#### UNIVERSITY OF THE WEST OF ENGLAND

How I will use my research and other experience to enhance the curriculum

Dr. Phil Legg email@plegg.me.uk 4<sup>th</sup> November 2014

#### **ABOUT ME**

- I've always had a passion for Computing:
  - As a child, I started out programming BASIC on a BBC Micro Computer.
  - As a teenager, I was making web sites and Flash games.
  - Now, I enjoy being able to use computers to solve real-world problems to improve quality of life.
    - Application areas include:
      - Medical analysis
      - Sports and Entertainment
      - Cyber security
    - but always interested to explore more!



INFORMATION SECURITY MACHINE LEARNING DATA VISUALIZATION

MALWARE ANALYSIS VISUAL ANALYTICS MOBILE SOFTWARE DEVELOPMENT

COMPUTER GRAPHICS HUMAN-COMPUTER INTERACTION IMAGE PROCESSING

Corporate Sports Video Medical Image Insider Threat Visualization Processing Detection Cyber Security Swansea Cardiff Centre, University University University of Oxford 2013-present 2010-2013 2006-2010

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MACHINE LEARNING

DATA VISUALIZATION

MALWARE ANALYSIS

**VISUAL ANALYTICS** 

MOBILE SOFTWARE DEVELOP

**COMPUTER GRAPHICS** 

HUMAN-COMPUTER INTERACTION

**IMAGE PROCESSING** 

## VISUAL COMPUTING COURSE MATERIAL:

- Using OpenCV, WebGL, and D3
- 3D transformations
- Modelling 3D objects
- Lighting and rendering
- Image enhancement
- Image feature extraction
- Object recognition
- Stereo imaging
- Theory and application of visualization









MACHINE LEARNING

DATA VISUALIZATION

MALWAREANALYSIS

**VISUAL ANALYTICS** 

MOBILE SOFTWARE DEVELOPI

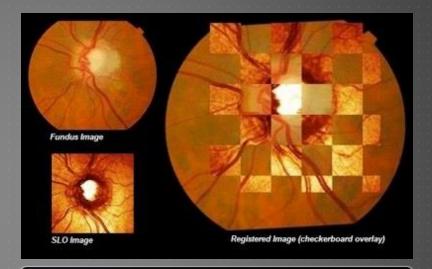
COMPUTER GRAPHICS

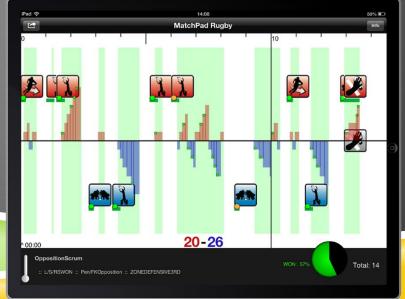
HUMAN-COMPUTER INTERACTION

IMAGE PROCESSING

## VISUAL COMPUTING ASSESSMENT:

- Coursework:
  - Webcam object / pose recognition.
  - WebGL game.
- Examination:
  - Matrix transformations.
  - Applying image enhancement techniques.
  - Visualization best-practice.





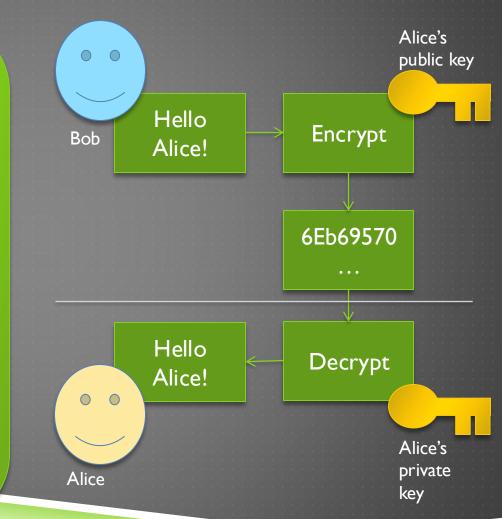
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HUMAN-COMPUTER INTERACTION

**IMAGE PROCESSIN** 

## INFORMATION SECURITY COURSE MATERIAL:

- Security essentials (CIA)
  - Confidentiality, Integrity, Availability.
- Authentication
  - Passwords, hashing, salting
- Malware
  - Sandbox experimentation
- Networking
  - TCP/IP and UDP
- Cryptography
  - Public/private key encryption
- Secure programming
  - Code injection attacks



