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World of Android & Malwares!

"Obviously, you will always see more malware targeting Android because Android is used more than any smartphone platform by a pretty substantial difference." - Sundar Pichai

A new malicious app is released every 7.5 seconds, 10,000 new samples everyday!



Apple CEO Tim Cook says "Android has 47 times" more Malwares than iOS.



Malware attack trends

Information Extraction: The malware in this category also endangers the device then steal your personal information such as IMEI number, user details and many more.

Automatic Calls and SMS: This malware group increase the billing of the user. This took the user's phone access like contact books and make automatic calls and send SMS to other numbers.

Root Exploits: This malware seek to gain system root rights in order to control the system and modify the system configuration with another application details.

Dynamically Downloaded Code: This method enables the installed application to download malicious code and use it on mobile devices without the user's knowledge.



Our Problem

- To identify whether an application is malware(1) or benign(0)
- Based on data collected over 3 years during installation and runtime of an application.





- The data was collected from different app markets such as google play store and has 30k records.
- The dataset consists of four textual columns:

App :- Name of the App

Package: OBB/Data package installed in root folder

Category: - App Category (eg. Entertainment, Adventure, puzzle,

Action, Antivirus, etc.)

Description:- App Description



The dataset consists of some numeric columns:

```
    Rating :- Rating out of 5
    Number of ratings :- No. of Ratings given by users
    Price :- Price of the App
    Related apps :- Apps related to installed App
    Dangerous (D) permissions count :- No. of Dangerous
    Permissions allowed by user
```

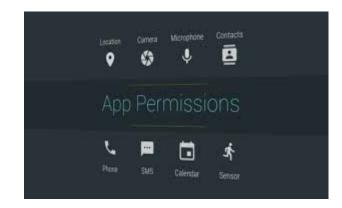
Safe (S) permissions count :- No. of Safe Permissions allowed by user



The rest of the columns are binary columns specifying certain kind

of permissions:

Default Permissions
Development Tools Permissions
Hardware Controls
Network Communications
Phone Calls





The rest of the columns are binary columns specifying certain kind

of permissions:

Service That cost you money

Storage

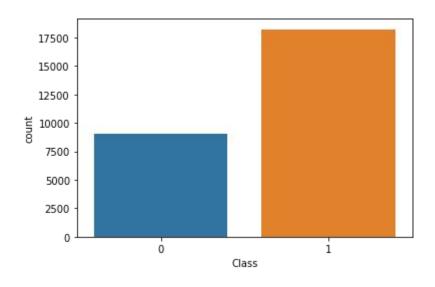
Systems tools

Personal info: Your accounts, Your Location, Your messages, Other personal info



- The dataset has 2.6k duplicate records across all columns
- It has over 720 null records in related apps and 202 null records in dangerous permissions counts.





Class Distribution for Target Classes

The dependent variable is a class count with 67% count of malware apps and 33% count of benign apps.

Al

Where is my broom..??









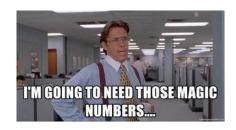
Handling Duplicates







Handling Numerical Columns









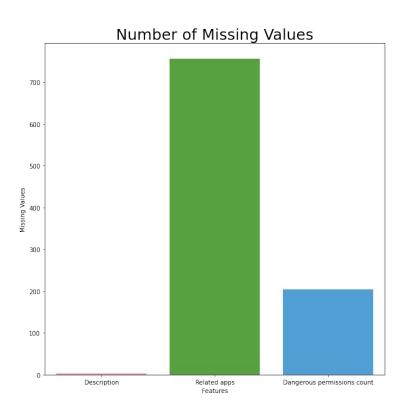
UNCLEAN DATA

- There are 2689 Duplicates (Class 0: 921, Class 1: 1768)
- Dropped Duplicates, Shape of data(after dropping): 27310,184



Al

Handling Nulls!

