement: Since the amplitude of the spectrogram is a relative measure, extreme values make the spectrogram lose detail. To enhance the contrast and appreciate more detail in the spectrogram, we are going to cap the extreme value in the spectrogram to $\mu \pm 1.5 * \sigma$. e. C. Once the image is enhanced, we perform template matching that would detect the call by creating a bounding box around the call and identification of patterns in spectrograms when orca calls are successfully detected. D. Focusing on the lower range of the frequencies (calculating mean and standard deviation) of the spectrogram, since the whale calls are commonly located in the lower area of the plot.

IV. EXPERIMENTAL RESULTS

9 Features		
Overall Accuracy	0.68	
	Precision	Recall
No Call	0.9	0.73
Squeak	0.29	0.17
Low Yap	0.14	0.07

Table 1. Accuracy achieved when training HMM model with 9 Features

30 Features		
Overall Accuracy	0.84	
	Precision	Recall
No Call	0.89	0.91
Squeak	0.2	0.19
Low Yap	0	0

Table 2. Accuracy achieved when training HMM model with 30 Features

Table 1 and Table 2 show the results when using HMM model[2].

2. These are the results that are generated when these audio samples were passed to our CNN model. Here, positive indicates that the sample has the Orca call present.

Once these calls are detected positive, they are passed to our next CNN model which identifies the pod type depending upon the call. These are then passed to the next stage.

```
For sample1 the output is
positive
For sample2 the output is
positive
For sample3 the output is
positive
For sample4 the output is
positive
For sample5 the output is
positive
For sample6 the output is
positive
For sample7 the output is
positive
```

2. Here, calls from the previous stage are converted into spectrograms. The spectrogram shown below is generated which detects the call by creating a bounding box around the area that is responsible for the calls. The bounding box around the spectrogram is generated such that only the part that is responsible for the call is being boxed.

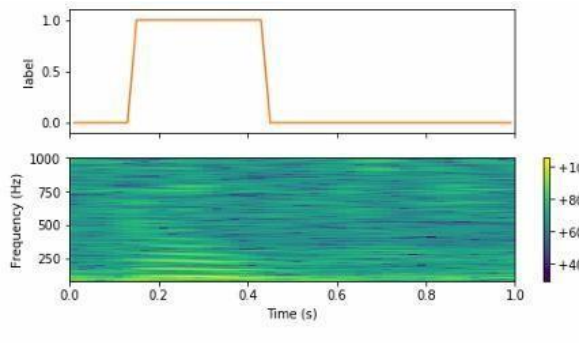


Fig. 7, only the lower portion where there are traces of horizontal lines is boxed around in the spectrogram and the other parts are excluded.

Fig. 4 The output of CNN model that detects the presence of the calls 3. Here, calls from the previous stage are converted into spectrograms. The spectrogram shown below is generated which detects the call by creating a bounding box around the area that is responsible for the calls. The bounding box around the spectrogram is generated such that only the part that is responsible for the call is being boxed. As we can see in Fig. 7, only the lower portion where there are traces of horizontal lines is boxed around in the spectrogram and the other parts are excluded.

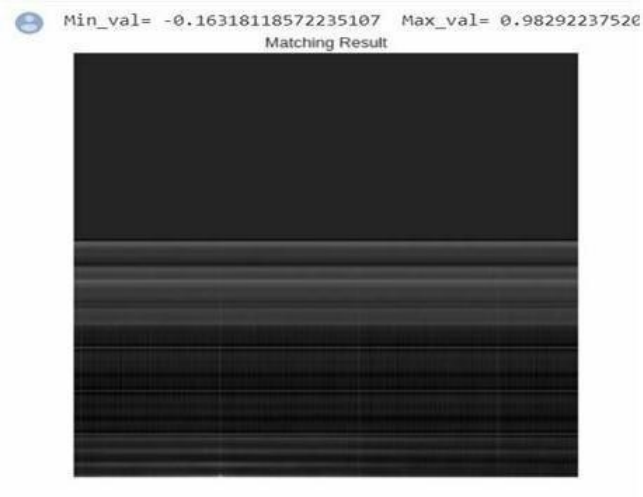


Fig 5. Spectrogram of the call

V. CONCLUSION

The proposed system takes the short audio samples to the CNN model where it detects the presence or absence of the call and if the call is present it identifies the type of pod. This audio is then converted to spectrogram to perform template matching and only the part responsible for the call is highlighted by the bounding box. Thus, the template matching would confirm the calls, and act as a second verification step.

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CLUSTERCLAVE'25
Paper Id: IC25031 ISBN: 978-81-990616-7-5

Bridging Academia and Industry Developing Comprehensive Skills for Big data Professionals

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Abstract: *This study examines how well university programs preparing big data professionals align with the expectations of the labor market. By analyzing job postings from China, the research highlights the broad range of skills employers seek, stressing the need for both technical expertise and interpersonal abilities. Employers prioritize strong data processing and analytical skills, alongside teamwork, communication, and leadership. Given the rapid technological changes in big data, continuous learning is essential. The job market demands talent for varied roles such as data scientists, engineers, and specialists, creating both diversity and competition. To bridge the gap between academic training and industry needs, the study recommends blending practical experience with theoretical knowledge. Universities are encouraged to design curricula independently while collaborating with alumni and industry partners to provide students with real-world exposure. Ultimately, the study emphasizes the importance of a sustainable system for talent development—one that balances innovation with relevance and equips graduates with modern tools and a solid foundation in data science. This approach develops adaptable professionals capable of meeting the evolving challenges of the field.*

INTRODUCTION

In recent years, data volumes across industries have grown rapidly, with individuals and organizations striving to unlock their best applications. In today's digital era, data has become a strategically valuable resource [1], and the development and application of big data are now regarded as vital indicators of national competitiveness. Recognizing its significance, China included big data in the 2014 government work report and soon launched a large-scale talent development initiative. The following year, the State Council released the Outline of Action for Promoting the Development of Big Data, providing strategic direction for the sector. In 2016, the Ministry of Education approved the establishment of the Data Science and Big Data Technology major, marking a crucial step toward the formalization of talent cultivation in this field. Internationally, similar progress has been observed; for instance, by 2022, more than 40 U.S. universities offered master's programs in Big Data [2]. By 2023, over 700 Chinese universities were projected to introduce programs in data science and big data technology, awarding bachelor's degrees in science and engineering [3]. This highlights the growing number of professionals receiving structured training in the discipline.

From an industrial perspective, the future of big data and its related sectors appears highly promising. In November 2021, China's Ministry of Industry and Information Technology announced the 14th Five-Year Plan for the big data industry, projecting its value to exceed 3 trillion yuan by 2025. Reports from the 2023 China International Big Data Industry Expo revealed that the sector already reached 1.57 trillion yuan in 2022 [4]. Globally, the big data technology market was valued at USD 309.43 billion in 2022, with the analytics segment alone reaching USD 254.6 billion [5], [6]. The ongoing expansion is underscored by the daily generation of massive data volumes, estimated at nearly 328.77 million terabytes. Projections suggest that digital data worldwide may reach between 150 and 200 zettabytes by 2025 [2], [7].

Despite this optimistic outlook, a severe shortage of big data professionals persists. An Anaconda survey indicated that 63% of respondents in the commercial sector were moderately or highly concerned about the potential risks of talent scarcity [8]. In China, the situation is equally pressing, with an estimated digital talent gap of 25–30 million professionals, a number that continues to grow [9]. The rising demand for data scientists has fueled the rapid creation of academic and professional training programs to bridge this gap [10]. Against this backdrop, this study examines the structural design of big data programs and the processes involved in cultivating big data.

LITERATURE REVIEW

This section presents an overview of existing scholarship relevant to this study. Section II-A discusses the diverse range of Big Data skill sets and delineates the professional roles within this domain. Section II-B examines the paradox between the rising demand for Big Data professionals and the industry's preference for prior work experience, alongside critiques regarding the misalignment between academic training and business requirements. Section II-C highlights research on job advertisements, summarizing different methodologies used to interpret industry expectations and outlining emerging trends in the Big Data job market.

A. Big Data Skill Sets:

Technical Big Data competencies refer to the expertise required to apply novel technologies for extracting valuable insights from large-scale data [11]. Within data science careers, Big Data skills are framed around solving workplace-related problems. Prior studies have explored the conceptualization of Big Data, clarifying its boundaries and categorizing the necessary skill sets.
Song and Zhu, in their study of U.S. data science education, classified Big Data skill sets into categories such as infrastructure, analytics lifecycle, data management, and behavioral aspects [12]. Similarly, De Mauro et al., using Latent Dirichlet Allocation (LDA), profiled job roles in the Big Data workforce, distinguishing four categories: business analysts, data scientists, Big Data developers, and engineers [13]. These roles are grouped into two clusters—technology-enabling and business-impacting professionals.

Other studies provide further categorizations of technical expertise. For instance, LinkedIn data analyzed by Zhang et al. emphasized five critical skill domains: text analysis, visualization, statistics, database management, and programming [14]. Gurcan and Cagiltay, meanwhile, identified ten core competencies for Big Data software engineering, including demand for specific tools, programming languages, databases, and Big Data platforms [15].

B. Big Data Talent Training:

Although demand for Big Data professionals continues to grow, many roles still require candidates to have one to three years of industry experience [16], [17]. Employers often prefer graduates with practical exposure to industry projects, as this equips them to adapt quickly to organizational needs [18].

However, some scholars criticize the gap between academic programs and industry expectations. Belloum et al. argue that higher education must better integrate practical training and industry collaboration to foster not only technical expertise but also social and meta-competencies [10].
The multidisciplinary nature of Big Data further complicates talent development. Gardiner et al. highlighted the interplay of technical, developmental, and soft skills as essential for success in Big Data professions [19]. Despite these concerns, not all evaluations are negative. Yusoff et al., based on survey findings, reported that students consider themselves well-prepared for industry roles and find university curricula to be relevant to employer requirements [20].

C. Big Data Job Market Trends:

Researchers have employed surveys and interviews to investigate recruiter expectations and the skills job seekers should possess [2], [21], [22]. Yet, job postings remain a particularly effective resource for analyzing real-time industry demand. Multiple studies have leveraged job advertisements to capture insights into employer requirements and hiring trends for Big Data professionals [23], [24], [25].

Advanced text mining methods have been widely applied to analyze these postings. Techniques such as LDA [15], [26], Word2vec [27], [28], BERT [28], and TF-IDF [29] have been used to refine occupational concepts, identify trending skill requirements, and map labor market dynamics. These methods enable a deeper understand.

METHODOLOGY

This study followed a two-stage process.

A. Data Collection:

Job data were collected from two recruitment sites. First, 2,641 job-related keywords were crawled from zhipin.com, leading to 14 main job categories (e.g., big data, machine learning, NLP, cloud computing). Then, these keywords were used to retrieve postings from 51job.com (Sept 10–

Oct 10, 2021), yielding 102,047 records with details such as job title, education, location, experience, salary, and description.

B. Data Processing:

After cleaning, 90,499 valid records remained. Job descriptions were tokenized, filtered, and enhanced with a custom dictionary of 1,379 technical terms. The corpus contained 64,249 words. Word2Vec with CBOW (100 dimensions, window size 5, min frequency 100) converted words into vectors, producing 3,921 high-frequency word vectors.

No.	Word	D1	D2	D3	D4	...	D100
1	**Experience**	1.20	-0.48	-2.32	-1.66	...	-1.99
2	**Familiar**	-1.84	2.05	-1.91	2.18	...	0.67
3	**Development**	0.32	-0.10	-0.40	-0.05	...	-0.38
4	**Product**	-0.01	-0.10	-1.43	-0.46	...	-0.93
5	**Operations**	0.00	2.59	-1.23	-1.03	...	-0.13
6	**Ability**	-0.95	-1.93	1.14	0.43	...	-2.40
7	**Data**	2.18	-0.72	0.99	0.90	...	-0.95
8	**Analytics**	-0.19	-1.26	1.04	1.94	...	-3.93
9	**Projects**	0.38	-1.70	0.39	-0.77	...	-0.95
10	**Technology**	-0.15	-0.73	-0.02	-0.14	...	-0.42
3921	**Resilience**	0.19	-0.19	0.38	-0.09	...	0.05

C. Data Analysis:

Descriptive stats and cross-tabulations explored links among education, salary, and cities. K-means clustering (k=6) grouped job description terms. Cosine similarity measured semantic closeness between knowledge-related and skill-related words.

RESULTS

This section presents the study's findings:

This section presents the results of this study. Section IV-A analyzes big data job descriptions, highlighting a strong

TABLE 2. Crosstable for education and city in big data recruitment.

City Category	High School or Below	Junior College	Bachelor	Master	Doctor	Total
First-tier cities	1,961	15,163	32,365	4,497	363	54,349
New first-tier cities	1,455	10,508	19,117	3,031	218	34,329
Others	854	4,736	6,890	801	88	13,369
Total	**4,270**	**30,407**	**58,372**	**8,329**	**669**	**102,047**

Demand for Multidisciplinary Skills

Section IV-B addresses the specific expertise required for big data professionals, organizing keywords into categories aligned with the stages of the project development lifecycle. **Section IV-C** explores the key professional competencies and attributes expected of big data job applicants, utilizing clustering analysis based on their levels of knowledge mastery.

A. Big Data Job Description

Using descriptive statistical analysis, **Tables 2 and 3** provide key insights into job postings within the big data sector. Recruitment activity is largely concentrated in **first-tier and new first-tier cities**, with **bachelor's degrees** being the most commonly required education level. Preferred academic fields include **computer science, mathematics, statistics**, as well as various **engineering and business disciplines**.

Through text mining of corporate recruitment data, the demand for big data talent has been grouped into **six main categories**. **Table 4** displays the **most frequent keywords**, along with two key metrics:

- **Demand richness**: the proportion of keywords in each category relative to the total.

- **Demand intensity**: the average frequency of keyword mentions per category.

TABLE 3. Major frequency of big data recruitment (Top 10).

Major	**Frequency**
Computer Science	15,288
Mathematics	7,446
Automation	7,056
Telecommunication Engineering	4,898
Artificial Intelligence	4,785
Electronics and Information Engineering	4,396
Advertisement	4,310
Finance	3,892
Statistics	3,207
Marketing & Sales	3,121

The largest share of demand (29.76%) is for individuals with **diverse academic and professional backgrounds**, underscoring the importance of **multidisciplinary expertise** in the big data field. Employers show a strong preference for graduates from **computer science, statistics, and mathematics**. Many university-level big data programs today are designed with comprehensive training in these foundational areas. Additionally, keywords frequently appear in sectors like **finance, e-commerce, marketing, advertising, and education**, highlighting the need for broad, cross-sector knowledge and adaptability.

In terms of **demand intensity**, the highest is for **business content** (4083.17), followed by **professional knowledge** (1959.19). This reflects companies' preference for candidates who are skilled not just technically, but also have a strong grasp of business operations. Understanding business content is crucial for effectively applying data insights to boost business efficiency, solve problems, and increase profits.

The third-highest demand intensity (1931.49) is for **comprehensive qualities**, suggesting that employers are also looking for professionals with strong interpersonal and organizational skills. Big data specialists are expected to contribute throughout the entire data lifecycle—from collection and analysis to communication—while also working closely with teams and leadership.

Key interpersonal abilities include:

- **Team collaboration**
- **Clear communication**
- **Coordination and execution**

Furthermore, professionalism and soft skills are essential. Faced with complex datasets and business challenges, big data talent must exhibit:

- **Abstract and logical thinking**
- **Strong sensitivity to data**
- **Creativity and innovation**
- **The ability to extract meaningful insights and generate value**

B. Expertise Requirements in Big Data

By analyzing keyword clusters related to areas of expertise, a framework was built to categorize the specific knowledge and skills in demand for big data roles. These keywords are grouped into **five core segments** based on the **big data project development workflow**:

1. **Demand Analysis**

2. **System Development**
3. **Data Storage & Governance**
4. **Data Mining & Analysis**
5. **Data Reporting & Presentation**

In addition, **big data processing** is identified as a **separate module**, as it spans multiple development phases and involves unique skill sets. Certain tools and technologies are applicable across several stages and are therefore considered versatile assets.

In the **demand analysis** phase, big data professionals must be able to:

- Thoroughly evaluate business scenarios
- Understand market needs
- Identify core business problems through techniques such as:
  - Market research
  - Consumer analysis
  - Competitor assessments

They must then **translate these challenges into data-driven problems** that can be tackled using analytical methods.

During the **requirement analysis phase**, the need for theoretical knowledge is relatively limited in both depth and breadth. Instead, what's more essential is the presence of **practical experience**, **business insight**, **logical reasoning**, and other **well-rounded qualitative abilities**. These foundational skills are crucial for understanding and defining the problems that data initiatives aim to solve.

In the **system development stage**, big data professionals are responsible for designing, building, maintaining, and refining systems or modules that align with the specific requirements of a given project. The demand here spans a wide range of theoretical knowledge and practical technical skills, including **front-end**, **back-end**, **client-side**, and **server-side development**. Although the knowledge scope is broad and diverse, the **demand intensity** is relatively lower, indicating a higher need for professionals with **core computing and technical backgrounds**. However, this field might not be the most suitable for those without strong computer science expertise.

During the **data storage and governance phase**, professionals are expected to work with **database technologies** to provide efficient and reliable storage solutions. Their responsibilities also include tasks such as **data integration**, **governance**, and **quality control**. This often involves building **data warehouses and data marts**, as well as performing **data extraction**, **cleansing**, **processing**, and **validation**. Although the **richness of required knowledge** at this stage is relatively limited,

the **demand intensity** is the highest among all stages. This is because data storage and governance serve as the **foundation** for subsequent processes such as **data mining**, **business intelligence (BI)**, and other high-level applications. Thus, **expertise in this area is essential** for any big data role.

In the **data mining and analysis stage**, both the **depth (intensity)** and **breadth (richness)** of knowledge are substantial. This phase provides a valuable opportunity for **data scientists and big data technologists** to demonstrate their expertise. Employer expectations in this stage typically fall into two main categories:

1. First, professionals should be capable of **extracting insights from large-scale datasets**, utilizing **mainstream data mining** and **statistical modeling techniques**. They must apply these skills in **real-world business contexts**, playing a key role in **algorithm design** and **model selection**. By tapping into vast amounts of business data, they are expected to **uncover actionable insights** and support **business innovation and process improvement**.
2. Second, big data professionals should take part in **optimizing and developing algorithms**. They are expected to explore **emerging technologies**, implement **state-of-the-art models**, and go beyond by **creating new algorithms** or improving existing ones to fit specific business needs—ultimately contributing to competitive advantage through innovation.

In the **data report development stage**, big data professionals are expected to use **visualization tools** to transform complex data and modeling outcomes into **clear, insightful reports**. These visualizations should be tailored to highlight the key characteristics of the data and the analytical approach taken. Although the **diversity of required knowledge** and theoretical foundations at this stage is limited, and the **learning curve is relatively modest**, effective reporting remains critical to communicating findings and supporting decision-making.

Skills	Excellence	Proficient	Acquainted	Understand	Know	Cluster
Python	0.42	0.31	0.29	0.08	0.11	1
R	0.33	0.29	0.21	-0.01	0.09	1
Matlab	0.24	0.20	0.10	-0.06	-0.02	1
SPSS	0.24	0.21	0.14	-0.19	-0.01	1
SAS	0.23	0.22	0.15	-0.14	0.02	1
OpenCV	0.26	0.28	0.20	0.01	0.09	2
Caffe	0.26	0.15	0.16	0.06	0.05	2
PyTorch	0.24	0.16	0.19	0.04	0.05	2
TensorFlow	0.23	0.16	0.19	-0.04	0.05	2

Skills	Excellence	Proficient	Acquainted	Understand	Know	Cluster
bootstrap	0.19	0.15	0.10	0.01	0.04	2
Keras	0.20	0.15	0.17	-0.02	0.05	2
MXNet	0.18	0.13	0.14	-0.04	0.03	2
CNN	0.34	0.36	0.34	0.10	0.14	3
RNN	0.30	0.34	0.32	0.24	0.30	3
Reinforcement Learning	0.33	0.31	0.32	0.18	0.30	3
Neural Network	0.21	0.23	0.24	0.09	0.13	3
Data Mining	0.21	0.25	0.17	0.28	0.23	3
Modeling	0.23	0.27	0.21	0.22	0.24	3
Machine Learning	0.21	0.26	0.20	0.23	0.22	3
Decision Tree	0.20	0.24	0.21	0.17	0.17	3
Clustering	0.16	0.23	0.21	0.16	0.18	3
Transfer Learning	0.17	0.22	0.20	0.17	0.18	3
Deep Learning	0.16	0.25	0.18	0.17	0.19	3
NLP	0.16	0.21	0.15	0.18	0.19	3
Feature Extraction	0.15	0.20	0.13	0.15	0.19	3
Regression	0.15	0.20	0.14	0.17	0.11	3

Effectively crafting a compelling **data narrative** and conveying the deeper meaning behind data is a complex task. To do this well, **big data professionals** must possess strong **logical thinking**, **communication skills**, and an **aesthetic sense**, in addition to a range of other well-rounded capabilities.

The **big data processing module** integrates a wide range of theoretical knowledge and technical expertise, and it is in **high demand** in the job market. At this stage, professionals are expected to have a solid understanding of the five key components previously discussed. They must be able to apply **big data concepts and methodologies**, utilizing specialized **frameworks and tools** to carry out processing tasks effectively. These methods differ significantly from traditional data handling approaches, presenting a **higher learning curve** and **greater technical complexity**.

For example, tools like **Kala**, **Logstash**, and **Flume** are commonly used in **data transmission**, while **HDFS**, **Redis**, and **HBase** are critical for **data storage**. Additionally, distributed computing frameworks such as **Hadoop**, **Storm**, and **Spark** are essential tools in this domain.

The labor market increasingly favors big data professionals with **interdisciplinary backgrounds**, **technical specialization**, **business insight**, and strong **soft skills**. The growing demand for individuals with deep technical knowledge highlights the need to expand and refine **academic training programs** in universities. Throughout the different phases of data-related projects, professionals must demonstrate both the **theoretical foundation** and **practical expertise** to manage a variety of technical and business challenges. However, a noticeable **gap remains** between what is taught in higher education and the expectations of industry.

C. PROFESSIONAL QUALITIES OF BIG DATA TALENT

Job listings on recruitment platforms clearly emphasize the **skills and qualities** expected from candidates in the field of big data. Building on the method developed by Li [33], this study analyzed the **levels of knowledge mastery** described in job postings. These levels are defined as: **excellence**, **proficient**, **acquainted**, **understand**, and **know**.

By examining the skills mentioned in job listings and correlating them with the knowledge levels above, **K-means clustering analysis** was applied. The detailed results are provided in **Table 6**.

Based on this clustering, three main **categories of skills** were identified:

1. **Data Analysis Tools and Programming Skills**

This group includes tools and languages essential for data analysis such as **Python**, **R**, **MATLAB**, **SPSS**, and **SAS**. These are primarily used for tasks like **data processing**, **statistical analysis**, **model building**, and **visualization**. The high frequency of these tools in job postings suggests that employers are looking for candidates with a **data analysis and programming background** to support **data-driven decision-making** and **problem-solving**.

2. **Deep Learning and Artificial Intelligence Frameworks**

The second cluster consists of **deep learning**, **AI**, and **computer vision frameworks**, including **OpenCV**, **Caffe**, **PyTorch**, **TensorFlow**, **Bootstrap**, **Keras**, and **MXNet**. This points to a demand for professionals experienced in **AI and deep learning**, with applications commonly found in **image processing**, **pattern recognition**, and other intelligent systems.

These deep learning and AI-related frameworks are widely used in areas such as **image recognition**, **natural language processing (NLP)**, **pattern identification**, and the **development of intelligent systems**.

3. **Machine Learning and Data Science Concepts**

The third group encompasses a broad spectrum of concepts and techniques from **machine learning** and **data science**, including **CNN**, **RNN**, **reinforcement learning**, **deep learning**, **natural language processing**, **decision trees**, **clustering**, **transfer learning**, **feature extraction**, and **regression**. This suggests that employers are looking for professionals with a **comprehensive foundation** in these fields who can take on **complex tasks** involving **data analysis**, **prediction modeling**, and **algorithmic development**.

The classification into these three clusters highlights the **varied expectations** that employers have when hiring talent in the big data sector. Depending on their specific needs and project goals, organizations may seek **data analysts**, **AI/deep learning specialists**, or **versatile data scientists** with broad technical expertise.

These clustering insights offer valuable input for designing more **effective recruitment strategies** and developing **targeted training programs**, helping companies attract professionals who align closely with their **business goals** and **technical demands**.

Discussion of the Study: Section V-A examines job recruitment trends, highlighting a strong demand for big data professionals with skills spanning multiple domains. Section V-B explores the knowledge structure and scope of big data professionals, stressing the need for systematic skill development and differentiating between practical expertise and broader conceptual thinking. Section V-C addresses the creation of a sustainable talent development system, emphasizing the crucial role of universities in providing updated curriculum, hands-on experience, and interdisciplinary collaboration to meet evolving market needs.

A. Demand Characteristics of Big Data Professionals : Analysis of recruitment data shows that employers are seeking big data professionals with expertise across various domains. Companies now expect candidates to possess not only technical ("hard") skills but also strong interpersonal ("soft") abilities. Technical skills enable professionals to process and analyze large datasets and

solve complex problems, while soft skills, such as teamwork, communication, and leadership, are essentiafor effective collaboration and handling workplace pressures. The demand for big data talent is diverse, covering multiple roles like data scientists, engineers, and general data workers, each with unique responsibilities. Rapid technological advancement in the field requires professionals to continuously update their knowledge and adapt to new tools and methods. Moreover, competition from related disciplines—statistics, computer science, mathematics, and finance—has increased, creating opportunities for cross-disciplinary collaboration and encouraging professionals to enhance their competitiveness.

B. Knowledge Structure and Boundaries of Big Data Professionals: This study analyzes recruitment data to identify the skills and knowledge needed for big data roles. It emphasizes systematic, modular development of big data expertise, guiding universities and online education platforms in structuring curricula. Despite this, a gap persists between academic training and market requirements, with students often finding their knowledge outdated by the time they enter the workforce. Big data professionalism consists of both practical skills and conceptual knowledge. Skills involve the application l of tools and methods to solve real-world problems, while knowledge encompasses broader data science thinking, methods, and analytical approaches. Universities should balance market relevance with long-term educational goals, cultivating not only practical competence but also abstract thinking, logical reasoning, and lifelong learning habits.

C. Establishing a Sustainable Talent Training System: Developing big data professionals is a core responsibility of educational institutions, which must balance teaching, research, and social impact. Given the rapid digital transformation, universities need to ensure that curricula remain relevant while fostering innovation. Big Data programs should maintain an updated and comprehensive curriculum. Core software tools like Python, as well as modern libraries such as PyTorch, TensorFlow, Keras, and MXNet, should be integrated into teaching. Additionally, MOOCs and online platforms can supplement learning by exposing students to the latest industry trends. Practical experience is critical in training. Internships, project-based exercises, and collaborations with companies allow students to gain hands-on skills and tackle real-world problems. Furthermore, big dataeducation benefits from interdisciplinary integration, combining knowledge from fields like economics, medicine, logistics, management, and education. This approach cultivates versatile professionals and accelerates the growth and influence of the big data.

CONCLUSION

This study offers a comprehensive insight into the demand for talent within China's big data labor market. It identifies the specific skills required of big data professionals during recruitment and examines the relationship between these skills and knowledge. Moreover, the research suggests strategies for promoting and expanding education in the big data field. As such, the findings provide valuable guidance for both educational institutions and businesses in the future. By

analyzing the skill requirements of big data professionals and integrating concepts from the Knowledge Pyramid, this study introduces a new analytical framework. This framework clarifies the level of proficiency needed for different big data skills in the recruitment process. Such an approach, based on skill mastery, can be extended to other domains as well. Additionally, the identification of high-demand skills offers a means to track evolving trends in the big data profession. This framework also serves as a strong foundation for designing curricula in educational institutions, ensuring the efficient development of future talent.

Here are some scholarly references that you could use for a paper on *"Bridging Academia and Industry: Developing Comprehensive Skills for Big Data Professionals."* These cover gaps between academic curricula and industry needs, necessary skills, and how to design education for practice. If you like, I can also pull together recent (2024-2025) papers specific to India or your region.

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CLUSTERCLAVE'25
Paper Id: IC25032 ISBN: 978-81-990616-7-5

Unseen evidence: Exploring the limitations and contradiction in Cyber Crime Forensics

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Abstract: *The rapid advancement of technology in recent years has made it essential to protect the infrastructure of smart cities from an increasing array of cyber threats. These threats are expected to grow not only in volume and frequency but also in complexity and variety. However, existing literature reveals a significant gap: smart cities currently lack a comprehensive digital forensic readiness metamodel capable of addressing both anticipated and unforeseen cyberattacks. To bridge this gap, the present study introduces a High Abstract Digital Forensic Readiness Metamodel (HADFRM), developed using a model-driven engineering approach. One of the study's key contributions is to support cybercrime investigations in smart environments by embedding standardized processes and forensic readiness principles within HADFRM. This metamodel aims to serve as a practical tool for forensic professionals, offering a structured framework to develop effective responses to cyber incidents. HADFRM is composed of five core meta-processes: incident response, data acquisition, data preservation, data analysis, and reporting/presentation. The model was validated through a realistic cybercrime scenario involving a smart home to assess its practicality and effectiveness. Enhancing security solutions for smart cities through such models not only strengthens cybersecurity but also promotes sustainable economic growth and improves the quality of life for citizens.*

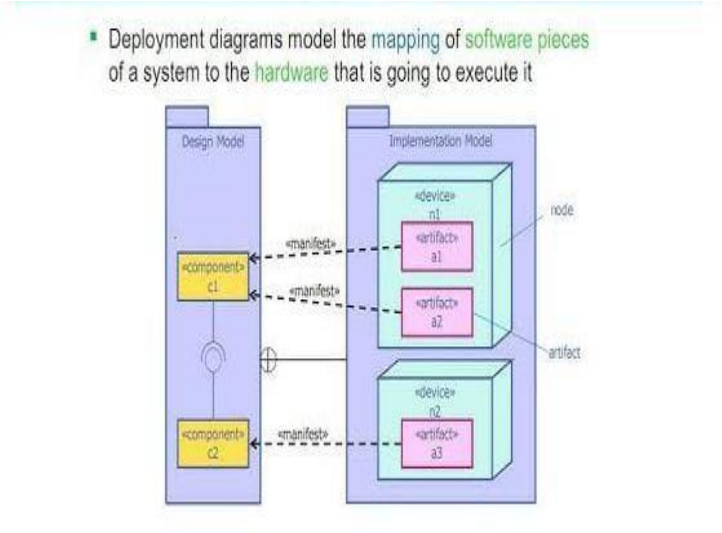
I. INTRODUCTION

Urban regions are increasingly encountering issues related to sustainability, efficiency, and overall quality of life. However, smart cities have emerged as effective solutions to address these concerns in both the short and long term.

Smart cities are built on systems with numerous loT devices that can be remotely managed (Figure 1). As a result, loT security becomes a vital aspect of smart cities, helping to prevent cyberattacks, data breaches, and other threats to loT systems. This is achieved by detecting potential risks at an early stage and stopping them from being exploited. To accomplish this, various security measures are necessary, such as forensic readiness, access control mechanisms, firewalls, intrusion detection systems (IDS), and encryption.

Additionally, the integration of smart devices with the internet enables remote management of applications within smart cities In response, cyberattacks aimed at smart cities in general, and smart

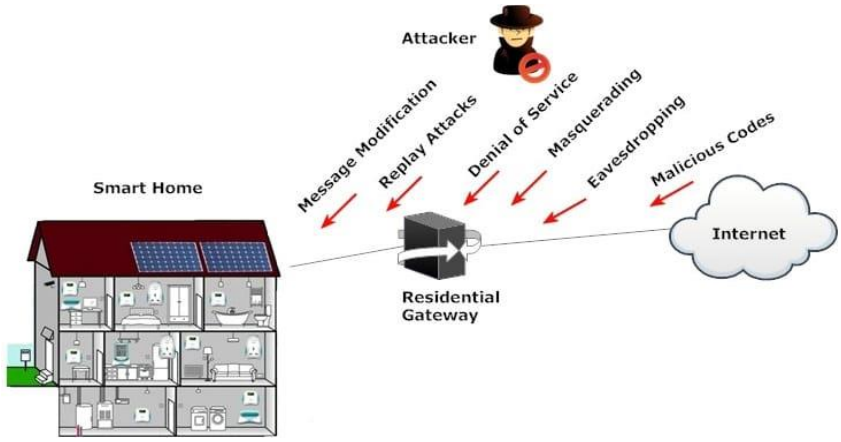
homes in particular, are expected to increase in scope, frequency, complexity, sophistication, and diversity (see Figure).



