Using a Hybrid ML Model on Network Intrusion Detection System

Alan James
Dept of Computer Science Engineering
Lovely Professional University
Phagwara, Punjab
alaanjames@gmail.com

Ashok Kumar
Dept of Computer Science Engineering
Lovely Professional University
Phagwara, Punjab
ashoksamota0@gmail.com

Tuttaganti Sri Harsha
Dept of Computer Science Engineering
Lovely Professional University
Phagwara, Punjab
harshatuttaganti.123@gmail.com

Bhavanam Narendra Reddy
Dept of Computer Science Engineering
Lovely Professional University
Phagwara, Punjab
bhavanamnarendra4@gmail.com

Avula Bharatasimha Reddy
Dept of Computer Science Engineering
Lovely Professional University
Phagwara, Punjab
bharatasimhareddy229@gmail.com

Nagulapalli Gunadeep Kushal
Dept of Computer Science Engineering
Lovely Professional University
Phagwara, Punjab
gunadeepkushal18@gmail.com

***Abstract*—. An Intrusion Detection System is designed to keep malicious users and unauthorized people from accessing information useful for a particular organization or a group. IDS is very important for the secure transfer of files and data across channels. Cyberworld is now prone to hackers, and attacks. Therefore, the most advanced and relevant technology Machine Learning is used here in this paper for its study and improvements. In this paper, we try to propose some improvements in the existing system and how we can tackle it using ML algorithms that cater to solving it. To improve it, we will optimize the features to be selected for training the model and building it.**

Keywords—intrusion detection, machine learning, algorithms

I. Introduction

IDS is an important thing in today's world due to the increasing amount of cyberattacks and crimes. An IDS detects any intrusion or attack and makes the user aware of it to prevent further damage. The performance of an IDS depends on its ability to accurately detect and classify intrusions while minimizing the rate of false alarms. In normal life, the chances of cyberattacks have increased due to the good amount of internet users everywhere.[1] Hence, attackers may have leveraged the vulnerabilities in these technologies to exploit the data of individuals and organizations. To secure ourselves from these attacks, we can install anti-virus software, and firewalls and use IDS for better security and regulation. Among these measures, IDSs have gained significant attention from the public for safeguarding their internet systems. IDSs are utilized to detect, categorize, and potentially respond to legitimate activities.

A perfect IDS system would have the capability to detect every attack with zero false positives, although this is a challenging task. The primary objective of an IDS is to identify unlawful behavior within the host or network. Essentially, an IDS is designed to detect unauthorized activity and can monitor a wide range of network activity. Whenever an attack is detected, the IDS will alert the appropriate managers with a warning message.

An ideal IDS system would be able to detect all attacks with 100% accuracy, but achieving this is difficult. There are two primary approaches used by HIDS and NIDS for intrusion detection: misuse detection and anomaly detection. Misuse detection is employed by IDSs that match existing signatures against network traffic to detect attacks. When a match is found, the IDS takes action as the traffic is deemed harmful.

Anomaly detection employs soft computing techniques such as neural networks [10], and data mining [8] to identify attacks. Although anomaly detection can detect novel attacks, it often produces more false positives. The system's performance may degrade due to computational overload and an increase in the number of transmission packages.

One major problem with the real intrusion detection technique is that it still requires human engagement to distinguish between normal traffic and intrusions. The new challenges posed by "Big Data" and "Cloud Computing" are also very concerning. The intrusion detection engine must actively gather and evaluate a vast amount of data produced by these two pervasive technologies. Frequently, the IDS must cope with multi-dimensional data produced by these large quantities of data. The dataset used plays a significant role because of updating over the years regarding the attacks. Therefore we have to see about false positives rate too for a better understanding[3].

This research paper suggests utilizing the NSL-KDD dataset as an alternative to the commonly used KDD Cup 1999 benchmark intrusion detection dataset [4] to construct a network intrusion detection system. We implement ten machine learning methodologies and combine them with various evaluation techniques to create a network intrusion detection system to undertake a full examination of the proposed research.