INFORMATION SECURITY

MALWARE ANALYSIS

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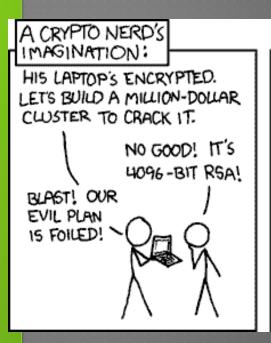
IPUTER GRAPHICS

HUMAN-COMPUTER INTERACTION

**IMAGE PROCESSING** 

#### INFORMATION SECURITY ASSESSMENT:

- Coursework:
  - Implementation of encryption and decryption techniques.
  - Malware analysis (within sandbox environment).
  - Penetration testing exercise.
- Examination:
  - Cryptography techniques.
  - How to maintain CIA in business context?
  - Preventing social engineering attacks?





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VISUAL ANALYTICS

MOBILE SOFTWARE DEVELO

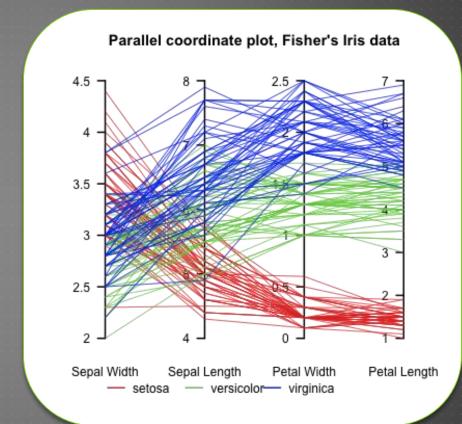
**1PUTER GRAPHICS** 

HUMAN-COMPUTER INTERACTION

**IMAGE PROCESSI** 

## DATA ANALYTICS COURSE MATERIAL:

- Foundations of data analytics.
- Data mining.
- Multi-variate data analysis.
- Statistical analysis.
- Classification and clustering.
- Supervised and Unsupervised learning.
- Semi-supervised and Active learning.
- Precision and recall.



#### MACHINE LEARNING

VING DATA VISUALIZATION

#### VISUAL ANALYTICS

MOBILE SOFTWARE DEVELO

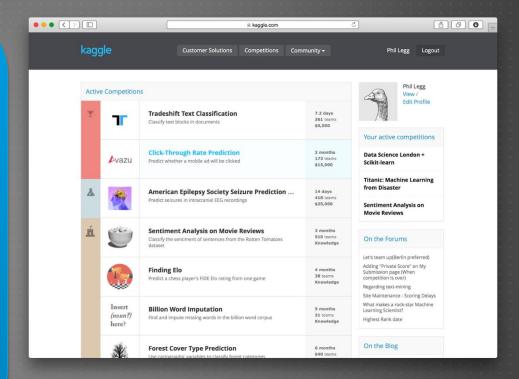
**IPUTER GRAPHICS** 

HUMAN-COMPUTER INTERACTION

IMAGE PROCESSII

## DATA ANALYTICS ASSESSMENT:

- Coursework:
  - "Kaggle"-based exercises for large data analytics.
  - Use of machine learning and visualization for data exploration.
- Examination:
  - How can we make sense of data using visualization?
  - How can we improve machine learning using visualization?



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MACHINE LEARNING

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MPUTER GRAPHICS

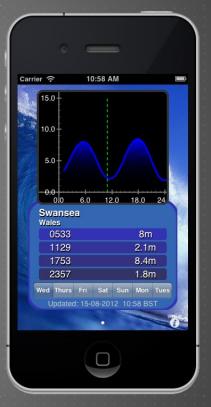
**HUMAN-COMPUTER INTERACTION** 

IMAGE PROCESSING

## MOBILE APPLICATION DEVELOPMENT COURSE MATERIAL:

- Fundamentals of mobile device development
- iPhone and Objective-C
- Android Development Toolkit
- Web-based development (Python / Flask / Javascript)
- Games development (Cocoas2d, Box2d)
- Mobile sensors
   (GPS / accel. / camera)





1ALWARE ANALYSIS

VISUAL ANALYTICS

MOBILE SOFTWARE DEVELOPMENT

MPUTER GRAPHICS

**HUMAN-COMPUTER INTERACTION** 

**IMAGE PROCESSING** 

# MOBILE APPLICATION DEVELOPMENT ASSESSMENT:

- Coursework:
  - Design a mobile application that makes use of at least two mobile-specific sensors (e.g., location, accelerometer).
- Examination:
  - Considerations of software development for mobile platforms?