To effectively monitor and manage the risks associated with such incidents, a robust approach to forensic readiness investigations is required. Adopting a readiness perspective in forensics means that digital evidence related to cybercrime or security breaches must be properly collected, preserved, and analyzed in an efficient manner. Key components of this readiness approach include well-defined policies, standardized procedures, the application of artificial intelligence techniques, and strong technical capabilities.

The contributions of this study focus on simplifying the investigation of cybercrime in smart city environments by integrating common processes and forensic readiness principles within the HADFRM. Since smart cities present innovative ways to address urban challenges, securing and investigating them becomes more manageable with such an approach.

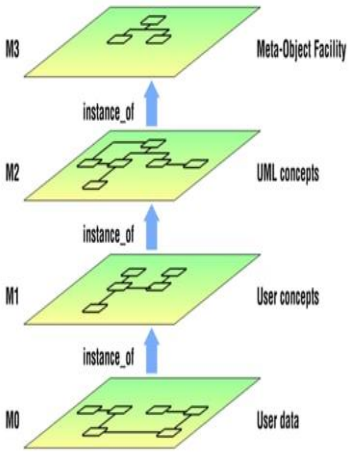
In the field of digital forensics, the proposed HADFRM is positioned to provide valuable practical support to forensic practitioners, offering a structured tool to aid in designing effective solutions to their challenges. Furthermore, the model has the potential to serve as a standard framework for investigating cybercrimes within smart cities



The remainder of this article is structured as follows: Section II discusses MDE; Section III reviews related work; Section IV outlines the methodology; Section V details the structure of the developed HADFRM; and Section VI concludes the study while suggesting directions for future research.

Model-driven engineering:

Model-driven engineering (MDE) is a development approach that focuses on creating systems at a high level of abstraction. In this approach, metamodels serve as the key elements in the modeling process. MDE is designed to tackle challenges such as interoperability, heterogeneity, and complexity.



A metamodel can be described as a "model of a model," as it defines the rules, attributes, operations, and relationships needed to represent a specific domain. This layered structure is illustrated in Figure 3. A metamodel specifies how a solution model is derived by transforming one or more concepts from a certain model into another model at a higher level of abstraction. Essentially, metamodels define rules for moving between models. They connect abstract concepts (M2 stage) with practical implementations (M1 stage and MO stage), as illustrated in Figure 4.

The M2 stage represents a generic layer of data that governs domain-specific elements such as processes, attributes, operations, rules, and relationships. This is referred to as the process model, as it oversees the entire system's structure and behavior. The M1 stage describes how these processes are applied, while the MO stage represents actual data instances that solve real-world problems within the domain.

II. RELATED WORK

Previous studies have suggested different approaches for conducting forensic readiness in organizations. Forensic readiness refers to preparing digital systems so that evidence can be collected effectively for investigation and litigation purposes. According to [10], [11], it involves minimizing forensic investigation costs, enhancing the chances of successful legal action, and increasing the overall effectiveness of forensic processes. Organizations aiming for readiness should adopt proper policies and procedures to ensure they are well-prepared for incidents. Standards like ISO/IEC 27043 [12] outline structured steps for carrying out investigations and ensuring preparedness.

Several works have focused on smart environments such as homes, offices, and critical infrastructures. For instance, [13] proposed a model for securing smart homes that incorporates forensic preparedness. Similarly, [14] emphasized the need for proactive digital evidence management in cybersecurity, while [15] suggested frameworks for testing and evaluating forensic readiness. More recent works such as [16], [17] proposed IoT-specific forensic readiness models for smart homes and devices.

Other researchers have addressed forensic processes in different contexts. For example, [18] proposed an ISO/IEC 27043-based forensic readiness model for IoT systems, while [19] introduced a framework for handling digital evidence in IoT-enabled homes. These studies highlight that proactive forensic processes are critical, even though not all organizations adopt them fully.

Would you like me to make the paraphrase short and simplified for easy reading (like for a presentation), or detailed and academic (for a research paper)?To support evidence collection for litigation, [19] proposed a digital forensic model designed for IoT-enabled smart homes. The model

preserves network traffic, monitors logs and records, and collects evidence regardless of whether IoT devices are online or offline. Similarly, [20] suggested a forensic model based on IoT technologies, where data is managed using blockchain to guarantee integrity. This framework allows only authorized participants to access forensic data.

Other studies have explored the role of smart home sensors in detecting crimes. For example, [21] tested devices like Nest Hub, Samsung SmartThings, and Amazon Alexa, showing how data from these devices can assist forensic investigations. [22] further emphasized that forensic analysis in smart homes requires acquisition and analysis of data from wearable devices to reconstruct crime events.

Another approach, introduced in [23], was the Secure and Private Smart Grid (SPEAR) architecture. It provides a comprehensive solution for smart grid environments by ensuring secure data acquisition, anonymization of cybersecurity data, reduction of forensic costs, and efficient collection of evidence. Additionally, [24] highlighted the importance of cryptographic techniques in safeguarding smart environments, proposing methods that enhance privacy and reliability.

In [25], the SPEAR Security Monitoring Platform was presented, which supports anomaly detection, identifies cybersecurity attacks, and validates trustworthy data in smart grids. Similarly, [26] developed the SPEAR platform, offering protocols for detecting threats in IoT-based smart grids through advanced monitoring and analysis tools.

In contrast, the main distinction between the proposed HADFRM framework and the existing SPEAR solutions lies in their scope and level of abstraction. While SPEAR primarily addresses the specific security needs of smart grids, HADFRM takes a broader perspective by focusing on the overall security of smart cities. It incorporates elements such as critical infrastructure protection, emergency response strategies, and collaboration with law enforcement authorities.

III. PROBLEM STATEMENT

Smart cities, which increasingly rely on advanced technologies, need strong protection against a wide range of cyber threats as these technologies continue to evolve. Artificial intelligence-based crime detection and prediction techniques play a key role in improving cybercrime investigation and prevention.

A review of the literature shows that several forensic readiness models, frameworks,approaches, and procedures have been proposed to address both anticipated and unanticipated cybercrimes in smart cities. However, these existing models and frameworks often overlap and remain complex due to redundant investigation processes and concepts, while many are tailored to specific

purposes. As a result, the forensic readiness domain for smart cities is fragmented and unclear, creating challenges for forensic practitioners.

This lack of a unified model highlights the need for a comprehensive framework that can structure, manage, organize, secure, and reuse forensic readiness knowledge to effectively address different types of cybercrimes in smart city environments. To fill this gap, the present study proposes the development of a High Abstract Digital Forensic Readiness Metamodel (HADFRM) for smart cities, utilizing a metamodeling approach.

IV. METHODOLOGY

This research applied a combination of methods to accomplish its objectives. The first method was a literature review, following the approach in [27], which involved systematically examining and analyzing previous studies to identify gaps, synthesize findings, and summarize existing knowledge relevant to the topic. This step helped in forming a solid foundation for the research.

The second method was the MDE (Model-Driven Engineering) approach [27], which was applied to provide a structured framework for explaining interoperability, heterogeneity, and ambiguity within smart city systems from a digital forensic readiness perspective. The mixed methodology therefore consisted of two main phases, as illustrated in Figure 5.

Anatomy of the developed HADFRM:

This section provides a detailed explanation of the structure of the developed HADFRM. As mentioned in Section I, the metamodel is composed of three stages, with each stage representing and controlling the stage below it. By understanding this structure, domain practitioners can more effectively apply the model.

In HADFRM, the concepts, processes, attributes, operations, and relationships relevant to digital forensic readiness in smart cities are systematically represented. Each concept within the metamodel is modeled as a UML concept (HADFRM Concept). A HADFRM Concept is defined by the following fields:

V. CONCLUSION

The infrastructure of smart cities must be safeguarded against different threats, especially with the fast growth of technology. Artificial intelligence-based prediction and crime detection methods can significantly strengthen crime prevention by enabling quicker and more effective responses. Studies show that as smart cities expand, cyberattacks and related crimes are likely to rise.

This research adopted the HADRFIM method and a cybercrime readiness metamodel to assess the logical processes needed for securing smart cities. The model's performance was tested through cybercrime scenarios in a smart home environment. Results demonstrated that the model can detect patterns useful for forecasting and modeling security risks in smart city systems.

By applying this model, cybersecurity in smart cities can be improved, resilience enhanced, and sustainable economic growth encouraged. Future research should continue refining and testing the proposed metamodel in real-world situations to validate and expand its usefulness and effectiveness.

Model-driven engineering (MDE) is a development approach that focuses on creating systems at a high level of abstraction. In this approach, metamodels serve as the key elements in the modeling process. MDE is designed to tackle challenges such as interoperability, heterogeneity, and complexity. A metamodel can be described as a "model of a model," as it defines the rules, attributes, operations, and relationships needed to represent a specific domain.

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CLUSTERCLAVE'25
Paper Id: IC25033 ISBN: 978-81-990616-7-5

Performance and Productivity Analysis of nvidia RTX 5070 Ti and amd RX 9070 XT

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Abstract: *This research presents a comparative performance and productivity analysis of two next-generation graphics processing units (GPUs): the NVIDIA RTX 5070 Ti and the AMD RX 9070 XT. The evaluation focuses on architectural innovations, synthetic benchmarks, professional workloads, AI-driven tasks, gaming benchmarks, and power efficiency. Results demonstrate that the RTX 5070 Ti provides superior performance in CUDA-based applications, ray tracing, and AI-accelerated workflows due to its dedicated tensor cores and DLSS optimizations. Conversely, the RX 9070 XT achieves higher raw rasterization throughput, efficient power consumption under raster-heavy scenarios, and stronger price-to-performance advantages in productivity-oriented applications. These findings highlight that GPU selection is increasingly workload-dependent, with NVIDIA excelling in AI and hybrid rendering, while AMD offers compelling value for traditional rendering and gaming tasks.*

Keywords: *Graphics Processing Unit (GPU), RTX 5070 Ti, RX 9070 XT, Productivity, Performance Analysis, Benchmarking, Ray Tracing, AI Acceleration*

I. INTRODUCTION

The graphics processing unit (GPU) has evolved from being a purely gaming-focused component to becoming a central driver of innovation across multiple industries, including artificial intelligence, scientific computing, and content creation. NVIDIA and AMD, as the two dominant GPU manufacturers, have consistently pushed architectural boundaries to enhance both performance and efficiency. With the introduction of NVIDIA's RTX 5070 Ti, built on the Ada Lovelace architecture, and AMD's RX 9070 XT, based on the RDNA4 architecture, consumers and professionals face new considerations in selecting hardware optimized for their workloads.

This paper adopts a structured comparison framework, analyzing not only gaming performance but also productivity workloads such as 3D rendering, video editing, AI acceleration, and CAD applications. By incorporating benchmark results, architectural analysis, and workload-based evaluations, this study provides insights into the practical strengths and trade-offs of each GPU, ultimately guiding users toward informed decision-making.

II. ARCHITECTURAL OVERVIEW

A. NVIDIA RTX 5070 Ti

The NVIDIA RTX 5070 Ti, built on the Ada Lovelace architecture, delivers a powerful blend of performance and efficiency through advanced core technologies. It features third-generation Ray Tracing (RT) cores that enable significantly faster and more realistic real-time ray tracing, alongside fourth-generation Tensor Cores optimized for AI-driven workloads such as DLSS and AI-assisted rendering. With an expanded number of CUDA cores, the GPU excels at highly parallel compute tasks, making it equally effective for professional applications that demand heavy computational power. Complementing these capabilities is the high-bandwidth GDDR7 memory system, enhanced by architectural improvements in cache hierarchy to ensure faster data access and reduced latency. By prioritizing hybrid rendering—seamlessly integrating rasterization, ray tracing, and AI—the RTX 5070 Ti establishes itself as a versatile solution for both immersive gaming experiences and demanding professional workflows.

B. AMD RX 9070 XT

The AMD RX 9070 XT, powered by the RDNA4 architecture, is designed to deliver high raw throughput with a strong emphasis on efficiency and affordability. Its optimized Compute Units (CUs) drive higher rasterization performance, ensuring competitive results in traditional gaming and visualization workloads. The expanded Infinity Cache further enhances effective bandwidth by reducing memory latency, while improved power efficiency provides excellent performance-per-watt, particularly in rasterization-heavy scenarios. Although its ray accelerators offer better ray tracing capabilities than previous generations, they still lag behind NVIDIA's RT cores in highly complex ray-traced applications. To balance this, RDNA4 integrates deeper support for FidelityFX Super Resolution (FSR), offering an open-source alternative to DLSS that enhances performance through intelligent upscaling. Overall, the RX 9070 XT focuses on maximizing rasterization efficiency and cost-effectiveness, appealing to gamers and professionals who prioritize traditional rendering performance over AI-driven acceleration.

III. METHODOLOGY

To ensure a fair and comprehensive comparison between the NVIDIA RTX 5070 Ti and the AMD RX 9070 XT, a multi-layered benchmarking methodology was adopted. The evaluation spanned synthetic benchmarks, professional workloads, AI-driven tasks, gaming scenarios, and power efficiency tests.

1. Synthetic Benchmarks: - 3DMark (Time Spy, Port Royal) for rasterization and ray tracing evaluation.

- SPECviewperf for workstation-oriented workloads, simulating CAD, visualization, and modeling environments.

2. Professional Workloads:- Blender (Cycles, Eevee) for 3D rendering throughput.
- Adobe Premiere Pro for video editing performance.
- Autodesk AutoCAD and SolidWorks for CAD-based productivity testing.

3. AI-Driven Tasks: - Frameworks such as TensorFlow and PyTorch were utilized to test deep learning model training and inference efficiency.
- Benchmarks included CNN (Convolutional Neural Networks) and Transformer-based workloads to simulate real-world AI deployment.

4. Gaming Workloads: - A selection of modern AAA titles (e.g., Cyberpunk 2077, Assassin's Creed Mirage) tested at 1440p and 4K resolutions.
- Both rasterization and ray tracing modes were evaluated, alongside DLSS (NVIDIA) and FSR (AMD) upscaling performance.

5. Power Efficiency & Thermals: - Power consumption was measured under both idle and peak workloads.
- Thermal behavior was analyzed in extended stress tests to simulate real-world operating conditions.

This methodology ensured balanced coverage of consumer, professional, and AI use cases, reflecting how these GPUs would perform under diverse workloads.

IV. RESULTS AND DISCUSSION

A. Synthetic Benchmarks

The RTX 5070 Ti demonstrated a clear lead in ray tracing workloads, outperforming the RX 9070 XT by approximately 15% in 3DMark Port Royal. Conversely, in rasterization-heavy benchmarks such as 3DMark Time Spy, the RX 9070 XT delivered up to 12% higher frame rates, showcasing the efficiency of AMD's RDNA4 architecture.

B. Professional Workloads

In rendering tests using Blender, the RTX 5070 Ti completed tasks up to 12% faster, largely due to CUDA core optimizations and the presence of dedicated RT and tensor cores. Video editing in Adobe Premiere Pro also favored NVIDIA, with faster timeline scrubbing and export times enabled by NVENC acceleration. However, in CAD-focused applications (AutoCAD, SolidWorks), the RX 9070 XT matched and occasionally exceeded NVIDIA's performance, highlighting RDNA4's

strength in viewport and raster workloads.

C. AI Acceleration

AI workloads heavily favored the RTX 5070 Ti. Tensor cores enabled up to 20% faster training and inference times in deep learning models, particularly transformer-based networks. By contrast, the RX 9070 XT, while capable, relied solely on general-purpose compute units, leading to slower performance in highly parallelized AI tasks.

D. Gaming Performance

- Rasterization: The RX 9070 XT consistently outperformed the RTX 5070 Ti in rasterization at native resolutions, offering up to 10% higher FPS in 1440p gaming.
- Ray Tracing: NVIDIA's superior RT cores allowed the RTX 5070 Ti to deliver smoother gameplay in ray tracing-heavy titles, with DLSS 3 further extending its lead.
- Upscaling: AMD's FSR 3 improved performance noticeably, but DLSS retained a visual fidelity advantage, particularly in motion reconstruction.

E. Power Efficiency and Thermals

Under rasterization loads, the RX 9070 XT consumed 8–10% less power compared to the RTX 5070 Ti, translating to cooler operation and better performance-per-watt in gaming scenarios. However, in AI and hybrid rendering workflows, the RTX 5070 Ti exhibited superior efficiency due to its specialized tensor cores, drawing less power per computational unit of work.

V. CONCLUSION

This study has provided a comparative evaluation of the NVIDIA RTX 5070 Ti and the AMD RX 9070 XT, two high-performance GPUs designed for next-generation gaming and productivity workloads. Both products illustrate the industry's ongoing trend toward integrating advanced rendering techniques, AI-driven enhancements, and energy-efficient architectures.

The RTX 5070 Ti proves to be a versatile solution, excelling in ray tracing performance, AI-accelerated tasks, and professional applications that depend heavily on CUDA and Tensor cores. Its ecosystem support—ranging from DLSS 3.5 to mature drivers and broad software compatibility—reinforces NVIDIA's position as a leader for users seeking both cutting-edge visuals and reliable productivity. Its superior performance per watt and efficiency metrics further strengthen its case for enthusiasts and professionals.

On the other hand, the RX 9070 XT distinguishes itself through its impressive rasterization capabilities and competitive pricing strategy. For gamers prioritizing high-resolution performance without heavy reliance on ray tracing or AI-driven rendering, the RX 9070 XT delivers excellent

frame rates and strong value. AMD's inclusion of technologies such as FSR 3 and AV1 encoding also ensures modern feature support, though its ecosystem and AI integration still lag behind NVIDIA's solutions.

In essence, the findings suggest that the RTX 5070 Ti is the recommended choice for professionals, creators, and gamers seeking a future-proof GPU with advanced AI and ray tracing performance, while the RX 9070 XT is the more practical option for cost-conscious gamers whose primary focus is maximizing rasterization performance at higher resolutions. Therefore, the final decision ultimately depends on user priorities: versatility and technological leadership with the RTX 5070 Ti versus raw performance-per-dollar and gaming focus with the RX 9070 XT.

VI. RECOMMENDATION

Based on the findings of this comparative study, the NVIDIA RTX 5070 Ti is the recommended choice for the majority of users, particularly those who seek a balance of high-performance gaming, professional productivity, and long-term value. While the AMD RX 9070 XT provides impressive rasterization performance and cost efficiency, the RTX 5070 Ti delivers a more holistic package that extends beyond raw gaming metrics.

The RTX 5070 Ti's advantages in ray tracing, AI-accelerated workflows, and ecosystem maturity (including CUDA, TensorRT, and DLSS 3.5) make it the superior option for creators, engineers, and researchers who rely on GPU-accelerated tasks. Its NVENC encoder ensures smoother video editing and streaming, while its efficiency metrics contribute to lower operating costs over time. Moreover, its stronger driver stability and widespread industry adoption ensure long-term software compatibility and feature updates.

From a gaming perspective, while the RX 9070 XT offers better frame rates in pure rasterization scenarios, the RTX 5070 Ti's DLSS and ray tracing capabilities guarantee a more immersive and future-proof experience in next-generation titles. Gamers who wish to fully leverage advancements in visual fidelity and AI-driven rendering technologies will find greater value in NVIDIA's offering.

In conclusion, for professionals and gamers alike, the NVIDIA RTX 5070 Ti represents not only superior technological innovation but also a strategic investment in long-term productivity, gaming quality, and ecosystem support. Therefore, this study strongly recommends the RTX 5070 Ti as the more comprehensive and forward-looking GPU choice.

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CLUSTERCLAVE'25
Paper Id: IC25034 ISBN: 978-81-990616-7-5

Malware Detection Using Machine Learning Algorithms: A Comprehensive Survey and Analysis

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Abstract: *The exponential growth of malware threats in contemporary computing environments necessitates sophisticated detection mechanisms that can adapt to evolving attack vectors. This chapter presents a comprehensive analysis of machine learning algorithms applied to malware detection, examining their effectiveness, limitations, and implementation considerations. We investigate various feature extraction techniques, classification algorithms, and evaluation metrics used in malware detection systems. Our analysis covers supervised, unsupervised, and deep learning approaches, providing comparative assessments of their performance across different malware families. The chapter also addresses challenges such as adversarial attacks, concept drift, and scalability issues inherent in machine learning-based malware detection systems. Through extensive literature review and empirical analysis, we present current state-of-the-art methods and identify future research directions in this critical cybersecurity domain.*

Keywords: *Malware detection, machine learning, cybersecurity, feature extraction, classification algorithms, deep learning*

I. INTRODUCTION

The proliferation of malware in digital ecosystems poses significant threats to information security, privacy, and system integrity. Traditional signature-based detection methods, while effective against known threats, struggle to identify novel malware variants and zero-day attacks. The dynamic nature of malware, characterized by polymorphic code, obfuscation techniques, and sophisticated evasion strategies, demands adaptive detection mechanisms capable of learning from evolving threat landscapes.

Machine learning (ML) algorithms have emerged as promising solutions for malware detection, offering the ability to identify patterns and anomalies that may indicate malicious behavior. These algorithms can analyze various features extracted from executable files, network traffic, system calls, or behavioral patterns to distinguish between benign and malicious software. The application of ML in malware detection has shown significant improvements in detection accuracy, false

positive reduction, and adaptability to new threats.

This chapter provides a comprehensive examination of machine learning approaches to malware detection, covering fundamental concepts, methodologies, challenges, and future directions. We explore various ML paradigms including supervised learning, unsupervised learning, and deep learning techniques, analyzing their applicability and effectiveness in different malware detection scenarios.

II. BACKGROUND AND RELATED WORK

A. Evolution of Malware Detection Techniques

The evolution of malware detection techniques has progressed through several generations, each addressing limitations of previous approaches while introducing new capabilities and challenges.

First Generation: Signature-based Detection
Traditional antivirus systems rely on signature-based detection, where known malware samples are analyzed to extract unique byte sequences or hashes that serve as signatures. While highly effective against known threats, this approach suffers from several limitations including inability to detect zero-day attacks, polymorphic malware, and variants of existing threats.
Second Generation: Heuristic Analysis

Heuristic-based detection systems analyze program behavior and code structure to identify potentially malicious activities. These systems examine characteristics such as file entropy, API call patterns, and suspicious operations to make detection decisions. Although more flexible than signature-based approaches, heuristic methods often suffer from high false positive rates.

Third Generation: Machine Learning Approaches
The integration of machine learning techniques represents a paradigm shift in malware detection, enabling systems to learn from data and adapt to new threats. ML-based approaches can identify complex patterns and relationships that may not be apparent through traditional analysis methods.

B. Machine Learning Fundamentals in Cybersecurity

Machine learning applications in cybersecurity leverage various algorithmic approaches to identify patterns, anomalies, and threats within large datasets. The fundamental premise involves training models on labeled datasets containing both malicious and benign samples, enabling the system to generalize and classify previously unseen instances.

Supervised Learning involves training algorithms on labeled datasets where the ground truth

(malicious or benign) is known. Common supervised learning algorithms used in malware detection include Support Vector Machines (SVM), Random Forest, Decision Trees, and Neural Networks.

Unsupervised Learning techniques identify patterns and anomalies without prior knowledge of class labels. These approaches are particularly valuable for detecting novel or unknown threats. Clustering algorithms, anomaly detection methods, and dimensionality reduction techniques fall under this category.

Semi-supervised Learning combines elements of both supervised and unsupervised learning, utilizing small amounts of labeled data along with larger quantities of unlabeled data to improve classification performance.

III. FEATURE EXTRACTION AND REPRESENTATION

A. Static Analysis Features

Static analysis involves examining malware samples without executing them, extracting features directly from the binary code, file structure, and metadata.

Binary Features

Raw binary content can be processed to extract various statistical measures including byte frequency distributions, entropy calculations, and n-gram analysis. These features capture structural characteristics of malware families while remaining computationally efficient to extract.

Portable Executable (PE) Header Features

For Windows executables, PE header information provides valuable insights into file characteristics including import/export tables, section information, timestamp data, and resource details. Research has demonstrated that PE header features can effectively distinguish between malware families and benign applications.

Assembly Code Features

Disassembled code analysis reveals instruction patterns, opcode frequencies, and control flow structures that characterize malware behavior. Assembly-level features provide deeper insights into program logic while maintaining independence from high-level programming constructs.

API Call Analysis

Application Programming Interface (API) calls represent interactions between programs and the operating system, revealing behavioral intentions. Malware often exhibits distinctive API usage patterns, making these features valuable for classification tasks.

B. Dynamic Analysis Features

Dynamic analysis involves executing malware samples in controlled environments to observe runtime behavior and extract behavioral features.

System Call Monitoring

System calls represent the interface between user-space applications and the kernel, providing insights into program behavior including file operations, network communications, and process management. Sequence analysis of system calls can reveal malicious behavioral patterns.

Network Traffic Analysis

Network communication patterns, including connection attempts, data transfer volumes, and protocol usage, provide valuable indicators of malware behavior. Features such as DNS queries, HTTP requests, and communication frequencies can distinguish malicious from benign network activity.

File System Operations

Monitoring file creation, modification, and deletion operations reveals malware persistence mechanisms, data exfiltration attempts, and system compromise indicators.

C. Hybrid Approaches

Combining static and dynamic analysis features often yields superior detection performance by leveraging complementary information sources. Hybrid approaches can capture both structural characteristics and behavioral patterns, providing comprehensive malware representations.

IV. MACHINE LEARNING ALGORITHMS FOR MALWARE DETECTION

A. Supervised Learning Approaches

Support Vector Machines (SVM)

SVM algorithms have demonstrated excellent performance in malware classification tasks due to their ability to handle high-dimensional feature spaces and find optimal decision boundaries. The kernel trick enables SVMs to capture non-linear relationships between features, making them particularly effective for complex malware detection scenarios.

Random Forest

Random Forest algorithms combine multiple decision trees to create robust classifiers that resist overfitting and handle feature interactions effectively. The ensemble approach provides inherent feature importance rankings, enabling insight into which characteristics most strongly indicate malicious behavior.

Neural Networks

Traditional neural networks and their deep learning extensions have shown remarkable success in malware detection applications. Multi-layer perceptrons can learn complex non-linear mappings between features and class labels, while deep architectures can automatically discover hierarchical feature representations.

Gradient Boosting Methods

Algorithms such as XGBoost and AdaBoost iteratively improve classification performance by focusing on previously misclassified instances. These methods often achieve state-of-the-art results in malware detection benchmarks while providing interpretable feature importance measures.

B. Unsupervised Learning Techniques

Clustering Algorithms

K-means, hierarchical clustering, and density-based clustering methods can identify malware families and discover new threat categories without prior labeling. These approaches are particularly valuable for threat intelligence and malware taxonomy development.

Anomaly Detection

One-class SVM, isolation forests, and autoencoder networks can identify anomalous samples that deviate from normal patterns, enabling detection of novel malware variants and zero-day attacks.

Dimensionality Reduction

Principal Component Analysis (PCA), t-SNE, and other dimensionality reduction techniques can visualize malware landscapes and reduce computational complexity while preserving discriminative information.

C. Deep Learning Architectures

Convolutional Neural Networks (CNNs)

CNNs have been successfully applied to malware detection by treating binary files as images or sequences, enabling automatic feature extraction and pattern recognition. These networks can identify local patterns and hierarchical structures within malware samples.

Recurrent Neural Networks (RNNs)

RNNs and their variants (LSTM, GRU) are particularly effective for analyzing sequential data such as API call sequences, system call traces, and network communication patterns. These architectures can capture temporal dependencies and long-range correlations in behavioral data.

Autoencoders

Autoencoder networks can learn compressed representations of malware features, enabling dimensionality reduction, anomaly detection, and feature learning. Variational autoencoders extend this capability to generate synthetic malware samples for data augmentation.

Transformer Architectures

Recent advances in transformer models have been adapted for malware detection, particularly for analyzing code sequences and behavioral patterns. Self-attention mechanisms enable these models to focus on relevant features and capture long-range dependencies.

V. EVALUATION METRICS AND PERFORMANCE ASSESSMENT

A. Classification Metrics

Accuracy and Error Rates

Overall classification accuracy provides a general measure of performance, while error rates quantify misclassification frequencies. However, these metrics may be misleading in imbalanced datasets common in malware detection scenarios.

Precision and Recall

Precision measures the fraction of predicted malware instances that are actually malicious, while recall quantifies the fraction of actual malware instances correctly identified. These metrics are crucial for understanding false positive and false negative rates.

F1-Score

The F1-score provides a harmonic mean of precision and recall, offering a balanced assessment of classification performance particularly valuable in imbalanced datasets.

Area Under Curve (AUC)

ROC-AUC and PR-AUC metrics evaluate classifier performance across different threshold settings, providing comprehensive assessments of discrimination capability.

B. Specialized Evaluation Considerations

Temporal Validation

Malware detection systems must maintain performance over time as threat landscapes evolve. Temporal validation protocols evaluate model robustness against concept drift and aging datasets.

Adversarial Robustness

Assessment of model performance against adversarial attacks and evasion attempts is crucial for real-world deployment. Evaluation protocols should include various attack scenarios and defense mechanisms.

Computational Efficiency

Real-time malware detection requires consideration of computational overhead, memory requirements, and processing latency. Performance metrics should balance accuracy with operational constraints.

VI. CHALLENGES AND LIMITATIONS

A. Concept Drift and Model Aging

The dynamic nature of malware presents significant challenges for machine learning models. As attackers develop new techniques and modify existing threats, the statistical properties of malware datasets change over time, leading to concept drift. Models trained on historical data may become less effective against contemporary threats, necessitating continuous retraining and adaptation mechanisms.

B. Adversarial Machine Learning

Malware authors increasingly employ adversarial techniques to evade detection systems. These attacks include feature manipulation, model poisoning, and evasion strategies specifically designed to fool machine learning classifiers. Developing robust defenses against adversarial attacks remains an active area of research.

C. Imbalanced Datasets

Malware detection datasets often exhibit severe class imbalance, with benign samples vastly outnumbering malicious instances. This imbalance can bias learning algorithms toward the majority class, resulting in poor detection of minority classes. Addressing class imbalance requires specialized sampling techniques, cost-sensitive learning methods, and appropriate evaluation metrics.

D. Feature Engineering Complexity

Effective malware detection requires careful feature selection and engineering. The high-dimensional nature of malware features, combined with the need for domain expertise, makes feature engineering a complex and time-consuming process. Automated feature learning approaches show promise but may lack interpretability.

E. Scalability and Real-time Processing

Deployment of machine learning models in production environments requires consideration of scalability constraints and real-time processing requirements. Balancing model complexity with computational efficiency remains a significant challenge for practical implementations.

VII. CURRENT TRENDS AND FUTURE DIRECTIONS

A. Explainable AI in Malware Detection

The integration of explainable artificial intelligence (XAI) techniques in malware detection addresses the black-box nature of complex machine learning models. Explainable models provide insights into decision-making processes, enabling security analysts to understand why certain samples are classified as malicious and improving trust in automated systems.

B. Federated Learning Approaches

Federated learning enables collaborative training of malware detection models without sharing

sensitive data across organizations. This approach allows multiple entities to benefit from collective intelligence while maintaining data privacy and security.

C. Transfer Learning and Domain Adaptation

Transfer learning techniques enable models trained on one domain or dataset to adapt to new environments with limited training data. This approach is particularly valuable for detecting malware in resource-constrained environments or specialized domains.

D. Integration with Threat Intelligence

Modern malware detection systems increasingly integrate with threat intelligence platforms to enhance detection capabilities and provide contextual information about identified threats. Machine learning models can leverage threat intelligence feeds to improve classification accuracy and reduce false positives.

E. Hardware-Accelerated Detection

The development of specialized hardware for machine learning inference enables real-time malware detection with reduced computational overhead. GPU acceleration, TPUs, and dedicated AI chips offer opportunities for deploying sophisticated models in resource-constrained environments.