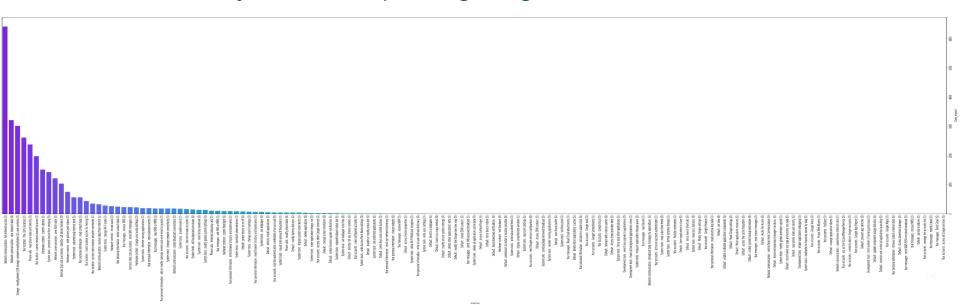


- Related Apps: There are 720 null values in this column.
- We have used **Datawig imputer** package to impute values for Related apps.
- Dangerous permission count : There are 201 null values in this column. We had imputed them with the mean value of 3.



Handling Numerical Columns

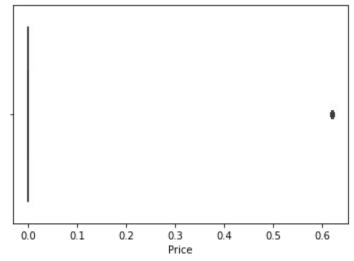
 There were 22 columns in which all the values are 0. So removed them as they are not impacting Target Class.

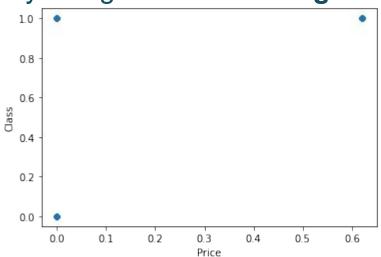




Handling Outliers

- We have outliers in Price column and Number of Ratings column.
- We handled outliers in Price by doing Mean Encoding.

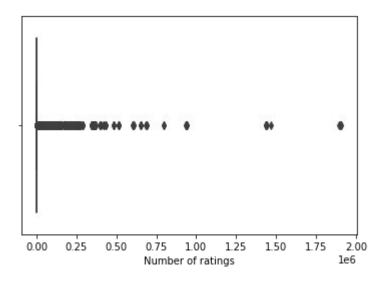






Handling Outliers

Number of ratings column





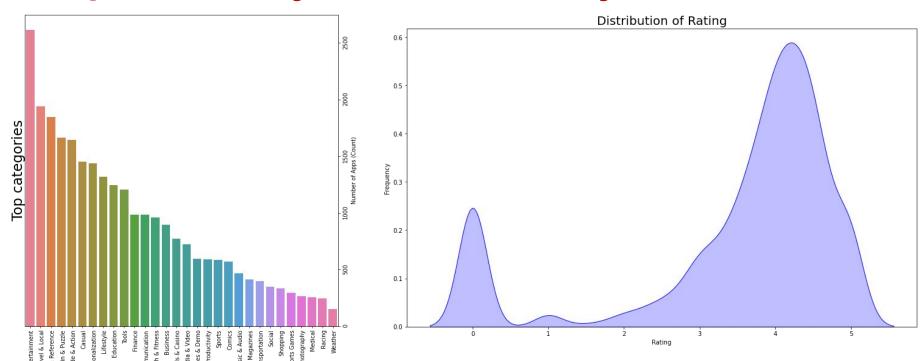
Mean Encoding

Category Arcade & Action 0.607453 Books & Reference 0.725370 Brain & Puzzle 0.635878 Business 0.448677 Cards & Casino 0.321226 Casual 0.487485 Comics 0.133333 Communication 0.477788 Education 0.609962 Entertainment 0.779625 Finance 0.493780 Health & Fitness 0.487476 Libraries & Demo 0.168576 Lifestyle 0.613937 Media & Video 0.475703 Medical 0.988889 Music & Audio 0.844485 News & Magazines 0.925000 Personalization 0.678454 Photography 0.885522 Productivity 0.834532 Racing 0.722222 Shopping 0.920200 Social 0.827068 Sports 0.963608