#### CONCLUSION

- A brief overview of my research interests to date.
- Discussion of how my research activities could contribute towards the final year undergraduate degree:
  - Visual Computing
  - Information Security
  - Data Analytics
  - Mobile Application Development
- Discussion of topics that could be incorporated for each course, along with possible coursework and examination areas.
- Keen to deliver stimulating courses that would inspire undergraduates to pursue further study to postgraduate level.

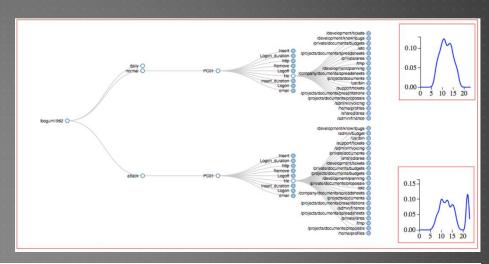
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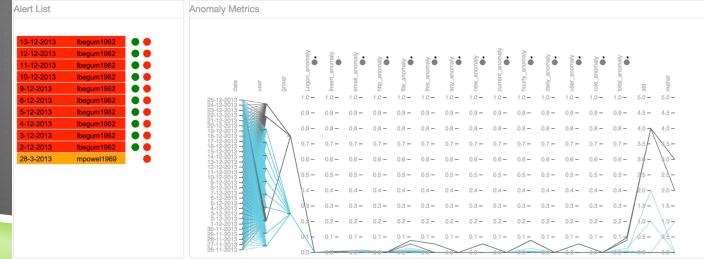
Dr. Phil Legg email@plegg.me.uk Appendix

#### **EXAMPLES OF PREVIOUS WORK**

#### INSIDER THREAT DETECTION

- Can we identify anomalous behaviour from large employee records?
- Can we relate anomalous behaviour to threatening behaviour?





#### SPORTS VIDEO VISUALIZATION

Rugby (Welsh Rugby Union)

Glyph-based Visualization

Snooker (Terry Griffiths)

- ▶ 3D Scene Reconstruction
- Event Visualization



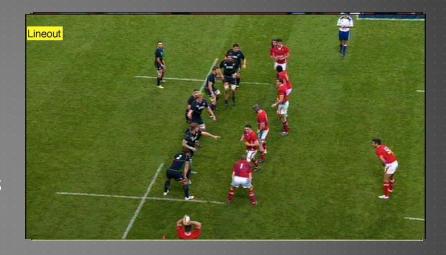






#### RUGBY EVENT CLASSIFICATION

- Notational analysis generates mass of 'training' data.
- PHOW features (dense SIFT) extracted from video frames.
- SVM used to generate classifications (lineout, scrum, ruck, maul, none).

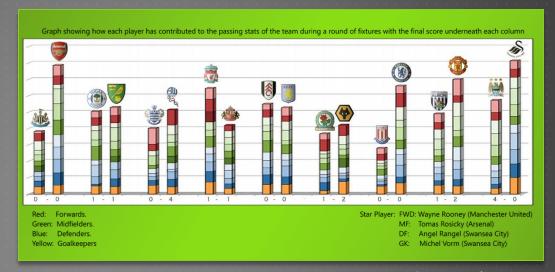


Work conducted in collaboration with Jelena Mojasevic and Prof. Dave Marshall (Cardiff)

#### SPORTS STATISTICAL ANALYSIS

- Football premier league (Opta) data mining.
- Can we identify interesting patterns in this large dataset?
  - ▶ Player contributions to game.
  - Winning/losing trends.
- Weka analysis software
  - Machine Learning toolkit

Work conducted in collaboration with Alex Thomas (MPhil Student, Swansea)



Input parameters determine a numerical 'impact' value that each player has had on the match.

Could define a set of rules from this learnt data to characterize player performance over a full season.

