

SCHOOL OF INFORMATION TECHNOLOGY AND ENGINEERING SLOT: G1

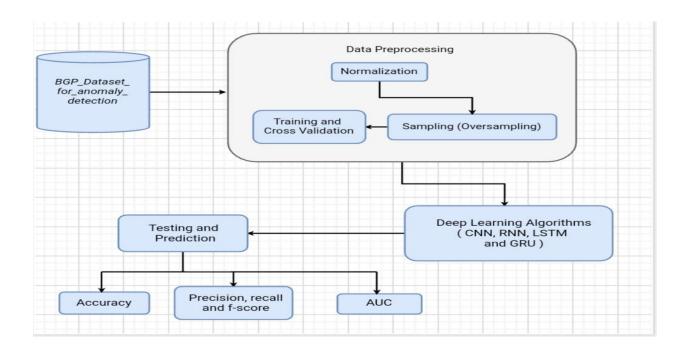
INTRUSION DETECTION SYSTEM USING DEEP LEARNING

ALGORITHMS: GRU (Gatted recurrent Unit)

BIBHU BHUSHAN

18BIT0134

Design and description of system:



BGP datasets for anomaly detection:

BGP stands for Border Gateway Protocol. BGP is the protocol that makes the Internet work. It does this by enabling data routing on the Internet. when someone submits data across the Internet, BGP is responsible for looking at all of the available paths that data could travel and picking the best route, which usually means hopping between autonomous systems.

Three well-known Border Gateway Protocol (BGP) anomalies Slammer, Nimda, and Code Red I occurred in January 2003, September 2001, and July 2001, respectively.

We are using Border Gateway Protocol anomalies for training and testing our algorithm. We are using deep learning algorithm like CNN for anomaly detection.

Data Preprocessing:

Data Preprocessing is a technique that is used to convert the raw data into a clean data set. Whenever the data is gathered from different sources it is collected in raw format which is not feasible for the analysis.

For achieving better results from the applied model in Deep learning projects the format of the data has to be in a proper manner. Data set should be formatted in such a way that more than one Machine Learning and Deep Learning algorithms are executed in one data set and best out of them is chosen.

For data preprocessing we have used various techniques like Normalization, Random Oversampling and Hyper parameter tuning of individual algorithm parameters.

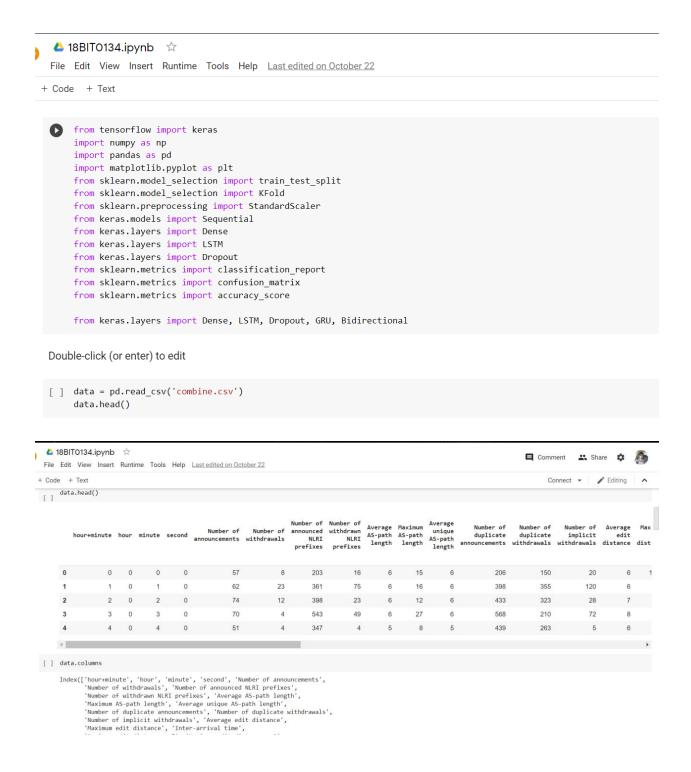
<u>Deep learning Algorithm</u> like CNN is used for detecting anomalous data. BGP datasets for anomaly detection is used for training and testing of the algorithm that we have used in this project.

