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# **MACHINE LEARNING CLASSIFICATION USING MOTIF BASED GRAPH DATABASES CREATED FROM UWF- ZEEK DATA 22**

**Sikha S. Bagui<sup>1</sup>, Dustin Mink<sup>2</sup>, Subhash C. Bagui<sup>3</sup>, Jadarius Hill<sup>1</sup>, Farooq Mahmud  
1 and Michael Plain<sup>1</sup>**

**<sup>1</sup> Department of Computer Science, University of West Florida, Pensacola, Florida,  
USA <sup>2</sup> Department of Cybersecurity, University of West Florida, Pensacola, Florida, USA  
<sup>3</sup> Department of Mathematics and Statistics, University of West Florida, Pensacola,  
Florida, USA**

## **ABSTRACT**

This study uses motif-based graph databases to visualize and classify tactics in the MITRE ATT&CK framework. Machine Learning classification models, capable of detecting Reconnaissance network attack tactics, labeled as per the MITRE ATT&CK framework, are created for the newly created UWF Zeek Data 22 dataset. The work analyzes Zeek Connection logs. Feature selection is performed using graph motifs. Results show that model performance can be increased using various network graph motifs. Upon completion of this work, it was concluded that, of the motifs used, the Star motif performed the best; and, the most important feature for predicting Reconnaissance network attacks within the Zeek Connection Logs dataset was the "From" feature, or Source IP, which represents the network address from where the connection is originating. It was also determined that, irrespective of which motif was used to train the model, the Decision Tree algorithm performed best.

## **KEYWORDS**

Graph Databases, Motifs, Star Motif, Reconnaissance, Machine Learning, Cybersecurity,  
Visualizing attacks

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# THE ORDER OF NUMBERS AND THE GOLDBACH CONJECTURE

Jacqueline Wötzel

## ABSTRACT

In the following will be regard the potentiality of order of numbers for the ternary Goldbach conjecture, where he claimed that “every number... is an aggregate of three prime numbers”. The order of numbers illustrates the possible combinations of prime numbers for the generation of all natural (integer) numbers. Two ways to decompose a natural number in a sum of prime numbers are illustrated. Goldbach`s ternary conjecture can be confirmed in this way. A binary addition is also possible and requires that a summand be a product with a prime number.

## KEYWORDS:

Number theory, Order of integer numbers, Goldbach conjecture

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# THE ORDER OF NUMBERS AND THE COLLATZ PROBLEM

Jacqueline Wötzel

Fachberatung für Kunststoffe, Prozesse und Produkte, Germany

## ABSTRACT

The algorithm of Collatz is also known the  $3n+1$  problem. It will be started with any uneven natural number  $(n)$ . This number is triple and add one. Then divide by two as often as possible, if the number is even. If the number is odd, use again the  $3n+1$  step. The conjecture of the Collatz problem is that these operations always reach 1, no matter which positive integer is chosen to start the algorithm. A view to an order of numbers gives an explanation for the dominance of degressive steps to reach 1. The idea to identify the order of numbers is developed from an interview of Dr. Peter Plichta where he spoke on his book "Das Primzahlenkreuz".

## KEYWORDS

Number theory, Order of integers numbers, Collatz problem

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# **ORDER OF INTEGERS AND STRUCTURE OF PRIME NUMBERS**

**Jacqueline Wötzel**

**Fachberatung für Kunststoffe, Prozesse und Produkte, Germany**

## **ABSTRACT**

There are many theories and trials exist to find a structure for identification and prediction of prime numbers. The famous one is the Riemann Hypothesis. Beside this, there are running competitions to identify the prime numbers for enormous range of numbers with high performance computers. The idea to identify a structure in prime numbers is developed from an interview of Dr. Peter Plichta where he spoke on his book "Das Primzahlenkreuz". Following is given a scheme that uses steps of separation to generate an order, which allows simple elimination steps to identify and predict prime numbers.

## **KEYWORDS**

Number Theory, Prime Numbers

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# COVID-19 CHEST X-RAY IMAGES: LUNG SEGMENTATION AND DIAGNOSIS USING NEURAL NETWORKS

Alan Zhang

Chinese International School, Hong Kong SAR, China

## ABSTRACT

COVID-19 has caused world-wide disturbances and the machine learning community has been finding ways to combat the disease. Applications of neural networks in image processing tasks allow COVID-19 Chest X-ray images to be meaningfully processed. In this study, the V7 Darwin COVID-19 Chest X-ray Dataset is used to train a U-Net based network that performs lung-region segmentation and a convolutional neural network that performs diagnosis on Chest X-ray images. This dataset is larger than most of the datasets used to develop existing COVID-19 related neural networks. The lung segmentation network achieved an accuracy of 0.9697 on the training set and an accuracy of 0.9575, an Intersection over-union of 0.8666, and a dice coefficient of 0.9273 on the validation set. The diagnosis network achieved an accuracy of 0.9620 on the training set and an accuracy of 0.9666 and AUC of 0.985 on the validation set.