The KDD dataset has been advocated for use by numerous academics in the past to identify assaults [6][7]. These suggestions, meanwhile, have not produced a good detection rate. Moreover, the current IDS evaluate every feature, which can lead to incorrect classification of intrusions and require a long time for modeling.

Researchers have used conventional machine learning approaches like Naive Bayes, Decision Trees, and Support Vector Machines to solve the shortcomings of several intrusion detection algorithms. Although these methods have increased detection accuracy, handling the significant volumes of data involved still calls for professional expertise and engagement. Since they rely on techniques that let machines train without human intervention, these shallow classifiers might not perform as well for multiclass issues with a lot of features [5].

The base research paper we're studying used around at least 8 ML algorithms to conclude. In it, the researchers have tried to predict the accuracy using various performance metrics and have tried to eliminate the existing problems related to the NSL-KDD dataset's limitations.

II. Literature Review

Due to their ability to generalize, machine learning approaches are widely employed by researchers in the field of network intrusion detection to grasp technical information about intrusions that don't have any predetermined patterns. Researchers have found many AI techniques and data mining methods to improve IDS over the years. Among the commonly used AI methods in network security research, the Bayesian approach has been extensively studied [9].

Previous research has utilized association rules to detect network intrusions [11]. However, the downside of association rule mining is that it tends to generate an excessive number of rules, which can increase system complexity, after applying multiple performance indicators to the entire rule set.

A cooperative agent architecture for an IDS was suggested in an intriguing study by [14]. The technology enables a continuous scale for intrusion detection by allowing the agents to update soft evidence and share beliefs about the likelihood of an event occurring. The suggested system uses 00three different types of agents: registry agent, intrusion monitoring agent, and system monitoring agent.

Earlier research [12] extensively utilized neural networks for detecting abnormality and misuse patterns. However, a potential issue with neural networks is that their training time increases when used with larger datasets such as KDD Cup 1999.

Bayesian Networks (BN) are commonly used to address uncertainty in decision-making and have proven effective in various research domains. As a result of its causal and probabilistic semantics, a BN model can integrate both data and domain knowledge [13]. Humans can modify the BN to enhance the performance of the predictive model. Furthermore, probability and network learning techniques can be utilized to refine the expert-elicited network for improved prediction accuracy.

Over the years, Decision Trees [17] and Naive Bayes [13] have helped improve IDS results and are majorly used ML techniques. Decision trees are favored due to their simplicity, quick adaptation, and high categorization accuracy. On the other hand, Naive Bayes assumes that data attributes are conditionally independent rather than correlated, which may affect its performance. Nguyen and Choi [16] evaluated the top ten classifier methods for network intrusion detection and proposed a classification model.

One-dimensional time-series modeling of network traffic events was the main topic of [15], where the purpose was to forecast future network traffic patterns based on previous data. The authors used a mixture of LSTM and GRU, two RNN and CNN approaches, to accomplish this. While RNNs are the best choice for modeling sequential data, CNNs excel at removing significant features from time-series data.

Misclassification can lead to strange results and will give rise to problems in understanding the nature of intrusions. Therefore, it is a definite need to make the IDS more efficient and accurate for detecting different categories of attacks. The ML algorithm SVM was used in [18] which used 5 class classification features to provide more apt results for each class. This would make the IDS users prepared for any unforeseen attacks using this approach.

Juan Wang et al. suggested a decision tree-based method for intrusion detection in their work [20]. Even though the C4.5 approach performed well in their testing, the error rate remained constant. A decision tree-based learning technique was utilized by Farid et al. [19] in 2010 to retrieve crucial features from the training dataset for intrusion detection. Their methods used the ID3 and C4.5 decision tree algorithms to find pertinent features

Abraham et al. explored ensemble and hybrid approaches utilizing Decision Trees (DT) and Support Vector Machines (SVM) for intrusion detection [23], and they concluded that the hybrid approach outperforms a direct SVM technique for all classes. The authors designed three different hybrid models by combining SVM and DT.

A statistical approach was employed by Geetha Ramani et al. [21] in their study from 2011 to analyze the KDD 99 dataset. By examining the internal dependencies between features, they were able to identify the most important features. Through their analysis, the researchers were able to identify the features that contribute most to the classification of network traffic events.

