# Deep Learning based Feature Extraction for Network Intrusion Detection

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February 10, 2022

- Peature Extraction using Deep Learning
- 3 Auto-Encoders and Sparse Auto-Encoders
- 4 Experimentation: Dataset used
- 5 Experimentation: Steps in detail and Results

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- Used to detect unauthorized access, malicious activity into computer systems and networks
- Intrusion detection as a technology is not new, it has been used for generations to defend valuable resources
- IDSes can detect and deal with insider attacks, as well as, external attacks, and are often very useful in detecting violations of corporate security policy and other internal threats

a system to uncover malicious/unwanted activity on your network by inspecting the network traffic

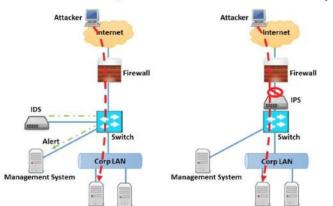
Intrusion Detection System

- Passive, it only looks and alerts the admin
- Compare to a security camera
- Works with a copy of network traffic

#### Intrusion Prevention System

- Active, tries to prevent malicious activity
- Compare to a security checkpoint
- Deployed next to router or firewall

# IDS / IPS



#### Intrusion Detection System Intrusion Prevention System

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- Monitors network resources to detect intrusions and attacks that were not stopped by preventative techniques like firewalls, packet-filtering routers, proxy servers.
- To detect attacks as they happen
- To provide information about the attacks that have passed into the network

- Network Based Intrusion Detection System : Network-based IDS log their activities and report or alarm on questionable events
- Host Based Intrusion Detection System : Detecting malicious activities on a single computer ; watches only specific host activities

- Signature Based IDS
- Anomaly Based IDS
- Hybrid Detection

- Network traffic is examined for pre-configured and pre-determined attack patterns known as signature.
- Signatures are easy to develop and understand if you know what network behavior you're trying to identify.
- IDS analyzes information it gathers and compares it to a database of known attacks, which are identified by their individual signatures
- It can be very accurate.
- Highly effective towards well known attack

Pros:

- Highly effective towards well known attacks.
- Low false positive rates

Cons:

- New vulnerabilities and exploits will not be detected until administrators develop new signatures
- Very large and it can be hard to keep up with the pace of fast moving network traffic.
- Can be Bypassed by changing the signature of attacks

- Use network traffic baselines to determine a "normal" state for the network traffic and compare current traffic to that baseline.
- Does not requires signatures to detect intrusion.
- A new attack for which a signature doesn't exist can be detected Cons: False Positive Rate is high

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- Feature is an attribute that has an impact on a problem or is useful for the problem
- Dataset consists of noisy data, irrelevant data, and some part of useful data. With noise and irrelevant data, the model may not predict and perform well.
- Moreover, the huge amount of data slows down the training process of the model
- Causes overfitting hence does not enhance generalization

### Supervised Learning

Feed Forward Neural Networks Convolutional Neural Networks Recurrent Neural Networks

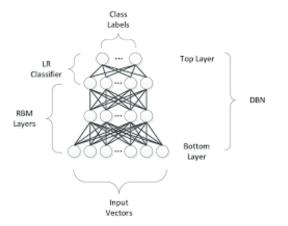
### Unsupervised Learning

Auto-Encoders Restricted Boltzmann Machines

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## Deep Belief Networks



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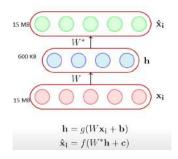
- Very much like a feed forward neural network
- Has two phases: Encoding and Decoding Phase
- Encodes an input x<sub>i</sub> into a hidden representation 'h'

- Decodes the input from the hidden representation h
- The model is trained to reduce a certain loss function that will ensure that x<sub>i</sub> is close to x̂<sub>i</sub>

# Auto-Encoder Types

## $\dim(\mathsf{h}) < \dim(x_i)$

- If we are still able to reconstruct x<sub>i</sub> from h what does it tell about h?
- h is a loss-free encoding of x<sub>i</sub>
- Such an auto-encoder is called Under-Complete auto-encoder



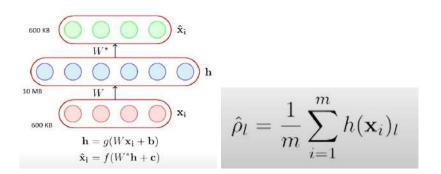
• The objective function of the auto-encoder is to reconstruct  $\hat{x}_i$  to be close to  $x_i$  as possible

$$\min_{W,W^*, \mathbf{c}, \mathbf{b}} \ \frac{1}{m} \sum_{i=1}^m \sum_{j=1}^n (\tilde{x}_{ij} - x_{ij})^2$$

