

çəkicləri (lambdalar) və slackləri çap edir. Səmərəlilik balları hər bir DMU-nun nisbi səmərəliliyinin ölçüsünü təmin edir, 1 xal tam səmərəli vahidi göstərir və 1-dən aşağı olan ballar səmərəsizliyi göstərir. Lambdalar hər bir DMU üçün giriş və çıxışlara təyin edilmiş optimal çəkicləri təmsil edir, şalvarlar isə hər bir DMU üçün giriş və çıxış şalvarlarını göstərir. Bu DEA-nın tətbiqindən əldə edilən nəticələr hansı DMU-ların səmərəli fəaliyyət göstərdiyini və hansı təkmilləşdirmələrdən faydalana biləcəyini müəyyən etmək üçün istifadə edilə bilər.

NƏTİCƏ

Səmərəlilik xallarını, lambdaları və slackləri təhlil etməklə qərar qəbul edənlər öz bölmələrinin performansını haqqında dəyərli fikirlər əldə edə və ümumi səmərəliliyi artırmaq üçün resurs bölgüsü, prosesi təkmilləşdirmək və digər strateji tədbirlər haqqında məlumatlı qərarlar qəbul edə bilərlər. Beləliklə, bu məqalədə e-hökumətin inkişafı və cəmiyyətə təsiri modelinin qiymətləndirilməsi üsulunu nəzərdən keçirmiş olduq.

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OUR INTEGRATION INTO METAVERSE AND OUR SECURITY

ISA YUSIFOV

Baku Engineering University
Department of Engineering
iyusifov2@std.beu.edu.az
BAKU, AZERBAIJAN

ABSTRACT

Billions of dollars are spent every year on the "virtual world", which is mainly known as metaverse worldwide. So these companies include famous "tech giants" such as Meta, Google, Nvidia and Microsoft. Taking into account the high amount of investments made in this field, what will be our role in this world is of great importance. It can be argued that the Internet of the future is a metaverse, taking into account the interest of the world's companies in this field. In such an important topic, the security of our future and our new role in the "virtual world" and our integration into the new world are studied.

KEYWORDS: Meta -1, Virtual reality -2, Web -3,

INTRODUCTION

Before mentioning the practical importance of meta worlds, it is necessary to know what this term is. The word meta means "beyond, after" from English, and verse is taken from universe to mean "world,

universe". This term was first used by Neal Stephenson in the book Snow Crash. Unlike the usual games we know, here every individual has a 3D model avatar. This world has its own economy, market, and sociological factors. The purpose of building this world is to facilitate communication and make it more fun. So, during the Covid-19 pandemic, there was a transition to online education. At this time, different programs - Zoom and Teams were used. In the meta world, this connection will be face-to-face in 3D format using specially designed glasses, but in a virtual world. At this time, human gestures and Mimics can be searched in real time. At this time, the choice of location may be unrealistic. Thus, it will be possible to choose anywhere in Mars or other galaxies. Of course, things that people cannot do in real life can be done in the virtual world. In addition, doctors will be able to practice their knowledge in the virtual world in a way that is indistinguishable from real life. Or being able to go to any concert with friends without leaving home and other factors show how important this virtual world is.

Every year, companies spend billions of dollars to build virtual worlds. These companies include Meta (formerly Facebook), Google, Microsoft, Nvidia, Roblox and others. Meta and other companies believe in this technology so much that they even bought Meta VR glasses technology. It has spent 10 billion dollars. Currently, the investments of millions of dollars invested in this world reveal the relevance and importance of the meta world, which is considered as the Internet of the future. Research is needed to understand how to protect information privacy in the new virtual world and how safe it can be to move there and what is our role in this world. It will consist of numerous studies and the opinions of different people and will finally come to a certain conclusion. For this, first of all, the opinions of the companies involved in the creation of this world today, then in which case the metaverse can be fully used (with web graphics), and finally, we will get the items needed for information security and integration.