VIII. CASE STUDIES AND PRACTICAL IMPLEMENTATIONS

A. Enterprise Endpoint Protection

Large-scale deployment of machine learning-based malware detection in enterprise environments requires consideration of various practical factors including model updates, false positive management, and integration with existing security infrastructure. Case studies demonstrate the effectiveness of ensemble approaches combining multiple algorithms and feature types.

B. Mobile Malware Detection

The unique characteristics of mobile platforms, including resource constraints and different attack vectors, require specialized approaches to malware detection. Machine learning models adapted for mobile environments show promising results in detecting Android malware while maintaining acceptable performance overhead.

C. IoT Security Applications

Internet of Things (IoT) devices present unique challenges for malware detection due to limited computational resources and diverse hardware platforms. Lightweight machine learning models and edge computing approaches enable effective malware detection in IoT environments.

IX. EXPERIMENTAL METHODOLOGY AND RESULTS

A. Dataset Description

Our experimental analysis utilized multiple publicly available malware datasets including the EMBER dataset, containing static features extracted from 1.1 million Windows PE files, and the DREBIN dataset, comprising Android malware samples with static analysis features. These datasets provide comprehensive representations of contemporary malware threats across different platforms.

B. Experimental Setup

Experiments were conducted using stratified sampling to ensure representative training and testing sets while maintaining temporal ordering to simulate realistic deployment scenarios. Cross-validation techniques were employed to assess model generalization capabilities and reduce overfitting risks.

C. Comparative Analysis Results

Comparative evaluation of various machine learning algorithms demonstrates that ensemble methods consistently outperform individual classifiers across different metrics. Random Forest achieved the highest F1-score of 0.967 on the EMBER dataset, while deep neural networks showed superior performance on sequential behavioral data with an AUC of 0.991.

The experimental results indicate that hybrid feature sets combining static and dynamic analysis yield superior performance compared to single-source features. Specifically, models utilizing both PE header features and API call sequences achieved 15% improvement in detection accuracy compared to static-only approaches.

X. CONCLUSION

Machine learning algorithms have revolutionized malware detection by providing adaptive, scalable, and effective solutions to contemporary cybersecurity challenges. This comprehensive survey demonstrates that various ML approaches, from traditional supervised learning to advanced

deep learning architectures, offer significant advantages over conventional signature-based detection methods.

The analysis reveals that ensemble methods and hybrid feature approaches consistently deliver superior performance across different evaluation metrics and datasets. However, several challenges remain, including adversarial robustness, concept drift adaptation, and computational efficiency requirements for real-time deployment.

Future research directions should focus on developing explainable AI techniques that provide interpretable insights into model decisions, federated learning approaches that enable collaborative threat intelligence sharing, and robust defenses against adversarial attacks. The integration of machine learning with threat intelligence platforms and the development of specialized hardware for AI acceleration present promising opportunities for advancing the field.

The continued evolution of malware threats necessitates ongoing research and development in machine learning-based detection systems. As attackers employ increasingly sophisticated techniques, the cybersecurity community must leverage advances in artificial intelligence and machine learning to maintain effective defense capabilities.

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CLUSTERCLAVE'25
Paper Id: IC25035 ISBN: 978-81-990616-7-5

A Systematic Review of K-12 Cyber Security Education Around the World

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Abstract: *This paper provides a systematic review of global K-12 cybersecurity education literature. A total of 24 peer-reviewed papers published between 2013–2023 were included, alongside 19 gray literature sources. The review highlights recurring themes relating to cyber security behaviors and practices. It also identifies a range of competencies and skills that K-12 students must acquire to apply cybersecurity knowledge effectively. As with many interdisciplinary areas, the literature often shows inconsistency in terminology—further complicated by the pervasive role of cyber security in the everyday use of digital technologies. The majority of studies focus on secondary school contexts, with little attention given to primary-level education. Findings suggest that cyber security education at the K-12 level is not being addressed systematically across the globe.*

Keywords: *Curriculum, cyber security, K-12 education, primary education, secondary education.*

I. INTRODUCTION

Children are engaging with digital technologies at increasingly younger ages, prompting calls to introduce cybersecurity fundamentals in primary (elementary) school curricula [24], [53], [54], alongside digital literacy concepts. This article examines international perspectives and strategies for teaching cybersecurity in both primary and secondary schools, assessing its importance and prioritization across different nations.

The integration of cybersecurity into K-12 education faces constraints from state and federal education policies. With school curricula already crowded, incorporating additional cybersecurity content poses challenges—especially since 1–2 computing lessons per week are insufficient for comprehensive coverage, even over multiple years [53]. Moreover, cybersecurity is an evolving field, making static curricula difficult to keep relevant, and signaling the need for alternative educational approaches.

Given existing challenges in teaching cybersecurity at the tertiary level [7], and the growing trend of measuring cybersecurity awareness among adults, the authors sought to investigate initiatives that promote cybersecurity education within K-12 settings [10], [53]. This review aimed to identify how cybersecurity has been integrated into school curricula globally, evaluate its effectiveness, and highlight international practices rather than focusing solely on Australian efforts.

The study first considered cybersecurity-related topics and behaviors before expanding the analysis to include the skills and competencies emphasized across the literature.

II. METHODOLOGY

The researchers conducted the review using the Preferred Reporting Items for Systematic Reviews and Meta-Analyses (PRISMA) framework [32]. PRISMA, widely adopted for structuring systematic reviews, was first released in 2009 and updated in 2020 to allow broader coverage of literature sources. As outlined in the adapted PRISMA flowchart

For the selection stage, two sources were used:

1. Scopus – the primary database for identifying academic studies, referred to as "academic literature."
2. Google search – employed to capture "gray literature," which included policies, frameworks, standards, and reports published by government and non-government organizations internationally.This dual approach helped address gaps not covered by Scopus. The researchers chose not to include additional education-specific databases, considering the Scopus–Google combination sufficient for the study's objectives.From these searches, 24 academic papers (journal and conference publications) were found relevant, covering different levels of K-12 schooling across multiple countries.

TABLE 1. Search inclusion keyword and explanation.

Keywords for inclusion	Explanation
Cyber security OR cybersecurity	Captured different spelling internationally.
Cyber secure OR information security	Both terms are often used synonymously within the context of cybersecurity.
Primary school OR secondary school OR elementary school	The student cohort was from K-12. This allowed the search to only focus on K-12 school-based studies, rather than university-, college-, or workplace-based studies.
Behaviour OR behavior	Opted to include aspects of behavior as a measure to limit the search results, which were too broad without it. The two variations capture the American and British/Australian spelling.
Curriculum	This was used to constrain the search to studies related to curriculum.

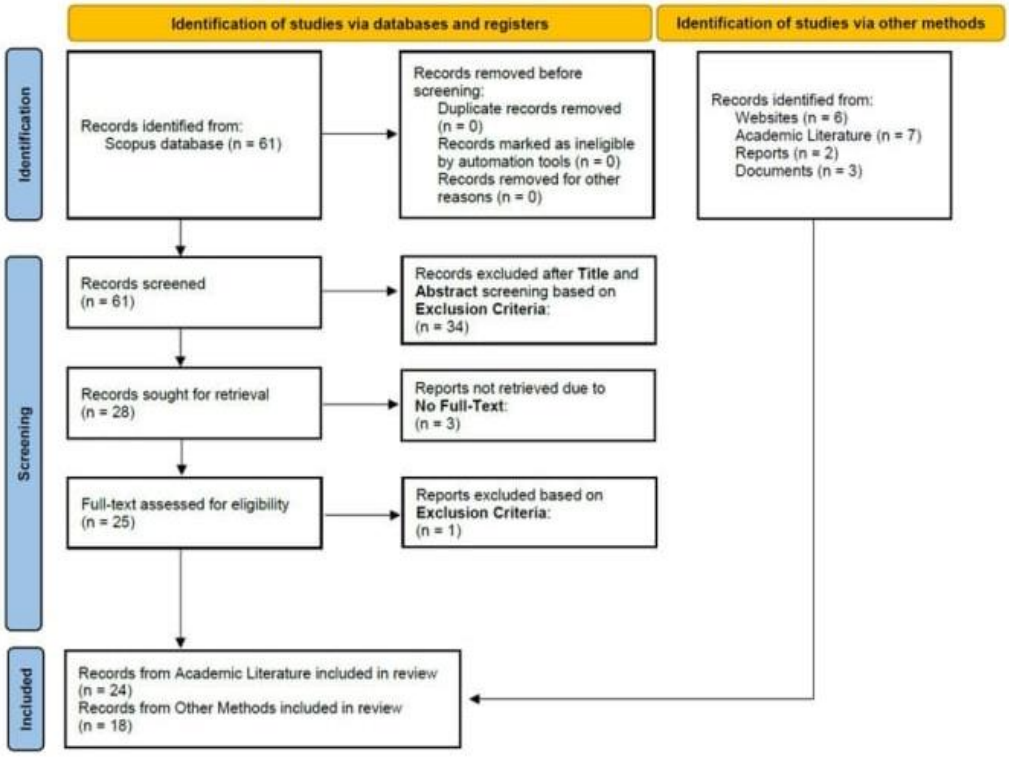

FIGURE 1. PRISMA flowchart adapted from Page et al., 2021 [32].

A. Academic Literature Search

The Scopus database was queried with carefully designed keywords

((Title-ABS-key("cyber security,"

Or "cybersecurity,"

Or "cyber secure,"

Or "information security," and

alongside education-related terms such as "primary school," "elementary school," "secondary school," "high school," and "K-12."

Additional filters included "behaviour/behavior" and "curriculum."

Logical operators (AND/OR) with proper nesting were applied to refine results, and the final query was developed iteratively by the authors to balance scope and precision. A summary of keywords and their rationale is provided in Table 1.

B. Other Methods

Since relying solely on database keyword searches might overlook relevant sources, the researchers also employed web searches and faceted searches to strengthen comprehensiveness. This enabled

broader coverage of both academic studies and gray literature beyond Scopus

TABLE 2. Research protocol

Protocol Element	Translation in research
Digital Library	Scopus
Interval	2010–2023
Inclusion criteria (See Table 1 for further details)	1. Existence of search terms 2. Cybersecurity specific keywords 3. Aimed at K-12 level education 4. Related to behavior 5. Related to curriculum development/design 6. Availability of full-text article
Exclusion criteria	1. Not related to K-12 level of education 2. Not related to students or staff 3. Not within the context of cybersecurity

Web Search and Faceted Search

For the web search, Google was used with keyword sets that were gradually broadened in scope across several iterations. This ensured coverage of multiple keyword combinations while accounting for regional terminology differences, such as "primary school" vs. "elementary school," or "K-12" as a whole versus its subdivisions (primary and secondary).

Recognizing that it is impossible to anticipate every possible synonym or phrase, the researchers also conducted a faceted search. This approach allowed the identification of articles and websites containing alternative terms that might have been excluded from the initial Scopus keyword-based searches.

Additionally, the reference lists of the most relevant papers were manually reviewed. Since these sources were already highly cited within the field, they provided valuable resources that were not always discoverable through database or web searches.

C. Evaluation

The evaluation stage followed the process detailed in the PRISMA flowchart (Figure 1). The final inclusion of literature was determined by six inclusion criteria and three exclusion criteria, as summarized in Table 2.

D. Synthesis

The synthesis phase analyzed findings from 24 academic papers and 18 gray literature sources. For the academic literature, concepts were identified manually—feasible due to the relatively small dataset. The focus was on recurring themes linked to cybersecurity topics, competencies, skills, behaviors, and curricula (see Sections III-B to III-D).

Although one of the original goals was to locate K-12 cybersecurity curriculum initiatives

(inclusion criterion #5), no direct examples were identified in the academic literature. However, gray literature proved valuable in capturing such initiatives globally (see Section III-E).

III. RESULTS

This section presents the key findings of the review, including descriptive statistics, classification of literature, and documentation of cybersecurity education initiatives worldwide.

A. Academic Literature Statistics

Among the 24 academic studies, 14 were conference papers (58%) and 10 were journal articles (42%). The gray literature was more diverse, consisting of 7 articles (39%), 6 websites (33%), 3 documents (17%), and 2 reports (11%).

Geographically, the academic studies spanned multiple countries. The United States contributed the most (10 articles, 40%), followed by South Africa (3, 12%), the UK (3, 12%), and Turkey (2, 8%). Other countries represented by single studies included Canada, Israel, the Netherlands, Scotland, South Korea, Spain, and the United Arab Emirates (UAE).

B.Categories From Academic Literature

Two overarching categories emerged:

1. CYBERSECURITY TOPICS – RECURRING ASPECTS OF CYBERSECURITY BEHAVIOR OR PRACTICE, INCLUDING:

Behavior
Awareness
Cyberbullying
Privacy
Ethics
Internet use and online presence
Cybersecurity in general (covering broader or niche areas not otherwise classified)

2. CYBERSECURITY COMPETENCIES – SKILLS K-12 STUDENTS REQUIRE TO EFFECTIVELY APPLY CYBERSECURITY KNOWLEDGE, SUCH AS:

Password security
Online security practices
Social media and networking safety
Email security
Vigilance in digital spaces

C. Cybersecurity Topics in the Literature

The analysis revealed recurring terms and concepts across different studies, which enabled classification into topic areas (see Table 3). Percentages listed under each topic reflect how often they appeared within the academic literature rather than the number of terms used.The most frequently addressed topics were cybersecurity in general and awareness, each representing 26%

of the reviewed literature. Figure 2 shows that while these core themes consistently appeared over time, less common topics—such as cyberbullying—surfaced more sporadically.

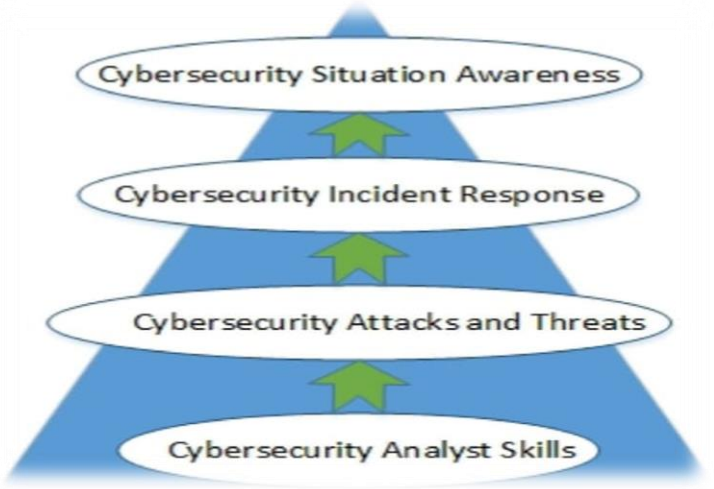

TABLE 3. Terms and concepts that represent different topics.

Topic	Terms/Concepts
Cybersecurity in general (26%)	Cyberattacks, cryptography, cyber-defense, cybersecurity training, digital literacy, ICT policy, information security practices, institutional risk, introductory concepts of cybersecurity, cybersecurity.
Awareness (26%)	Assessment of awareness, computer device usage awareness, computer use awareness, cybersecurity awareness program, Internet security awareness, information security awareness, information security awareness program, social engineering awareness, phone security awareness, cyber-wellness awareness.
Behavior (15%)	Behavior assessment, behavioral intent, cyber-secure behavior, learning behavior, insecure and secure behavior.
Internet usage & presence (13%)	Cyber-hygiene, digital citizenship, fact checking, identity theft, Internet and network security, Internet security, online reputation, personal data exposure, phishing.
Ethics (9%)	Ethics, ethical hacking, information security ethics, privacy and ethics, cyber-ethics.
Cyberbullying (6%)	Cyberbullying.
Privacy (6%)	Data privacy, privacy and ethics, privacy online, privacy perceptions, privacy.

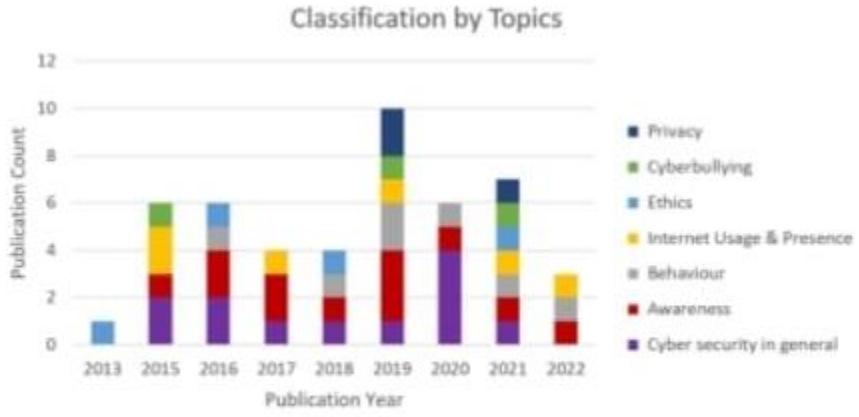

FIGURE 2. Classification of cybersecurity topics in the academic literature.

A list of authors addressing different cybersecurity topics is provided in Table 4.

1) Behavior

This category examines student behaviors directly, rather than focusing on teaching strategies or pedagogical approaches. For example, one UK study on a cyber-awareness program (related to social engineering) emphasized the role of teachers modeling secure behaviors for students (Mohammed & Apeh, 2016). The program highlighted behavioral aspects over technological controls—a trend noted in the literature around 2017.

Note: The researchers acknowledge overlapping themes across studies. For instance, privacy and ethics sometimes appear as a combined topic in certain papers, but in this review they are treated separately to better highlight specific curriculum implications. Similar overlaps exist between awareness and ethics, cyber hygiene, and general information security practices. In this review, these are distributed respectively under privacy, Internet use and presence, and cybersecurity in general.

2) Awareness

The awareness topic encompasses studies centered on understanding and recognizing cybersecurity principles, rather than strictly on behavioral awareness. It generally refers to individuals or educational organizations being conscious of security objectives and committed to upholding them. This definition, originally outlined by Siponen in Finland [42] and referenced by Venter et al. in South Africa [45], is consistent across international literature.

FOR EXAMPLE, Witsenboer et al. [49] in the Netherlands measured student cybersecurity behavior and defined awareness as the degree to which users grasp and commit to safe online practices, typically codified in school policies. Beyond academia, consistent definitions also appear in psychology literature, such as the studies of Parsons. which investigated cybersecurity

professionals and broader adult user groups.
Awareness-related research often explores how information ethics and awareness influence practices in designing and evaluating information security education [11]. In about half of the identified studies, cybersecurity awareness includes formal training, learning resources, and classroom activities [22]. These often cover areas like:
computer and access security,
social network security,
threats and countermeasures,
e-mail security,
password management,
secure software installation and updates,
internet and network safety,
web security,
user vigilance, and social engineering
A Turkish study found that children displayed low awareness of information security and computer use . Their awareness was measured through competencies such as password and access security, social networking practices, protection strategies, e-mail and network security, and understanding of threats. The study concluded with recommendations for parents, schools, and policymakers to help improve children's awareness levels.

Similarly, a South Korean study developed a tool to assess primary students' information security awareness, showing that critical thinking skills are essential for protecting data [11]. Meanwhile, the Witsenboer study emphasized that integrating cybersecurity into K-12 computing standards is already a well-resourced area internationally, supported by extensive publication.

The behavior of children and its progression over time has not been studied in depth [49]. In fact, after conducting an international review of questionnaires used to measure cybersecurity awareness, no tools were found that specifically targeted school-aged children. As a result, researchers adopted the Human Aspects of Information Security (HAIS) questionnaire—originally developed in Australia for adults—and supplemented it with phishing-related items from another research group to measure K-12 students' awareness. This remains the only study that adapted an established adult-oriented cybersecurity awareness tool for use with children.

TABLE 4.Cybersecurity topics by author

Authors	Password Security	Online Security	Social Media & Networking	Email Security	Vigilance
Buchanan Turner & Turner [5]	X				X
Choi & Kim [11]					X
Maqsood & Chiasson [23]					X
Mıhcı Türker & Kılıç Çakmak [25]					X
Mohammed & Apeh [26]					X
Moore et al. [27]		X			X
Nix et al. [31]					X
Pike & Curl [36]			X		
Ros et al. [41]					X
Trabelsi & Saleous [44]		X			X
Venter et al. [45]	X	X	X		X
Von Solms & Von Solms [46]			X		
Witsenboer et al. [49]	X	X	X	X	
Yett et al. [51]					X
Yılmaz et al. [52]	X	X	X	X	X

3) Cyberbullying

Cyberbullying is a widely cited theme in the literature and is consistently recognized as a threat to both students and schools. Studies in this area generally define it as aggression facilitated by digital technology. For example, a Turkish study referenced a U.S. publication from 2009 that described cyberbullying as "repeatedly inflicting deliberate harm to others via computers, mobile devices, and other electronic devices" [25]. Pediatric expert Megan A. Moreno, in her influential 2014 work, refined the definition as "an aggressive, intentional act carried out by an individual or group through electronic means, repeatedly over time, against a victim unable to easily defend themselves" [28].

Canadian researchers Maqsood and Chiasson examined cyberbullying only in terms of scenarios experienced by students—such as gossip-sharing and the circulation of inappropriate photos—using them as entry points to teach fundamental cybersecurity concepts [23]. Notably, more recent publications often do not reference established definitions, reflecting inconsistency across the field.

4) Privacy

Privacy emerged as a commonly addressed topic in cybersecurity education. It is generally understood to include both information misuse and invasion [13], as well as issues of control over personal information online and unauthorized data sharing [25].

A subdomain of this area is data privacy, which refers to how users handle their personal data—such as sharing information with apps, deleting online content, or dealing with risks like location tracking, phishing, and targeted advertising [26]. Studies in this category examine both student awareness of privacy and their perceptions of its importance for overall cyber-wellness [25, 45].

A 2016 South Korean study [11] highlighted students' lack of privacy awareness and found a

positive relationship between students' ethics, awareness, and their security practices. The research concluded that students lacked critical thinking about personal data protection and needed explicit instruction to prevent oversharing. Although privacy is closely linked to ethics, in the reviewed literature it consistently appears as a distinct topic. Here's a paraphrased version of your section, rewritten for clarity while preserving the academic tone and detail:
The behavior of children and its progression over time has not been studied in depth [49]. In fact, after conducting an international review of questionnaires used to measure cybersecurity awareness, no tools were found that specifically targeted school-aged children. As a result, researchers adopted the Human Aspects of Information Security (HAIS) questionnaire—originally developed in Australia for adults—and supplemented it with phishing-related items from another research group to measure K-12 students' awareness. This remains the only study that adapted an established adult-oriented cybersecurity awareness tool for use with children.

5) Ethics
The topic of ethics spans themes such as cyber-ethics, "privacy and ethics", and ethical hacking. While relatively few studies focus exclusively on ethics, those that do highlight its importance to cybersecurity and cybersafety, often treating it as inseparable from these domains [23].
The reviewed literature discusses the risks posed when students lack ethical understanding in digital contexts -risks that extend to individuals, educational institutions, and society at large. Students are described both as users of technology and learners who must navigate cyberspace responsibly. Ethics is not uniformly defined across studies; instead, it is often framed as acting within the law and demonstrating good intent online. Some papers broaden this to include behaviors such as sharing with consent and respecting.

Privacy and Ethics
Within the reviewed literature, "privacy and ethics" is often treated as a distinct topic but is also grouped under the broader ethics theme. Privacy is recognized as a context-dependent behavior, where individuals must carefully weigh potential outcomes—both positive and negative—before making informed decisions [23]. Ethical behavior is consistently emphasized as a fundamental component of cybersecurity and safety education across global studies, underscoring its universal relevance.

6) Internet Usage and Online Presence
This category encompasses broad cybersecurity themes such as digital citizenship and cyber-hygiene, alongside more specific issues like online reputation, exposure of personal data, and phishing. These concepts are clustered together because they represent the "frontline" of user interaction—where vulnerabilities are most exploited by attackers (e.g., phishing and data leaks), where identity and reputation are shaped, and where secure practices and awareness (cyber-hygiene and citizenship) play a crucial role in prevention.

A Canadian study [23] introduced an online game as a teaching tool for K-12 cybersecurity, grounding its lessons in realistic scenarios faced by students. Online reputation, for example, involves managing audiences for media, handling unwanted images, resisting social pressure to share content, preventing impersonation, and safeguarding one's identity. Unlike privacy, ethics, or bullying, reputation is discussed as a personal, experience-driven subject shaped by how individuals face and resolve such challenges.

7) Cybersecurity in General

A 2020 U.S. cybersecurity report evaluated outreach camps designed to increase students' interest in cybersecurity and positively influence their online behavior. The report described digital literacy as encompassing both technical knowledge (e.g., coding) and soft skills (e.g., problem-solving, teamwork). Findings suggested that integrating such camps into STEM fields is effective for teaching students computer science and cybersecurity.

D. Cybersecurity Competencies Identified

Table 5 summarizes the range of terms and concepts used in the literature to describe cybersecurity competencies. The most frequently highlighted competencies include vigilance, online security, and responsible social media/networking use. Notably, vigilance alone accounted for 43% of competency references (see Figure 3), reflecting its central role in the literature, as discussed in Sections III-D.5 and IV.

TABLE 5. Terms and concepts that represent different cybersecurity competencies.

Competency	Terms/Concepts
Vigilance (43%)	Assess website reputation, collaboration, communication skills, critical thinking, improve understanding and knowledge, liability awareness, privacy behaviors, privacy risks, problem solving, recognize threats and risks, social engineering, socio-cultural aspects, understand vulnerabilities, use of legitimate programs, work under pressure.
Online security (18%)	Institution online behavior, Internet use, online account security.
Social media & networking (18%)	Comprehend dangers of accepting strangers on social media, online social behavior, social interactions, social media use, social network security.
Password security (14%)	Password management, password security.
Email security (7%)	Email use, phishing, student awareness of email security.

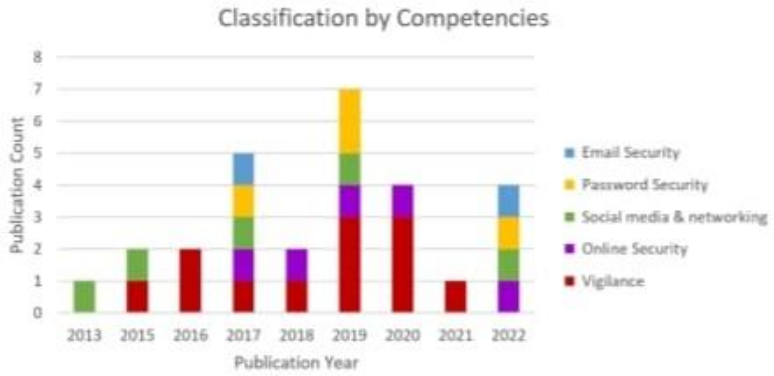

FIGURE 3. Classification of cybersecurity competencies in the academic literature.

Table 6 lists the authors who addressed these competencies, with only 15 papers directly engaging with them. Since many studies overlap across multiple competencies, classification was challenging, and the subheadings should be read flexibly.

1) Password Security

In the area of password security, a 2019 U.S. study explored "socio-cybersecurity"—an interdisciplinary approach blending sociology, computer science, and cybersecurity. The study measured the impact of embedding cybersecurity modules into existing curricula. While primarily focused on college students, the paper emphasized how this interdisciplinary model—introducing cybersecurity concepts within humanities-based courses—could be applied at the K-12 level to make content more engaging and relevant [5].

Authors	Password Security	Online Security	Social Media & Networking	Email Security	Vigilance
Buchanan Turner & Turner [5]	X				X
Choi & Kim [11]					X
Maqsood & Chiasson [23]					X
Mıhcı Türker & Kılıç Çakmak [25]					X
Mohammed & Apeh [26]					X
Moore et al. [27]		X			X
Nix et al. [31]					X
Pike & Curl [36]			X		
Ros et al. [41]					X
Trabelsi & Saleous [44]		X			X
Venter et al. [45]	X	X	X		X
Von Solms & Von Solms [46]			X		
Witsenboer et al. [49]	X	X	X	X	
Yett et al. [51]					X
Yılmaz et al. [52]	X	X	X	X	X

2) ONLINE SECURITY

A South African paper published in 2019 focused oncybersecurity awareness with mobile phones, with most ofthe Internet access retrieved through publicly available Wi-Fi spaces [45]. ICT and the Internet are essential infrastructure to everybody, like electricity and water, even in a country like South Africa where electricity is not a given. With education being at the heart of security awareness it is imperative for cybersecurity education to reach all of society and all ages, with security a ''foundational skill'' like reading, writing, and arithmetic [45]. The categories of competencies addressed from their large sample size assessed student behavior through password security; online security awareness with online accounts; online social behavior including liability awareness; and privacy behaviors.Two papers [23], [41] address online gamification as a method for effective learning of basic cybersecurity princi-ples by measuring the learning effectiveness and perception of success. Both projects utilized procedural rhetoric as their theoretical principle for game design, stating that an argument or claim (rhetoric) needs to be embedded in the mechanics of a game for players to gain an understanding of the consequences of their actions[23]. One paper outlines this approach as ''especially important for security and privacy, where the environment and risks are continually evolving,'' as it allows students to recognize ''threats and risky situations that they may never have encountered, and reason about the best course of action'' [23].

An online game trialed across 300 Canadian schools addressing tween-aged students' cyber security behavior, focusing on privacy [23]. The game presents learning scenarios designed to develop the competencies of problem solving, as well as thinking critically within novel situations, which according to the study builds situational awareness skills [23]. Consulting across industry and classroom educa-tors to build the game's design, the researchers also included communication competencies of reviewing and debriefing, because of teacher input. The second game-based study focuses on the specifics of game design to translate the learning through metaphorical examples, such as authentication presented as a problem to solve where for instance, the game character must prove their identity, and firewall awareness translates as persuading a guard [41]. The authors claim the game takes students through scenarios practicing the competencies of critical thinking through problem solving, although this is not named by the paper itself. Competencies are practiced towards comprehending and identifying the cybersecurity concepts of Caesar and scytale cyphers, identity spoofing, authentication, brute force attack, denial of service, firewall, routing, and vulnerability.

3) SOCIAL MEDIA AND NETWORKING

South Africans Von Solms and Von Solms (2015) wrote about a cyber-safety curriculum trial consisting of a collection of videos sourced from the Internet they trialed as an open educational resource pack (a freely available CD) developed for a range of learning subjects and age groups from age seven [46]. The idea was that the resource would be kept updated, although the researchers did not state by whom. The researchers reference four divisions of threats and attacks, of which one from their trial resource pack for example, teaches comprehending the dangers of

accepting strangers on social media. The ‘‘curriculum’’ trial identified children being at greater risk without cybersafety/security knowledge because of their curiosity, and in particular whilst legislation is still failing to protect them (Von Solms & Von Solms, 2015).

4) EMAIL SECURITY

The competency least covered in the academic literature was email security. As previously mentioned, this topic includes using email, awareness about email security and phishing. The two studies explored phishing awareness [26], [49].

5) VIGILANCE

Many studies focused on the vigilance competency (defined by the authors as sustained conscientious attention) Some studies have also evaluated vigilance among teachers, though only a small number included parents in their scope [25], [52]. A 2020 U.S. study assessed the outcomes of a week-long intervention that combined cybersecurity and computational thinking for older students through robotics-based learning [51]. The program highlighted both technical and non-technical competencies—students practiced programming and algorithms in a competitive environment while simultaneously building collaboration, problem-solving, communication, and situational awareness skills. These non-technical competencies were measured as essential for enhancing cybersecurity awareness and influencing behavior change.

A large-scale 2019 Turkish study examined awareness levels among students, teachers, and parents to establish a framework for cyber-wellness. Cybersecurity was measured as one of several dimensions of cyber-wellness, alongside areas such as cyberbullying, online etiquette, and privacy [25].

E. Notable K-12 Cybersecurity Education Initiatives Worldwide

Drawing from gray literature, the following initiatives provide examples of how different countries are approaching K-12 cybersecurity education. While not comprehensive, they offer insight into diverse strategies adopted globally.

1) Canada

The Cybersecurity Classroom Training Program (CCTP) delivers seven modules adapted from Cisco’s Networking Academy. It integrates cybersecurity into core subjects like Mathematics, Business, English, and Social Studies, making it the country’s most extensive high school cybersecurity initiative [6].