In their research, Panda and Patra [22] developed a hybrid clustering approach to enhance the identification of rare attack categories. The authors used the COBWEB algorithm which makes the formation of a classification tree where each class is a node. In their study, Panda and Abraham [25] developed a network intrusion detection system that utilized the NSL-KDD dataset and the Discriminative Multinomial Nave Bayes (DMNB) algorithm. The authors implemented a feature selection process to reduce the dataset's dimensionality and improve classification accuracy. They then compared the model's performance with the other popular models using Decision Trees (DT), K-Nearest Neighbors (KNN), and Support Vector Machines (SVM). Their model performed better than the other algorithms as mentioned above in the metrics like precision, accuracy, recall and F1 measure too. The authors concluded that their proposed approach using DMNB could serve as an effective solution for network intrusion detection in real-world scenarios.

In this paper, we are trying to go back to the basics of ML algorithms, using all the existing algorithms and the hybrid ones too for better accuracy and detection.

III. Proposed Methodologies and Evaluation

We are proposing the use of 10 machine learning algorithms, some of which are standard ones used over the years. We are also trying to implement hybrid ML models to better conclude. Hybrid models use different available algorithms and use it train one after the another arriving at a better accuracy measure. Below are the algorithms and their brief working to better understand our results.

Random Forests [24] is an ensemble learning approach that enhances the robustness and accuracy of the model by combining the predictions of various decision trees. The algorithm selects arbitrarily some from the subset and some features and makes trees. It then goes on this to build a huge tree interconnecting with nodes and leaves. Each decision tree is constructed during training using a random sample of features, and the splitting points are chosen based on the optimal split for that specific collection of data and features. Once all the trees are constructed, they each make predictions based on fresh data, and the combined forecasts of all the individual trees result in the final prediction. The study [26] offers a novel method for quickly identifying hazards in network intrusion detection systems that incorporate the RFC-RST technique. The study's main objective is to establish the bare minimum of rules necessary to accurately reflect the knowledge contained in the dataset.

KNN is a widely used machine learning algorithm and is used for classification problems majorly. It uses the concept of distance and selects and categorizes features according to their proximity and farther the point is. KNN then determines the "K" nearest data points, where "K" is an integer that represents the total number of nearest neighbors that will be taken into account. The majority class among the new data point's K-nearest neighbors then determines its classification. In the paper [27], the KNN algorithm is used on the IDS system by using the NSL-KDD dataset. After doing the necessary data pre-processing, and tuning the parameters they removed some unimportant features. The K value was arbitrarily chosen and experimented with. It depended on the number of observations. Usually, the square root of that is taken for that. They came to the value of 5 and stuck with it. The paper concluded that it was effective in detecting the anomalies and has a high accuracy too with fewer false positive scores.

The machine learning algorithm Support Vector Machines (SVM) is used for regression analysis and classification. Finding a hyperplane that maximum separates the various classes of data points in the dataset is how the algorithm operates. A hyperplane is a line that divides two groups of data points into two dimensions. The closest data points to the hyperplane are known as support vectors, and SVM operates by locating these vectors. The hyperplane's position and orientation are then optimized by the algorithm to maximize the margin or the separation between the hyperplane and the support vectors for each class. The authors [28] pre-processed the NSL-KDD dataset by removing duplicate and irrelevant features and normalizing the data. The authors experimented with different kernel functions of SVM and found that the Radial Basis Function (RBF) kernel performs better than the Linear kernel for the NSL-KDD dataset.

Naive Gaussian based on Bayes' theorem; Bayes is a probabilistic machine learning method. It is a supervised learning technique applied to classification tasks using continuous input characteristics. Each feature in the training dataset has its probability distribution first estimated using the algorithm. The term "naive" refers to the assumption that the traits are independent of one another. Each feature's estimated probability distribution typically follows the Gaussian (Normal) distribution. The program then determines the conditional probability of each class given the input features after estimating the probability distribution of each feature. The algorithm determines the conditional probability of each class given the input features during prediction and chooses the class with the highest probability as the predicted class. The authors [29] conclude that the proposed system can be used in real-world scenarios for intrusion detection, and the results can be improved further by incorporating other machine learning techniques or by using more advanced oversampling methods.