<u>Testing and Prediction</u> is done using the deep learning algorithm used and various performance metrics like precision, recall, f-score is calculated for the algorithm.

<u>Gated recurrent units (GRUs)</u> are a gating mechanism in recurrent neural networks, introduced in 2014 by Kyunghyun Cho et al. The GRU is like a long short-term memory (LSTM) with a forget gate, but has fewer parameters than LSTM, as it lacks an output gate. GRU's performance on certain tasks of polyphonic music modeling, speech signal modeling and natural language

processing was found to be similar to that of LSTM. GRUs have been shown to exhibit better performance on certain smaller and less frequent datasets

MY CODE



```
'Maximum edit distance = 9', 'Maximum edit distance = 10',
'Maximum edit distance = 11', 'Maximum edit distance = 12',
'Maximum edit distance = 13', 'Maximum edit distance = 14',
'Maximum edit distance = 15', 'Maximum edit distance = 16',
'Maximum edit distance = 17', 'Maximum AS-path length = 7',
'Maximum AS-path length = 18', 'Maximum AS-path length = 9',
'Maximum AS-path length = 10', 'Maximum AS-path length = 11',
'Maximum AS-path length = 14', 'Maximum AS-path length = 13',
'Maximum AS-path length = 14', 'Maximum AS-path length = 15',
'Number of Interior Gateway Protocol (IGP) packets',
'Number of Exterior Gateway Protocol (EGP) packets',
'Number of incomplete packets', 'Packet size (B)', 'Label'],
dtype='object')
    []
    [ ] print(data.groupby('Label').size())
                   Label
-1 28120
1 4965
dtype: int64
    [ ] data['Label'] = data['Label'].apply(lambda x: 0 if x == -1 else 1)
    [ ] data['Label']
                 33080
                33081
33082
                 33083
                33084 0
Name: Label, Length: 33085, dtype: int64
[ ] data.shape
               (33085, 42)
[ ] data.dtypes
                hour+minute
                                                                                                                                                                                                      int64
                hour
minute
                                                                                                                                                                                                     int64
int64
               minute
second
Number of announcements
Number of announceM.RI prefixes
Number of announced M.RI prefixes
Number of withdrawn NLRI prefixes
Average AS-path length
Average unique AS-path length
Number of duplicate announcements
Number of duplicate withdrawals
                                                                                                                                                                                                      int64
                                                                                                                                                                                                     int64
int64
                                                                                                                                                                                                      int64
                                                                                                                                                                                                     int64
int64
int64
                                                                                                                                                                                                     int64
int64
int64
```

```
Average AS-path length
                                                               int64
Maximum AS-path length
                                                               int64
Average unique AS-path length
                                                               int64
    Number of duplicate announcements
                                                               int64
    Number of duplicate withdrawals
                                                               int64
    Number of implicit withdrawals
                                                               int64
    Average edit distance
                                                              int64
    Maximum edit distance
                                                             float64
    Inter-arrival time
                                                               int64
    Maximum edit distance = 7
                                                               int64
    Maximum edit distance = 8
                                                               int64
    Maximum edit distance = 9
                                                               int64
    Maximum edit distance = 10
                                                               int64
    Maximum edit distance = 11
                                                               int64
    Maximum edit distance = 12
                                                               int64
    Maximum edit distance = 13