## KEYWORDS

COVID-19, Chest X-ray Images, Diagnosis, Lung Segmentation, Neural Networks

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# **SIMULATION OF PIPELINED MIPS FLOATING-POINT UNITS USING NODE-RED**

**Bryan McClain<sup>1</sup>, Jinyu Fang<sup>1</sup>, Prathamesh Kale<sup>1</sup> and John J. Lee<sup>2</sup>**

**<sup>1</sup>Department of Computer & Information Science, IUPUI, Indiana, USA <sup>2</sup>Department of Electrical and Computer Engineering, IUPUI, Indiana, USA**

## **ABSTRACT**

The pipelined processor architecture is the best way to increase instruction-level parallelism, and thus, understanding its operation is one of the keys in computer architecture learning. To help with the learning process, we have devised a series of pipeline simulation methodologies. This article presents one of them – a simulation methodology of hazard detection and forwarding in MIPS32 pipelined floating-point units. Our implementation approach is using the Node-RED programming environment, an event-driven drag-and-drop system for designing data flows with business logic. In addition, to implement sophisticated operations not supported by Node-RED, we also employ WebAssembly code and the Rust language. We simulate not only the standard 5-stage pipelined MIPS ISA but also pipelined (addition, subtraction, and multiplication) and unpipelined (division) floating-point operations. Our study focuses mainly on hazard detection, which is required to ensure program correctness, as well as forwarding used to improve system performance. Lastly, we design a dashboard interface to visually represent the pipeline stages and CPU status during execution. Using the dashboard interface, MIPS32 machine code can be loaded into our simulator from hexadecimal text files. We verified that our simulator is handling hazard detection and forwarding correctly. A screenshot of the dashboard interface is included that shows all the stages of floating-point pipelines.

## **KEYWORDS**

Instruction Set Architecture, Pipelining, Hazard Detection, Forwarding, Floating-Point Operations, Microprocessor Simulation, MIPS32.

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# DECADES OF MISCOMPUTATION IN GENOMIC CLADES AND DISTANCES

**Richard B. Frost**

**Frost Concepts, Vista CA, USA**

## **ABSTRACT**

Hardly a week seems to go by without encountering a new genetics study that contains a diagram of specimen genetic similarities and clades. For these diagrams, biologists have long relied on university based and/or commercial computational packages which are not only prone to pilot errors but also contain “analysis” methods which should never be used for genetic distance or clustering. Not that all the software is poor – it appears there is a mixture of good and bad in each package. The troublesome methods, however, have enjoyed acceptable use for so long that serious errors are published on a frequent basis. What follows is a list of concerns that will hopefully be useful to authors and reviewers alike. The report concludes with a graph-theoretical alternative to the current status quo in genomics.

## **KEYWORDS**

Bayesian clustering, Graph partitioning, Missing values, Pair joining, Pseudo-metrics.

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# **LOWALPHA,LOWBETA,ANDTHETABRAINWAVES BANDSTOPREDICTSTUDENTENGAGEMENTUSING MACHINE LEARNING METHODS**

**LilianaVillavicencio,PallaviSinghandWilfridoMoreno**

**ElectricalEngineeringDepartment,University ofSouthFlorida,USA**

## **ABSTRACT**

Recent developments in Brain-Computer Interface technologies have increased the ability to personalize Learning by detecting and recognizing participants' cognitive and emotional affective states. From a global point of view, working in monitoring and identifying the emotional and cognitive states of the students will establish the basis to incorporate a higher level of academic supervision and control of student performance. In this paper, the authors used an Open EEG (Electroencephalography) Dataset to analyze the correlation between student brainwaves in the frontal lobe when watching videos categorized in levels of confusion by using Machine Learning algorithms. It was found that alpha1, beta1, and theta bands are highest correlated to confusion with  $p=0.012$ ,  $p=0.085$ , and  $p=0.0016$ , respectively. A comparison between some algorithms showed that the Convolutional Neural Network (CNN) + LSTM Model presented 75% highest accuracy. Furthermore, the level of student cognitive engagement was computed, in terms of those three brainwaves, obtaining a  $p=0.625$ . The results suggest that Machine Learning is a powerful tool for analyzing brain activity. This paper contributes to neurosciences applied to Personalized Learning.

## **KEYWORDS**

CognitiveLoad,TaskComplexity,Confusion,Engagement,EEG,MachineLearning,Personalized Learning.

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# **Estimating The Distribution Of Witnesses Of The Primality Of The Miller-Rabin Test**

**Alisher Zhumaniezov**

**Kazan Federal University, Kazan, Russian Federation**

## **ABSTRACT**

This article investigates the error distribution of the Miller-Rabin test for the class of triple prime numbers. At first the current results on the class of semi primes are presented. Further, a theoretical estimation of the average frequency for triple prime numbers on an interval is derived, and a comparative analysis with a practical result is demonstrated. Graphs and intermediate conclusions accompany all comparisons. A conclusion is also made about a possible direction for improving this estimation.

## **KEYWORDS**

Miller-Rabin test, strong pseudoprime, number theory, frequency distribution

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# **VIDEO SEGMENTATION & SUMMARIZATION USING MODIFIED GENETIC ALGORITHM**

**H S Prashantha**

**Professor, Department of Electronics & Communication Engineering, Nitte Meenakshi Institute of Technology, Bangalore, India**

## **ABSTRACT**

Video summarization of the segmented video is an essential process for video thumbnails, video surveillance and video downloading. Summarization deals with extracting few frames from each scene and creating a summary video which explains all course of action of full video with in short duration of time. The proposed research work discusses about the segmentation and summarization of the frames. A genetic algorithm (GA) for segmentation and summarization is required to view the highlight of an event by selecting few important frames required. The GA is modified to select only key frames for summarization and the comparison of modified GA is done with the GA.

## **KEYWORDS**

Videosegmentation, videosummarization, GeneticAlgorithm, videostreams

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