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Behavior Engineering and Applications

 Springer

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Preface

This book contains the selected papers from The 2016 International Conference on Behavior Engineering (ICBE), plus new submissions to our open call for papers in this topic.

The 2016 International Conference on Behavior Engineering (ICBE) aimed to encompass intelligent and efficient computational solutions, including models, architectures, algorithms, and specific applications, focused on processing, discovering, understanding, and analyzing the behavior captured by the above data. It was a forum for data scientists, behavior engineers, and application developers from around the world to interact and present their work. It also offered a stimulating platform for the exchange of ideas and disseminating cutting-edge research related to behavior engineering to the community. We were particularly interested in applying any engineering paradigm to systemically process, discover, understand, and analyze these data. We were also interested in works that address problems in a variety of areas and applications that related to behavior engineering.

ICBE 2016 finally accepted about 20+ original, unpublished, and novel papers for research publication and presentation in research track, and industry/application papers in application track.

The organization of this book is as follows: We start off with performance-related issues involved in behavior learning (chapters “[Benchmarking Swarm Rebalancing Algorithm for Relieving Imbalanced Machine Learning Problems](#)”, “[Performance Evaluation of Shadow Features as a Data Preprocessing Method in Data Mining for Human Activities Recognitions](#)”, and “[Fast Plagiarism Detection Using Approximate String Matching and Vector Representation of Words](#)”). We then move onto some models/approaches on learning person behavior (chapters “[A Psychologically-Realistic Personality Model for Virtual Agents](#)”, “[Investigating Path to Purchase for Online Impulse Buying: A Decision Net Approach](#)”, “[eHealth Consumer Behavior](#)”, and “[Guiding Usability Newcomers to Understand the Context of Use: Towards Models of Collaborative Heuristic Evaluation](#)”). Finally, we conclude this book with a several selected studies and applications

(chapters “Forecasting China Future MNP by Deep Learning”, “Gender Differences in Affective Response Toward Pictorials: Affective Warning Pictorials on Cigarette Label”, and “A Web-Based System with Spatial Clustering to Observe the Changes of Emergency Distribution Using Social Big Data”).

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