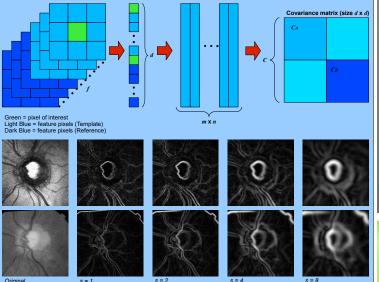
#### MULTI-MODAL RETINAL IMAGING

#### Feature Neighbourhood Mutual Information

- We aim to find the rigid registration that can successfully align the floating image (SLO) to the reference image (fundus).
- Simplex algorithm used to search for correct translation and rotation parameters.
- Multi-resolution pyramid used to improve search time using coarse-to-fine approach.
- $\cdot$  Rotation range between  $\pm 3$  degrees at coarse level restricted at each lower level.
- · Result at each level acts as initialization for next level down in pyramid.

#### At each possible transformation:

- For each pixel within the registration area, we create a vector consisting of the pixel and its 8 neighbours for the original image and the feature images for both modalities.
- The collection of vectors makes up a matrix that represents the current registration.
- This matrix is reduced to a covariance matrix to show the relation between elements.
- FNMI can then be defined as: entropy(CA) + entropy(CB) entropy(C)



Template image and its corresponding region in reference image, along with feature images taken at multiple scales

- Study of the Mutual Information registration algorithm.
  - Proposed an improved similarity measure, "Feature Neighbourhood MI"



#### REGISTRATION OPTIMIZATION

- Possible transformation space is too large to search brute force.
- Exploration of how to search transformation space optimally to find registration that maximizes the similarity measure.
  - ▶ Nelder-Mead Simplex algorithm.
  - Simulated Annealing
  - Gradient Descent.

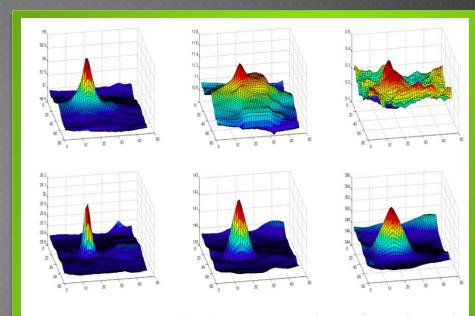
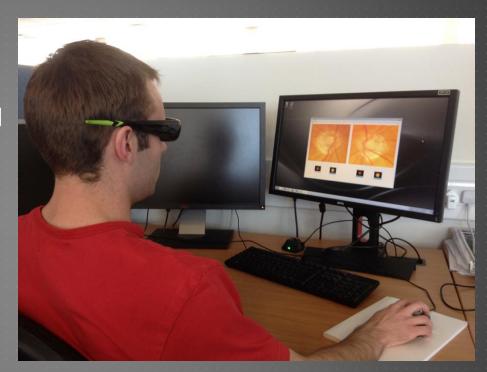


Figure 5.7: Registration surface plots. Top: FNMI ( $L_w \sigma=2$ ), FMI ( $L_w \sigma=2$ ), MI (16 bins). Bottom: RMI (r=1), RMI (r=3), RMI (r=5).

A smooth similarity measure can dramatically improve the chances of finding the maximized solution using search optimization...

#### 3D STEREO DISPLAY PRO (SDPRO)

- Registration of intra-modal images for 3D stereo display.
- Emphasizes retinal curvature, and blood vessels.
- Software deployed with University Hospital Wales and NHS.



# CHINESE CHECKERS INTELLIGENT OPPONENT

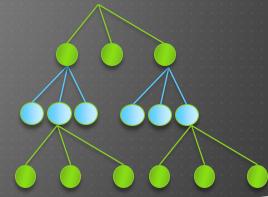
- Undergraduate Final Year Project.
- Mini-max algorithm used to determine 'best' move.
- Tree structure that examines each move and assigns a success weight value (3-ply implementation).
- Aims to maximize computer success criterion and minimize human success criterion.
- Alpha-beta pruning disregards poor path results