• Train the auto-encoder like a normal feed forward neural network

- A hidden neuron with sigmoid function will have values between 0 and 1
- Neuron is activated when its output is close to 1 and not activated when its output is close to 0
- A sparse auto-encoder tries to ensure the neuron is inactive most of the times
- In other words, the average activation function of the neuron is close to 0

## Sparse Auto-Encoder



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- If the neuron 'l' is sparse (i.e mostly inactive), then  $\hat{\rho}_l$  tends to 0
- A sparse auto-encoder uses a sparsity parameter  $\rho$  (close to 0) and tries to enforce the constraint  $\hat{\rho}_l = \rho$
- whenever it isactive, it is going to find relevant information
- We have to ensure  $\hat{\rho}_l = \rho$ , one way of doing this is

$$\Omega(\theta) = \sum_{l=1}^{k} \rho \log \frac{\rho}{\hat{\rho}_l} + (1-\rho) \log \frac{1-\rho}{1-\hat{\rho}_l} \qquad \mathcal{L}(\Theta) = \mathcal{L}(\Theta) + \mathcal{Q}(\Theta)$$

• This is also known as the Kullback-Liebler divergence (KL)

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- Most commonly used datasets for intrusion detection are KDD99 dataset and NSL-KDD
- NSL-KDD dataset has been selected

- Cleaned up version of the KDD99 dataset
- Knowledge Discovery and Data mining Tools competition in 1999 to collect large number of traffic records
- The data set contained a total of 125973 training samples and 22543 test samples,

#### Features

- Contains 43 features per record
- With 41 of the features referring to the traffic input itself and the last two are labels (whether it is a normal or attack) and Score (the severity of the traffic input itself).

- **Denial of service attacks (DOS)**: tries to shut down traffic flow to and from the target system. The IDS is flooded with an abnormal amount of traffic, which the system can't handle
- Probe or surveillance: tries to get information from a network
- User to root attacks(U2R): starts off with a normal user account and tries to gain access to the system or network, as a super-user (root)
- Remote to Local attacks(R2L): tries to gain local access to a remote machine

# Sub - Classes

Classes:	DoS	Probe	U2R	R2L
Sub-Classes:	<ul> <li>apache2</li> <li>back</li> <li>land</li> <li>neptune</li> <li>mailbomb</li> <li>pod</li> <li>processtable</li> <li>smurf</li> <li>teardrop</li> <li>udpstorm</li> <li>worm</li> </ul>	<ul> <li>ipsweep</li> <li>mscan</li> <li>nmap</li> <li>portsweep</li> <li>saint</li> <li>satan</li> </ul>	<ul> <li>buffer_overflow</li> <li>loadmodule</li> <li>perl</li> <li>ps</li> <li>rootkit</li> <li>sqlattack</li> <li>xterm</li> </ul>	<ul> <li>ftp_write</li> <li>guess_passwd</li> <li>httptunnel</li> <li>imap</li> <li>multihop</li> <li>named</li> <li>phf</li> <li>sendmail</li> <li>Snmpgetattack</li> <li>spy</li> <li>snmpguess</li> <li>warezclient</li> <li>warezclient</li> <li>xiock</li> <li>xsnoop</li> </ul>
Total:	11	6	7	15

More than half of the records that exist in each data set are normal traffic and the distribution of U2R and R2L are extremely low.

- Intrinsic: derived from the header of the packet without looking into the payload itself and holds basic information about the packet. This category contains features 1–9.
- **Content**: hold information about the original packets, as they are sent in multiple pieces rather than one. This category contains features 10–22.
- **Time-based**: hold the analysis of the traffic input over a two-second window and contains information like how many connections it attempted to make to the same host. These features are mostly counts and rates This category contains features 23–31.
- **Host-based**: similar to Time-based features, except instead of analyzing over a 2-second window, it analyzes over a series of connections made (how many requests made to the same host over x-number of connections). This category contains features 32–41.