Decision Trees are a widely used machine learning method for regression and classification tasks. They create a tree-like structure that maps out decision pathways and their corresponding outcomes. Decision nodes in the tree represent a choice based on a particular feature or attribute, while each branch represents a potential value or outcome for that feature. During the training phase, the algorithm identifies the most useful feature to split the data at each node. This process continues recursively until a specified stopping criterion, such as a minimum number of samples or maximum tree depth, is reached. The authors [30] implemented a Decision Tree algorithm to detect network intrusions and achieved an accuracy of 98.27% on the NSL-KDD dataset. The authors also noted that feature selection played an important role in achieving high accuracy, and they employed a feature selection algorithm to improve the performance of their system.

Logistic Regression is not a mainstream popular ML algorithm and is used in very chosen circumstances, but we can't rule out its usefulness in any case. It finds out the chances of occurring of an incident based on a function normally called the 'sigmoid function'. The classification is given numerically as 1 or 0 depending on the prediction that algorithm makes. The logistic function is used by the model to forecast the likelihood that a new input will belong to a specific class during the testing phase. After conducting experiments on the NSL-KDD dataset, the logistic regression model [31] exhibited promising results in identifying network intrusions. By performing a feature selection process, the model's performance was significantly enhanced. The study also proved their conclusion that Logistic Regression is a tested algorithm for analyzing the performance of the IDS.

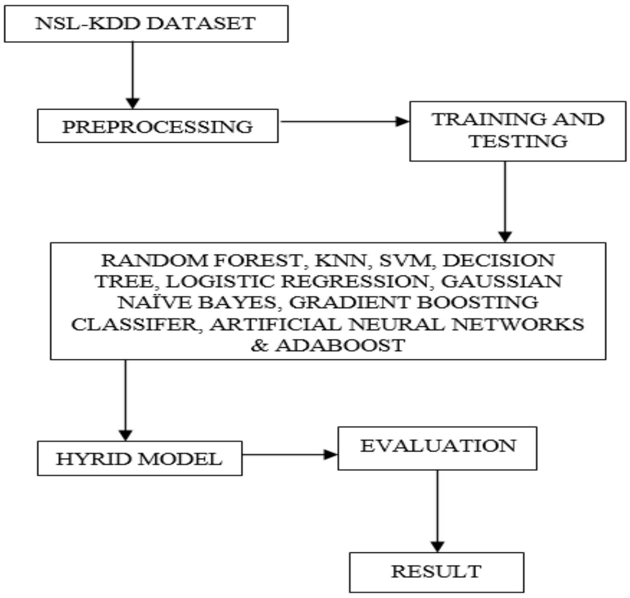
The GBC algorithm constructs decision trees iteratively using their mistakes as a training set. The method begins the training process with a basic decision tree, often known as a weak learner. Following training on the training set of data, the weak learner's predictions are assessed. The following decision tree in the ensemble is trained using the mistakes made by the weak learner. This process continues until the desired precision is attained or the specified number of trees has been planted. The final forecast is created by combining the predictions from each decision tree. A weighted average of each decision tree's predictions, with the weights based on the accuracy of the individual trees, is used by the GBC method. The proposed [32] GBC algorithm outperforms other traditional classification algorithms on the NSL-KDD dataset. This algorithm is efficient as it learns compatibly to understand its mistakes and takes the most important features for IDS. Thus, it increases the overall accuracy and detection of the results.

Artificial Neural Network is an ML algorithm that is based on the functioning of the human brain. An ANN is definitively a single network of connections or neurons (nodes) arranged in a neural way. Each neuron conducts a straightforward mathematical calculation on its inputs and outputs the result to the layer below it. The given input variable is taken for some training and is passed onto a hidden layer which performs a weighted operation on it. From there, the hidden layer gives out the output value and then we compare it with the actual results. The authors [33] used different ANN models with varying numbers of hidden layers, neurons, and activation functions to perform the classification task. Increasing the number of hidden layers and neurons in the ANN models improved the performance of the classifier up to a certain point, beyond which it started to overfit the training data.