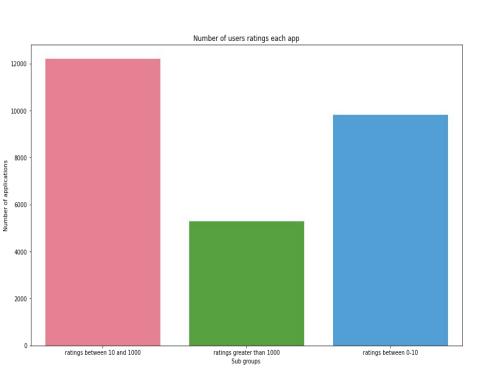
 We have "Category" column which is Categorical so we applied Mean encoding to convert each category into the respective mean.

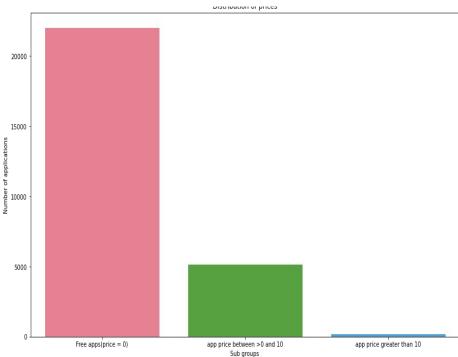


Exploratory Data Analysis

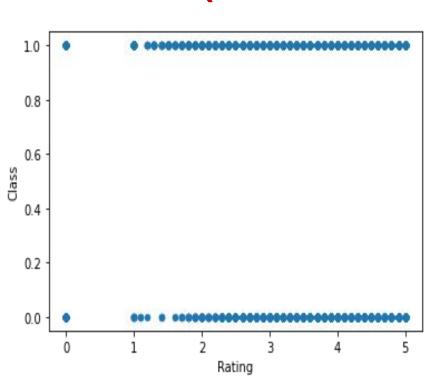


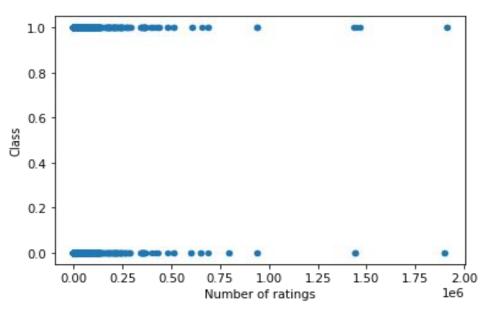




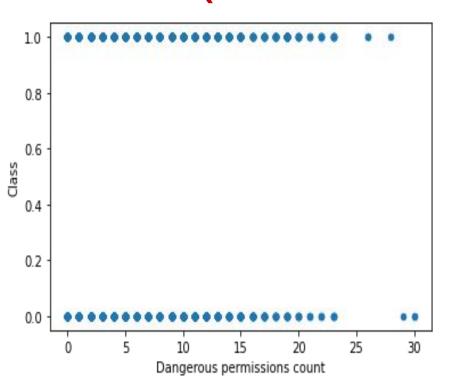


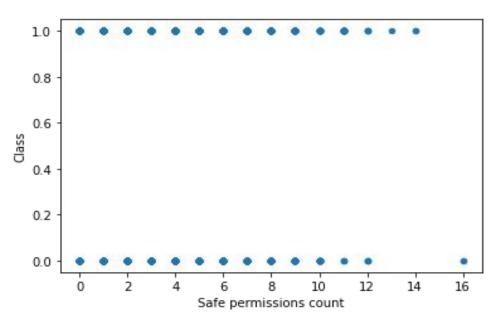




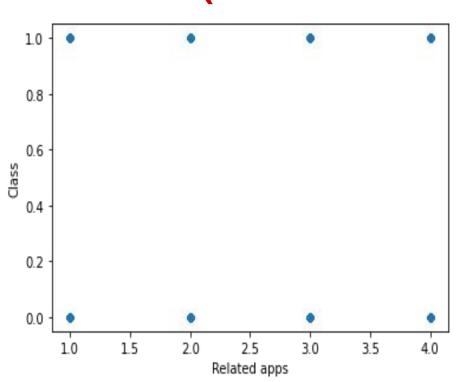














- 0.6

- 0.2

- 0.0

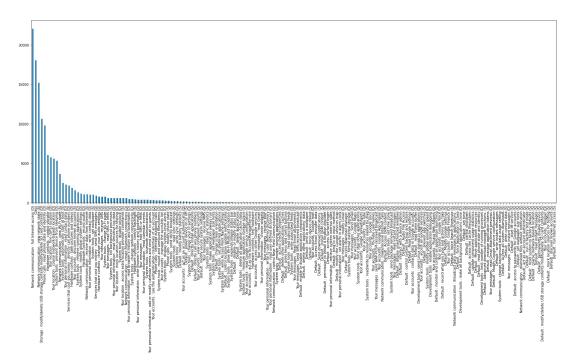
- -0.2

Correlation plot





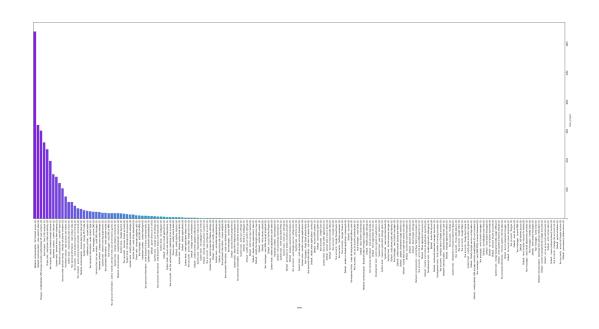
Number of Apps per Permission



It can be seen from the graph that the permission count is huge overall but only 30% of permissions are required by majority of apps.



Impact on Target Variable per Permission



It can be seen from graph there are few permissions out of total **173 permissions** which has impacted our target variable to a **malware** or **benign**.

permissions out of total 173 permissions which has impacted our target variable to a malware or benion



Playing around with Text Data!



Can Text Columns be Significant?

Description

Minecraft Pocket Edition starts with a random stage. You'll find yourself on a chaotic land in the middle of the ocean, surrounded by mountains, valleys, trees, and animals. In survival mode, the target becomes more vital as the sun sets.