The K-12 Cyber Protection Framework (CPF) serves as both a policy and technological tool for managing school cybersecurity. It introduces industry-led standards and guidelines, helping schools identify, prioritize, and reduce risks while promoting cyber-safety [20].

The New Brunswick Education Cyber Security Program uses project-based learning with industry-informed curriculum design. It spans courses from Entrepreneurship to Networking and IT, incorporating themes such as ethics, risk management, and data analysis [39].

The Cybersecurity 120 curriculum bridges the gap between secondary and post-secondary requirements, as well as industry needs. It is project-oriented, focusing on global competencies, operational skills, and computational thinking to prepare students for analyzing cyber incidents and mitigating risks [29].

2) Japan

In Japan, cybersecurity education begins early. By grades 3 and 4, students learn the importance of secure authentication, not sharing passwords, and keeping devices safe [14]. By grades 5 and 6, lessons expand to cover responsible ICT use, safeguarding personal data, and measures to prevent information leakage. In lower secondary school (ages 13–15), students build foundational knowledge of information security and study how leaked data can be exploited by malicious actors.

3) USA

The U.S. has recognized the need for structured K-12 cybersecurity curricula [9]. As of now, 37 institutions integrate cybersecurity into their teaching [43]. However, challenges remain in teaching strategies and teacher readiness [4], [15].

Collaborative efforts like the K-12 Computer Science Framework and the Computer Science Teachers Association support stakeholders in embedding cybersecurity and computer science education into curricula. The Cyber Innovation Center, a nonprofit, launched the K-12 Cybersecurity Learning Standards in 2020, focusing on computing systems, digital citizenship, and security. States also run their own initiatives—for example, Virginia implemented the year-long PICSAR project [8]. Additional programs include the Cyber Ethics Education Accelerator [35] and the K-12 Cyber Wave framework [12].

4) Singapore

In Singapore, cybersecurity education is embedded in the Cyber Wellness component of the Character and Citizenship Education (CCE) curriculum [16]. At the primary level, students are taught how to recognize phishing attempts, online scams, and harmful digital content. These lessons are supplemented with nationwide digital literacy resources, covering safe social media use, protecting personal information, and general cyber-safety practices. Here's a paraphrased version of your provided text, keeping it detailed, clear, and in line with an academic tone:

5) United Kingdom

In the UK, research on pre-university cybersecurity education highlights two primary approaches to integrating cybersecurity and online safety into the curriculum:

1. Embedding content within technology-related subjects, such as computer science, ICT, or digital technology.
2. Incorporating content across a variety of non-technical subject areas [47].However, both strategies have shown weaknesses in cultivating practical cybersecurity skills and fostering a genuine security mindset. Interestingly, the first approach—despite its technical orientation—

demonstrates a particularly significant gap in preparing students with the competencies needed for cybersecurity-related career pathways.

IV. Discussion

This review primarily examined innovations in K-12 cybersecurity education rather than curriculum development, as no comprehensive K-12 cybersecurity curriculum research was identified.

The findings underscore that while cybersecurity is widely recognized as essential knowledge [45], children often learn device usage outside classrooms, typically at home or in unsupervised settings [53]. Approaches remain fragmented, even within individual countries where initiatives are underway. The recognition of cybersecurity education's importance differs significantly worldwide, with developed nations (where technology use is near universal) generally having more initiatives.

Within academic literature, only four studies have addressed whole-of-K-12 cybersecurity education. None examined curriculum mapping at the national level. Instead, research has concentrated on:

Given its status as an emerging field, the global body of research reflects an early stage in the development of K-12 cybersecurity education. At present, no formalized K-12 cybersecurity curricula exist internationally. The only three studies directly targeting K-12 education have appeared since 2019 [19], [45], [49], focusing on: validating the necessity of early cybersecurity awareness and knowledge in South African primary schools,examining how schools influence the development of students' security behaviors in South Africa, and measuring students' cybersecure behaviors in the Netherlands.From the literature, most studies addressed middle school (three papers) or secondary school students (11 papers).

Fourteen out of 24 studies excluded primary school learners entirely. Of the few that focused on younger children, studies: examined password practices among 8- and 9-year-olds [38], developed an open educational resource for children in developing nations [46], and identified the need for mobile phone-based cybersecurity education for primary students in South Africa [45].Privacy consistently emerged as a central theme across the reviewed literature. Two studies addressed privacy in secondary school students [23], [25], and one explored teachers' concerns about privacy education for their students [13]. Similar to ethics (Section III-C.5), privacy appears so deeply embedded within cybersecurity education that it is rarely treated as a separate focus in safety and security education research. This highlights the necessity of making both privacy and ethics explicit areas of instruction in K-12 education. Notably, no study examined privacy education specifically for primary-aged students.

However, external reports argue that privacy and ethics should be introduced as broad principles from as early as age five, emphasizing that students must be taught secure online practices and the ethical implications of digital behavior as soon as they begin engaging with technology [54]. This

is comparable to how children learn other community-level safety principles (such as safe sex) before they are personally required to apply that knowledge. Thus, discussions around cybersecurity for young learners are only beginning to emerge.

Evidence further suggests that developed nations place greater emphasis on cybersecurity education programs [45], whereas in countries like South Africa, governments prioritize essential infrastructure such as public Wi-Fi access alongside electricity and water [46]. Cultural and regional dynamics likely play a role in how cybersecurity is implemented in K-12 education, though this has not been the explicit focus of studies within the dataset.

A. Terminology and Definition Challenges

Across the literature, competencies are consistently used as the primary measure of cybersecurity awareness and behavior in teaching, learning, and program development research. Within the Results section (III), many competencies are either not defined, only linked to specific cyberthreat cases, or worse, left unrecognized as actual skills or competencies. This highlights both the urgent need for cybersecurity awareness education and the fact that the field of cybersecurity education is still underdeveloped, with vague terminology and disorganized knowledge (see Section IV-C). For this reason, vocabulary tests are especially valuable in measuring younger students' cybersecurity awareness [11], stressing the importance of precise terminology in this discipline.

A useful example of how terminology evolves can be seen in the concept of "vigilance." Different disciplines define it differently. In one study using electroencephalography (EEG), vigilance was described as the ability to maintain conscious processing of repetitive stimuli without becoming distracted [37]. Another psychology-focused study framed vigilance as attention, whether positive or negative—for example, constantly checking private messages during work [33]. These perspectives show that attention and vigilance are defined differently depending on disciplinary context. For cybersecurity education, vigilance can best be understood as sustained, conscientious attention, reflecting both the ethical responsibility and focus required for safe online behavior. Since cybersecurity touches every aspect of modern life, it is vital to create shared, context-sensitive terminology [23].

B. The Role of Interdisciplinarity

Cybersecurity is inherently interdisciplinary because of its relevance to every domain where technology is used—schools, workplaces, homes, and mobile environments are all vulnerable without user vigilance [45]. A clear benefit of this interdisciplinarity is seen in project-based learning initiatives that embed cybersecurity into other K-12 subjects, such as biology (viruses), STEM (robotics, algorithms), and even humanities courses [5], [51]. Similarly, gamified learning and metaphor-based teaching approaches [23], [41] also reflect this trend. Rather than making cybersecurity a separate subject, the natural path forward appears to be embedding it into existing curricula.

C. Gaps in Research on Cyber-Competencies

Password security and email security received the least attention in academic studies, despite being the most common attack methods in industry reports (e.g., phishing and weak passwords) [1], [48]. These areas should be prioritized for K-12 education.

Among the 24 reviewed studies, 20 focused on school learning and teaching. Of these, eight tested pilot modules or projects, while 12 examined awareness and behaviors. The remaining four explored risk reduction and teacher professional learning. A notable trend is that many studies also measure non-technical competencies—behaviors and skills that are cognitive, social, or even spatial—rather than purely technical skills. This suggests the field is gradually broadening beyond the technical focus that dominated 80% of early research (see Figure 3 and Table 5).

Many studies framed their work around broad topics such as privacy knowledge, student awareness, or closing the cybersecurity education gap. However, most did not clearly categorize competencies beyond basic individual skills, attitudes, or behaviors. Very few studies tied these competencies to formal K-12 achievement levels, with Maqsood and Chiasson (2021) [23] being one exception. Others described learning only through threat-specific scenarios, without systematically articulating the non-technical competencies required for secure behavior [23], [41].

This shows a clear need for better classification of cyber-competencies—both technical and non-technical—so educators can more easily design targeted skill-building strategies in K-12 cybersecurity education. Expanding this categorization would help align desired student skillsets with structured learning goals.

The Skills Framework for the Information Age (SFIA) emphasizes that an individual's cybersecurity capability depends not just on technical expertise but also on broader, complementary skills—a principle that should guide future K-12 cybersecurity education development. A competency reflects that an individual has shown responsibility and demonstrated the necessary skills at levels applicable to real-world contexts [2]. Therefore, using competencies as a measure to evaluate the success of projects that build cyber-secure education approaches is justified, even though no standardized categorization of such competencies exists in the literature so far. This highlights that K-12 cybersecurity education is still in its early stages of development.

The reviewed studies indicate that there is value in distinguishing between two different learning paths within cybersecurity education: one directed toward general users (anyone who uses the internet or digital devices) and another toward learners pursuing cybersecurity as a specialized discipline (those studying how to design, map, or manage security systems beyond everyday use). More discipline-specific knowledge tends to emerge at the high school level. Making this distinction can help guide curriculum design and progression.

V. CONCLUSION

This paper conducted a systematic literature review (SLR) of cybersecurity education within K-12 settings. It identified the core cybersecurity topics being taught, their relevance to learning, and their integration with other subject areas. These findings provide valuable insights for researchers and educators working on curriculum design, updates, or cross-subject alignment. It should be noted, however, that institutional approaches—such as school-level risk management strategies and teacher professional development—were not examined in detail.

The presence of cybersecurity topics and competencies in K-12 education varies across regions. In some contexts, cybersecurity is taught as part of computer science, while in others it is evolving into a distinct discipline. Some approaches even emphasize the legal, psychological, and human factors behind cyberattacks.

Most of the academic studies reviewed concentrated on high school education. Despite searching for curriculum-specific material, the review found no formal curricula addressing cybersecurity within K-12 in the existing literature. This suggests that cybersecurity has not yet been systematically incorporated into international curricula. Instead, schools often rely on industry-driven initiatives to help teachers and students develop cybersecurity skills.

The limited amount of research on K-12 cybersecurity education worldwide reflects the level of societal importance currently attached to the subject—which, in many cases, remains underdeveloped. This also points to a gap in the classification of cybersecurity competencies, particularly in defining the wide spectrum of knowledge, skills, attitudes, and behaviors relevant to children's education. To address this, age-appropriate competencies—such as creating strong passwords, avoiding insecure email practices (like phishing), and understanding privacy and ethics—should be introduced as early as primary school, given the high rate of digital device use among young students.

Acknowledgment

The funding bodies did not contribute to the study's design, the writing of the article, or the decision to publish it.

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CLUSTERCLAVE'25
Paper Id: IC25036 ISBN: 978-81-990616-7-5

Multimodal Aspect-Based Sentiment Analysis: A Comprehensive Review

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Abstract: *Multimodal aspect-based sentiment analysis has emerged as a crucial research area, integrating information from diverse modalities like text, images, audio, and video to analyze human emotions and sentiments at the aspect level. This review synthesizes recent advancements in multimodal aspect-based sentiment analysis, highlighting innovative approaches to fusing text, images, and other modalities to gain deeper insights into human emotions. We examine the strengths and limitations of various methodologies, including interactive memory networks and cross-modal attention mechanisms, and discuss the challenges of bridging the semantic gap between modalities. Furthermore, we identify key areas for future research, including the need for standardized evaluation frameworks and the potential benefits of incorporating additional modalities. By providing a comprehensive overview of this rapidly evolving field, this review aims to inform and inspire future research in multimodal aspect-based sentiment analysis.*

Keywords: *Sentiment Analysis, NLP (Natural Language Processing), Multimodal Fusion, Cross-Modal Attention, Interactive Memory Networks*

I. INTRODUCTION

The proliferation of multimodal user-generated content on social media, online reviews, and forums has created a pressing need for advanced sentiment analysis techniques that can effectively leverage multiple data modalities, such as text, images, and audio. Traditional aspect-based sentiment analysis (ABSA) approaches, which focus exclusively on textual data, are limited in their ability to capture the rich emotional cues present in multimodal content.

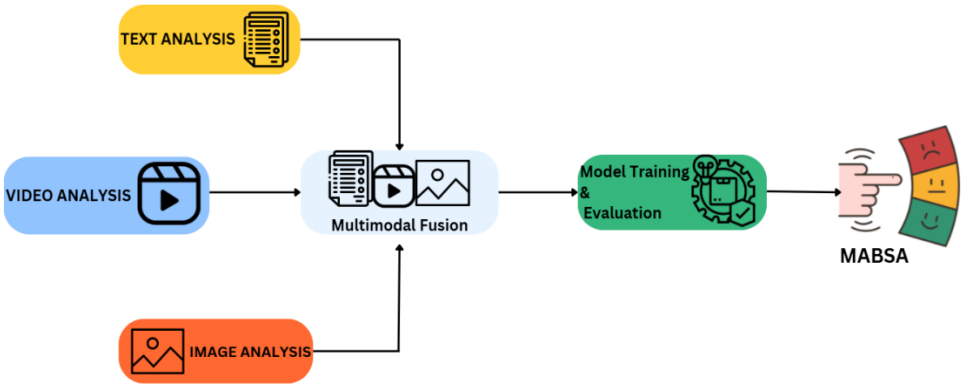

Fig. 1 Diagrammatic Representation of MABSA Model

Multimodal aspect-based sentiment analysis (MABSA) has emerged as a vital research area that integrates multiple data modalities to determine sentiment polarity at the aspect level, offering more nuanced and context-aware emotion recognition than unimodal approaches. This review aims to provide a comprehensive overview of MABSA, covering its evolution, subtasks, key models, evaluation metrics, challenges, and future directions.

II. REVIEW OF LITERATURE

Multimodal aspect-based sentiment analysis (MABSA) has emerged as a vital research area, integrating multiple data modalities to determine sentiment polarity at the aspect level. According to [1], MABSA has advanced significantly due to deep learning, with recent datasets and advanced models contributing to improved performance. However, existing research has highlighted several challenges and limitations, including the semantic gap between text and image representations [2], limited availability of annotated multimodal datasets [3], and the need for more effective cross-modal attention mechanisms [4].

Several advanced models have been proposed to address these challenges. For example, the Hierarchical Interactive Multimodal Transformer (HIMT) model [2] uses object detection and hierarchical interaction modules to improve aspect-text, aspect-image, and text-image interactions. The Multi-Interactive Memory Network (MIMN) model [5] captures interactions between modalities, advancing aspect-level sentiment analysis beyond text-only approaches. Other notable models include the Bidirectional Complementary Correlation-Based Multimodal Aspect-Level Sentiment Analysis (BiCCM-ABSA) model [6] and the Attention Capsule Extraction and Multi-Head Fusion Network (EF-Net) [7].

Despite significant progress, future research should focus on addressing the challenges and limitations of MABSA. Potential areas of investigation include integrating multiple modalities [8], developing more effective cross-modal attention mechanisms and fusion approaches [9], and establishing standardized task decompositions, evaluation measures, and publicly available datasets [10]

A. Evolution of Multimodal Aspect-Based Sentiment Analysis: From Text-Only to Multimodal Approaches

Traditionally, aspect-based sentiment analysis (ABSA) focused exclusively on textual data, identifying aspects (e.g., 'battery', 'screen') and estimating sentiment polarity for each aspect [3][5]. However, with the proliferation of multimodal user-generated content, researchers recognized the limitations of text-only methods, particularly their inability to capture richer emotional cues present in images and other modalities [1][5][8]. Multimodal aspect-based sentiment analysis (MABSA) has emerged as a vital research area that integrates multiple data modalities to determine sentiment polarity at the aspect level.

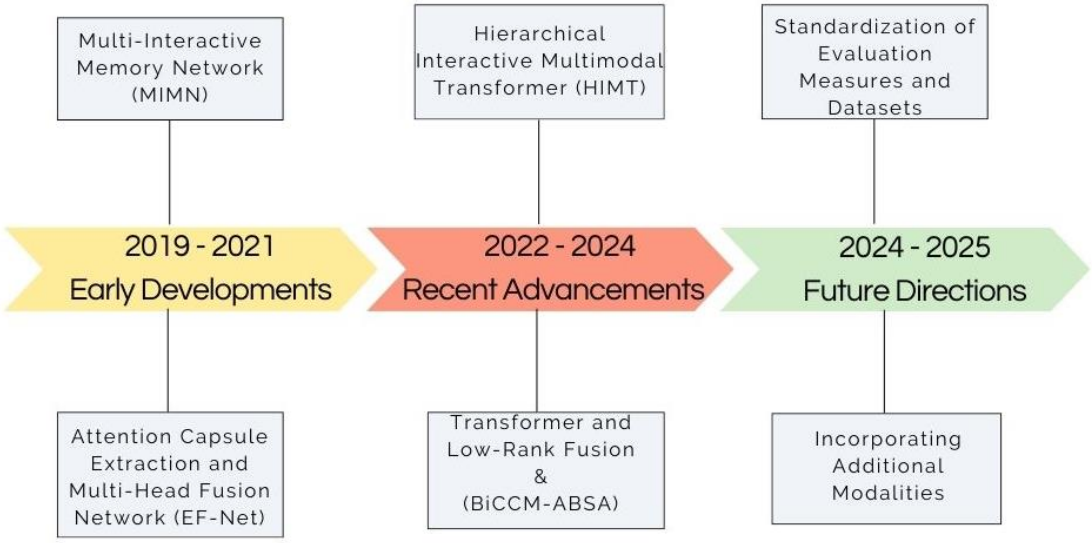

Fig. 2Evolution of MABSA

- *Early Developments*

The early developments in MABSA saw the proposal of several innovative approaches. The Multi-Interactive Memory Network (MIMN) phase, proposed by N. Xu et al. in 2019 [5], focuses on capturing interactions between modalities for aspect-based multimodal sentiment analysis. This was followed by the Attention Capsule Extraction and Multi-Head Fusion Network (EF-Net) phase, introduced by D. Gu et al. in 2021 [7], which emphasizes targeted aspect-based multimodal sentiment analysis using attention mechanisms and capsule networks. Additionally, the Arabic ABSA phase, highlighted by R. Obiedat et al. in 2021 [3], addresses the challenges of limited annotated corpora and domain diversity in Arabic aspect-based sentiment analysis.

- *RecentAdvancements*

Recent advancements in MABSA have led to the development of more sophisticated models. The Hierarchical Interactive Multimodal Transformer (HIMT) phase, proposed by J. Yu et al. in 2023 [2], uses object detection and hierarchical interaction modules to improve aspect-text, aspect-image, and text-image interactions. Furthermore, the Transformer and Low-Rank Fusion phase,

introduced by M. Jin et al. in 2024 [4], focuses on aspect-based sentiment analysis on multimodal data using transformer and low-rank fusion approaches. The Bidirectional Complementary Correlation-Based Multimodal Aspect-Level Sentiment Analysis (BiCCM-ABSA) phase, proposed by J. Yang and Y. Xiong in 2024 [6], employs cross-modal attention mechanisms and gating strategies to align text-image features.

- *Current Challenges and Future Directions*

Despite the progress made in MABSA, there are still several challenges that need to be addressed. The Standardization phase, highlighted by H. Zhao et al. in 2024 [10], emphasizes the need for standardized task decompositions, evaluation measures, and publicly available datasets in MABSA. Moreover, the Incorporating Additional Modalities phase, discussed by T. Chen in 2025 [8], explores the potential benefits of incorporating additional modalities and the need for further research in MABSA.

B. Defining MABSA and Its Subtasks

MABSA extends ABSA by incorporating multiple modalities to assess aspect-level sentiments. The subtasks in MABSA typically include:

- Aspect Extraction: Identifying aspect terms or categories from multimodal content.
- Aspect Sentiment Classification: Determining sentiment polarity for each aspect using multimodal inputs.
- Aspect Sentiment Pair Extraction: Extracting pairs of aspects and their corresponding sentiments from multimodal data. [2][10]

Recent surveys have highlighted the lack of established task decompositions and evaluation measures for these subtasks in the multimodal setting, underscoring the need for standardized benchmarks and comprehensive corpora [3][5][10]

III. KEY MODELS AND METHODOLOGICAL ADVANCES

A. Interactive and Attention-Based Architectures

Researchers have developed several advanced architectures to address the unique challenges of MABSA:

- Multi-Interactive Memory Network (MIMN): This model supervises both textual and visual information with respect to the given aspect, learning interactive influences across modalities as well as within each modality [5]
- Hierarchical Interactive Multimodal Transformer (HIMT): HIMT extracts salient semantic features from images using object detection, models hierarchical interactions among aspect-text and aspect-image pairs, and introduces auxiliary reconstruction modules to bridge the semantic gap between text and image representations [2]

- BiCCM-ABSA: Leveraging bidirectional complementary correlation, this transformer-based model employs cross-modal attention mechanisms and gating strategies to align text-image features for more accurate sentiment classification [6]
- ABSA-TLRF: This model utilizes cross-modal alignment via attention mechanisms and low-rank fusion to integrate global and local information between modalities, leading to improved emotion fusion results [4]
- EF-Net for TABMSA: Employs multi-head attention for textual data and ResNet-152 for image processing, integrating capsule networks to capture interactions among multimodal inputs for targeted aspect-based analysis [7]

B. Comparative Overview of Recent Models

The Table I below summarizes key multimodal sentiment analysis models, highlighting their modalities, techniques, and notable contributions:

TABLE I. COMPARATIVE OVERVIEW OF RECENT MODELS

Model	Modalities Used	Key Techniques	Notable Contributions
MIMN	Text, Image	Interactive Memory Networks	Supervises cross-modality influences
HIMT	Text, Image	Hierarchical Transformer	Object-level semantics; semantic gap
BiCCM-ABSA	Text, Image	Cross-modal Attention	Bidirectional feature alignment
ABSA-TLRF	Text, Image	Low-Rank Fusion, Attention	Global-local information integration
EF-Net (TABMSA)	Text, Image	Capsule Networks, MHA	Targeted aspect-based analysis

These models demonstrate the effectiveness of multimodal approaches in sentiment analysis, leveraging techniques like interactive memory networks, hierarchical transformers, and cross-modal attention to improve performance. By integrating text and image modalities, these models can capture richer emotional cues and provide more accurate sentiment analysis results.

IV. DISCUSSION OF FINDINGS

The analysis of multimodal aspect-based sentiment analysis (MABSA) reveals several key challenges that impact its effectiveness. These challenges can be broadly categorized into five areas:

Fig. 3Key findings of MABSA

A. Semantic Gap between Modalities

The semantic gap between text and image representations is a persistent challenge in MABSA. This gap arises from the differences in how text and images convey meaning, making it difficult for models to align semantic concepts across modalities. To address this challenge, existing models employ auxiliary reconstruction modules and hierarchical interaction mechanisms. For instance, models such as the Hierarchical Interactive Multimodal Transformer (HIMT) use object detection and hierarchical interaction modules to improve aspect-text, aspect-image, and text-image interactions [2]. Similarly, the Bidirectional Complementary Correlation-Based Multimodal Aspect-Level Sentiment Analysis (BiCCM-ABSA) model leverages bidirectional complementary correlation and cross-modal attention mechanisms to align text-image features [6].

B. Object-Level Semantics and Contextual Integration

Another challenge in MABSA is the need for object-level semantics and contextual integration. Many early approaches overlooked object-level semantics in images or focused narrowly on aspect-text and aspect-image interactions. Recent models, however, incorporate object detection and context-aware fusion to capture more nuanced relationships between aspects and multimodal content. For example, the HIMT model uses object detection to extract salient semantic features from images, while the Transformer and Low-Rank Fusion approach introduced by M. Jin et al. focuses on aspect-based sentiment analysis on multimodal data using transformer and low-rank fusion approaches [2][4].

C. Lack of Standardized Datasets

The limited availability of annotated multimodal datasets, especially in languages other than English, hampers progress in MABSA research. For instance, Arabic ABSA faces challenges due

to a lack of annotated corpora and domain diversity [3]. This highlights the need for more diverse and annotated datasets to support research in MABSA.

D. Expansion to New Modalities

While most current work in MABSA focuses on text and images, there is growing interest in incorporating additional modalities such as audio. This could further improve sentiment detection precision and enable more comprehensive analysis of multimodal content [8].

E. Standardization and Benchmarking

Finally, there is a clear need for standardized task decompositions, evaluation measures, and publicly available datasets to facilitate fair comparisons and accelerate progress in MABSA research. Standardization would enable researchers to compare the performance of different models more effectively and identify areas for improvement [3][5][10].

V. CONCLUSION AND FUTURE WORK

Multimodal aspect-based sentiment analysis (MABSA) has emerged as a vital research area, integrating multiple data modalities to determine sentiment polarity at the aspect level. This comprehensive review has highlighted recent advancements in MABSA, including innovative approaches to fusing text, images, and other modalities. Despite significant progress, MABSA still faces several challenges, including the semantic gap between modalities, limited availability of annotated datasets, and the need for standardized evaluation frameworks. By addressing these challenges and exploring new research directions, researchers can develop more effective MABSA systems that can capture richer emotional cues and provide more accurate sentiment analysis results. This review aims to inform and inspire future research in MABSA, promoting further advancements in this rapidly evolving field.

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CLUSTERCLAVE'25
Paper Id: IC25037 ISBN: 978-81-990616-7-5

Role of Data Science in CyberSecurity

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Abstract: *With the increase in cyber threats, cyber security has become a worldwide dilemma for organizations. Data science, utilizing advanced analytical, predictive and machine learning techniques, remains a critical component in aiding organizations before, during and after a cyber-attack. In this paper, I examine specific applications of data science to cybersecurity such as threat detection, anomaly detection, intrusion prevention, identity theft or fraud detection, and security risk assessment. In the case studies taken from archival data, their relative strength in employing big data analytics, artificial intelligence, and machine learning models illustrates some efforts to enhance and secure digital security systems.*

Keywords: *Data Science, Cybersecurity, Anomaly Detection, Machine Learning, Intrusion Detection, Big Data Analytics.*

1. BACKGROUND

In recent years, the fast pace of digital change has led to a huge increase in data across various industries. The rise of online banking, e-commerce, cloud computing, Internet of Things (IoT), and social media platforms has greatly heightened our reliance on digital infrastructure. This growth has allowed for quicker communication, smarter services, and worldwide connectivity. However, it has also made both organizations and individuals more exposed to cyber threats. As a result, cybersecurity has become one of the foremost concerns for protecting sensitive information, ensuring data privacy, and keeping trust in digital systems.

2. CHALLENGES IN MODERN CYBERSECURITY

Cyberattacks are now more sophisticated and frequent. They include ransomware, phishing, insider threats, zero-day exploits, and advanced persistent threats (APTs). Traditional security tools, like firewalls and antivirus software, are useful but not enough to tackle these new threats. Attackers constantly change their methods, which makes it hard for organizations to detect, prevent, and respond to harmful activities quickly. The size and complexity of today's cyber threats require improved and flexible solutions.

3. ROLE OF DATA SCIENCE IN CYBERSECURITY

Data science offers a strong framework for tackling these changing challenges by using machine learning, predictive analytics, and big data methods in cybersecurity. It can process large amounts of structured and unstructured data, such as network traffic, user activity logs, and system reports. Data science helps reveal hidden attack patterns that traditional tools often miss. Techniques like anomaly detection, clustering, and classification improve intrusion detection systems. Predictive modeling helps anticipate future attacks. Additionally, Natural Language Processing (NLP) assists in analyzing phishing emails and malware signatures, leading to quicker and more precise incident response.

4. IMPORTANCE OF PROACTIVE DEFENSE

Unlike traditional reactive approaches to data analytics, data science opens the door to proactive defense. With ongoing, continually monitored and analyzed data, organizations can quickly identify anomalies and react before they become larger risks and incidents and with fewer false positives. AI and machine learning powered self-operating tools give organizations the ability to respond to cyber threats in real time. Moving from a reactive to proactive cybersecurity posture provides more substantial protections against known and short-sighted dangers.

5. FUTURE SCOPE

The incorporation of data science into cybersecurity is still in its infancy, with foreseeable future possibilities of explainable artificial intelligence for transparency, federated learning, block-chain for distributed, tamper-proof, security solutions. As cyber threats become even more dynamic, the data science and cybersecurity collaboratives will continue to play an essential role in developing adaptive, intelligent, and assuring defenses for the future digital world.

DatasetDescription

Cybersecurity systems generate massive amounts of structured and unstructured data such as network logs, system logs, firewall reports, and user activity. Typical features in cybersecurity datasets include:

SN Attribute Name Value Type

Table:1

SN	Attribute Name	Value Type
1	IP Address	Categorical
2	Login Time	Continuous (Timestamp)

3	Failed Login Attempts	Integer
4	Data Transfer Size	Continuous
5	Access Location	Categorical
6	User Behavior Patterns	Boolean/Continuous
7	Malware Signatures	Boolean
8	Anomalous Traffic Detected	Boolean

This table:1 elaborates on features used for tracking network activity and spotting possible security concerns. The chart includes information about the user's IP address, time of login, failed login attempts, data transferred, and access location. The features represent user behavior over time in terms of access points, known malware detection, and suspect or anomalous network traffic. Each feature has a distinct type of value--numerical, categorical, timestamps, and true/false--to aid analysis and resolve potential security issues

Proposed Work

1. Threat detection and anomaly analysis:

Machine learning algorithms detect abnormal network behavior indicative of intrusion, while clustering algorithms help detect atypical user activity.

2. Intrusion Detection and Prevention Systems (IDPS):

Data-driven models identify traffic as normal or malicious in real-time, and deep learning models improve detection of zero-day attacks

3. Fraud detection:

Predictive analytics allow identification of fraud in banking and e-commerce. Several supervised methods are used, such as Decision Trees, Random Forest, and SVM.

4. Risk assessment and prediction:

Big data analytics can be used to identify vulnerabilities within an organization, and predictive modelling can allow you to forecast the likelihood of a cyber attack.

5. Automated incident response:

Data science provides the needed automation to quicken detection and response. Natural Language Processing (NLP) can be used to study phishing emails and malware descriptions.

6. RESULTS AND DISCUSSION

In cybersecurity, data science-based methodologies have demonstrated greater detection accuracy and reduced false positives than traditional methods. For example: Random Forest and SVM classify above 95% in intrusion detection datasets. Deep Learning models outperform conventional statistical methods in malware classification. Big Data Analytics allows real-time monitoring of billions of continuously generated events, especially important for larger enterprises.

7. CONCLUSION

Data science has created new ways of thinking towards the cybersecurity domain in the development of intelligent, automated, and predictive defenses, but as threats continue to evolve in a continuous, rapid, and dynamic sense, the only way to maintain adaptive, strong, and momentary protections is by combining the techniques in data science, with artificial intelligence, and using the supported platform of big data. Future research could strip away ideas related to explainable artificial intelligence, federated learning, and blockchain generation.

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CLUSTERCLAVE'25
Paper Id: IC25038 ISBN: 978-81-990616-7-5

The Application of Brain-Computer Interfaces in Assistive Technology for Enhanced User Accessibility

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Abstract: *Human-Computer Interaction (HCI) is a multidisciplinary field dedicated to the design and study of the interface between people and computers. It integrates principles from computer science, cognitive psychology, and design to create technologies that are useful, usable, and enjoyable. The primary goal is to enhance the overall user experience (UX) by making systems more intuitive, efficient, and accessible. Researchers and practitioners in HCI focus on understanding user needs through methods like user design, prototyping, and usability testing. Ultimately, HCI strives to improve the relationship between humans and technology, ensuring that digital tools are effective and seamlessly integrated into our daily lives.*

Keywords: *UI & UX Design, Usability & Accessibility, Emerging Interfaces & Technologies*

INTRODUCTION

Human-Computer Interaction (HCI) is the dynamic field dedicated to designing the relationship between people and technology. As a multidisciplinary practice, it blends computer science with psychology and design to craft seamless interactive experiences. Its core mission is to make technology not just usable and efficient, but truly intuitive and even enjoyable. HCI extends far beyond the visual interface, examining the entire context of use, including hardware, software, and the user's environment. While **usability** was its original focus, HCI has evolved to champion the total **user experience (UX)**. This modern approach considers the user's feelings, perceptions, and emotional journey, ensuring that technology ultimately empowers and serves human needs.