The hybrid model is the base method that we are suggesting in this paper. This model majorly works on the operation of ensemble learning. This model is used to increase the overall performance of the ML algorithms by improving on the datasets using different existing algorithms. Ensemble hybrid models use many hybrid models to get a final forecast, using both approaches. The final prediction is then created by combining each of these unique models using a particular technique, such as voting or averaging. By putting some best ML algorithms together on the model, we can increase the detection of individual models' performance. The paper [34] proposes a hybrid ensemble model for network intrusion detection using the NSL-KDD dataset. The model takes into account algorithms like KNN, ANN, Decision Trees, SVM, etc. The research concludes that the proposed hybrid ensemble model can effectively detect network intrusion and has the potential to be applied in real-world scenarios.

A machine learning approach called AdaBoost (Adaptive Boosting) combines several weak learners (simple, inaccurate classifiers) to produce a strong learner (a more accurate classifier). AdaBoost's core principle is to iteratively train a series of weak classifiers on various iterations of the training data while giving each training example weights based on how well the previous classifiers did on that example. The suggested method [35] may accurately identify previously unknown attacks and is resistant to many forms of attacks. In comparison to employing a single classifier, the suggested ensemble learning strategy, which integrates multiple classifiers using the AdaBoost algorithm, can greatly increase the accuracy of intrusion detection.

IV. Diagram of Implementation



V. Evaluation Metrics Used

We are using four metrics to define the ability of the machine learning algorithms to evaluate the results. Accuracy Rate, Precision Score, Recall Value, and F1 Score are the metrics for our discussion and evaluation.

Accuracy Rate: The accuracy of a model is the proportion of accurate predictions it makes for a given collection of data. The accuracy rate is calculated as follows:

Accuracy = (Number of Correct Predictions) / (Total Number of Predictions)

Yet, accuracy might not always be the optimal metric to employ. For instance, accuracy may be deceptive when the dataset is unbalanced and there are disproportionately more samples of one type than another.

Precision Score: A statistic called precision is used in machine learning to assess how well a categorization model is performing. In other words, it assesses the accuracy of the model's optimistic forecasts. Precision is calculated as:

Precision = True Positives / (True Positives + False Positives)

Precision is helpful when there is a significant cost associated with false positives (predicting a positive when the class is negative), and we wish to reduce the frequency of false positives.

Recall Rate: Recall, which is often referred to as sensitivity or the true positive rate, is a statistic used in machine learning to assess how well a classification model is performing. The recall is calculated as:

Recall = True Positives / (True Positives + False Negatives)

The recall is helpful when the cost of false negatives is significant and we want to reduce the number of missed positive cases.

F1 Score: A machine learning metric called the F1 score is used to assess how well a categorization model is performing. It measures a model's ability to accurately identify positive examples while avoiding false positives and false negatives and is the harmonic mean of precision and recall.
The F1 score is calculated as:

F1 score = 2 * (precision * recall) / (precision + recall)

A score of 1 implies flawless precision and recall, whereas a score of 0 indicates that the model is unable to accurately recognize any positive examples. The F1 score ranges from 0 to 1.

VI. Experimental Results And Discussion

The NSL-KDD dataset was already divided into a training and testing dataset for easier access and evaluation purposes. The training dataset had the dimensions of (125973, 42) while the testing dataset had dimensions of (22544, 42).
To accurately capture the results of the models, the dataset was further divided according to the attack types. The dataset consists of four attack types:

DoS Attacks: A DoS (Denial of Service) attack is an attack where the user is flooded with valid requests to the server ultimately bringing it down for even the valid user. Attacks like the Smurf, Neptune, and Teardrop are examples of this.

Probe Attack: A cyber-attack known as a probing attack includes searching a network or computer system for vulnerabilities and information. Attacks known as probing can be automated or manual and leverage a variety of protocols, including ICMP, TCP, UDP, and HTTP. Examples include Satan, ipsweep, and nmap attacks.