RESEARCH METHOD

In today's technology, the exploitation of people's personal data through social networks is happening by certain companies. This can include Facebook selling people's data in 2015 and therefore reporting to the European court and thus losing 7 billion dollars. In addition, in 2021, the leak of WhatsApp user data belonging to Facebook to Google showed the seriousness of the matter once again. Later in 2021, the Facebook company changed its name to Meta, and Mark Zuckerberg expressed the following thoughts

"I hope that over time we will be seen as a metaverse company, and that we can use both our business and our identity as the foundation of what we build in the future."

As it can be seen, the desire of a company that once shared user information to be the central governing force of the metaverse world raises the question of the reliability of this new world and how it can be integrated into such a world, but for this reason it is not right to refuse the use of technology. Because this is seen as a new version of the Internet and in the future it will show people how to interact with technology.

"The metaverse could fundamentally change not only how humans interact with technology but also how they interact with each other and the world around them."

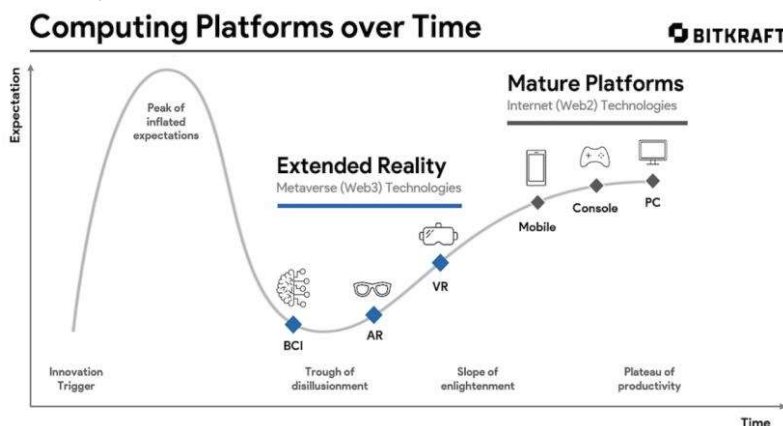


Figure 1. Transition of Web2.0 to Web3.0 technology

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As can be seen from Figure 1, Web 2.0 refers to PCs, consoles, mobiles, and other devices, and these devices are managed by a certain center. Therefore, the system is Web2.0. Web 3.0 is a product of decentralized management, and as you can see, the beginning is VR (Virtual Reality). Then comes AR (augmented reality) and BCI (brain-computer interfaces). Web2.0 is the era of the Internet. Web3.0 is the era of the Metaverse. The purpose of showing this scheme is that the system needed for the Metaverse (Web3.0) is to be explored and see what can be included in this period. Thus, we have already found a nuance necessary for the transition to the metaverse; Decentralization of management.”

Thus, as a result of the study, it became clear that in order to facilitate the information security of the metaverse world and the integration into this virtual world, it is important to meet the following 3 conditions.

1. Decentralized Technology- It shows that this world will not be controlled by one or more companies in a centralized form. Thus, the exploitation of information by the companies listed above and others for their own interests will be prevented to a certain extent. If the transition of this system occurs, the transition of Web2.0 to Web 3.0 decentralization of management will occur.

2. Always Available - It is important that the system is open all the time and works continuously (live). Having any important business meeting in this virtual world and suddenly cutting off the connection with this world and not being able to establish a connection will naturally reduce the interest in this technology.

3. Availability of local investments - The management of this virtual world only by foreign programmers leads to the decrease of local interest in this technology. Therefore, it is appropriate to invest in this field by local companies.

CONCLUSION

Thus, as a result of the study, it was found that the metaverse can have a very important role in the future (it was called the Internet of the future) and for the system to work and to create a sense of trust in this virtual world, it is necessary to have 3 factors; This includes managing the system without a center, always being online and having local management functions. Investing in this virtual world by local companies and participating in the construction of this world can make our country a modern technology country in the future. Thus, our integration into the new metaverse world will be easier and information privacy can be ensured in this virtual world.

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