BYTE QUEST
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Contents:

Byte Quest is the article published by the CSE dept of Vasavi College of Engineering regarding the latest innovative Technologies and Software that have been emerged in the competitive world. The motto of this article is to update the people regarding the improvement in technology. The article is designed by the active participation of students under the guidance of faculty coordinators.

 Good, bad or indifferent if you are not investing in new technology, you are going to be left behind.

-Philip Green

 Once a new technology rolls over you, if you're not part of the steamroller, you're part of the road.

-Stewart Brand

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HONEYPOT

Global communication is getting more important every day. At the same time, computer crimes are increasing. Countermeasures are developed to detect or prevent attacks most of these measures are based on known facts, known attack patterns. It is important to know, what kind of strategy an attacker uses, what tools he utilizes and his intention. By knowing attack strategies, countermeasures can be improved and vulnerabilities can be fixed. To gather such information is one main goal of a honeypot. Honeypots are special decoy servers to catch the Blackhats (people with evil and illegal intents). A honeypot is primarily an instrument for information gathering and learning. Its purpose is not to be an ambush for the blackhat community to catch them in action.

Honeypots attract the hackers to attack a vulnerable computer system, which is under observation, by a security team. All the information about the attackers is logged and monitored.

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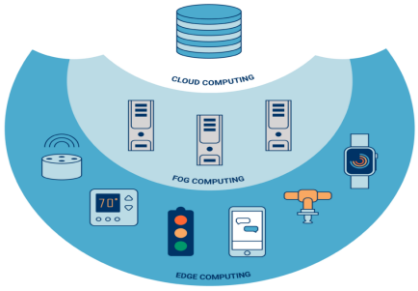
EDGE COMPUTING



A technology trend to watch, cloud computing has become mainstream, with major players AWS (Amazon Web Services), Microsoft Azure and Google Cloud dominating the market. The adoption of cloud computing is still growing as more and more businesses migrate to a cloud solution. But it's no longer the emerging technology. Edge is. Move over, cloud computing, and make way for the edge.

As the quantity of data we're dealing with continues to increase, we've realized the shortcomings of cloud computing in some situations. Edge computing is designed to help solve some of those problems as a way to bypass the latency caused by cloud computing and getting data to a data center for processing. It can exist "on the edge," if you will, closer to where computing needs to happen. For this reason, edge computing can be used to process time-sensitive data in remote locations with limited or no connectivity to a centralized location. Int hose situations, edge computing can act like mini data centers.

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VR AND HUMAN PERCEPTION

Recent research indicates that Virtual Reality (VR) as a communication tool to convey design intent and construction methodologies in the built environment sector has been utilized to varied degrees. Currently, the effectiveness of VR has been demonstrated from conception to the final stages of projects in many fields, yet its potential within the Built Environment has still to realised, despite a variety of successful demonstrations. There is concern that the current utilisation of VR compromises its full potential, unsurprisingly, as environmental representations focus predominantly on the visual modality, regardless of the multi sensory nature of the spatial experience. In addition, there is a distinct paucity of research exploring the complex interaction of environmental design and the user, such as the role of attention or conceptual interpretation. This paper aims to identify the issues concerning the utilization of VR models to aid communication for the Built Environment with specific reference to human perception issues.

The intricacy of visual perception, quite bizarrely, only becomes apparent through visual errors or miscommunication. In the construction industry, where the most skilled individuals can make errors, through inferences of their perspectives or designs, the importance of shared understanding should reduce timescales and budgets. Therefore, a focus is required on the key factors which contribute to shaping what is perceived within the context of visualisation techniques available in Built Environment. Identification of which approaches are most suitable during the ‘cradle to grave’ processes will also provide insight into associative restrictions which will hinder the impact of VR.

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