

Ss

- S-EM:** an algorithm that works by sending some “spy” documents from the positive set P to the unlabeled set U. Since spy documents (positive documents) should behave identically to the hidden positive documents in U and hence allows classifiers to reliably infer the behavior of the unknown positive documents, extracting out possible positive documents from U. (Li, 2009a)
- S-Tree:** a height balanced multi-way tree. Each internal node corresponds to a page, which contains a set of signatures and each leaf node contains a set of entries of the form <s, oid>, where the object is accessed by the oid and s is its signature. (Chen, 2009c)
- S/MIME:** a tool that allows sending signed and encrypted e-mail (Liao, 2009)
- SaaS:** see *Software as a Service*
- Safe Use Guide:** a set of rules to help Internet users avoid dangers and unpleasant situations. Examples can be found on many major websites, particularly aimed at children and teenagers. (Dunkels, 2009)
- Safeguard:** a risk reducing measure that acts to detect, prevent, or minimize loss associated with the occurrence of a specified threat (Mazumdar, 2009)
- SaintEtiQ:** a data summarization model that produces a hierarchy of summaries given a relational table and additional metadata (Mouaddib et al., 2008)
- SAMANN Neural Networks:** the unsupervised feedforward neural networks for data projection. The classical way of training SAMANN networks consists of a gradient descent method where the derivatives of the Sammon error are computed in a similar way to the backpropagation algorithm. (Romero, Valdés, & Barton, 2009)
- Sandboxes:** the spaces designed in and outside of video games that allow room for experimentation without much serious consequence (Durga & Squire, 2009)
- SAPR/3:** the world’s most-used standard business software for client/server computing. It is based on various hardware and software architectures, running on most types of UNIX, on Windows NT, and OS/400. (Motwani & Akbulut, 2009)

SAT-3: an existing submarine fiber optic cable linking Portugal and Spain to South Africa, with connections to several West African countries along the route. It forms part of the SAT-3/WASC/SAFE cable system, where the SAFE cable links South Africa to Asia. (Beneke, 2008)

Satellite: a form of wireless broadband in which orbiting satellites provide links for broadband. Satellite access is useful for serving remote or sparsely settled populated areas. (Cleary, 2009)

Satellite DMB (S-DMB): a multimedia broadcasting service that provides high-quality A/V contents in high-speed mobile environments (100Km/h) through satellite network and aid network. Target terminal types are cellular phones, PDAs, and some kinds of dedicated portable devices. Eventually, two-way service can be supported. (Kim, 2009b)

Scalability: the ability of a system, network, or process, to handle growing amounts of work in a graceful manner or its ability to be enlarged to accommodate that growth. For example, it can refer to the capability of a system to increase total throughput under an increased load when resources (typically hardware) are added. (Giroto & Farber, 2012)

Scalable Distribution: a distribution method that does not need to transmit the same content many times to reach all recipients, like multicast and broadcast (Stenborg, 2009)

Scalable Encryption: the multimedia encryption method that keeps the scalability of the progressive or scalable media data. The scalable media data can be produced by such codecs as JPEG2000, MPEG4, scalable video coding (SVC), and so on. (Lian, 2008)

Scalable Vector Graphics (SVG): a vector-based open standard format developed by the W3C Consortium (Núñez-Rodríguez, 2009)

Scale-Free Network: a network that contains hubs, that is, vertices which have a seemingly unlimited number of links and in which no vertex is typical of the others. Scale-free networks are remarkably resistant to accidental failures but extremely vulnerable to coordinated attacks. The scale-free model assumes that the network grows continuously by adding new vertices. New vertices would connect with higher probability to higher connected vertices, a phenomenon called preferential attachment. (Calinescu & Efstathiou, 2008a)

Scanning: an indirect method of computer access using software that automatically moves along available responses that the operator selects by activating a switch (Bryant, Seok, & Bryant, 2010)

Scatternet: a group of independent and non-synchronized piconets that share at least one common Bluetooth device (Lloret et al., 2011a)

Schedule Performance Index (SPI): the index used in the traditional EVM calculations (Vanhoucke, 2009)

Schedule Variance (SV): a form of variance expressed in monetary terms (Vanhoucke, 2009)

Scheduler: a software module which sorts activities and prepares them for execution according to several criteria, such as the required skill the executor must own, the priority of the activity, and the time that activity has already been waiting for to be executed (Combi & Pozzi, 2009)

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