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- Feature value of Num\_outbound\_cmds is all 0, which has no effect on the classification process, so this feature is removed.
- Since the input of the SSAE network is a numeric matrix, we need to transform the symbolic features into numerical features
- In order to facilitate comparison, the original feature values are subjected to a maximum-minimum normalization process so that the feature values are in the same order of magnitude

# Impact of number of Layers and Neurons in each Layer

Hidden Layer Structure	ACC(%)	DR(%)	FAR(%)	$T_{\rm train}$ (s)
[110,95,70,55,30,15]	$99.32\pm0.096$	$99.27\pm0.089$	$0.096 \pm 0.052$	23.04
[105,90.70,55,30]	$99.17\pm0.103$	$99.02\pm0.114$	$0.109\pm0.054$	11.03
[100,80,60,40,20]	$99.01\pm0.098$	$98.92\pm0.121$	$0.117\pm0.032$	10.32
[100,80,50,30]	$98.63 \pm 0.101$	$\textbf{98.32} \pm \textbf{0.120}$	$\textbf{0.131} \pm \textbf{0.021}$	5.03
[105,80,45,20]	$98.54 \pm 0.109$	$98.15 \pm 0.125$	$0.136 \pm 0.024$	5.26
[90,60,30]	$93.39\pm0.259$	$93.12\pm0.364$	$0.158\pm0.019$	3.19
[85,50,20]	$92.78\pm0.234$	$93.01\pm0.318$	$0.164\pm0.038$	2.98
[75,30]	$87.97 \pm 0.198$	$87.32\pm0.256$	$0.305\pm0.029$	2.18
[80,40]	$88.74 \pm 0.218$	$88.04 \pm 0.187$	$0.289\pm0.259$	2.25
[65]	$84.92\pm0.356$	$83.78\pm0.321$	$0.351 \pm 0.298$	1.45
[60]	$86.12 \pm 0.328$	$85.93 \pm 0.315$	$0.348 \pm 0.384$	1.37

- Significant reduce in the training time and testing time of the classifiers.
- The results demonstrate that the SSAE can almost retain all the amount of information contained in the original data while learning the high-level representation of features

Method	ACC(%)	DR(%)	FAR(%)	Training Time(s)	Testing Time(s)
SVM	$99.02\pm0.135$	$98.97 \pm 0.168$	$0.156\pm0.054$	73.96	59.20
KNN	$98.93 \pm \textbf{0.214}$	$98.32 \pm 0.237$	$0.171 \pm 0.066$	78.54	63.85
RF	$99.13 \pm 0.169$	$98.94 \pm 0.187$	$0.153 \pm 0.049$	68.30	51.39
SSAE+SVM	$99.35 \pm 0.127$	$99.01 \pm 0.134$	$0.130 \pm 0.051$	8.32	3.29
SSAE+KNN	$98.87 \pm 0.146$	$98.69\pm0.153$	$0.152\pm0.062$	9.19	4.83
SSAE+RF	$99.21 \pm 0.138$	$98.53 \pm 0.210$	$0.148 \pm 0.044$	8.25	3.49

Met	hod	Normal	DOS	Probe	R2L	U2R
Feature Selection Method	FMIFS[13]	98.98	98.76	86.08	88.38	22.11
	TDTC[27]	94.43	88.20	87.32	42.00	70.15
	SVM-ELM[28]	98.13	99.54	87.22	31.39	21.93
	DNEDRON [29]	98.92	95.94	97.17	83.75	76.92
Shallow Learning Model	TVCPSO[6]	99.13	98.84	89.29	75.08	59.62
	NBC-A[8]	98.21	99.11	97.67	98.30	99,19
	CANN[9]	95.98	96.59	82.85	78.95	61.54
	TLHA[11]	99,26	97.37	98.61	79.39	14.02
Deep Learning Model	HAST-IDS[15]	N/A	99.10	83.35	74.19	64,25
	LSTM[16]	99.50	99.30	87.00	30.40	75.10
	DBN <sup>4</sup> +LR[17]	94.51	98.74	86.66	100.00	38,46
	RNN-IDS[30]	N/A	83.49	83.40	24.69	11.50
Proposed method	SSAE+SVM	99,43	99.35	99.03	83.43	67.94

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- In the multi-classification experiments, for the detection rate of two types of low frequency attack samples, R2L and U2R, the methods we proposed have not achieved satisfactory results, only 84.43% and 67.94%, respectively.
- The main reason for this result is that the number of R2L and U2R attack samples contain in the training set used in our experiments are scarce
- Classification features are insufficient, which result in the SVM classifier failing to learn the sample features effectively
- Low frequency attack samples may be ignored as noise points or outliers of the majority class.



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Thank You! samyuktha@setsindia.net

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