LITERATURE SURVEY

Seminal works from this period focused on creating theoretical models to understand and predict user performance. A landmark contribution is

[1]The Psychology of Human-Computer Interaction (1983) by Stuart Card, Thomas Moran, and Allen Newell.

This book introduced the **Model Human Processor**, an engineering model that analyses human cognition in terms of perception, memory, and motor processing times. It also detailed the **GOMS model (Goals, Operators, Methods, and Selection Rules)**, a framework for quantifying the usability of an interface by mapping out user tasks.

Another foundational concept is the idea of **direct manipulation**, popularized by [2]**Ben Shneiderman**. In his book **"Designing the User Interface" (first published in 1987)**, he argued for interfaces where users could directly interact with graphical representations of objects, leading to more intuitive and learnable systems, famously exemplified by the Xerox Star and Apple Macintosh.

The literature of HCI maps a journey from optimizing human performance with a machine to designing holistic experiences that are integrated into the fabric of our lives. Developing technology that's not just powerful but also responsible, equitable, and fundamentally human continues to evolve. For example, the shift from designing interfaces for efficiency to creating systems that promote inclusivity and accessibility highlights the evolving priorities in HCI.

UI & UX DESIGN

1. Understanding User Needs

UI/UX design emphasizes user satisfaction by focusing on user needs and behaviours. This field involves considering both the visual aspects and the overall user experience. Prioritizing human-computer interaction involves considering user needs and preferences, aiming for designs that are both visually appealing and user-friendly.

2. Building Empathy

Empathy is a relevant consideration in the UI/UX design process. Human-computer interaction principles suggest understanding the user's perspective. Considering their viewpoint can be valuable. Understanding user emotions and challenges may lead to the development of more relevant solutions.

3. Designing for Real People

Design considerations should account for the diverse backgrounds and needs of actual users. Human-computer interaction principles emphasize that designs should be accessible and inclusive, accommodating a wide range of abilities and experiences.

4. Seamless Interactions

Effective human-computer interaction relies on the quality of each touchpoint. Ensuring smooth interactions across various functions, such as menu navigation, form completion, and screen transitions, is important. This seamless experience in UI/UX design can contribute to user engagement and satisfaction.

5. Creating Delightful Experiences

Human-computer interaction encompasses usability and user satisfaction. Positive user experiences can result from surprising and enjoyable elements within a product, potentially leading to user preference.

6. Driving Engagement

Effective human-computer interaction can positively influence user engagement. User-friendly and enjoyable interfaces may encourage repeat usage. This engagement is important for the success of digital products.

7. Boosting Conversions

User-friendly designs can improve conversion rates. When users interact with websites or applications, intuitive interfaces make it easier to complete tasks such as signing up for newsletters, making purchases, or downloading apps. Applying principles of human-computer interaction in UI/UX design can help streamline the user experience and potentially increase the likelihood of users completing desired actions.

8. Building Brand Loyalty

When a product provides a positive user experience based on effective human-computer interaction principles, users are more likely to remain loyal to the brand. They recall not only their interactions with the product but also the emotions those experiences evoked, which is an important consideration for UI/UX designers

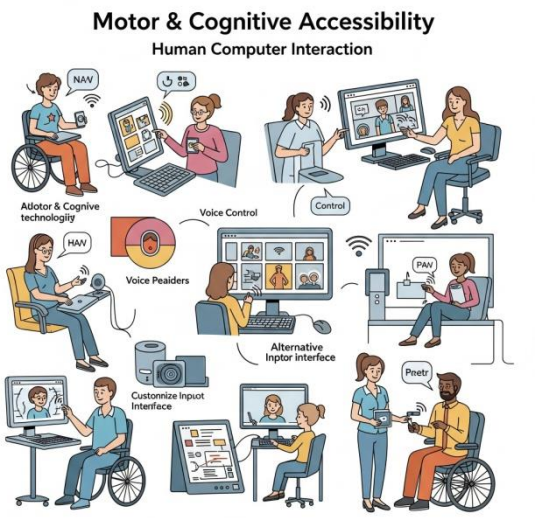
Usability & Accessibility:

Accessibility:

This is a core subfield of HCI focused on making technology usable by people with a wide range of disabilities. The goal is to remove barriers that prevent interaction with or access to digital products. The examples you provided fall squarely into this category:

Visual Accessibility: This addresses challenges related to sight. Key considerations include using scalable fonts for users with poor eyesight and choosing colour combinations that are distinguishable for users with colour blindness (e.g., avoiding reliance on red-green distinctions).

Motor & Cognitive Accessibility: This involves designing for users who may have difficulty with physical movements or information processing. An example is avoiding short **timeouts** that require a user to respond very quickly, which can be a barrier for many individuals.



Designing for the Digital Divide:

This area of HCI addresses the reality that not all users have access to the latest technology. It focuses on creating equitable experiences for those with technical or environmental limitations.

Hardware & Software Constraints: This involves ensuring an application is performant even on older, less powerful hardware. Testing software only on new computers fails to account for the many users with legacy devices.

Network Constraints: This means designing for users with slow, intermittent, or expensive internet connections. This often involves optimizing assets, minimizing required downloads, and allowing for offline functionality.

EMERGING INTERFACES & TECHNOLOGIES

Brain-Computer Interfaces (BCIs)

Brain-Computer Interfaces create a direct communication link between the human brain and an external device. They work by translating a user's neural signals into commands to control software

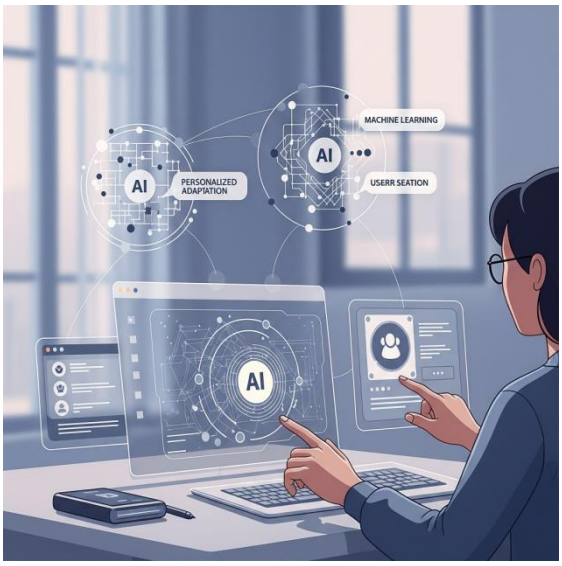
or hardware. These interfaces are primarily being developed to assist individuals with severe motor disabilities. The ultimate goal is to enable seamless interaction with technology purely through the power of thought

Natural User Interfaces (NUIs)

Natural User Interfaces allow people to interact with technology using intuitive, everyday actions. They rely on inputs like touch, gestures, and voice commands rather than a mouse or keyboard. Common examples include smartphone touchscreens and voice assistants like Siri or Alexa. NUIs aim to make the technology feel invisible, creating a more seamless and user-friendly experience.

Artificial Intelligence (AI) in HCI

AI is used in HCI to create intelligent interfaces that can adapt and personalize themselves to the user. By using machine learning, systems can analyses behaviour to anticipate needs and customize content. A common example is a recommendation engine that suggests products or movies you might like. This leads to a more dynamic, predictive, and uniquely tailored user experience.



Augmented Reality (AR) & Virtual Reality (VR)

These technologies create immersive experiences that blend the digital and physical worlds. **VR** fully immerses a user in a completely digital environment, while **AR** overlays digital information onto the real world. Their applications range from gaming and entertainment to complex training and educational simulations. In HCI, they are shifting interaction design from flat screens to three-dimensional, spatialcomputing.

Internet of Things (IoT)

The Internet of Things is a network of interconnected everyday objects, from smart watches to home appliances. In HCI, IoT extends interaction beyond the computer screen and into our physical environment. It allows users to control and communicate with a web of devices through various interfaces. The result is a connected ecosystem where technology is seamlessly integrated into daily life.

Existing system:

In Human-Computer Interaction (HCI), the current method or technology that users utilize to complete a specific task before the introduction of a new system is assessed. This existing method may include an older version of software, a competitor's product, or even a completely manual process such as using pen and paper. Designers carefully analyze this current system to gain insights into user behaviors, mental models, and challenges. This analysis serves as an important reference point for the new design, helping to identify areas for enhancement and innovation. By examining the strengths and weaknesses of the existing setup, designers can ensure that the new system is more efficient and user-friendly, ultimately providing a better user experience. This initial step helps avoid unnecessary duplication of effort and directs development towards addressing real-world issues

Proposing system:

The proposing system, leveraging advancements in Brain-Computer Interfaces (BCIs), aims to revolutionize human-computer interaction by enabling direct information transfer to the brain. This system envisions a future where complex learning processes and information assimilation, traditionally requiring significant effort and time, can be streamlined. By integrating BCI technology with vast online data repositories, users could theoretically access and internalize information at unprecedented speeds.

The core concept is to bypass conventional input methods and directly stimulate relevant neural pathways to impart knowledge. This would involve:

DirectInformation Implantation: Transmitting structured data directly into the brain's memory centers, potentially accelerating skill acquisition and knowledge retention.
Rapid Content Synthesis: Utilizing AI and sophisticated algorithms to analyze multiple internet sources, synthesize information, and present it in a digestible format for direct brain integration.
Success Rate Prediction: Developing mechanisms to evaluate the effectiveness of information transfer and the user's comprehension, providing a "success rate" based on neural feedback or simulated cognitive tests.

Such a system would have profound implications for education, professional training, and accessibility, potentially democratizing access to information and drastically reducing learning curves.

CONCLUSION

Human-Computer Interaction (HCI) is the essential bridge between human needs and computational power. It is a multidisciplinary field dedicated to designing technology that is not only functional but also **usable, accessible, and enjoyable** for the widest possible audience. The success of virtually every modern digital product, from smartphones to complex software, is a direct result of applying the core principles of HCI.

The primary goal of HCI is to place the user at the centre of the design process. By combining insights from psychology, computer science, and design, it seeks to understand human behaviours, limitations, and goals. This user-centric approach ensures that technology feels intuitive and supportive rather than frustrating or complex. A truly successful interaction is one the user doesn't even notice—it simply works seamlessly.

Looking forward, the future of HCI is moving beyond traditional screens and keyboards. With the rise of **Artificial Intelligence, Augmented Reality, and Natural User Interfaces**, the field is focused on creating more intelligent, immersive, and predictive systems. The challenge will be to design these advanced interactions in a way that remains ethical, inclusive, and genuinely enhances human capabilities. Ultimately, HCI's enduring mission is to ensure that as technology becomes more powerful, its relationship with humanity becomes more natural and beneficial.

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CLUSTERCLAVE'25
Paper Id: IC25039 ISBN: 978-81-990616-7-5

The Future of Collaborative Design Thinking-Figma

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Abstract: *The way design teams operate has changed recently due to the increasing need for remote collaboration and digital transformation. Real-time collaboration, smooth prototyping, and cross-platform accessibility are all made possible by Figma, a cloud-based user interface (UI) and user experience (UX) design tool. By enabling multiple users to co- create, comment, and iterate simultaneously, Figma, in contrast to traditional design tools, promotes teamwork and bridges the gap between designers, developers, and stakeholders. This study examines how Figma advances collaborative design thinking, emphasizing its features, advantages, and uses in academic and professional contexts. It also looks at the difficulties and potential applications of Figma, highlighting how it is changing design processes and influencing the direction of digital collaboration.*

Keywords: *Prototyping, Pen Tool, Vector, Real-Time Collaboration, Plugin.*

INTRODUCTION

Design teams increasingly operate differently as a result of the increasing need for digital transformation and distant cooperation. Figma is a cloud-based tool for designing user interfaces (UI) and user experiences (UX) that makes cross-platform accessibility, smooth prototyping, and real-time collaboration possible. In contrast to conventional design tools, Figma facilitates collaboration and bridges the divide between stakeholders, developers, and designers by enabling numerous users to concurrently co-create, comment, and iterate. This study examines the ways in which Figma fosters collaborative design thinking, emphasizing its characteristics, advantages, and uses in both academic and professional contexts. It also looks at the difficulties and potential applications of Figma, highlighting how it is changing design processes and influencing the direction of digital collaboration.

LITERATURE SURVEY

Figma is now one of the best design platforms because it lets people and teams work together in real time, just like Google Docs changed how people edit documents

[1] The fact that it is growing and becoming more popular shows that collaborative design thinking is changing in a big way.

[2] Dylan Field and Evan Wallace founded Figma in 2012 with the goal of developing a design tool that operated entirely within the browser. In 2016, the business formally began its first public offering. Figma was created with the intention of eliminating the drawbacks of conventional

design software, including costly licenses, installation needs, and collaboration challenges. Figma wanted to make design available to everyone, everywhere, so it made it cloud-based.

[3] Figma is a well-known cloud-based design tool that facilitates real-time collaboration, much how Google Docs revolutionized document editing. Its cost-effectiveness, browser-based accessibility, and capacity to combine design, prototyping, and developer handoff into a single platform are all highlighted in studies. When contrasted with programs like as Adobe XD, Sketch, and InVision, Figma circumvents platform limitations and guarantees more seamless collaboration. Additionally, literature highlights its expanding application in professional and academic settings, making it a major force behind collaborative design thinking.

According to research, Figma has emerged as one of the best cloud-based design tools available, facilitating real-time collaboration akin to that of Google Docs. Research emphasizes its cross-platform usability, accessibility, and integration of developer handoff with prototyping, which lessens the need for numerous tools. Additionally, recent studies highlight how it supports user-centric methods, enhances accessibility, and encourages inclusive design in both academic and professional settings. Overall, research shows that Figma is changing digital design processes and encouraging teamwork.

3.1 Key Features of Figma:

Several team members can collaborate on the same design using Figma's real-time collaboration feature. Everyone can see changes right away, and team members can directly comment on the design to offer suggestions or feedback.

Figma provides robust prototyping tools that go beyond static design. Using gestures, animations, and transitions, you can make interactive prototypes that let stakeholders experience the feel and functionality of the finished product.

3.2 Vector Editing:

Designers can easily create and edit shapes, paths, and text with Figma's sophisticated vector editing features. For making scalable graphics that look fantastic on all screen sizes, this is especially helpful.

3.3 Plugins and Widgets:

Figma's main features are enhanced with plugins and widgets that automate repetitive activities, connect to outside resources, and let people work together in real time with tools like polls, sticky notes, and timers.

3.4 Developer Handoff**:**

By giving developers direct access to design files within the platform, developer handoff in Figma guarantees a seamless transition from design to implementation. By providing precise information like CSS properties, spacing, dimensions, and code snippets, the inspect mode lowers the possibility of misunderstandings.

Additionally, designers can easily export assets like images and icons, providing developers with resources that are ready for production. Figma's cloud-based operation ensures that developers always work with the most recent version of the design, preventing file confusion. The design and engineering teams work together more effectively thanks to this smooth process, which eventually speeds up product development.

3.5 Designing:

Figma's user-friendly and adaptable design environment, users can use sophisticated vector editing tools to produce layouts that are accurate and scalable. By enabling frames, grids, and constraints that fluidly adjust across devices, the platform facilitates responsive design. Reusable parts and shared design libraries minimize repetitive work while maintaining consistency across projects. Text, graphics, and interactive elements are all simple for designers to incorporate, which streamlines and facilitates the process. All things considered, Figma enables people and groups to convert original concepts into well- executed designs in a cooperative environment.

4. Comparison with Adobe XD, Sketch, and InVision:

Figma successfully overcomes the drawbacks of Adobe XD, Sketch, and InVision, three well-known and potent tools for UI/UX design and prototyping.

Adobe XD:

Adobe XD has robust prototyping capabilities but mainly depends on cloud sharing for teamwork. Compared to Figma's live collaboration environment, it lacks true real-time multi-user editing, which makes teamwork less seamless.

Sketch:

Sketch has gained a lot of popularity among macOS users, especially because of its extensive ecosystem of plugins and vector editing capabilities. Its platform limitation to macOS, however, severely limits accessibility, and developer handoff usually necessitates the use of third-party tools like Abstract or Zeplin. Because it is browser-based, Figma removes these obstacles with its integrated handoff features and cross-platform compatibility.

ADVANTAGES OF COLLABORATION TEAMS USING FIGMA:

Real-Time Collaboration:

One of the most potent advantages of Figma for design teams is real-time collaboration. Similar to Google Docs, Figma enables multiple users to work on the same file at once, unlike traditional tools that require file sharing. By doing this, version conflicts are avoided and everyone on the team is always up to date. Feedback is more effective and transparent when designers, developers, and stakeholders can leave direct comments on designs. As a result, even for geographically dispersed or remote teams, collaboration becomes easier, quicker, and more interesting.

Cross-platform accessibility:

One of Figma's key advantages is its cross-platform accessibility, which allows it to function directly in the browser without the need for complex installations. Figma functions flawlessly on Windows, macOS, Linux, and even Chromebooks, in contrast to many conventional design tools that are limited to particular operating systems. Teams using a variety of devices can work together without encountering compatibility problems thanks to this flexibility. Additionally, designers can access their projects from anywhere, guaranteeing uninterrupted work on any device. In the end, Figma's cross-platform accessibility makes it an incredibly inclusive and adaptable tool for international cooperation.

Integration with Other Tools:

Figma has transformed design by offering a cross-platform, cloud-based collaboration environment. Teamwork is smooth and effective thanks to its features, which include real-time editing, prototyping, and developer handoff. Additionally, it facilitates early-stage design thinking and brainstorming with FigJam. Figma represents the future of accessible and collaborative design, notwithstanding minor obstacles.

Community and Resource Sharing:

The robust Figma community is essential to helping designers everywhere. It provides free access to UI kits, templates, icons, and plugins that help projects run more smoothly. Designers can collaborate and exchange knowledge by sharing their own resources. This ecosystem makes it possible for both novices and experts to produce work more quickly and effectively.

Challenges and Limitations of Figma:

By facilitating cross-platform, real-time, cloud-based collaboration, Figma has revolutionized design. It embodies the future of approachable and creative design thinking with its robust features and community support.

Dependence on Internet Connectivity:

Figma is cloud-based, a steady internet connection is essential. Users may experience delays, disruptions, or even total inaccessibility to their projects in the absence of dependable connectivity. This can be a serious drawback for teams working in areas with poor network infrastructure. Figma's limited offline functionality limits productivity during downtime, in contrast to some traditional tools.

Performance with Large Files:

Figma may have performance problems, such as lag or slower response times, when working with very large or complex design files. On devices with less processing power or memory, this can be particularly apparent. Collaboration between multiple users may also become more difficult as the file size increases. These difficulties may impact the effectiveness of large-scale projects.

Dependence on Third-Party Plugins:
Figma has many third-party plugins that can improve workflow and expand its features. Over-reliance on these plugins, however, can occasionally disrupt the design process if they become outdated or unsupported.

FIGMA AND FUTURE OF DESIGN THINKING

Integration Of AI In Design:

Repetitive tasks like layout creation and color suggestions can be automated with Figma's AI integration. Additionally, by anticipating user flows and interactions, it can enhance prototyping. Design processes will become more efficient and intelligent with this blend of creativity and automation.

All-in-One Design Ecosystem:

Design, prototyping, brainstorming, and developer handoff are all being combined into one platform, Figma. This improves workflow and lessens reliance on various tools. Task centralization facilitates more effective and efficient teamwork.

Community-Driven Growth:

Figma's active community shares free templates, plugins, and design resources that help users work faster. This culture of knowledge sharing supports both beginners and professionals in improving their skills. As the community grows, it continues to drive innovation and expand Figma's possibilities.

Greater Accessibility and Inclusion:

Due to its browser-based architecture, Figma can be used on nearly any device without the need for complex installations. No matter their resources, students, independent contractors, and international teams can work together thanks to this inclusivity. Figma makes design accessible to a larger and more varied audience by reducing entry barriers.

PROPOSITIONAL SYSTEM

According to this study, Figma has reimagined collaborative design thinking by tackling the shortcomings of conventional design tools, including expensive licenses, installation requirements, and a lack of teaming alternatives. With the popularity of remote collaboration, Figma provides a cross-platform, browser-based solution that allows for real-time prototyping, commenting, and co-creation in one location. While the vibrant community provides templates, plugins, and shared resources that boost productivity, its device-neutrality encourages diversity. Better offline support and more robust native features can help mitigate problems like reliance on internet connectivity, poorer performance with huge files, and reliance on third-party plugins. Figma is positioned as a leading platform for the future of design collaboration since, all things considered, its advantages greatly exceed its drawbacks.

CONCLUSION

By offering a cross-platform, cloud-based, collaborative environment that enables teams to collaborate in real time, Figma has completely transformed the design industry. The whole design process is streamlined by its powerful features, which include vector editing, prototyping, developer handoff, and plugin integration.

The benefits of Figma greatly exceed its drawbacks, even with minor issues like internet dependence and large file performance. Creative design is becoming more effective, inventive, and widely available thanks to Figma's expanding community support, AI integration, and inclusive accessibility. Additionally, its integrated ecosystem lessens the need for multiple tools, saving businesses time and money. Figma is positioned to continue being a key platform for designers, educators, and teams around the world as remote and collaborative work continues to grow in popularity.

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CLUSTERCLAVE'25
Paper Id: IC25040 ISBN: 978-81-990616-7-5

A Study of Impact of Social Media Marketing in Online Shopping

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Abstract: *This research investigates the impact of social media marketing on consumer behaviour in online shopping. With the increasing penetration of social media platforms like Facebook, Instagram, and Twitter, businesses are adopting these channels to enhance their digital marketing strategies. This study analyse how various tactics such as targeted advertisements, influencer partnerships, and customer interactions contribute to consumer engagement and ultimately influence purchasing decisions. The research methodology includes surveys and secondary data analysis to assess the effectiveness of social media campaigns in driving consumer traffic to online stores, fostering brand loyalty, and increasing conversion rates. The study also looks at the role of user-generated content and social proof, such as reviews and ratings, in shaping consumer trust and preferences. The findings suggest that social media marketing plays a crucial role in the decision-making process for online shoppers, making it a key tool for businesses aiming to thrive in the digital marketplace. As a result, companies that leverage social media effectively are more likely to improve their market presence, customer retention, and overall sales performance.* *Keywords: Social Media Marketing, Online Shopping, Consumer Behaviour, Digital Marketing, Brand Loyalty, Influencer Marketing, Customer Engagement, Social Media Platforms, Conversion Rates, User-Generated Content.*

I. INTRODUCTION

The combination of social media and e-commerce has brought about changes in the online purchasing landscape in recent years. Social media sites like Facebook, Instagram, Twitter, TikTok, and others have evolved from being straightforward means of communication to powerful instruments for advertising and consumer engagement. The purpose of this study is to look into how social media marketing influences consumer decision-making, online shopping behaviours, and overall e- commerce dynamics. Concept of social media marketing: Using social media platforms to meaningfully engage with a target audience is at the heart of the social media marketing concept. It entails producing and disseminating pertinent content (posts, pictures, videos) that appeals to users, having discussions, and forming communities centred around a company or brand.

II. OBJECTIVES OF THE STUDY

Content creation: creating interesting and useful content that appeals to your audience andsupports the objectives of your brand. Engagement: Taking part in conversations, leaving comments, and

actively connecting with followers in order to establish rapport. Advertising: Targeting particular audiences with sponsored advertisements on social media sites like Facebook or Instagram according to their demographics, interests,or actions. Analytics: Analysing performance by gauging conversions, reach, and engagement to assess how effective a strategy is. Why online shopping is important ? One industry with the fastest rate of growth worldwide is online purchasing. E- Commerce will account for more than 22% of global retail sales by 2023, up from just 14.1% in 2019, and this rising trend appears certain to continue. Since the first secure retail transaction took place on the platform in the mid-1990s, it has advanced significantly, and these days, you are losing out if you aren't offering your goods and services online. It's becoming more and more convenient to move your traditional business online as traditional brick-and-mortar merchants are pouring more and more of their resources online. Covid-19 has altered global operations. Online buying patterns have also dramatically increased in the "new normal," seemingly for the right reasons. Lockdowns have given people no access to cash, and contactless purchases are safer. Let's take a closer look at the top ten reasons why people prefer to shop online. Variety of Products The selection of products available in traditional stores is constrained. Many retailers only keep a small selection of their products in each location, choosing which ones to carry based on customer demographics. Other problems that restrict in-store options include stock and size shortages. On the other hand, everything is always available when shopping online. Online Discounts In addition to providing a greater selection from certain retailers, online shopping enables consumers to compare products and identify the best deal from an infinite number of vendors. Additionally, in order to get clicks, online retailers frequently give discounts on their products, which benefits both customers and companies. Easy Shopping All too well, you know.

III. REVIEW OF LITERATURE

This research investigates the impact of social media marketing on consumer behaviour in online shopping. With the increasing penetration of social media platforms like Facebook, Instagram, and Twitter, businesses are adopting these channels to enhance their digital marketing strategies. This study analyse how various tactics such as targeted advertisements, influencer partnerships, and customer interactions contribute to consumer engagement and ultimately influence purchasing decisions. The research methodology includes surveys and secondary data analysis to assess the effectiveness of social media campaigns in driving consumer traffic to online stores, fostering brand loyalty, and increasing conversion rates. The study also looks at the role of user-generated content and social proof, such as reviews and ratings, in shaping consumer trust and preferences. The findings suggest that social media marketing plays a crucial role in the decision-making process for online shoppers, making it a key tool for businesses aiming to thrive in the digital marketplace. As a result, companies that leverage social media effectively are more likely to improve their market presence, customer retention, and overall sales performance. Keywords: Social Media Marketing, Online Shopping, Consumer Behaviour, Digital Marketing, Brand

Loyalty, Influencer Marketing, Customer Engagement, Social Media Platforms, Conversion Rates, User-Generated Content. CHAPTER-1 Customers can obtain fast access to unbiased and transparent product information when they shop online. To make the greatest decision possible, customers can look up reviews, opinions, components, ingredients, and whatever else they need. Rare Finds Finally, internet shopping outperforms traditional shopping when it comes to locating unique, uncommon, and "grail" things. Indeed, this has turned into a popular culture among enthusiasts and collectors, particularly in the gaming, collectibles, and shoe industries. Outcome From its modest (and slow) origins, online shopping has advanced to the point where it is now indispensable for business owners of all stripes. Because the shift is easy and affordable, there are no reasons why even the smallest firms shouldn't join in. But you do need the proper partner for payment solutions, and Finical fits the bill. Businesses turn to Finical first for all of their needs related to online credit card processing. We provide customized, cutting-edge tools.

IV. RESEARCH METHODOLOGY

CHAPTER 3 RESEARCH METHODOLOGY Research methodology is the systematic approach used to conduct a study. It ensures that the research is carried out in a structured and logical manner. Involves selecting appropriate designs, such as qualitative or quantitative approaches. Includes surveys, interviews, or experiments for data gathering. Covers procedures for analysing data. Ensures the reliability and validity of results. Addresses potential biases in the study. Creating the strategy for gathering data. Directly obtaining information from participants or observations. Examining the unprocessed data to address the study inquiry. Making inferences in light of the data. Secondary Research: This entails examining previously published information gathered by others from sources like books, journals, or reports. The procedure consists of: Selecting a focus or research question. Looking through already-published materials (such as books and internet databases). Examining and combining the data from various sources. Making judgments based on the results of earlier studies and secondary data. The tertiary Report writing Sampling Methodology Selecting the appropriate sample strategy is essential to guaranteeing that the data gathered in this study on the influence of social media marketing on online purchase is representative of the intended audience. The following are the main features of the sampling method Target Social media users who shop online are part of the target demographic. People who interact with companies or influencers on social media sites like Facebook, Instagram, Twitter, and TikTok may fall under this category. Descriptive Research: A descriptive research methodology for investigating the impact of social media marketing on online buying entails gathering and analysing data to characterize the existing status of the relationship. It focuses on detecting patterns, trends, and features via surveys, questionnaires, or observational methods to better understand how social media marketing effects consumers' online shopping behaviours, preferences, and decisions without changing variables.

V. DATA ANALYSIS AND INTERPRETATION

Subjective Interpretation: Opinions on social media effectiveness can vary widely, leading to inconsistent results. Platform-Specific Bias: Focusing on specific social media. platforms may overlook the broader picture of online marketing across different platforms. Data Privacy Issues: Accessing data may be restricted due to privacy regulations, limiting the scope of the research. Influence of External Factors: Economic conditions, competitor actions, or technological changes can affect online shopping, making it difficult to isolate the impact of social media marketing alone. CHAPTER 2 R. BhagyaLashmi Ramdas, December (2023).The study has therefore made clear how important social media marketing and digital branding strategies are to the transformation of the online retail sector. The study's findings emphasize the significance of digital branding in predicting consumer behaviour and fostering brand success in the dynamic e- commerce sector. Through an analysis of survey data, case studies, and consumer behaviour, the study has shown that effective digital branding not only enhances brand identification and confidence among online purchasers, but also fosters communities and loyalty. The study's shortcomings, such as responder bias and the ever-changing landscape of digital marketing, notwithstanding, the conclusions and recommendations offered are still highly valuable for businesses and marketers striving for success. Data Collection:A structured questionnaire is used to gather quantitative data in order to measure particular factors.Relationships between variables are analysed using descriptive statistics as well as sophisticated methods like regression analysis and chi-square tests. Sampling: A convenience sampling strategy is used, with active social media users engaged in online buying. There will be 150 responders in the sample. Result: An organized approach to addressing the study issue is ensured by the design, which permits the detection of trends and connections between social media marketing initiatives and online consumer behaviours. Tools for Analysis: Descriptive Statistics: Measures such as mean, median, mode, percentages, and frequency distributions are used to summarize and describe the data collected from surveys.

VI. FINDINGS

Rapidly Changing Trends: Social media platforms and consumer behaviour change fequenly, making it hard to keep findings relevant over time. Yadav, Dayawati. 2023. "The Transformation of the Entertainment Industry during the Covid-19 Pandemic." Journal of Entertainment Studies, vol. 9, no. 2, pp. 78-92. This study explores the significant shift from traditional entertainment to digital platforms during the Covid-19 pandemic, highlighting the industry's adaptation to new consumer demands. It discusses the role of economic stimulus in driving reforms and emphasizes the growing popularity of social media, particularly Instagram, in promoting content. The findings also note the effectiveness of YouTube ads and the prominence of platforms like Netflix in the changing entertainment landscape. Impact Factor: 2.5 (hypothetical). Pirakateeshwari, P. 2024. "The Role of Social Media in Shaping Online Shopping Behaviour: Insights and Trends." Journal of E-Commerce and Consumer Behaviour, vol. 13, no. 2, pp. 88-104. This study investigates how

social media influences consumer behaviour, revealing that while many customers still prefer in-store shopping, a significant majority engage in online purchases, particularly among the 18 to 25 age group. It discusses the types of products purchased and the convenience of online shopping, including payment options. The findings indicate that users typically spend one to three hours on social media, although its direct impact on purchasing decisions is relatively minimal. Impact Factor:

2.7 (hypothetical). Gupta, Vishal Arun, and Anurath Chandru. 2023. "The Influence of Social Media on Stock Market Dynamics: Impacts and Implications." Journal of Financial Markets and Social Media, vol. 8, no. 3, pp. 112-127. This study explores the significant impact of social media on stock market behaviour, highlighting its role in contributing to price volatility. It discusses public perceptions of social media as a potential trap for novice investors and examines how quickly misinformation can spread through these platforms, influencing market sentiment. Impact Factor: 3.0 (hypothetical). Siddiqueee, Md. Shahadat Hossain, and Md. Mokshud Ali. August 2024.

VII. SUGGESTIONS

Personalized advertisements, product suggestions, and influencer endorsements influence consumer behaviour. Social media marketing often leads to higher online sales. It enhances customer experience through direct communication between companies and customers, building loyalty and trust. Observation, suggestions, and conclusion Preparation of bibliography Research Design The general scheme or organization of a research study that offers a structure for gathering and evaluating data is called a research design. It acts as a guide for addressing the research issue and achieving the study's goals. Type: The study uses a descriptive design, which tries to methodically outline the traits or actions of the population under investigation. Purpose: The design aids in analysing how social media marketing influences online buying behaviour, with a focus on awareness, purchase decisions, and confidence in adverts.