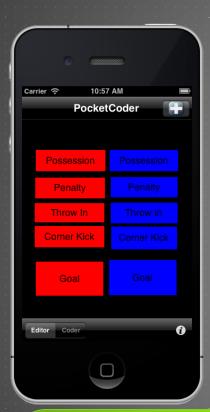
Computer

Human

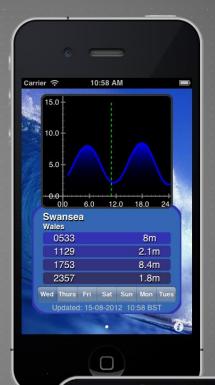
Computer



#### MOBILE APP DEVELOPMENT









PocketCoder
Ship Forecast
Tide Times
GeoCaption
FaceBounce
MatchPad



#### MOBILE APP DEVELOPMENT

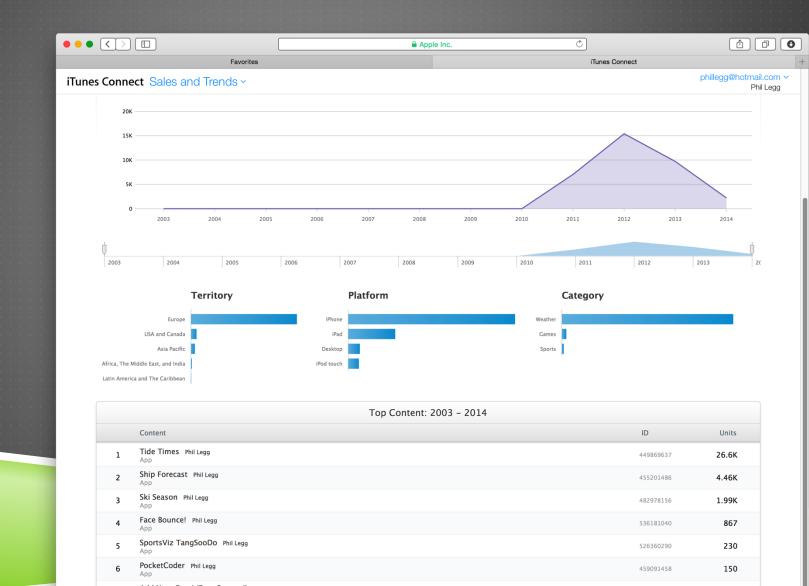
£1.49 BUY +

£0.69 BUY \*

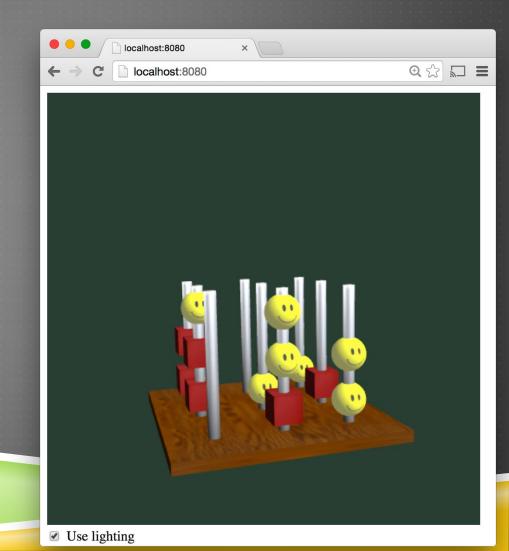


DOWNLOADED .

#### IPHONE APP STORE



#### WEBGL GAME COURSEWORK



#### PUBLIC KEY ENCRYPTION EXAMPLE

#### A worked example [edit]

Here is an example of RSA encryption and decryption. The parameters used here are artificially small, but one can also use OpenSSL to generate and examine a real keypair.

1. Choose two distinct prime numbers, such as

$$p=61$$
 and  $q=53$ 

2. Compute n = pq giving

$$n = 61 \times 53 = 3233$$

3. Compute the totient of the product as  $\phi(n) = (p-1)(q-1)$  giving

$$\varphi(3233) = (61-1)(53-1) = 3120$$

4. Choose any number 1 < e < 3120 that is coprime to 3120. Choosing a prime number for e leaves us only to check that e is not a divisor of 3120.

Let 
$$e=17$$

5. Compute d, the modular multiplicative inverse of  $e \pmod{\phi(n)}$  yielding,

$$d = 2753$$

Worked example for the modular multiplicative inverse:

$$e \times d \mod \varphi(n) = 1$$

$$17 \times 2753 \mod 3120 = 1$$

The **public key** is (n = 3233, e = 17). For a padded plaintext message m, the encryption function is

$$c(m) = m^{17} \mod 3233$$

The **private key** is (n = 3233, d = 2753). For an encrypted ciphertext c, the decryption function is

$$m(c) = c^{2753} \mod 3233$$

For instance, in order to encrypt m = 65, we calculate

$$c = 65^{17} \mod 3233 = 2790$$

To decrypt c = 2790, we calculate

$$m = 2790^{2753} \mod 3233 = 65$$