com.mojang.minecraftpe.demo



Let's Clean them all!

df.isnull().sum().sort_values(ascending=False)	
Related apps	720
Dangerous permissions count	201
Description	3
Арр	1
Default : read phone state and identity (S)	0
1000	

App Column: **1** Missing Value **Description**: **3** missing values



	Арр	Package	Category	Description	Ratin
18470	Comic Books	com.eddie.comic_reader	0.125000	NaN	3.
21129	Stop Watch	dxp.nandalky.stopwatch	0.609977	NaN	3.
26148	Pedometer ***NEW***	com.lexapps.pedometer	0.468815	NaN	3.



Text Preprocessing!

1.	CLEANING	2. STOPWORDS	3. TOKENIZATION	4. STEMMING	
•	Description: Removed HTML tags Package: Separated words from APKs All Columns: Only characters selected by regex All words to lowercase Merged text	 Removed Stop words Normal english words & problem specific (app, android) 	 Splitted sentences to tokens Used word_tokenise from nltk 	 Transformed words to roots Used Snowball Stemmer 	

columns



Time to Model...

Vectorization Dimensionality Classification Model Reduction

Evaluation & Insights

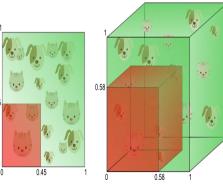
TFIDF Vectorizer

$$tf-idf = tf \times idf$$
 (1)

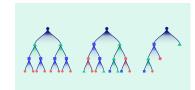
$$idf(t) = log \frac{n+1}{df(d,t)+1} + 1$$
 (2)



PCA



XGBoost via Bayes Search

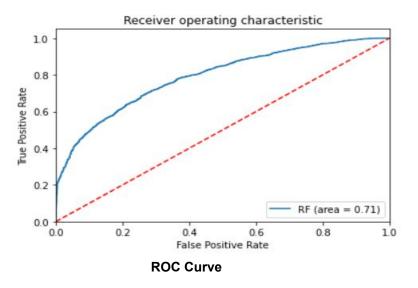


What could we infer?