User to Root (U2R) Attack: In a User to Root (U2R) attack, the attacker gains illegal access to a system or network to escalate their privileges from that of a regular user to that of a privileged system administrator, also referred to as the root user. Eject, load module and Perl assaults are a few examples.
Root to Local (R2L) Attack: An attempt to access lower-privileged user accounts is made by an attacker with root-level access to a system or network during a Root to Local (R2L) attack. Ftp Write, guess passwords and IMAP attacks are a few examples.

Here are the findings for better understanding:

Accuracy Rate Comparison
Table 1

ML Algorithm	DoS	Probe	U2R	R2L
Random Forest	0.99785	0.99662	0.99775	0.98079
KNN	0.99715	0.99077	0.99703	0.96705
SVM	0.99371	0.98450	0.99632	0.96793
Gaussian Naïve Bayes	0.86733	0.97898	0.93562	0.97259
Decision Tree	0.99167	0.97824	0.93300	0.99632
Logistic Regression	0.99400	0.98384	0.96570	0.99683
Gradient Boosting Classifier	0.99808	0.99646	0.98118	0.99775
Artificial Neural Network	0.99668	0.99242	0.97420	0.99806
AdaBoost	0.99819	0.99670	0.99857	0.97944
Hybrid Model (RF, KNN & SVM)	0.99814	0.99283	0.99744	0.97198
Hybrid Model (RF, ANN & AdaBoost)	0.99825	0.99679	0.99816	0.98095
Hybrid Model (GBC, SVM & KNN)	0.99790	0.99283	0.99734	0.97325
Hybrid Model (GBC, ANN & AdaBoost)	0.99837	0.99687	0.99888	0.98071

From the above-given table 1, we can see that Random Forest, ANN, GBC, and AdaBoost have given a high score on testing individually on each of the attacks mentioned. On using a hybrid model the accuracy has increased in the final used model which is a combination of GBC, ANN, and AdaBoost which individually have given a good score. In the context of the NSL-KDD dataset, the accuracy rate can be a helpful indicator of how well a machine learning model performs in general at differentiating between legitimate traffic and attack traffic.

Precision Rate Comparison
Table 2

ML Algorithm	DoS	Probe	U2R	R2L
Random Forest	0.99705	0.99277	0.87956	0.96954
KNN	0.99709	0.98508	0.85073	0.95439
SVM	0.99380	0.98365	0.82909	0.96264
Gaussian Naïve Bayes	0.84830	0.96051	0.97911	0.95508
Decision Tree	0.99225	0.95509	0.81372	0.95559
Logistic Regression	0.99414	0.97967	0.83763	0.96071
Gradient Boosting Classifier	0.99801	0.99344	0.90549	0.97367
Artificial Neural Network	0.99666	0.98844	0.90445	0.97401
AdaBoost	0.99806	0.99510	0.94022	0.97020
Hybrid Model (RF, KNN & SVM)	0.99784	0.98994	0.88054	0.96291
Hybrid Model (RF, ANN & AdaBoost)	0.99830	0.99417	0.90337	0.97315
Hybrid Model (GBC, SVM & KNN)	0.99780	0.98978	0.87335	0.96706
Hybrid Model (GBC, ANN & AdaBoost)	0.99831	0.99355	0.93432	0.97616

From the given Table 2, we can observe that Ada Boost performs the best in getting a higher precision score followed by Random Forest and ANN. The proposed Hybrid Model of GBC, ANN, and AdaBoost respectively produce a better precision score than being individually given by the models. A model with high precision can accurately identify attack traffic while minimizing false positives, and therefore, is more useful in practice. Furthermore, the improvements which can be done to improve the precision score can be sampling techniques, such as oversampling the minority class or undersampling the majority class. This helps to balance the dataset.