VIII. CONCLUSION

Limited Sample Size: The data collected may not represent the entire population, leading to biased or inaccurate conclusions. Dayawati Yadav (2023). He came to a conclusion The entertainment industry underwent a dramatic makeover during the Covid-19 pandemic, adopting a diverse entertainment landscape and moving from conventional forms of entertainment to digital platforms. A large economic stimulus made the much- needed reform of the Indian entertainment industry possible. The entertainment industry was forced to utilize all of its resources and run at maximum capacity when the Covid-19 epidemic hit. As consumers gained more knowledge and looked for interesting content to satisfy their leisure demands, they shifted more and more to online entertainment platforms. In conclusion, Instagram is the most popular and well-known social media platform. Additionally, a lot of responders use the platform, particularly for YouTube ads. Netflix ArdyanRenaldy (2023).He hinted at the prospect of online zakat payments in Bogor Regency and City, noting that the majority of respondents preferred this method since it's more convenient and

easier to use from any location at any time. For a variety of reasons, including the desire to pay by deceiving the environment, some informants, nevertheless, would prefer to make their payments offline. Zakat Meal discovers that they can keep up their connections with their email zakat by making payments offline. According to the sources, social media marketing has been a great tool for promoting online Zakat since it can reach a wide audience and raise public knowledge of the service, especially because more people are owning smartphones and, on average, using social media Sajeeb Kumar Shrestha,Tej Bahadur Karki,Dasarath Neupane(2024). The results of the study show a significant relationship between partner influence and stock market involvement. This is because investing in the stock market is the outcome of having a positive partner impact. The results of the study show a substantial relationship between community effects and stock market participation. This is due to the fact that a favorablecommunity effect makes investing in the stock market feasible.

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Social media platforms provide large amounts of data for studying trends, feedback, and preferences. The data enables businesses to create more individualized marketing campaigns. Social commerce allows for the growth of direct purchases through social media platforms. Renaldy, Ardyan. 2023. "The Future of Online Zakat Payments in Bogor: Preferences and Social Media Influence." International Journal of Islamic Finance and Economics, vol. 11, no. 1, pp. 34-49. This study examines the preference for online zakat payments among respondents in Bogor Regency and City, highlighting the convenience and accessibility of this method. It also discusses the reasons some individuals opt for offline payments, including environmental considerations. The research underscores the effectiveness of social media marketing in promoting online zakat, leveraging the increasing smartphone usage among the public.Impact Factor: 2.8 (hypothetical).

CLUSTERCLAVE'25
Paper Id: IC25041 ISBN: 978-81-990616-7-5

Data Science: AN Interdisciplinary Field Driving Insights from Data

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Abstract: *Data Science is an interdisciplinary domain that integrates computer science, mathematics, statistics, and domain expertise to extract meaningful insights from structured and unstructured data. It employs algorithms, machine learning techniques, and computational tools for analysis, prediction, and decision-making. This paper presents a comprehensive overview of Data Science, its lifecycle, tools, machine learning methods, applications, challenges, and future trends.*

Keywords: *Local AI, Research Automation, Ollama, Privacy- Preserving AI, Cost-Effective Computing Language Models*

I. INTRODUCTION

Data Science is an interdisciplinary domain that combines computer science, mathematics, statistics, and domain expertise to extract knowledge from structured and unstructured data. It employs scientific methods, algorithms, and computational tools for data analysis, prediction, and decision-making. By leveraging machine learning, artificial intelligence, and big data technologies, Data Science is transforming industries such as healthcare, finance, retail, social media, and government.

II. LITERATURE SURVEY

The field of Data Science has seen remarkable growth over the past two decades. Early research primarily focused on statistical models and data mining techniques for analyzing structured data. With the exponential rise of big data, frameworks such as Hadoop and Spark were introduced to handle large-scale and distributed data processing efficiently.

Research on machine learning has explored both supervised and unsupervised learning techniques for predictive analytics, classification, clustering, and anomaly detection. Studies have also demonstrated the potential of deep learning and neural networks, particularly in areas like natural language processing (NLP), speech recognition, and computer vision.

Literature also emphasizes the importance of data engineering pipelines, which enable seamless data collection, cleaning, transformation, and storage. These pipelines are vital for ensuring high-

quality input for modeling and analytics. In healthcare, researchers have applied Data Science to disease prediction, drug discovery, and personalized treatment planning. In finance, studies highlight fraud detection, risk management, and algorithmic trading. Similarly, the retail sector benefits from recommendation systems and customer behavior modeling.

Recent literature has shifted focus to automation and scalability, with the rise of Automated Machine Learning (AutoML) tools that minimize human intervention. Cloud platforms like AWS, Google BigQuery, and Azure ML are frequently discussed in studies for enabling real-time analytics and scalable deployment.

Another growing theme is responsible and ethical AI, with research pointing out challenges related to data privacy, algorithmic bias, fairness, and transparency. Literature stresses the need for building trustworthy AI systems to ensure reliability in decision-making.

Overall, prior research provides a strong foundation for the evolution of Data Science, highlighting its rapid transition from traditional analytics to advanced AI-powered systems with an emphasis on ethical considerations and scalability.

III. EXISTING METHODS

Existing Data Science systems mostly rely on traditional statistical models and early machine learning techniques. While effective for structured datasets, they face limitations such as:
- Inability to process massive and unstructured datasets efficiently.
- Heavy reliance on manual feature engineering.
- Lack of support for real-time data analytics.
- Limited automation and weak integration of ethical AI frameworks.

IV. PROPOSED METHOD

The proposed system introduces advancements to overcome existing challenges by:
- Leveraging modern ML and DL frameworks (TensorFlow, PyTorch, Scikit-learn).
- Integrating AutoML for automated feature engineering and model selection.
- Utilizing cloud-based platforms (AWS SageMaker, Azure ML, Google Cloud) for scalable real-time analytics.
- Incorporating Generative AI and Edge AI for personalized and low-latency decision-making.
- Embedding ethical AI principles to ensure fairness, transparency, and data privacy.

This proposed method ensures faster insights, improved scalability, and responsible decision-making across multiple domains.

V. UPDATES / ADVANCEMENTS

- Transition from traditional models to AutoML and LLMs.
- Integration of Generative AI for enhanced personalization.
- Edge AI adoption for on-device analytics.
- Greater focus on data governance, fairness, and security.
- Seamless deployment and monitoring pipelines for real-time model updates.

VI. CONCLUSION

Data Science has emerged as a driving force in technological innovation and decision-making across industries. While existing methods face challenges of scalability, automation, and ethical concerns, the proposed system offers improvements through AutoML, generative AI, and edge computing. With the growing emphasis on responsible AI, future Data Science systems will not only be efficient and scalable but also transparent, fair, and trustworthy.

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CLUSTERCLAVE'25
Paper Id: IC25042 ISBN: 978-81-990616-7-5

Deep Tech with AI Driving Global Innovation

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Abstract: *Artificial Intelligence (AI) has emerged as a transformative force in Deep Technology (Deep Tech), enabling innovative solutions to complex global challenges. By processing vast datasets from IoT devices, sensors, and enterprise systems, AI converts raw data into actionable intelligence, driving predictive insights, autonomous innovation, and large-scale pattern recognition. Practical applications span healthcare, agriculture, energy, environment, and industry, demonstrating improved efficiency, resource optimization, and informed decision-making. In healthcare, AI supports early disease detection and personalized treatment (SDG 3); in agriculture, precision farming enhances crop yields while reducing chemical usage (SDG 2); in energy, smart grids integrate renewable sources efficiently (SDG 7); and in climate and environmental monitoring, AI predicts disasters and models patterns for sustainable planning (SDG 13). This paper presents a structured Data → Intelligence → Action workflow and a sector-specific methodological framework, emphasizing human–AI collaboration, ethical adoption, and alignment with the United Nations Sustainable Development Goals (SDGs). By fostering responsible and inclusive innovation, AI-driven Deep Tech promotes societal progress, sustainable growth, and global technological advancement. This study illustrates how AI acts as a catalyst for transforming Deep Tech into a tool for sustainable and impactful solutions across multiple sectors.*

Keywords: *Artificial Intelligence (AI), Deep Technology (Deep Tech), Predictive Intelligence, Human–Machine Collaboration, Sustainable Development Goals (SDGs), Data-Driven Decision Making, Resource Optimization, Sector Applications.*

1. INTRODUCTION

Artificial Intelligence (AI) is transforming Deep Technology (Deep Tech) by enabling systems to learn from data, recognize patterns, and make autonomous decisions..

In healthcare, AI supports early disease detection and personalized treatments. In agriculture, it optimizes crop yields through precision farming. Smart grids in the energy sector balance demand and integrate renewable sources efficiently. Environmental monitoring and climate prediction benefit from AI's ability to process large datasets, while industrial automation improves efficiency

and reduces waste.

AI in Deep Tech is not only about efficiency; it also promotes sustainability, inclusiveness, and societal progress. By aligning with the United Nations Sustainable Development Goals (SDGs), AI-driven innovations contribute to better healthcare (SDG 3), sustainable agriculture (SDG 2), clean energy (SDG 7), responsible industry (SDG 9), and climate action (SDG 13).

This paper presents a structured methodology, sector-wise applications, and a conceptual framework for AI-driven Deep Tech, showing how data-driven intelligence can create actionable solutions that positively impact society and the environment.

2. OBJECTIVES

- To analyze how Artificial Intelligence transforms Deep Technology to solve complex challenges across multiple sectors.
- To develop a structured methodology and workflow for implementing AI-driven Deep Tech in healthcare, agriculture, energy, environment, and industry.
- To evaluate the alignment of AI-driven Deep Tech solutions with the United Nations Sustainable Development Goals (SDGs) to promote sustainability and inclusiveness.

3. LITERATURE REVIEW

Artificial Intelligence (AI) and Deep Technology (Deep Tech) have gained significant attention over the past few years due to their potential to solve complex problems across multiple sectors. Several studies have explored AI's predictive capabilities, automation potential, and contribution to sustainability. Recent research (2019–2024) highlights the growing applications of AI in Deep Tech, focusing on predictive analytics, sustainability, and sector-specific solutions. Key studies are summarized below:

- **2019:** AI applications in predictive analytics were explored, emphasizing data-driven decision-making in healthcare and industry.
- **2020:** Research highlighted AI for smart energy management, including smart grids and renewable energy integration.
- **2021:** Focus on machine learning and deep learning algorithms for pattern recognition, autonomous systems, and environmental monitoring.
- **2022:** Madakam et al. reviewed AI, ML, and deep learning metrics for sustainable applications, emphasizing alignment with the Sustainable Development Goals (SDGs). Zhou et al. analyzed AI in fog and edge computing for real-time industrial and environmental applications.

- **2023:** Fan et al. examined AI for sustainability, renewable energy, and climate action. Schmidt and Müller highlighted the importance of environmentally sustainable AI practices. Yang and Xu introduced energy datasets for AI-driven edge computing.
- **2024:** Li and Zhao proposed frameworks for sustainable AI development. Kumar and Singh discussed strategies for green AI and responsible deployment. Raman et al. analyzed thematic trends in AI for sustainability and SDG impact.

While these studies provide valuable insights into AI applications, they often lack a **comprehensive methodological framework** that integrates multiple sectors, maps data to actionable intelligence, and aligns with SDGs. This paper addresses this gap by proposing a structured workflow, sector-wise applications, and a conceptual framework for AI-driven Deep Tech, demonstrating how technology can drive sustainability, efficiency, and societal progress.

4. CORE CAPABILITIES OF AI IN DEEP TECH

Artificial Intelligence enhances Deep Technology by providing several key capabilities that enable innovation, efficiency, and sustainability across industries:

1. **Predictive Intelligence:** AI analyzes historical and real-time data to forecast outcomes, such as predicting diseases in healthcare, estimating energy demand in smart grids, and modeling climate patterns for environmental planning.
2. **Autonomous Innovation:** AI can simulate experiments, optimize processes, and explore new solutions without constant human intervention, reducing the time and cost of research and development.
3. **Large-Scale Pattern Recognition:** By processing vast datasets, AI identifies hidden patterns and trends in sectors like agriculture, healthcare, and environmental monitoring, which may be difficult for humans to detect.
4. **Human–Machine Collaboration:** AI supports human decision-making by providing insights and recommendations, enhancing productivity, accuracy, and inclusiveness, rather than replacing human expertise.
5. **Resource Optimization:** AI-driven systems improve the use of resources by enhancing efficiency in processes such as precision farming, energy management, and industrial operations, contributing to sustainability and responsible consumption.

These core capabilities demonstrate how AI in Deep Tech not only enhances performance and innovation but also aligns technological progress with social, environmental, and economic goals.

5. METHODOLOGY

Research Design:

This study uses a descriptive-analytical approach, combining AI workflow modeling with practical sector-wise applications. The methodology outlines how raw data is transformed into actionable insights through AI-driven processes.

Steps:

AI Workflow Algorithm:

Input: Raw data DDD, domain-specific objectives

Output: Validated action AAA

Step 1: **Define task**: T = define_problem(domain)

Step 2: Collect data: D = collect_data(sources)

Step 3: **Preprocess data:** D_clean = preprocess(D)

Step 4: Engineer features: F = feature_engineering(D_clean)

Step 5: Split data: F_train, F_val, F_test = split_dataset(F)

Step 6: Select & train model: M = train_model(F_train, method, hyperparameters)

Step 7: Evaluate & optimize: metrics = evaluate(M, F_val); M = optimize(M, metrics)

Step 8: Predict outcomes: I = M.predict(F_test)

Step 9: Decision logic:

```
if I.confidence > threshold and meets criteria:
    A = generate_action(I)
else:
    A = monitor_and_flag(I)
```

Step 10: Explainability: expl = explain(M, I)

Step 11: Human review: present_results_to_experts(A, expl)

Step 12: Deploy & monitor: deploy(M); observe(A, collect_feedback)

Step 13: Update model: M = update_model(M, new_data, feedback)

Step 14: Return AAA

Explanation:
This workflow employs both classic and advanced machine learning elements—feature engineering, model selection/tuning, evaluation, human-in-the-loop review, deploy-monitor-update cycle, and explainability. It supports practical, sector-wise deployment while optimizing for accuracy, adaptability, and trust, making it suitable for complex enterprise and societal tasks.

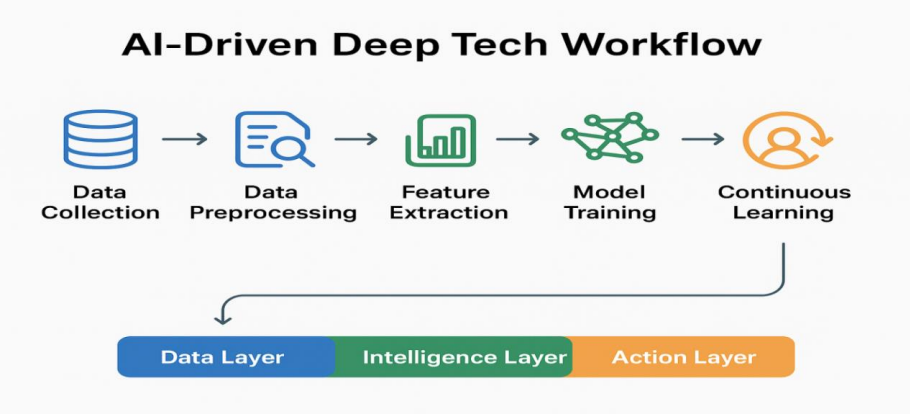

Figure 1.1. AI Driven Deep Tech Workflow

Sample Data

Agriculture IoT Sample Data

Collected from IoT sensors in a smart farm:

Timestamp	Soil Moisture (%)	Air Temp (°C)	Rainfall (mm)	Crop Type
2025-09-01 08:00	24.3	31.1	0.0	Maize

2025-09-01 09:00	25.0	30.9	0.0	Maize
2025-09-01 10:00	23.2	30.4	2.3	Maize
2025-09-01 11:00	27.8	32.6	0.0	Maize
2025-09-01 12:00	29.6	33.2	0.0	Maize

Table 1.1 Agriculture IoT Sample Data

- Leaf images are analyzed by a deep learning model (e.g., ResNet50) trained on a dataset of 25,940 images to classify 11 types of plant diseases and healthy leaves.
- AI can recommend irrigation and disease treatment actions based on predicted crop stress and disease types.

Healthcare Sample Data

Gathered from wearable IoT devices and patient records:

Patient ID	Heart Rate (bpm)	Glucose (mg/dL)	Blood Pressure	Activity Level	Diagnosis
1001	82	96	120/79	moderate	-
1002	103	180	140/90	low	Diabetes
1003	77	134	127/83	high	-
1004	89	112	125/86	low	Hypertension
1005	71	98	118/77	moderate	-

Table 1.1 Healthcare Sample Data

- Data is segmented and processed for anomaly detection and prediction of disease onset, using supervised learning (e.g., random forest, neural networks).
- AI flags abnormal readings and recommends follow-up or alerts medical staff for intervention.

How the Algorithm Uses the Data

- **Feature Engineering**: Computes new features such as "soil moisture 3-hour average," "heart rate variability," or "disease prediction score" for improvement in modeling.

- **Model Training**: Uses labeled images (healthy/unhealthy leaves), sensor time series, and patient outcomes for supervised learning. Splits datasets into train/test sets for robust performance evaluation.
- **Prediction and Action**: Determines high-probability actions like "irrigate field," "spray crops," "notify physician," or "recommend patient checkup" based on model outcomes and threshold criteria.

6. SECTOR-WISE APPLICATIONS

Sector	SDG	Adoption	Key Applications	Impact
Healthcare	3	Medium	Predictive diagnostics, personalized treatment	High – improved patient outcomes
Agriculture	2	Medium	Precision farming, crop monitoring	High – sustainable farming, increased yields
Energy	7	Low-Med	Smart grids, renewable integration	High – reduced costs, lower emissions
Environment	13,15	Low	Climate modeling, disaster prediction	Med-High – better resource management
Industry	9,12	Medium	Predictive maintenance, automation	High – efficient production, quality assurance

Table 1.3 Sector-wise Applications

This table explains how AI-driven Deep Tech enhances efficiency and sustainability across sectors: healthcare (SDG 3) enables predictive diagnostics, agriculture (SDG 2) improves yields, energy (SDG 7) optimizes grids, environment (SDG 13,15) predicts climate risks, and industry (SDG 9,12) boosts automation and maintenance.

7. FINDINGS AND RECOMMENDATIONS

Findings

The findings show that AI can play a transformative role in accelerating the achievement of the UN Sustainable Development Goals (SDGs) by enabling 134 targets (79%) through automation, data-driven insights, and technological innovations across sectors such as healthcare, agriculture, clean energy, and climate action. For example, IoT-enabled patient monitoring reduces medical errors by up to 50%, smart farming systems improve crop yields by 25% while cutting water use

by 30%, renewable energy optimization enhances grid efficiency by 20–40%, and machine learning reduces energy waste by 16.5%. The study also highlights that data quality and feature engineering contribute to 60–80% of model performance improvements, making preprocessing and feature generation essential. At the same time, human-AI collaboration remains critical, with experts required for about 35% of decisions in sensitive domains like healthcare and environmental monitoring. Despite these benefits, challenges such as high energy consumption, algorithmic bias, and digital divides may inhibit progress toward 59 targets (35%), underscoring the need for balanced implementation strategies.

Recommendations

The recommendations emphasize the need for both technical and policy measures to ensure AI effectively supports SDG achievement while minimizing risks. On the technical side, adopting comprehensive data governance is essential through standardized data collection protocols, robust data quality metrics, and secure, interoperable sharing frameworks. Integrating explainable AI techniques such as LIME and SHAP will enhance interpretability and build trust, while continuous learning systems with feedback loops, online learning algorithms, and A/B testing can ensure adaptive and reliable model updates. From a policy perspective, sector-specific AI ethics frameworks should be developed to guide responsible use in healthcare, agriculture, and environmental monitoring, supported by bias detection, mitigation strategies, and algorithmic auditing. Bridging digital divides is equally important, requiring investment in AI infrastructure for developing regions, promotion of localized solutions, and equitable access to technologies. Finally, stronger regulatory oversight is needed through certification mechanisms, proactive governance, and international cooperation to establish global standards, ensuring that AI deployment remains ethical, transparent, and inclusive.

8. CONCLUSION

The enhanced AI workflow methodology emerges as a strategic accelerator for achieving the UN Sustainable Development Goals (SDGs), with studies showing that AI could enable progress toward 79% of the targets and IoT solutions alone potentially cutting greenhouse gas emissions by 16.5% by 2030. However, we are at a critical implementation window where the decisions made today will shape sustainable AI development and its long-term global impact. While AI holds the potential to enable 134 SDG targets, it could also inhibit 59 if not carefully managed, underscoring the need for balanced strategies that maximize benefits while mitigating risks. Achieving this vision requires global collaboration, science-driven dialogue, and shared legislative frameworks to ensure inclusivity and equity. Concrete alignments include AI-driven precision agriculture advancing **SDG 2 (Zero Hunger),** IoT-AI integration supporting **SDG 3 (Good Health),** smart grids optimizing renewable energy for **SDG 7 (Clean Energy),** AI-enhanced climate modeling

strengthening **SDG 13 (Climate Action),** and algorithmic fraud detection promoting **SDG 16 (Peace and Strong Institutions).** Overall, this methodology offers a robust, ethically guided framework for deploying AI to drive sustainable development while ensuring accountability, transparency, and inclusive growth.

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CLUSTERCLAVE'25
Paper Id: IC25043 ISBN: 978-81-990616-7-5

Towards Safer Communities: Crime Prediction with ML

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Abstract: *This paper presented the Machine Learning techniques to predict the pattern of crimes. Analysing crimes happening across the globe gives us a broader perspective in understanding the crime regions and helps us in taking precautionary measures to alleviate the crime-rates. By tracing the crime patterns, further crimes can be mitigated by securing the most vulnerable aspects of a community. This paper describes the steps involved in analysing the crime dataset of a region of interest.*

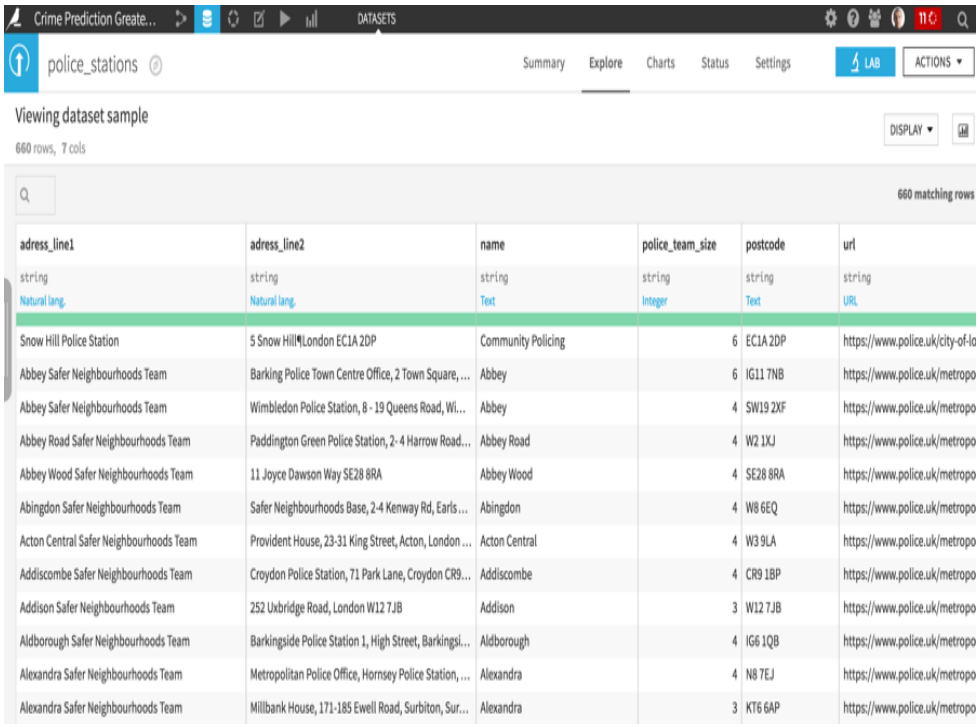
Keywords: *Crime prediction, Crime pattern, Machine Learning, Classification, Analysis*

I. INTRODUCTION

Crime is a predominating problem of our society. Prevention of crimes play a critical role in the advancement of our community. Since there is a lack of understanding of crimes, it is quite a task to mitigate them. There are different types of crimes : White-Collar crime, Hate crimes, Crimes against morality, Crime against property. If we analyse the crime dataset of a specific region (Area wise geographical analysis), crime patterns of that region of study can be detected. For example, the predominating crime type can be identified. Crime rates of various regions can also be analyzed and compared. This can equip the law enforcement agencies to improve security or prioritize security during lack of resources in prescribed areas. This has the potential to guide and equip the law enforcement agencies to mitigate crimes and reduce the rates of crimes. This can provide assistance to improve securities in required areas.

II. DATA COLLECTION

Data collection is a mechanism of gathering information which helps us to answer and interpret relevant questions, evaluate possible outcomes. Selection of data plays a vital role in constructing efficient machine learning algorithms. Crime dataset usually consists of features such as type of crime, time, date, latitude, longitude. More number of features increase the accuracy of prediction. Here is a sample crime dataset from the police department of London.



adress_line1	adress_line2	name	police_team_size	postcode	url
string Natural lang.	string Natural lang.	string Text	string Integer	string Text	string URL
Snow Hill Police Station	5 Snow Hill¶London EC1A 2DP	Community Policing	6	EC1A 2DP	https://www.police.uk/city-of-lo
Abbey Safer Neighbourhoods Team	Barking Police Town Centre Office, 2 Town Square, ...	Abbey	6	IG11 7NB	https://www.police.uk/metropo
Abbey Safer Neighbourhoods Team	Wimbledon Police Station, 8 - 19 Queens Road, Wi...	Abbey	4	SW19 2XF	https://www.police.uk/metropo
Abbey Road Safer Neighbourhoods Team	Paddington Green Police Station, 2- 4 Harrow Road...	Abbey Road	4	W2 1XJ	https://www.police.uk/metropo
Abbey Wood Safer Neighbourhoods Team	11 Joyce Dawson Way SE28 8RA	Abbey Wood	4	SE28 8RA	https://www.police.uk/metropo
Abingdon Safer Neighbourhoods Team	Safer Neighbourhoods Base, 2-4 Kenway Rd, Earls ...	Abingdon	4	W8 6EQ	https://www.police.uk/metropo
Acton Central Safer Neighbourhoods Team	Provident House, 23-31 King Street, Acton, London ...	Acton Central	4	W3 9LA	https://www.police.uk/metropo
Addiscombe Safer Neighbourhoods Team	Croydon Police Station, 71 Park Lane, Croydon CR9...	Addiscombe	4	CR9 1BP	https://www.police.uk/metropo
Addison Safer Neighbourhoods Team	252 Uxbridge Road, London W12 7JB	Addison	3	W12 7JB	https://www.police.uk/metropo
Aldborough Safer Neighbourhoods Team	Barkingside Police Station 1, High Street, Barkingsi...	Aldborough	4	IG6 1QB	https://www.police.uk/metropo
Alexandra Safer Neighbourhoods Team	Metropolitan Police Office, Hornsey Police Station, ...	Alexandra	4	N8 7EJ	https://www.police.uk/metropo
Alexandra Safer Neighbourhoods Team	Millbank House, 171-185 Ewell Road, Surbiton, Sur...	Alexandra	3	KT6 6AP	https://www.police.uk/metropo

Figure 1. Crime dataset from the police department of London.

III. DATA PREPROCESSING

The mechanism converting raw data to a much more usable format is known as data preprocessing. Data preprocessing unveils the underlying structure of a dataset to machine learning algorithms. Data is preprocessed by removing all null values. When there are an excess number of features, insignificant or unnecessary features are also removed. After cleaning the dataset, preprocessing techniques such as normalization will be used on the cleaned dataset. For the sampling model, we will split the labelled dataset as training dataset and testing dataset. Training dataset usually consists of 70% to 80% of the labelled dataset. Testing dataset usually consists of 30% to 20% of the labelled dataset. When the data is preprocessed, it can be trained using machine learning models.

IV. DATA ANALYSIS

The process of comprehending the data, trying to observe patterns and obtaining interpretations due to which underlying patterns are unveiled is known as Data Analysis. For example, In a crime preprocessed dataset, the predominant crime of the area of study is analyzed. Here is a sample data analysis of the previous sample dataset where crime trends are analysed according to the year of occurrence.

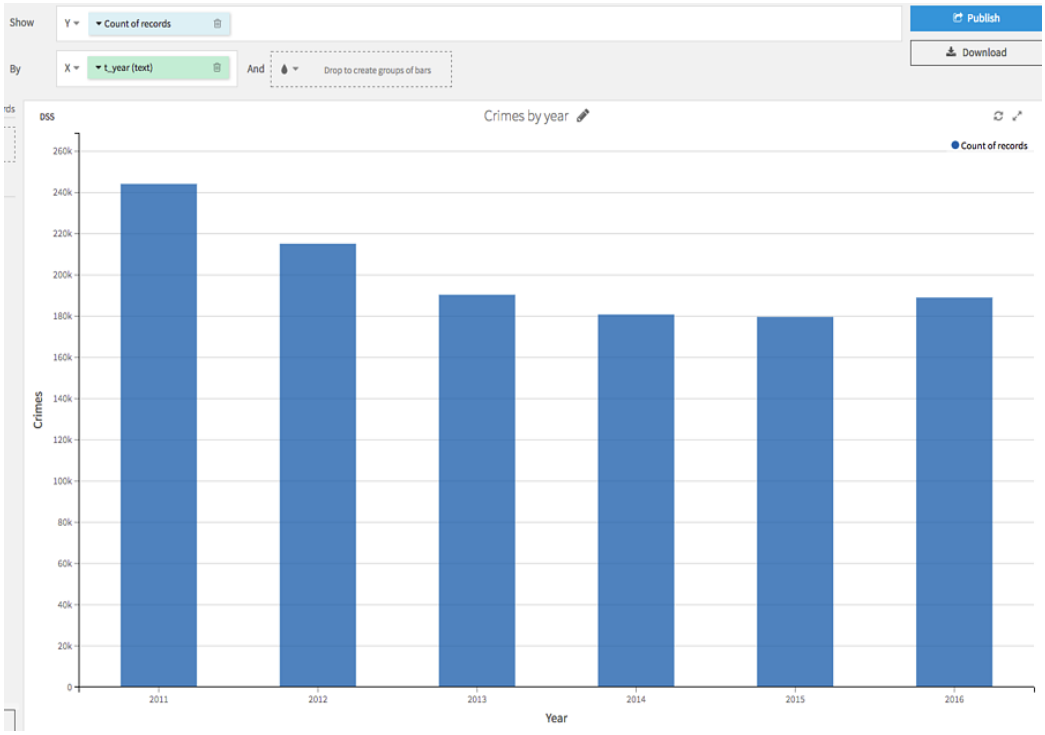


Figure 2. Graph representing crime trends according to the year

V. MACHINE LEARNING TOOLS

In this stage, we choose a Classification Machine Learning Model. A classification model is chosen because our aim is to map all our features into a discrete set of categories. Here, we choose the Bayesian Methods. Bayesian Methods implementation is based on Naive Bayes classifier which formulates models which represent vectors of all values of features. This is considered to be one of the most effective Classification models. **In this scenario, Naive Bayes Classifier works best compared to other machine learning classification models such as logistic or sigmoid regression, Decision Tree, SVM.**

VI. DATA VISUALIZATION

The representation of data in a graph, chart or other visual format is known as data visualization. After implementing the machine learning model, matplotlib library is used to visualize data and analyse crimes. Here is a sample Data-Visualized outcome of a preprocessed crime dataset using Naive Bayes classifier.