                                                               int64
    Maximum edit distance = 14
                                                               int64
    Maximum edit distance = 15
                                                               int64
    Maximum edit distance = 16
                                                               int64
    Maximum edit distance = 17
                                                               int64
    Maximum AS-path length = 7
                                                               int64
    Maximum AS-path length = 8
                                                               int64
    Maximum AS-path length = 9
                                                               int64
    Maximum AS-path length = 10
                                                               int64
    Maximum AS-path length = 11
                                                               int64
    Maximum AS-path length = 12
                                                               int64
    Maximum AS-path length = 13
                                                               int64
    Maximum AS-path length = 14
                                                               int64
    Maximum AS-path length = 15
                                                               int64
    Number of Interior Gateway Protocol (IGP) packets
                                                               int64
  [ ] Y = data['Label'].values
      X = data.drop('Label', axis=1).values
  [ ] Y = np.reshape(Y,(33085,1))
      Y.shape
       (33085, 1)
  [ ] scaler = StandardScaler().fit(X)
      rescaledX = scaler.transform(X)
  [ ] rescaledX = np.reshape(rescaledX,(33085,40,1))
  [ ] rescaledX.shape
       (33085, 40, 1)
  [ ] x_train,x_test,y_train,y_test = train_test_split(rescaledX,Y,test_size=0.20,random_state=21)
```

```
[ ]
     array([[0],
             [0],
             [0],
             [1]])
[ ] regressorGRU = Sequential()
     # First GRU layer with Dropout regularisation
     regressor GRU. add (GRU (units=50, return\_sequences=True, input\_shape=(x\_train.shape[1],1), activation='sigmoid'))
     regressorGRU.add(Dropout(0.2))
     # Second GRU layer
     regressor GRU. add (GRU (units=50, \ return\_sequences= \ True, \ input\_shape=(x\_train.shape [1], 1), \ activation='sigmoid'))
     \verb|regressorGRU.add(Dropout(0.2))|
     # Third GRU laver
     regressor GRU. add (GRU (units=50, \ return\_sequences=True, \ input\_shape=(x\_train.shape[1],1), \ activation='sigmoid'))
     regressorGRU.add(Dropout(0.2))
     # Fourth GRU layer
     regressorGRU.add(GRU(units=50, activation='sigmoid'))
     \verb|regressorGRU.add(Dropout(0.2))| \\
     # The output layer
     regressorGRU.add(Dense(units=1))
     # Compiling the RNN
     regressorGRU.compile(optimizer='adam',loss='binary_crossentropy',metrics=['accuracy'])
     # Fitting to the training set
     regressorGRU.fit(x_train,y_train,epochs=5,batch_size=50,verbose=1,validation_split=0.2)
  # Compiling the RNN
       regressorGRU.compile(optimizer='adam',loss='binary_crossentropy',metrics=['accuracy'])
       regressor GRU.fit (x\_train, y\_train, epochs=5, batch\_size=50, verbose=1, validation\_split=0.2)
  UMARNING:tensorflow:Layer gru will not use cuDNN kernel since it doesn't meet the cuDNN kernel criteria. It will use generic GPU kernel as fallback when running on GPU WARNING:tensorflow:Layer gru_1 will not use cuDNN kernel since it doesn't meet the cuDNN kernel criteria. It will use generic GPU kernel as fallback when running on GPU WARNING:tensorflow:Layer gru_2 will not use cuDNN kernel since it doesn't meet the cuDNN kernel criteria. It will use generic GPU kernel as fallback when running on GPU WARNING:tensorflow:Layer gru_3 will not use cuDNN kernel since it doesn't meet the cuDNN kernel criteria. It will use generic GPU kernel as fallback when running on GPU
       Epoch 1/5
424/424 [==
                         ==========] - 129s 305ms/step - loss: 1.6936 - accuracy: 0.7899 - val_loss: 0.4187 - val_accuracy: 0.8559
       424/424 [=
                           ==========] - 127s 300ms/step - loss: 1.2634 - accuracy: 0.7456 - val_loss: 0.4363 - val_accuracy: 0.8559
                               ========= ] - 123s 291ms/step - loss: 1.8624 - accuracy: 0.8213 - val loss: 2.2231 - val accuracy: 0.8559
       424/424 [=
                               [ ] y_pred=regressorGRU.predict(x_test)
y_pred = np.reshape(y_pred,(6617))
       y_pred=list(y_pred)
 [ ] for i,val in zip(range(6617),y_pred):
               else:
    [ ]
                  y_pred[i]=0
     train_acc = regressorGRU.evaluate(x_train, y_train, verbose=0)
            test_acc = regressorGRU.evaluate(x_test, y_test, verbose=0)
     [ ] print(train_acc)
            print(test_acc)
            [0.4249716103076935, 0.8488363027572632]
            [0.4158564805984497, 0.8543146252632141]
    [ ] matrix = confusion_matrix(y_test, y_pred)
            matrix
            array([[5653,
                                       0],
                       [ 964,
                                       0]])
```