



King Saud University  
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## Message from the Editor



*Dear Readers and Colleagues,*

Welcome back on my second address over the third issue of this year. As in the previous issue, we strived to include variety of topics from Computer and Information Sciences. This issue will include ten full articles and one review article. The topics cover areas of NLP, AI, Computer Networks, Signal Processing, Computer Graphics, Web applications, and Data Mining.

The first NLP paper presents a Quran Braille Translator based on Markov algorithm that translates both the Quranic verses and their corresponding reciting rules into Braille code. The second NLP paper develops a fuzzy-based semantic similarity model for uncovering obfuscated plagiarism.

The first signal processing paper uses optimal masks generated through Cuckoo search algorithm to both suppress noise and enhance the speech signal in a communication system. The second paper presents a solution for the design of the optimal digital infinite impulse response filter through a greedy search method.

The paper from Intelligent Systems presents an enhancement to the metaheuristic algorithm inspired from the Kepler algorithm and applied to the optimal approximation of linear systems. The paper from Data Mining considers a Privacy Preserving Data Mining technique, based on noise addition and known by Forest Framework.

The first paper from Computer Networks develops a statistical analysis-based solution to identify encrypted, non-

encrypted, or tunneled VoIP flows using threshold values of flow statistical parameters. The second paper proposes an enhancement to the EigenTrust algorithm in a P2P environment to dynamically elect peers to contribute in the calculation of the global reputation of other peers.

The Bioengineering paper combines high-resolution and low-resolution algorithms applied to EEG signals as a tool for physiologists to find the neural sources of primary circuits in the brain. The Web applications paper proposes a QoS bootstrapping solution for Web services and builds a QoS bootstrapping framework for justifying and evaluating the QoS of newly registered services. The Computer Graphics paper presents a review of virtual reality systems in general and the CAVE in particular, along with some insights into the interaction challenges and research directions.

By now, I hope that you will find reading the details of the papers more resourceful and beneficial, and that they will inhibit in you more ideas and thoughts. Until then, I wish to all of you a pleasant vacation and very rewarding and successful upcoming academic year.

**Nasser-Eddine Rikli**  
*Editor-in-Chief of KSUCI*

Peer review under responsibility of King Saud University.



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