Evaluation & Insights: Surprised!



	precision	recall	f1-score	support	
0	0.56	0.72	0.63	1864	
1	0.83	0.71	0.76	3598	
accuracy			0.71	5462	
macro avg	0.69	0.71	0.70	5462	
weighted avg	0.74	0.71	0.72	5462	
	Class	ification	Report		

fingers crossed

Definitely not bad for a text column based Prediction! Let's see...!





Should we or shouldn't we? -A Dilemma

Class Derived_Prob_Text

0	0.651585
0	0.756145
0	0.365056
0	0.838322
0	0.921213
5325	222
1	0.097495
0	0.810635
1	0.208205

Target Class and Derived text Column probability for the class

How about we have a derived column from NLP Model?

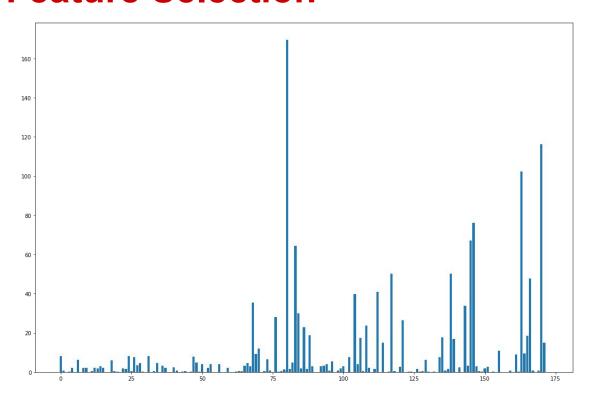
Let's use a probability score derived from the Best NLP Model for a class!



How about a Hybrid Model???



Mathematics to the rescue: 1. Chi-Square Feature Selection



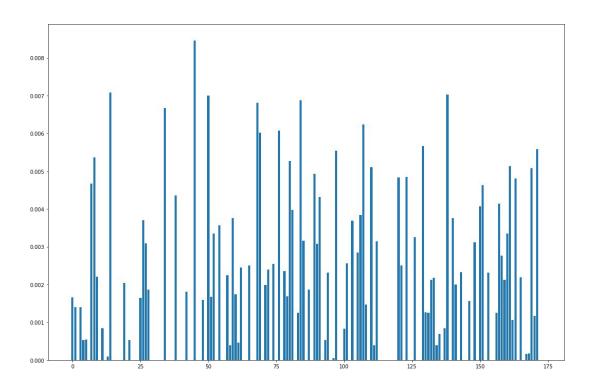
Using Chi- Square

Test for Using ChiSquare test for binary
categorical variable we
did feature selection for
permission columns.

binary categorical variable we did feature selection for



2. Mutual Information Feature Selection



Feature selection for permission columns using mutual information.

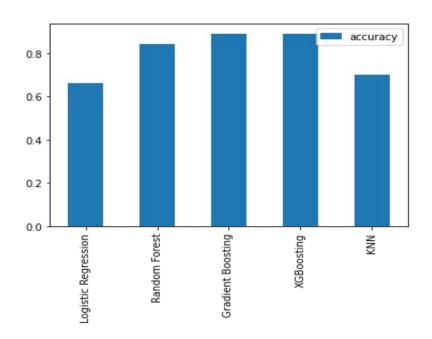


Finally!

- Text Columns ----> Probability Derived Column
- Permissions Columns: Removed columns with 0 impact on Target
- Category ----> Mean Encoded
- Related App -> Count of Related Apps
- Price -> Imputed for mean price (null values)
- Number of Ratings
- Ratings



Let's start Modelling!



5 Models: XGBoost, Random Forest, GBM, Logistic Regression, KNN with and without Text Derived Columns



Accuracy Comparison for Different Models



MEDOST

Best of all worlds!