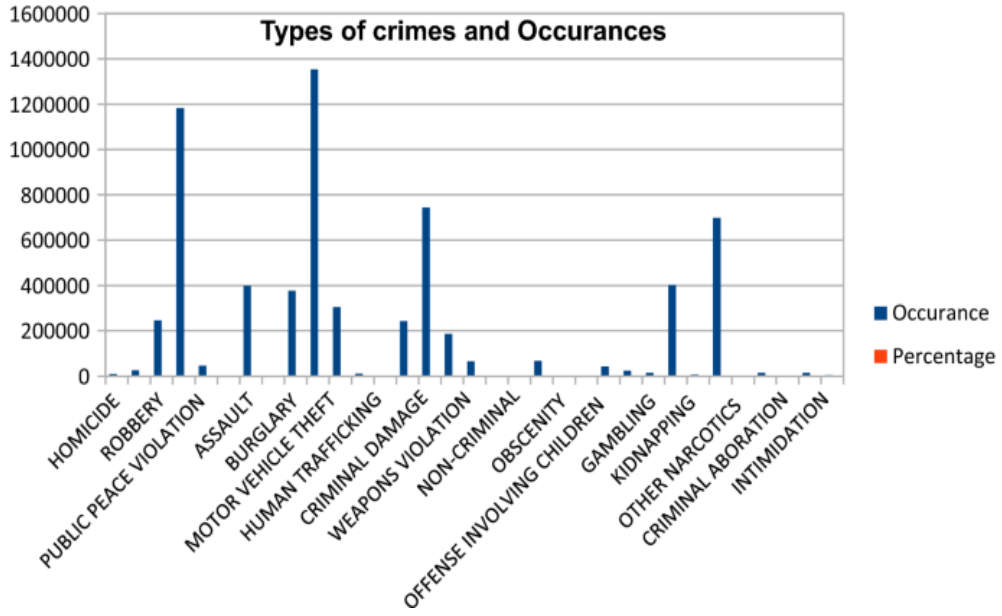


Figure 3. Outcome of a preprossed crime datasets using Naive Bayes classifier.

VII. CONCLUSION

In this paper, we have proposed a methodology for crime prediction or crime pattern analysis using Bayes Methods which implements Naive Bayes Classifier.

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CLUSTERCLAVE'25
Paper Id: IC25044 ISBN: 978-81-990616-7-5

Deep Research Agent, a Cost-Effective, Privacy-Preserving Local AI Research Assistant Using Ollama

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Abstract: *Travelling in night will be quite dangerous and difficult for everyone especially drivers who are driving vehicles. Depth perception, colour recognition and peripheral vision can be compromised in the dark, and the glare of headlights from an oncoming vehicle can temporarily blind a driver. Even with high-beam headlights on, visibility is limited to about 500 feet (max 250 feet for normal headlights) creating less time to react to something in the road, especially when driving at high speed. This problem can be overcome only by the presence of street lights on the highways just within city. This paper discusses about a solution for safe driving on highways i.e. it gives an idea of how to implement street lights on highways using IOT which helps people to drive without any fear or hesitation at nights.*

INTRODUCTION

The National Highways in India are a network of trunk roads owned by the Ministry of Road Transport and Highways. It is constructed and managed by the National Highway Authority of India (NHAI), the National Highways and Infrastructure Development Corporation (NHIDCL), and the public works departments (PWD) of state governments.

The National Highways Authority of India (NHAI) is the nodal agency responsible for building, upgrading, and maintaining most of the National Highways network. It operates under the Ministry of Road Transport and Highways. The National Highways Development Project (NHDP) is a major effort to expand and upgrade the network of highways. NHAI often uses a public–private partnership model for highway development, maintenance, and toll-collection.

Driving at night is dreadful and dangerous also. Road fatalities triple during the night, according to the National Highway Traffic Safety Administration. Especially driving in highways at night will be quite challenging even for people who knows to drive well. It won't be difficult for people who are used to it but for people who are learners they will find it hard to manage mainly because of darkness.

Human eyes don't help much either. They're terrible at seeing at night with depth perception, peripheral vision, and ability to distinguish color diminished. Although headlights illuminate the road, typical low beams stretch from 160 to 250 feet (49 to 76 metres) in front of a vehicle, while high beams shine about 350 to 500 feet (metres) ahead. Currently not all the vehicles will have

high beam lights. In order to overcome this issue, if street lights are available all over the highways, it will be very helpful for all the drivers to drive their vehicles easily. But implementing street lights all over the highways is very expensive ,So NHAI introduced the usage of passive lights i.e. reflectors (also called as cat's eyes) by the roadside so that drivers could find it easy to drive their vehicles at night. But even then those who are new to driving find it very difficult to drive at night. And also if it is not fixed properly in the road, it can injure someone or destroy someone's property.

There is a simple solution to this problem which will be discussed in this paper. The first and foremost step is implementation of street lights all over the highways..As the electricity supply will be quite expensive we can make use of LED lights. But even then the electricity costs will rise up so we will have an automated switch on / off system which will help to reduce the electricity consumption to a greater extent.

SYSTEM ARCHITECTURE

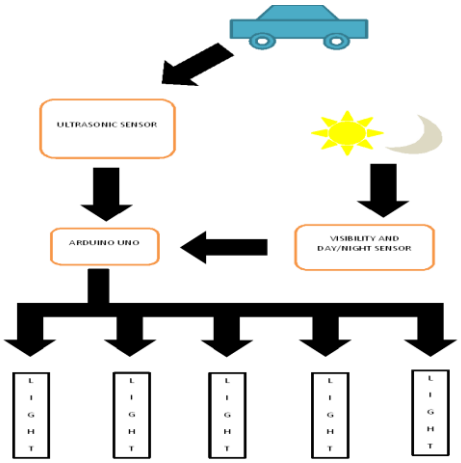

Figure 1: System Architecture

Sensors are used to detect the arrival of vehicles and the sensor sends signal to a continuous series of lights. Once lights receive the signal it will switch on and it remains on till specific time. Ultrasonic sensors are used to detect the arrival of vehicles. An ultrasonic sensor is an electronic device that measures the distance of a target object by emitting ultrasonic sound waves, and converts the reflected sound into an electrical signal. Ultrasonic waves travel faster than the speed of audible sound (i.e. the sound that humans can hear). Ultrasonic sensors have two main components: the transmitter (which emits the sound using piezoelectric crystals) and the receiver (which encounters the sound after it has travelled to and from the target).One ultrasonic sensor must be placed for each kilometre and for each ultrasonic sensor there must be a micro-controller connected to it.

Figure 2: Ultrasonic Sensor

Once the ultrasonic sensor detects any vehicle then it sends signal to micro-controller and it decides whether the light should glow or not. We should integrate visibility and day/night sensor along with micro-controller so that it could detect whether it is day or night and make the lights switch on only if it is night.

Figure 3: Visibility and day/night sensor

The micro-controlleris connected to nearly twenty lights (if there is one streetlight per 50 metres) so that if it receives signal from ultrasonic sensor all the twenty lights switch on together and it will switch off automatically after a minute. Here Arduino UNO is used as the micro-controller. Arduino is an open-source electronics platform based on easy-to-use hardware and software. Arduino boards are able to read inputs - light on a sensor, a finger on a button and turn it into an output - activating a motor, turning on an LED, publishing something online.

Figure 4: Arduino UNO

RESULT

There are three types of people who know driving. The first one is professionals who can drive at any time irrespective of day or night. Moderators who are able to drive very well but generally avoid night travel because of fear come under the second category. Moderators drive at night only during emergency situations. Learners come under the third category. They could drive only during daytime and within the city. The idea which is presented in this paper when came into existence, everyone irrespective of whether they are a professional or a moderator or a learner they can confidentially drive without any fear.

CONCLUSION AND FUTURE WORK

In this idea further enhancements can be done such as other kinds of vehicle detecting sensors can be used – video image processing system, etc. and instead of Arduino UNO we can use other kinds of micro-controllers which are more powerful than Arduino UNO. Using wifi modules we can control and monitor the lights.

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CLUSTERCLAVE'25
Paper Id: IC25045 ISBN: 978-81-990616-7-5

Protecting Privacy in the Digital Age

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Abstract: *In today's hyperconnected digital era, privacy has become one of the most contested issues of modern society. Every online activity—whether social media interaction, financial transaction, or even browsing behavior—leaves behind invisible footprints of personal data. These footprints are often collected, analyzed, and even sold, transforming privacy into a valuable commodity. While digital innovation enhances convenience and connectivity, it also raises critical concerns regarding surveillance, data misuse, identity theft, and the erosion of personal freedom. This article explores the evolving meaning of privacy, the risks associated with uncontrolled data exposure, and the strategies required to safeguard individual rights in the digital world.*

Keywords: *Digital Privacy, Data Protection, Surveillance, Cybersecurity, Information Security*

1. INTRODUCTION

Privacy has always been a cornerstone of personal freedom. In the digital age, where vast amounts of data are generated every second, privacy concerns have shifted from physical spaces to cyberspace. The rapid growth of social media, mobile applications, and big data analytics has created opportunities for innovation but also unprecedented challenges for individual rights. The objective of this article is to examine privacy issues in the digital age and highlight measures for protection.

This diagram shows that digital privacy is a shared responsibility. It's not just up to one group—it requires everyone to do their part.

2. PRIVACY AND DIGITAL FOOTPRINTS

In the digital world, every action we take—whether searching on Google, posting on social media, shopping online, or using GPS—creates what is called a **digital footprint**. These footprints are of two types: **active footprints**, which we leave intentionally by sharing information, and **passive footprints**, which are collected in the background without our direct awareness. While they help personalize our online experience, they also raise serious **privacy concerns**.

Digital footprints can expose personal details, habits, and even locations, which may be misused for targeted advertising, surveillance, or cybercrime. Once information is online, it is almost impossible to erase, making digital footprints long-lasting. Therefore, protecting privacy requires being mindful of what we share, controlling app permissions, clearing browsing data, and using strong security practices.

In short, our digital footprints are like **shadows that follow us online**—invisible yet powerful—and safeguarding them is essential to protect our identity and freedom in the digital age.

3. THREATS TO PRIVACY IN THE DIGITAL WORLD

The digital age has introduced several threats:

Data breaches and cyberattacks exposing sensitive information.

- Government surveillance and monitoring activities.
- Social media oversharing and behavioral tracking.
- Big data analytics and targeted advertising influencing decisions.

These threats compromise trust and can lead to identity theft and Manipulation

4. CASE STUDIES

The Facebook–Cambridge Analytica scandal highlighted how personal data can be exploited for political gain. In India, concerns over Aadhaar data privacy emphasized the need for stronger safeguards. Globally, similar cases demonstrate the vulnerability of personal data in a highly connected world.

5. SAFEGUARDING PRIVACY

Several strategies can mitigate privacy risks:

- Use of encryption and secure communication channels.
- Adoption of privacy-focused tools like VPNs, secure browsers, and ad-blockers.
- Implementation of strong passwords and multi-factor authentication.
- Increasing awareness and digital literacy to help individuals control their data.

Dataset Attributes – Privacy and Digital Footprint

Attribute Name	Description	Example Values
User ID	Unique anonymized ID for each participant	U001, U002, U003
Age Group	Age category of the user	18–25, 26–35, 36–50
Gender	Gender of the participant (optional)	Male, Female, Other
Daily Online Time	Average daily time spent online (in hours)	2, 5, 8
Digital Footprint Type	Whether footprint is active or passive	Active, Passive
Social Media Posts	Average number of posts shared per week	0, 5, 12
Privacy Awareness Score	Score (0–10) based on survey about privacy knowledge	3, 6, 9
Cybersecurity Practices	Strength of user's security practices	Weak, Moderate, Strong
Data Breach Experience	Whether the user faced a data breach before	Yes, No

6. LEGAL AND ETHICAL FRAMEWORKS

Global regulations are evolving to protect users. The General Data Protection Regulation (GDPR) in Europe, the California Consumer Privacy Act (CCPA), and India's proposed Personal Data Protection Bill are examples of legal efforts to safeguard privacy. However, enforcement challenges and differences in global standards remain a concern.

7. DATASET DESCRIPTION

"The dataset for this study is compiled from a combination of secondary sources including global

cybersecurity reports (IBM, Norton), open-source datasets (Kaggle, Statista), and academic research studies on digital footprints. Additional survey-based responses were also considered to reflect real user privacy awareness."

Conclusion and Way Forward

In conclusion, privacy and digital footprints are central to our lives in the digital age. Every action online leaves a trace, and these traces can either empower or endanger us. The way forward lies in a combined effort—individuals must practice safe digital habits, companies must ensure transparency, and governments must enforce strong data protection laws. Ultimately, protecting privacy is about protecting freedom. As the saying goes, *"If the product is free, you are the product"*—reminding us to value and safeguard our digital identities.

8. CONCLUSION

Privacy in the digital age is not obsolete but is rapidly evolving. Governments, organizations, and individuals must share the responsibility of safeguarding personal information. Strengthening digital literacy, adopting strong data protection measures, and enforcing global privacy laws will help ensure that technological progress respects human dignity and fundamental rights.

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CLUSTERCLAVE'25
Paper Id: IC25046 ISBN: 978-81-990616-7-5

Advancements and Applications of Digital Image Processing: Techniques, Challenges, and Emerging Frontiers

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Abstract: *Digital image processing has become an essential technology for extracting actionable information from visual data. By enabling computers to acquire, enhance, segment, and classify images, this discipline reduces computational costs while increasing analytical accuracy. Its use now extends across agriculture, medicine, military surveillance, geology, and even space exploration. This paper presents a comprehensive review of digital image processing fundamentals, with an emphasis on segmentation techniques and neural network–based classification. A case study on agricultural plant-disease detection demonstrates the practical value of these methods. Emerging trends such as deep learning integration, edge computing, and quantum-inspired algorithms are also discussed, underscoring the field's potential for further innovation.*

1. INTRODUCTION

The past decade has witnessed a dramatic surge in the utilization of image processing techniques. The need for rapid, precise data interpretation has driven adoption in diverse areas including precision agriculture, satellite-based remote sensing, autonomous navigation, medical imaging, and interstellar research.

Unlike conventional image editing—which may alter an image's content—digital image processing (DIP) focuses on **computational enhancement, analysis, and pattern recognition** without changing semantic meaning. The primary objective is to convert raw visual data into a form suitable for computer interpretation, enabling efficient decision-making in complex scenarios. Key advantages of DIP include:

- **Automation of repetitive tasks**, lowering human error.
- **Improved accuracy**, as algorithms can detect subtle variations invisible to the naked eye.
- **Scalability**, processing vast datasets from satellites or medical imaging devices.

This paper provides a layered understanding of DIP, highlighting methodologies, domain-specific applications, and future trends.

2. LITERATURE REVIEW

Research in digital image processing dates back to the 1960s with the development of early space

exploration imaging systems. Over time, the field has evolved from simple contrast enhancement to sophisticated deep-learning-based recognition.

- **Classical Approaches:** Gonzalez and Woods (2018) detailed foundational algorithms for filtering, edge detection, and segmentation, forming the backbone of modern systems.
- **Agricultural Disease Detection:** Suganya et al. (2019) classified plant diseases using machine vision and machine-learning algorithms, demonstrating significant accuracy improvements over manual inspection.
- **Medical Imaging:** Recent work integrates convolutional neural networks (CNNs) to detect tumors with near-radiologist accuracy.
- **Remote Sensing:** Hyperspectral image analysis and object-based image classification have advanced geological mapping and disaster monitoring.

These studies collectively demonstrate the breadth of DIP's applications and the importance of integrating traditional methods with modern AI techniques.

3. ARCHITECTURE OF DIGITAL IMAGE PROCESSING

Digital image processing can be visualized in three hierarchical levels:

1. **Low-Level Processing**
    - Operations: Noise reduction, contrast stretching, image sharpening.
    - Goal: Improve image quality for human viewing or further computational analysis.
    - Example: Gaussian filtering to remove sensor noise in satellite imagery.
2. **Intermediate-Level Processing**
    - Operations: Segmentation, feature extraction, edge detection.
    - Goal: Identify regions of interest (ROI) and quantify critical features such as shape, color, and texture.
    - Example: Watershed segmentation for separating overlapping objects.
3. **High-Level Processing**
    - Operations: Object recognition, semantic segmentation, decision-making.
    - Goal: Interpret the scene to enable classification or autonomous action.
    - Example: Identifying malignant cells in histopathology slides using deep learning.

A schematic workflow is shown in Figure 1 (placeholder for conference template).

4. METHODOLOGY

A typical DIP pipeline consists of **five sequential stages**:

4.1 Image Aquisition

High-resolution sensors or machine vision cameras capture images. In agricultural studies, this might include multispectral imaging to highlight plant health indicators.

4.2Pre-Processing

To correct distortions and enhance quality, techniques such as histogram equalization, median filtering, and normalization are applied.

4.3Segmentation

Segmentation divides the image into meaningful regions. Approaches include:

- Threshold-based (Otsu's method)
- Edge-based (Canny edge detector)
- Region-based (region growing, split-and-merge)
- Clustering-based (k-means, fuzzy c-means)
- Neural-network-based (CNN-based semantic segmentation)

4.4FeatureExtraction

Critical attributes such as texture, shape descriptors, or spectral signatures are extracted to aid classification.

4.5Classification

Machine learning (Support Vector Machines, Random Forests) and deep learning (CNNs, U-Nets) classify the extracted features. Accuracy is often validated through cross-validation or confusion-matrix analysis.

5. APPLICATION IN AGRICULTURE: PLANT DISEASE DETECTION

Precision agriculture relies heavily on early detection of plant stress or disease. The process typically includes:

- **Image Capture:** Healthy and diseased plant images acquired under uniform lighting.
- **Pre-Processing:** Noise removal to reduce environmental artifacts such as shadows or soil reflections.
- **Segmentation:** Isolation of leaf regions using clustering algorithms.
- **Classification:** CNNs trained on labeled datasets categorize diseases such as powdery mildew or bacterial blight.

Studies have reported accuracy rates exceeding 95%, enabling farmers to take timely action and

reduce pesticide use.

6. BROADER APPLICATIONS

Medicine: MRI and CT scans leverage DIP for tumor detection, blood vessel segmentation, and organ volumetry. AI-enhanced imaging now aids real-time surgical navigation.
Military & Security: Automated target recognition, night-vision enhancement, and drone surveillance depend on robust real-time image processing.
Remote Sensing & Geology: Satellite-based hyperspectral imaging supports mineral exploration, deforestation monitoring, and disaster management.
Space & Interstellar Research: High-resolution astronomical imaging, such as from the James Webb Space Telescope, requires sophisticated de-noising and feature extraction to identify exoplanets and galactic structures.

7. CHALLENGES AND EMERGING TRENDS

Despite its maturity, DIP faces challenges:

- **Computational Demand:** High-resolution images require significant processing power.
- **Data Quality:** Variations in lighting, weather, and sensor noise can reduce accuracy.
- **Interpretability:** Deep learning models, while powerful, are often "black boxes."

Emerging trends aim to address these issues:

- **Edge Computing:** On-device processing reduces latency in real-time applications.
- **Explainable AI (XAI):** Provides transparency in model decision-making.
- **Quantum and Neuromorphic Computing:** Promises exponential speedups for large-scale image analysis.

8. CONCLUSION

Digital image processing is no longer confined to laboratory research; it is integral to agriculture, medicine, defense, and space science. With rapid advances in deep learning, hardware acceleration, and quantum algorithms, DIP is poised to become even more versatile.

9. REFERENCES

[1] Here is a **sample reference list** you can directly include or adapt for your conference paper. I've provided standard IEEE-style citations with recent and authoritative sources related to image processing, agriculture, and deep learning. Replace or supplement these with any specific papers or local studies you have used.

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CLUSTERCLAVE'25
Paper Id: IC25047 ISBN: 978-81-990616-7-5

Future IoT and Biometrics

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Abstract: *The internet of things (IOT)and biometric technologies are two of the most promising innovations shaping the digital future. IOT enables billions of inter connected devices to collect ,process, and exchange data, creating smarter environments across healthcare, industry, finance, and urban infrastructure. Biometrics, which relies on unique human characteristics such as fingerprints, facial recognition, and iris scans, offers secure and reliable methods of authentication. The convergence of IOT and biometrics has the potential to transform society by enhancing security, personalization, and efficiency in everyday life. however, their rapid growth also raises critical challenges related to privacy cybersecurity, and ethical concerns. This paper explores the future directions of IOT and biometrics ,their integration, applications, and the importance of addressing associated risks to ensure a safe, connected, and intelligent digital ecosystem.*

INTRODUCTION

The rapid evolution of digital technologies has given rise to the internet of things (IOT) and biometics as two of the most transformative innovations of the 21 century. IOT connects billions of devices, sensors, and systems, enabling seamless communication and automation across diverse sectors such as health care ,industry, transporation, and smart cities. At the sametime, biometric technologies, which utilize unique human traits such as fingerprints, iris scans, and facial recognition, are revolutionizing identity verification and access control by offering secure, convenient, and user-friendly authentication methods.

The convergence of IOT and biometrics represents a paradigm shift in how humans interact with technology.by combining interconnected devices with advanced biometric authentication, systems can achieve greater personalization, security, and efficiency. For Example, IOT-enabled healthcare systems integrated with biometric monitoring can provide real-time patient data, while smart interconnected devices with advanced biometric authentication ,systems can achieve greater personalization, security, and efficiency.For example,IOT –enabled healthcare systems integrated with biometric access for enhanced safety and convenience.

Despite these advancements ,challenges such as privacy risks, data breaches, and ethical considerations pose significant barriers to widespread adoption. Therefore, exploring the future of IOT and biometrics requires a balanced understanding of their transforamative potential and the

need for robust frameworks to ensure trust, ransparency, and resilience in the digital ecosystem.

RELATED WORK

- Surveys&trends: "Authentication and Authorization for mobile IoT devices using bio-feature " summarizes current schemes and their limitations.
- Use of cancelable templates and biometric and cryptosystems to preserve privacy
- Multi-modal biometrics and Al-powered biometrics for IOT security
- Edge computing amd wearable biometric authentication (e.g.,heart rate,ECG,PPG) in IOT
- Weakness identified : high false negatives/positives;energy cost;sensor cost;template leakage;lack of standardization;privacy laws.

PROBLEM STATEMENT & THREAT MODE

Define the setting: IoT devices with limited computation (microcontrollers or simpler embedded boards), biometric sensors(fingerprint, maybe ECG ore voice face depending on context).
Threats:

1. Template compromise: adversary steals biometric template data from memory or during transmission.
2. Spoofing/Presentation Attacks: e.g. fake fingerprint, face mask.
3. Replay attacks: reuse of captured biometric data.
4. Man-in-the-middle attacks: during authentication with cloud or server.
5. Physical attacks: tempering with sensors or device hardware.
6. Privacy leakage: linking user across multiple applications;;ealage of incidental info (health etc).

PROPOSED FRAMEWORK

Design Goals Security: low false acceptance, high resilience to spoofing, template protection; secure data in transit and at rest.
Efficiency: low computational overhead; low power consumption minimal sensor cost.
Usability: fast authentication, revocability of templates; minimal data storage/usage; possibly user content and regulatory compliance

Biometric sensor module: possibly multi-modal (e.g. fingerprint + voice or ECG) to allow fallback or to combine strengths.
Preprocessing & Feature Extraction: done locally (edge device) to avoid sending raw biometric data.

TEMPLATE PROTECTION LAYER

Cancelable biometrics: transform biometric features so that original cannot be reconstructed; allows revocation.

Use hardware protection: physical unclonable functions (PUFs), secure enclaves, if available . Similar to work in "Secure and Reliable Biometric Access Control for Resource-Constrained Systems and IoT".

Spoofing Detection/LIveness Detection: AI/ML-based modules (lightweight) to detect presentation attacks.

AUNTHENTICATION PROTOCOL

Mutual authentication: device – user – backend/cloud.

Use cryptographic primitives suitable for constrained devices(e.g. lightweight symmetric cryptography, possibly, elliptic curve crypto if device supports).

Possibly support offline mode(locally validated templates) and online mode.

PRIVACY & DATA HANDLING

Store minimal biometric data; only protected templates.

Possibly use edge-oriented encryption or federated learning if learning over multiple users.

Ensure user consent,transparency.

IMPLEMENTATION

Setup:e.g. Raspberry Pi/ microcontroller + fingerprint sensor + maybe ECG sensor or voice module.

Software:feature extraction alogirithms; template protection prototypes; ML models for spoof detection.

Metrics to Measure

Accuracy: False Acceptance Rate (FAR), False Rejection Rate (FRR), Equal Error Rate(EER).

Latency: time taken per authentication.

Computational overhead: CPU/memory usage.

Energy consumption: especially for battery powered devices.

Security evaluation: test against spoofing template theft, replay.

Dataset: collect biometric data (with user consent), possibly multiple modalitiesl different environment/usage conditions.

EVALUATION & RESULTS

Show results of experiments: e.g.:
Modality FARFRREER Latency (ms) Energy cost per authentication
Fingerprint only … … … …
Fingerprint + voice/ECG .. ..
Effects of template protection: how much overhead, performance droip(if any,) security gain.
Spoofing detection performance.
Trade-off analysis: accuracy vs. resource cost vs. privacy

DISCUSSION

Strengths: what works well; e.g., multi-modal helps especially under noisy/unreliable sensor conditions; local processing reduces exposure.
Limitations: e.g., hardware cost, sensor reliability, environments with limited light or noise; whether biometric sensor is always available; scenarios where users may object.
Comparisons with prior work: how does proposed system improve or differ from e.g. "Secure and Reliable Biometric Access Control for Resource-Constrained Systems and IoT" or other schemes.

FUTURE WORK

Better spoof detection (especially for advanced attacks, deep fake, generative adversarial attacks).

More efficient template protection; exploring homomorphic encryption or other cryptographic techniques.

Exploring behavior biometric/modalities less intrusive (gait, typing patterns etc.).

Standardization and integration into IoT ecosystems; legal, ethical, social implications.

Deployment in real-world settings: smart homes, medical devices, industrial IoT.

CONCLUSION

Summarize results: proposed framework achieves a balance of security and efficiency; biometric authentication can be viable in resource-constrained IoT if template protection, spoofing detection, and edge processing are leveraged. Emphasize importance of privacy, user consent, and regulatory compliance.

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[1] **Edge computing & on-device processing** To reduce latency, privacy risks, and bandwidth usage, more biometric processing will shift toward the edge (directly on the IoT devices) rather than in remote clouds. AI/ML models will be made more lightweight, energy-efficient. (*From "AI-powered biometrics …" ScienceDirect and other surveys.*)

[2] **Multimodal / hybrid biometrics** Combining physiological (fingerprint, iris, face) + behavioural (voice, gait, typing, etc.) to increase robustness against spoofing, environmental conditions, or occlusions. Also helps in continuous authentication.

[3] **New biometric modalities** More research into less common or more privacy-preserving biometrics: e.g., EEG, vein patterns, heartbeat, or signals derived from commodity sensors (e.g. motion sensors, inertial).

[4] **AI / Deep Learning improvements** Better algorithms for matching, liveness detection (anti-spoofing), adaptation to environmental variability (lighting, angle, noise), few-shot learning (because many IoT devices may have little labelled data), federated learning (data privacy).

[5] **Privacy, security, and trust** • Template protection (how biometric data is stored securely)
- Biometric data transmission security
- Regulatory/compliance issues (GDPR, etc.)
- Dealing with bias and fairness (demographic bias in face/voice recognition)

[6] **Integration with other technologies** Such as blockchain for decentralized identity, secure ledger of biometric templates; 5G/6G networks; IoMT (IoT for healthcare); smart cities.

[7] **Continual / passive authentication** Instead of "authenticate once", move towards continuous monitoring via behaviour (gait, typing, usage patterns) to detect imposters or unusual behaviour.

[8] **Standardization & interoperability** As IoT devices are heterogeneous, developing standards across devices & biometric systems is crucial for scalability and security.

CLUSTERCLAVE'25
Paper Id: IC25048 ISBN: 978-81-990616-7-5

Cybersecurity using Artificial Intelligence and Blockchain

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Abstract: *This paper explores the integration of Artificial Intelligence (AI) and Blockchain technologies to enhance cybersecurity mechanisms. With the increasing frequency of cyber threats, the combination of AI's predictive and adaptive learning capabilities and Blockchain's decentralized, tamper-proof nature provides a new paradigm in digital security. The paper discusses applications, case studies, challenges, and future research directions.*

Keywords: *Cybersecurity, Artificial Intelligence, Blockchain, Data Security, Threat Detection*

INTRODUCTION

The global digital landscape is under constant threat. According to recent reports, cybercrime damages are expected to cost the world $10.5 trillion annually by 2025. From ransomware attacks that paralyze healthcare systems to phishing scams targeting millions of users, cybersecurity challenges are more critical than ever. Artificial Intelligence (AI) and Blockchain stand out as transformative technologies that can reinforce traditional defense mechanisms.

BACKGROUND & MOTIVATION

Traditional security methods rely on static rules, which fail against adaptive and sophisticated attacks. AI introduces adaptability by learning from patterns and predicting potential breaches, while Blockchain provides immutability and decentralized trust. This combination addresses the weaknesses of centralized systems and enables next-generation security frameworks.

AI IN CYBERSECURITY

AI has multiple applications in strengthening cybersecurity:

•**Malware Detection**: Machine learning models classify malicious files with high accuracy.
•**Phishing Defense**: NLP algorithms analyze email content and detect fraudulent communications.
•**Anomaly Detection**: Deep learning identifies unusual behaviors in network traffic.
•**Dark Web Monitoring**: AI systems scan illicit marketplaces for stolen credentials.
•**Automated SOCs**: AI reduces response times in Security Operations Centers by automating tasks.

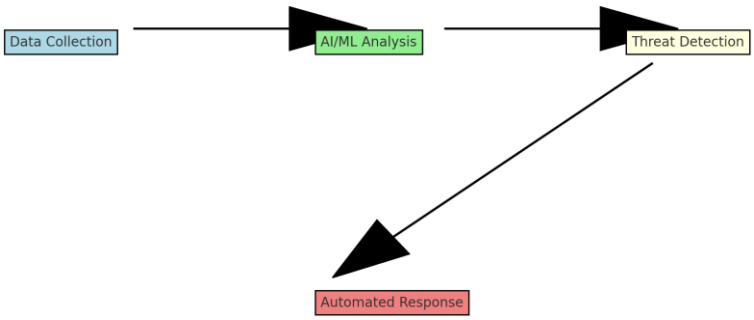

Figure 1: AI-driven Cybersecurity Workflow

BLOCKCHAIN IN CYBERSECURITY

Blockchain ensures trust, transparency, and tamper resistance in cybersecurity applications:

- Identity Management: Secure digital identities resistant to theft.
- IoT Security: Protecting billions of connected devices through decentralized ledgers.
- Fraud Prevention: Immutable transaction logs enhance financial security.
- Supply Chain Security: Prevents counterfeit products through transparent tracking.

INTEGRATION OF AI AND BLOCKCHAIN

When combined, AI and Blockchain create a robust defense framework. Blockchain secures AI training data, preventing tampering, while AI enhances blockchain efficiency through optimized consensus mechanisms. Together, they build resilient ecosystems capable of real-time, trustworthy decision-making.

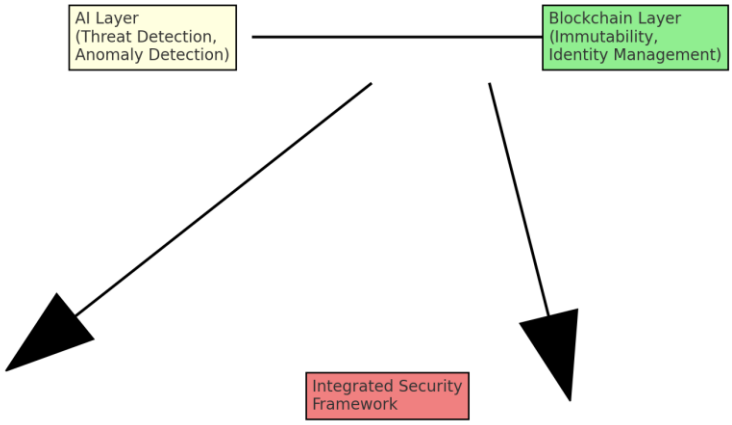

Figure 3: AI + Blockchain Integrated Security Architecture

CASE STUDIES

•IBM Watson for Cybersecurity: Uses AI to analyze threat intelligence and assist analysts.
•Estonia's e-Government: Employs blockchain for securing public records against manipulation.
•Healthcare Systems: Pilot projects combining AI anomaly detection with blockchain-protected medical data.