Recall Rate Comparison
Table 3

ML Algorithm	DoS	Probe	U2R	R2L
Random Forest	0.99852	0.99555	0.94754	0.97425
KNN	0.99342	0.98606	0.93143	0.95265
SVM	0.99371	0.96907	0.91056	0.94854
Gaussian Naïve Bayes	0.90081	0.97323	0.60157	0.89097
Decision Tree	0.99107	0.97620	0.91824	0.88727
Logistic Regression	0.99367	0.97049	0.93066	0.94470
Gradient Boosting Classifier	0.99809	0.99545	0.93356	0.97315
Artificial Neural Network	0.99659	0.98793	0.95707	0.95542
AdaBoost	0.99820	0.99695	0.96552	0.97192
Hybrid Model (RF, KNN & SVM)	0.99771	0.98769	0.94865	0.95829
Hybrid Model (RF, ANN & AdaBoost)	0.99846	0.99711	0.96188	0.97385
Hybrid Model (GBC, SVM & KNN)	0.99793	0.98786	0.93833	0.95821
Hybrid Model (GBC, ANN & AdaBoost)	0.99837	0.99687	0.98406	0.97003

In the above-given table 3, Recall Rate calculation gives a better output when using SVM, GBC, and Ada Boost. Our proposed hybrid model performs efficiently considering all the algorithm’s performance and evaluation. Therefore, recall rate provides a more nuanced measure of a model's performance, as it focuses specifically on its ability to identify the positive class (i.e., attack traffic) while minimizing false negatives. The recall is particularly important for reducing false negatives, such as incorrectly classifying an attack. A model with a high recall can correctly identify a larger proportion of the attacks in the dataset and is therefore more effective in detecting malicious activity.

F1 Score Comparison
Table 4

ML Algorithm	DoS	Probe	U2R	R2L
Random Forest	0.99758	0.99482	0.90277	0.97286
KNN	0.99710	0.98553	0.87831	0.95344
SVM	0.99360	0.97613	0.84869	0.95529
Gaussian Naïve Bayes	0.85795	0.96654	0.66091	0.91620
Decision Tree	0.99171	0.96502	0.83802	0.91331
Logistic Regression	0.99390	0.97497	0.86486	0.95232
Gradient Boosting Classifier	0.99804	0.99444	0.91415	0.97337
Artificial Neural Network	0.99662	0.98814	0.92435	0.96423
AdaBoost	0.99781	0.99612	0.94055	0.97096
Hybrid Model (RF, KNN & SVM)	0.99804	0.98790	0.88594	0.96066
Hybrid Model (RF, ANN & AdaBoost)	0.99804	0.99495	0.93696	0.97405
Hybrid Model (GBC, SVM & KNN)	0.99787	0.98880	0.89419	0.96249
Hybrid Model (GBC, ANN & AdaBoost)	0.99840	0.99496	0.95146	0.97255

From the above-given table 4, F1 Score has shown a fluctuating observation for various algorithms. Random Forest, ANN, and AdaBoost prove to be the better algorithm individually. On putting the best of them for a hybrid calculation, we see that it improves on the parent algorithms and gives a better score. As we know the more the score is closer to 1, the higher its efficiency.

With the above tables, we can easily say that the hybrid model using ANN, AdaBoost, and GBC has proven metrically that its detection rate is better than the normal algorithms. It also has given a higher precision and F1 score too. Therefore, through the above-given calculations and tabular observations, we can identify the hybrid model's ability to get the intrusion detection system working.

VII. Conclusion and Future Scope

The overall conclusion from this research suggests that we have come a long way from detecting the accuracy, and usability of different algorithms for classification and prediction. Earlier research was limited to a few numbers of ML models. Over the years, different algorithms and methods have been introduced to improve upon the earlier given results and conclusions. Our research has found that experimenting hybrid model using different individual models' results has provided a way to give the output that we desire.

Our research has also given a high score for accuracy, precision, recall rate, and F1 score too. These four-evaluation metrics are the most important. Artificial Neural Networks have proven to be the best algorithm which has consistently given results matching almost to perfection. The capacity of ANNs to learn intricate non-linear correlations between input characteristics and output classes is one of their advantages. Large data sets can be handled by ANNs, and they generalize well to new data. Moreover, ANNs are flexible tools for evaluating the NSL-KDD dataset since they may be used for both supervised and unsupervised learning.

Finally, it should be mentioned that no system can be made completely secure using the best algorithms while still defending our resources from network threats. Because of this, the field of computer security research is always evolving and complex.

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