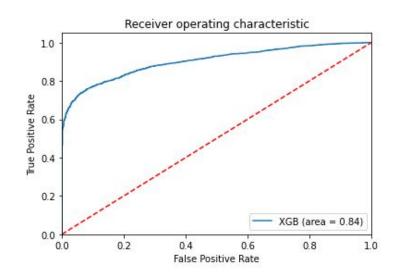


XGBoost: Hyper parameter tuning using Random Search CV



Evaluation of Best Model Without Text Column

	precision	recall	f1-score	support
0	0.65	0.93	0.76	1832
1	0.95	0.75	0.84	3630
accuracy			0.81	5462
macro avg	0.80	0.84	0.80	5462
weighted avg	0.85	0.81	0.81	5462



Classification Report of XGB Without Text derived Column ROC Curve of XGB Without Text Derived Column



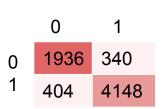
So, does adding a new derived Column like Text derived probability score really make a difference?



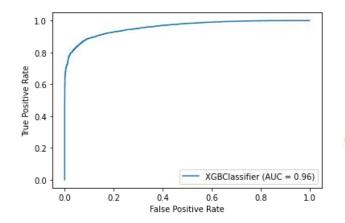


Surprise!Surprise!





Confusion Matrix



		precision	recall	f1-score	support
	0	0.83	0.85	0.84	2276
	1	0.92	0.91	0.92	4552
accur	racy			0.89	6828
macro	avg	0.88	0.88	0.88	6828
weighted	avg	0.89	0.89	0.89	6828

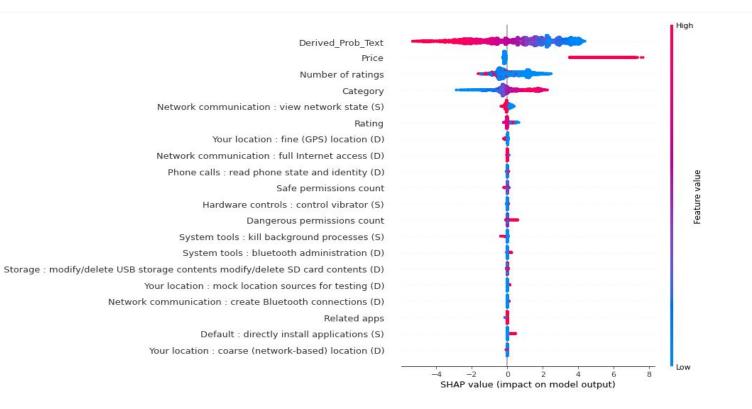
Classification Report

ROC Curve for XGBoost with Text Derived Column

Adding a Text Derived Column from NLP increased the overall F1 score from 81% to 89%!



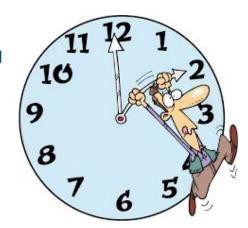
What's Important?





If only we had more time: Future Scope!

- Individual probability for each Text Column via NLP Modelling
- Handling Outliers well
- Deep Learning Using Transformers (BERT, RoBERTa etc.)
- Improve overall Accuracy of the model
- Deploy the Model on an App
- More Research on the Use Case and domain





Conclusion

- Performed EDA and Cleaned Dataset
- Univariate & multivariate analysis
- Visualised Data, inferred insights
- NLP Model for Text Column
- Hybrid Model : Power of NLP with XGBoost!
- Classified 92% of Malware Apps & 82% of Benign Apps!
- Identified Future Scopes

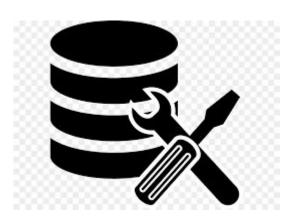




Suggestions

"Torture the data, and it will confess to anything."

-Ronald Coase, Nobel Prize winner





Together Everyone Achieves More!



Time for Q&A!!