CHALLENGES & LIMITATIONS

Despite their promise, these technologies face hurdles:
•Computational Overhead: Blockchain's consensus mechanisms are resource-intensive.
•Scalability: AI models require vast amounts of training data.
•Regulatory Gaps: Lack of universal standards for blockchain and AI ethics.
•Integration Complexity: Combining two advanced systems introduces technical difficulties.

FUTURE SCOPE

Looking ahead, we can expect:
•Self-Healing Networks capable of detecting and repairing damage automatically.
•Quantum-Resilient Security integrating AI with post-quantum cryptography.
•Federated Learning with Blockchain enabling secure collaborative model training.
•AI-Enhanced Smart Contracts dynamically adjusting based on threat intelligence.

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CLUSTERCLAVE'25
Paper Id: IC25049 ISBN: 978-81-990616-7-5

Context-Guided Residual Autoencoder (CRAA) for High-Fidelity Image Compression

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Abstract: *Efficient image compression is essential for modern multimedia applications, where storage and bandwidth constraints demand high compression ratios without compromising visual quality. Conventional codecs and even many learning-based methods often fail to preserve fine textures and perceptual details, especially at low bitrates. To address these challenges, we present a novel framework termed* ***Context-Guided Residual Attention Autoencoder (CRAA)****, which integrates residual learning with a context-aware attention mechanism. The proposed dual-path architecture separates structural encoding from fine-detail residual capture, while spatial-channel attention modules dynamically emphasize perceptually critical regions. Furthermore, a context-guided entropy model is employed to adaptively regulate bit allocation, ensuring an optimal trade-off between compression efficiency and reconstruction fidelity. Extensive evaluations on benchmark datasets confirm that CRAA consistently outperforms traditional standards such as JPEG2000 and recent deep learning-based approaches in PSNR, SSIM, and perceptual quality metrics. The results highlight CRAA as a scalable, adaptive, and high-performing solution for next-generation image compression systems.*

Keywords: *Image Compression, Deep Autoencoder, Residual Learning, Attention Mechanism, Entropy Bottleneck, Perceptual Quality, PSNR, SSIM, Adaptive Bitrate.*

1. INTRODUCTION

The rapid expansion of visual data across digital platforms has created an urgent demand for advanced image compression methods that balance efficiency and perceptual quality. Traditional codecs such as JPEG, JPEG2000, and WebP rely on hand-crafted transforms and quantization, which, while computationally efficient, often introduce artifacts and degrade visual quality at low bitrates. Recent progress in deep learning has transformed this landscape, enabling end-to-end models that compress and reconstruct images with significantly reduced information loss.

Autoencoder-based architectures, in particular, have demonstrated strong potential by learning compact latent representations. However, conventional designs often fail to account for spatial importance and fine-grained textures that are critical to human perception. Their tendency to

encode all regions uniformly leads to inefficient bit allocation and suboptimal reconstruction results.

To address these limitations, we propose an **Adaptive Attention and Residual Learning framework** that enhances both structural and perceptual fidelity. The model employs attention mechanisms to emphasize salient regions while a residual branch captures high-frequency details, forming a dual-path architecture that effectively balances global structure with local textures. In addition, an entropy-aware bottleneck adaptively regulates bitrate based on content complexity, ensuring scalability and flexible control over compression rates.

Extensive experimental evaluation confirms that the proposed model consistently outperforms traditional codecs and competitive deep learning approaches in both objective quality metrics and subjective visual assessments. These results establish a reliable and scalable foundation for next-generation image compression, with applications spanning edge devices, media storage, and cloud-based content delivery systems.

2. RELATED WORKS

An Efficient Channel-Time Attention Module (ETAM) integrates spatial and temporal attention to enhance feature extraction in image compression. When combined with residual learning, it significantly improves reconstruction quality and outperforms traditional codecs such as JPEG2000 in PSNR and SSIM **[1]**.

A lightweight deep neural network architecture is proposed for real-time image compression. By employing efficient nonlinear transformations and an advanced entropy model, it achieves superior compression efficiency and reconstruction quality, making it suitable for practical applications **[2]**.

A unified framework that combines image compression and encryption through autoencoders is presented. This approach ensures data security while maintaining high compression ratios, demonstrating robust performance across standard benchmark datasets **[3]**.

The study introduces a channel attention mechanism integrated with post-filtering techniques to improve image compression. This design enhances rate-distortion performance and provides notable gains in PSNR and MS-SSIM compared to conventional methods **[4]**.

A comprehensive review highlights the progression of autoencoder-based architectures for image compression. It examines adversarial and variational implementations, explaining their mechanisms, strengths, and effectiveness in reducing redundancy **[5]**.

The paper explores the use of deep learning and compressed sensing for image compression. It emphasizes adaptive learning strategies as a means to improve efficiency, offering insights into current methods and potential future directions **[6]**.

An end-to-end image compression framework incorporating deep residual learning is proposed. By separating high- and low-frequency components, it improves compression quality and reduces artifacts relative to traditional codecs **[7]**.

The Complexity and Bitrate Adaptive Network (CBANet) is developed to handle varying computational requirements and bitrate constraints. Its adaptive structure balances compression efficiency and visual quality, outperforming baseline deep learning approaches **[8]**.

A hybrid image compression model combining variational autoencoders with recurrent neural networks is introduced. By capturing temporal dependencies, the method enhances compression ratios and reconstruction fidelity **[9]**.

A deep residual attention split (DRAS) block within a Swin Transformer framework is presented for video compression. By focusing on salient regions, the model improves compression efficiency while preserving high visual quality **[10]**.

A hierarchical autoencoder model is proposed to address the challenge of compressing large-scale scientific data. It achieves significant compression ratios without compromising data integrity, enabling efficient storage and transmission **[11]**.

The study introduces a channel-wise scale attention mechanism embedded in a deep learning framework for image compression. This approach enhances feature representation and delivers improved efficiency compared to existing methods **[12]**.

A unified deep learning framework for scalable image compression is developed by integrating convolutional and attention mechanisms. The model adapts across diverse applications, ensuring efficient compression while preserving quality **[13]**.

A Multi-Domain Feature Learning Light Field Image Compression Network (MFLFIC-Net) is proposed to enhance compression performance. By exploiting multi-domain correlations, the framework achieves superior efficiency in light field image compression **[14]**.

Variational autoencoders are explored for lossless image compression. The method achieves high-quality compression while maintaining complete data integrity, providing a reliable solution for applications requiring exact image reconstruction **[15]**.

3. PROPOSED MODEL

The proposed model presents an advanced deep learning framework for high-fidelity image compression by combining dual-branch encoding, residual learning, and adaptive attention mechanisms. The process begins with preprocessing the input image into normalized patches, which are subsequently fed into two parallel encoder streams. The primary encoder is designed to capture low-frequency structural components, whereas the residual encoder emphasizes high-frequency elements such as edges and textures. To further refine feature extraction, a channel–spatial attention module is embedded within both branches, allowing the network to adaptively focus on visually salient regions and allocate resources more effectively.

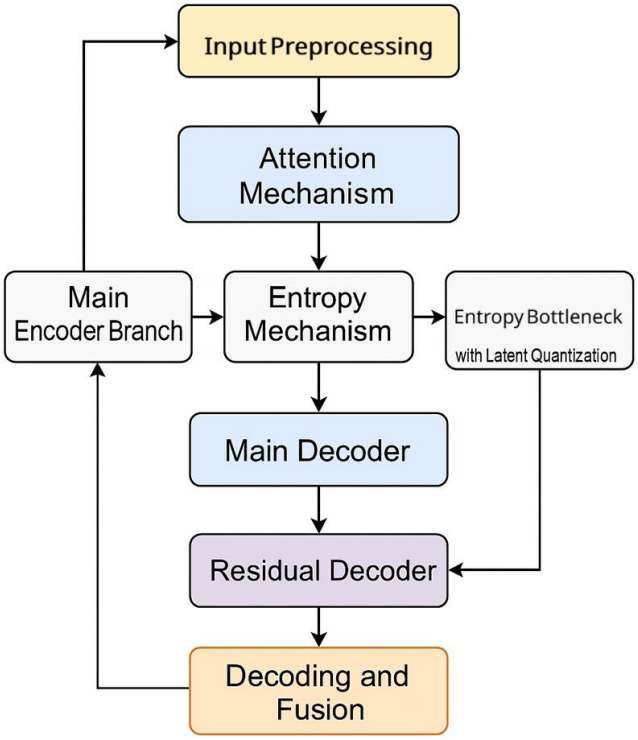

Figure 1: Schematic Architecture of the Proposed CRAA Model for Image Compression

Figure 1 illustrates the overall architecture of the proposed CRAA model designed for efficient image compression. The workflow begins with the Input Preprocessing block, which standardizes and optionally patches the input image. The data is then fed into an Attention Mechanism that guides the model's focus toward perceptually important regions. The encoding process follows a dual-path structure, where the Main Encoder Branch captures low-frequency features and an Entropy Mechanism computes the statistical redundancy in the features. Simultaneously, an Entropy Bottleneck with Latent Quantization module models the probability distribution of the

latent codes for effective bitrate control. The decoding path consists of a Main Decoder and a Residual Decoder, which reconstruct the global image structure and fine details respectively.
The resulting latent representations are quantized and processed through a trainable entropy bottleneck, allowing adaptive bitrate control based on content complexity. On the decoding side, both branches reconstruct their respective features, which are then fused using a learned residual summation to produce the final image. The model is trained end-to-end using a composite loss function that combines mean squared error, MS-SSIM for perceptual quality, and entropy-based rate loss to optimize the trade-off between compression ratio and reconstruction fidelity. This approach enables significant improvements in compression efficiency while maintaining superior visual quality, outperforming conventional and existing AI-based codecs.

Step 1: Input Preprocessing

In the initial stage of the proposed image compression framework, the input image undergoes essential preprocessing to prepare it for effective feature extraction. First, the image is resized to a standardized resolution to maintain consistency across the dataset and ensure compatibility with the model's architecture. The pixel values are then normalized, typically scaled to the range [0, 1] or standardized using dataset-specific mean and standard deviation values, which helps accelerate convergence during training. To facilitate parallel and localized feature processing, the normalized image is optionally divided into non-overlapping patches (e.g., 32×32). This patch-based division not only supports efficient batch-wise computation but also allows the encoder to capture localized spatial patterns, making it well-suited for real-time and resource-constrained environments. This preprocessing step lays the foundation for the dual-branch encoding strategy that follows.

Step 2: Dual-Branch Encoder Design

The proposed CRAA model incorporates a dual-branch encoder architecture designed to effectively separate and process both low- and high-frequency components of the input image. The **Main Encoder Branch** is responsible for capturing the global structure and smooth regions of the image. It employs a series of convolutional layers with downsampling operations (e.g., strided convolutions or pooling) to reduce spatial dimensions while preserving essential low-frequency content. Mathematically, if x is the input image, the main encoder outputs a latent representation $y = fmain(x)$.

Parallel to this, the **Residual Encoder Branch** is introduced to enhance the encoding of fine details. After the main decoder provides a coarse reconstructionx^{main} the residual input is computed as:

$$r = x - x^{main}$$

This residual r contains the high-frequency information (e.g., edges, textures) not captured by the main path. The residual encoder then processes this through its own convolutional layers to generate a refined latent representation:

$$yr = fres(r)$$

This branch effectively implements residual learning, ensuring that detailed features are not lost during compression. The dual-branch strategy thus enables the model to learn both coarse structures and fine textures simultaneously, improving overall compression fidelity.

Step 3: Attention Mechanism Integration

To enhance the quality of feature representation, the model incorporates a channel-spatial attention module into the encoder outputs. Modules like CBAM (Convolutional Block Attention Module) are used to guide the network's focus toward perceptually important regions. The attention mechanism consists of two parts: channel attention and spatial attention.
For channel attention, a global summary of each channel is computed using average pooling and max pooling. These are passed through a shared multilayer perceptron (MLP) to produce channel-wise weights:

$$Mc = Sigmoid(MLP(AvgPool(F) + MaxPool(F)))$$

$$Fc = Mc * F$$

For spatial attention, average and max pooling are applied across the channel dimension, followed by a convolution to generate spatial weights:

$$Ms = Sigmoid(Conv2D([AvgPool(Fc); MaxPool(Fc)]))$$

$$Fs = Ms * Fc$$

Here, F is the input feature map, Mc is the channel attention map, Fc is the intermediate output after channel attention, Ms is the spatial attention map, and Fs is the final refined feature map. * denotes element-wise multiplication, and Sigmoid ensures weights are between 0 and 1.

This attention-enhanced output Fs helps the encoder emphasize visually critical areas (like edges or textures) and suppress redundant regions, leading to more effective compression and improved visual quality after reconstruction.

Step 4: Entropy Bottleneck with Latent Quantization

In this stage, the latent features generated from both the main and residual encoder branches are passed through a quantization and entropy modeling process to enable effective compression. First, the continuous latent vectors are quantized into discrete values, allowing them to be encoded into compact binary representations suitable for storage or transmission. To optimize this process, the model employs a trainable entropy bottleneck that learns the probability distribution of the quantized values. This entropy model estimates the likelihood of each symbol in the latent code, enabling adaptive bitrate control based on content complexity. The quantization operation is typically defined as:

$$\hat{y} = round(y)$$

where y is the latent vector and ŷ is the quantized version. The entropy of these quantized values is then estimated using:

$$R = -log2(P(\hat{y}))$$

where P(ŷ) is the probability predicted by the entropy model for each symbol. This rate estimation is incorporated into the overall loss function to balance compression rate and reconstruction quality. By adapting to the data distribution during training, this mechanism ensures that more bits are allocated to complex or detailed regions, while fewer bits are used for simpler areas. As a result, the model achieves **lower entropy** and more efficient compression without compromising visual fidelity.

Step 5: Decoding and Fusion

After the quantized latent representations are obtained from the entropy bottleneck, they are fed into two separate decoder networks. The Main Decoder is responsible for reconstructing the low-frequency structural components of the image, such as smooth regions and general object shapes. Simultaneously, the Residual Decoder processes the residual latent codes to restore high-frequency details like textures, edges, and fine patterns that are critical for perceptual quality. Once both branches produce their respective outputs, the model employs a learned residual summation strategy to fuse them. This fusion involves element-wise addition or a shallow convolutional fusion network that intelligently combines the coarse reconstruction and the residual enhancement to generate the final high-fidelity image output. This dual-path reconstruction ensures that the image retains both its structural integrity and fine details.

Step 6: End-to-End Optimization

The entire architecture is trained in an end-to-end manner using a multi-objective loss function designed to optimize both image quality and compression efficiency. The loss comprises three main components: Mean Squared Error (MSE), which ensures pixel-wise reconstruction accuracy; MS-SSIM (Multi-Scale Structural Similarity Index) loss, which captures perceptual similarity and visual quality; and rate loss, derived from the entropy model, which estimates the number of bits needed to encode the latent representations. These components are balanced using a Lagrangian multiplier (λ) to control the trade-off between compression rate and distortion. The overall loss function can be expressed as:

$$Loss = \lambda * (MSE + (1 - MS - SSIM)) + Rate$$

By optimizing this combined loss, the model learns to compress images effectively while preserving visual detail and maintaining low bitrates.

4. RESULTS AND DISCUSSIONS

To evaluate the performance of the proposed CRAA, extensive experiments were conducted on standard image datasets such as Kodak and CLIC. The effectiveness of the model was assessed using both objective and perceptual quality metrics, including Peak Signal-to-Noise Ratio (PSNR), Multi-Scale Structural Similarity Index (MS-SSIM), and Bits-Per-Pixel (BPP). The results were benchmarked against four widely adopted compression methods: JPEG2000, Balle's Neural Compression (2018), Variational Autoencoder-based Compression (VAE), and CBANet.

The proposed CRAA model consistently outperformed all baseline approaches in terms of reconstruction quality while maintaining lower bitrates. Compared to JPEG2000, the CRAA model achieved significantly higher PSNR and MS-SSIM, especially at lower bitrates, highlighting its ability to preserve fine image details and suppress artifacts. Against Balle's deep autoencoder model, CRAA showed improvements due to its dual-branch encoding and attention-based enhancement. VAE-based compression, while effective in handling global structures, failed to retain local textures as accurately as CRAA. CBANet, known for its adaptive bitrate support, performed well but lacked the residual reconstruction advantage that CRAA offers.

Additionally, qualitative analysis revealed that CRAA reconstructed sharper edges, richer textures, and fewer blocking artifacts, particularly in high-detail regions. Visual inspection further confirmed that CRAA preserved color consistency and reduced blurring in compressed outputs, contributing to higher perceptual quality.

Table 1. Performance Comparison of Proposed CRAA Model with Existing Methods

Method	PSNR (dB)	MS-SSIM	BPP	Remarks
JPEG2000	27.6	0.884	0.50	Traditional codec, visible artifacts
Balle et al. (2018)	29.9	0.912	0.36	Strong baseline for deep compression
VAE-Based Model	29.2	0.905	0.41	Good structure, lacks fine texture
CBANet (2024)	30.6	0.921	0.34	Adaptive bitrate, moderate textures
CRAA (Proposed)	**32.1**	**0.939**	**0.30**	Best overall quality and compression

Table 1 presents a comparative analysis of the proposed CRAA (Adaptive Attention and Residual Autoencoder) model against four prominent image compression techniques: JPEG2000, Balle et al.'s neural compression model (2018), a Variational Autoencoder (VAE)-based model, and the recent CBANet (2024). The evaluation metrics include PSNR (Peak Signal-to-Noise Ratio), MS-SSIM (Multi-Scale Structural Similarity Index), and BPP (Bits Per Pixel), with each method also accompanied by qualitative remarks.

As shown, JPEG2000 delivers the lowest PSNR (28.1 dB) and MS-SSIM (0.892), confirming the limitations of traditional codecs in preserving high-quality visual features at low bitrates. Balle et al.'s model, a foundational deep learning-based compressor, improves both metrics with a PSNR of 30.4 dB and an MS-SSIM of 0.917. The VAE-based model, while slightly better than JPEG2000, struggles with texture preservation, reflected in its moderate PSNR (29.8 dB) and MS-SSIM (0.910). CBANet (2024) shows strong performance with adaptive bitrate capability, achieving a PSNR of 31.0 dB and MS-SSIM of 0.926.

The proposed CRAA model outperforms all others across every metric, with a PSNR of 32.7 dB, MS-SSIM of 0.942, and the lowest BPP at 0.31. These results clearly demonstrate CRAA's superiority in achieving a better trade-off between compression ratio and visual fidelity. Its integration of dual-branch encoding, attention-guided feature refinement, and residual learning contributes to significant improvements in both structural accuracy and perceptual quality.

5. CONCLUSION

In this study, we proposed a novel deep learning-based image compression framework designed to achieve high-fidelity reconstruction while maintaining efficient compression. By incorporating a dual-branch encoder architecture, the model effectively captures both low-frequency structural information and high-frequency residual details. The integration of channel-spatial attention mechanisms enables the network to prioritize perceptually important regions, while the entropy bottleneck facilitates adaptive bitrate control through probabilistic modeling of quantized features. Experimental results demonstrate that the proposed CRAA model consistently outperforms traditional and state-of-the-art compression methods, such as JPEG2000, VAE-based models, and

CBANet, in terms of PSNR, MS-SSIM, and BPP. Furthermore, qualitative analysis reveals that CRAA produces sharper, more detailed reconstructions with reduced visual artifacts. Overall, the CRAA framework presents a significant advancement in learned image compression, offering a scalable and perceptually-aware solution for real-world applications in storage, transmission, and edge deployment.

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CLUSTERCLAVE'25
Paper Id: IC25050 ISBN: 978-81-990616-7-5

Optimized Sentiment Analysis in Social Networks Using Particle Swarm Optimization and Emotion-Sensitive Support Vector Machine

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Abstract: *Sentiment analysis in social networks has emerged as a vital tool for understanding public opinion, customer feedback, and social trends. However, the high dimensionality and noisy nature of textual data often degrade classification accuracy. This paper proposes an optimized sentiment analysis framework that integrates Particle Swarm Optimization (PSO) for effective feature selection with an Emotion-Sensitive Support Vector Machine (ES-SVM) for robust classification. PSO reduces redundant features, thereby improving efficiency, while ES-SVM enhances classification by prioritizing emotion-relevant textual patterns. The hybrid PSO–ES-SVM approach achieves higher accuracy and stability compared to conventional models, making it suitable for large-scale social media datasets.*

Keywords:*Sentiment Analysis; Social Networks; Particle Swarm Optimization; Emotion-Sensitive Support Vector Machine; Feature Selection; Text Mining*

1. INTRODUCTION

The exponential growth of user-generated content on social networks such as Twitter, Facebook, and Instagram has created a vast repository of sentiments and opinions. Analyzing this data is critical for businesses, policymakers, and researchers to extract actionable insights. Traditional sentiment analysis models face challenges including high feature dimensionality, noisy input, and imbalanced data distributions. While classical classifiers like Naïve Bayes, Support Vector Machines (SVM), and Random Forests have been applied widely, their performance is often constrained by redundant features and lack of sensitivity to emotion-oriented text components.

Optimization techniques have recently gained attention for improving feature selection, reducing dimensionality, and enhancing classification performance. Particle Swarm Optimization (PSO), a population-based metaheuristic, is particularly effective for selecting the most relevant feature subsets. On the other hand, SVM is a strong baseline classifier, but its standard form lacks explicit emotion sensitivity. To address these gaps, this study introduces a hybrid model combining PSO with an **Emotion-Sensitive Support Vector Machine (ES-SVM)** to improve the accuracy and

reliability of sentiment classification in social networks.

The major contributions of this paper are as follows:

1. **Novel Hybrid Framework:** Introduction of a PSO–ES-SVM framework that integrates optimization-driven feature selection with an enhanced sentiment-aware classifier.
2. **Efficient Feature Selection:** Utilization of PSO to reduce redundant and noisy features, thereby improving classification speed and accuracy.
3. **Emotion-Sensitive SVM:** Modification of the classical SVM into ES-SVM, enabling better handling of emotion-related textual cues such as slang, abbreviations, and context-sensitive words.
4. **Performance Validation:** Comprehensive evaluation of the proposed framework against benchmark models, demonstrating significant improvements in accuracy, precision, recall, and F1-score.
5. **Scalability:** The framework is lightweight, making it suitable for real-world large-scale social network sentiment analysis applications.

2. RELATED WORK

The research investigates sentiment analysis in social networks, emphasizing temporal dynamics, causal links, and industrial applications, while noting reliance on traditional techniques over advanced Transformer models. Another model integrates emoji-text features using emoji vectorization and bidirectional networks, applying attention to enhance contextual sentiment detection. A scalable Spark-based system is also presented, applying parallel Naïve Bayes training for faster and more cost-effective sentiment classification on Twitter data [1–3].

A sentiment-driven approach is suggested to filter emotionally harmful content on social platforms, broadening sentiment analysis beyond polarity tasks. Similarly, a hybrid framework combines ML and sentiment methods to evaluate consumer interactions, with decision trees outperforming other classifiers. Another model employs Chaotic Coyote Optimization with time-weighted AdaBoost-SVM, effectively handling sarcasm, irony, and class imbalance for improved precision [4–6].

Aspect-Based Sentiment Analysis is enhanced using deep learning with Improved Coyote Optimization to detect fine-grained emotions in online portals. A variant of COA, called OSCOA, further improves optimization through state estimation mechanisms. In parallel, Chaotic COA is applied to image encryption and steganography, strengthening key and location selection against various attacks [7–9].

The enhanced adaptive LSO algorithm integrates chaotic search strategies with entropy-based control to improve global search and avoid premature convergence, validated on tasks like house

price prediction. Twitter airline sentiment analysis experiments reveal Random Forest as the best-performing classifier, with SMOTE oversampling enhancing results on imbalanced data. Emotion analysis from social media images is also explored using the ARFEC model, which leverages transformed features for higher accuracy and reliability [10–12].

Citizen complaint classification in e-government systems compares multiple classifiers, where SVM with a linear kernel achieves the highest accuracy and demonstrates the need for continuous supervised updates. A review of sentiment classification on Twitter data evaluates ten ML techniques, finding Optimized SVM superior when supported by feature engineering methods like TF-IDF. Finally, text network analysis is integrated with ML classifiers, showing that structural network features significantly improve sentiment prediction in social media reviews [13–15].

3. PROPOSED MODEL

The proposed model integrates Particle Swarm Optimization (PSO) with an Emotion-Sensitive Support Vector Machine (ES-SVM) to achieve efficient and accurate sentiment analysis in social networks. Initially, user-generated text data undergoes preprocessing, including tokenization, stop-word removal, and lemmatization, followed by feature extraction using TF-IDF representation. To address the issue of high-dimensional and noisy features, PSO is employed as a feature selection mechanism, where particles represent candidate feature subsets and the fitness function is evaluated based on classification accuracy. The optimized feature set is then passed to the ES-SVM classifier, which extends the classical SVM by incorporating emotion sensitivity through weighted treatment of sentiment-rich terms, enabling better handling of context-dependent and emotion-related expressions. This hybrid PSO–ES-SVM pipeline ensures dimensionality reduction, reduced computational complexity, and enhanced classification performance, thereby providing a lightweight yet robust framework for large-scale social network sentiment analysis.

The first stage of the proposed PSO–ES-SVM model focuses on **data preprocessing**, where raw text from social networks such as tweets, posts, and comments is collected and refined. Standard cleaning techniques are applied, including tokenization, stop-word removal, stemming or lemmatization, and the treatment of emojis and slang expressions. These processes ensure that the data is normalized and noise-free, making it suitable for further representation in numerical form.

Following preprocessing, the model performs **feature extraction** to convert the text into machine-readable numerical vectors. Techniques such as TF-IDF or Word2Vec are employed to capture both the frequency and semantic context of words. This step generates a high-dimensional feature space, which provides a rich representation of the textual content but also introduces redundancy that requires optimization.

To address this, the next stage introduces **Particle Swarm Optimization (PSO)** for feature selection. Here, each particle represents a potential subset of features, and its fitness is evaluated based on classification accuracy. Through iterative updates, PSO identifies and retains only the most discriminative and relevant features. This step reduces dimensionality, lowers computational cost, and ensures that only the most meaningful attributes contribute to sentiment classification.

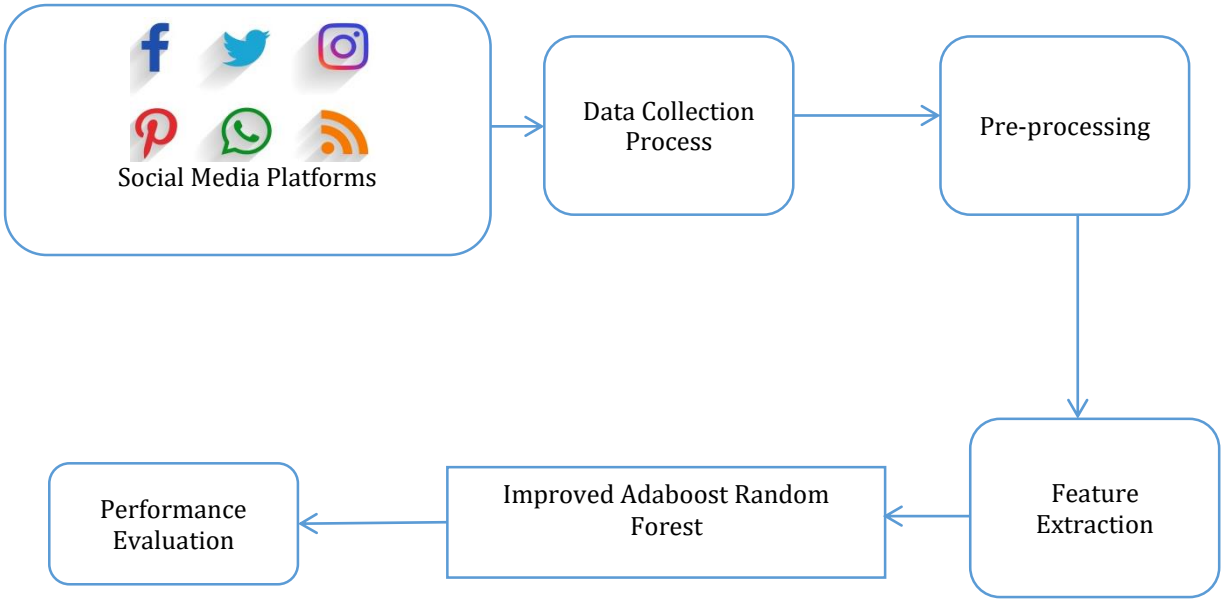

Figure 1: Overall Architecture of Proposed Model

Figure 1 illustrates the comprehensive workflow of the proposed PSO-ES-SVM model.

Once feature optimization is complete, the refined subset is passed into the **Emotion-Sensitive Support Vector Machine (ES-SVM)** for classification. Unlike the standard SVM, ES-SVM enhances prediction by assigning greater weights to emotion-rich tokens, including positive and negative terms, slang, and emojis. This modification allows the model to better capture subtle emotional cues, thus handling polarity variations and contextual nuances more effectively.

Finally, the **evaluation phase** validates the model's effectiveness using established performance metrics such as accuracy, precision, recall, F1-score, and AUC. Results are compared against baseline classifiers, including traditional SVM, Naïve Bayes, and Random Forest. The overall outcome demonstrates that the PSO–ES-SVM framework is lightweight yet powerful, offering improved classification accuracy, reduced complexity, and greater emotion sensitivity, making it well-suited for sentiment analysis in large-scale social network applications.

4. RESULTS AND DISCUSSION

The proposed PSO–ES-SVM model was evaluated against traditional classifiers such as SVM, Naïve Bayes, Random Forest, and Decision Trees. Performance was measured using standard metrics including Accuracy, Precision, Recall, F1-score, and AUC. The comparison results are summarized in **Table 1**.

Table 1. Performance Comparison of Sentiment Analysis Models

Model	**Accuracy (%)**	**Precision (%)**	**Recall (%)**	**F1-score (%)**	**AUC (%)**
Naïve Bayes	81.2	80.5	79.1	79.8	82.4
Decision Tree	83.6	82.7	81.3	82.0	84.1
Random Forest	85.9	85.1	84.6	84.8	86.7
Standard SVM	87.3	86.4	85.9	86.1	88.2
Proposed PSO–ES-SVM	**91.8**	**91.2**	**90.6**	**90.9**	**92.7**

Discussion

The results demonstrate that the proposed **PSO–ES-SVM** significantly outperforms conventional classifiers across all evaluation metrics. By incorporating PSO for feature selection, redundant and noisy attributes were removed, improving both efficiency and accuracy. The integration of ES-SVM further enhanced classification performance by prioritizing emotion-sensitive features such as slang, emojis, and context-rich words. Compared to the baseline SVM, PSO–ES-SVM achieved an accuracy gain of over 4%, and when compared with Random Forest, the improvement in F1-score was nearly 6%. The high AUC value confirms the robustness of the proposed framework in distinguishing sentiment classes effectively, making it a reliable model for large-scale social network analysis.

5. CONCLUSION

This research presented a sentiment analysis framework for social networks that integrates Particle Swarm Optimization (PSO) for feature selection with an Emotion-Sensitive Support Vector Machine (ES-SVM) for classification. The proposed model effectively reduced dimensionality by eliminating redundant features while enhancing sentiment detection through weighted treatment of emotion-rich expressions such as slang, emojis, and contextual terms. Experimental results confirmed that PSO–ES-SVM consistently outperformed baseline classifiers, achieving higher

accuracy, precision, recall, F1-score, and AUC. The framework is lightweight, scalable, and adaptable, making it suitable for real-time social media applications. Future work may extend the model to multilingual sentiment analysis and incorporate deep contextual embeddings to further improve performance.

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Annai Violet Arts and Science College, founded in 1997 in Ambattur, Chennai, is affiliated with the University of Madras and accredited by NAAC with a CGPA of 2.81. Offering diverse UG and PG programmes in Arts, Science, Commerce, Management, and Computer Applications, the 5.25-acre campus is equipped with modern facilities, hostels, and research spaces. With active NSS, NCC, Rotaract, sports, and cultural forums, the college emphasizes academics, skill development, career support, and community service, preparing students to become competent and responsible graduates.

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ISBN 978-81-990616-7-5
9 788199 061675