Viterbi Algorithm for Intrusion Type Identification in Anomaly Detection System

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Context

Intrusion Type

- . Buffer overflow
 - . xlock vulnerability
 - . Ipset vulnerability
 - . kcms_sparc vulnerability
- . S/W security vulnerability
- . Setup vulnerability
- . Denial of service

Markov Chain

A markov Chain is defined by :

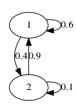
- . S, A finite set of N states
- . π , A vector of initial probabilities over S :

$$\pi_i = P(S_1 = i), 1 \le i \le N$$

. A, A matrix of probabilities of transitions over *SxS* :

$$a_{ij} = P(S_t = j | S_{t-1} = i), 1 \le i \le N$$

. Markov assumption : $P(S_t|S_{t-1},S_{t-2},\ldots,S_1) = P(S_t|S_{t-1})$



$$A = \begin{pmatrix} 0.6 & 0.4 \\ 0.9 & 0.1 \end{pmatrix}$$

Figure: Simple example of Markov Chain

HMM - Hidden Markov Model

 Hidden Markov Model is a statistical model in which the modeled system is supposed to be a Markovian process of unknown parameters.

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- Hidden Markov Model is a statistical model in which the modeled system is supposed to be a Markovian process of unknown parameters.
- Hidden Markov Model can be viewed as a Bayesian Network
- We define a HMM including :
 - V, A finite set of M observations
 - B, A a matrix of probabilities of observations over state :

$$b_i(k) = P(0_t = V_k | S_t = i)$$

HMM - Forward Algorithm

input : λ The model, O Observed sequence

output : $P(0|\lambda)$

Step 1, Initialization : $\forall i, \alpha_1(i) = \pi_i b_i(0_1)$

Step 2, Induction:

for $t \leftarrow 2 : T$ do

 $orall inlpha_t(i) = \left[\sum\limits_{i=1}^N lpha_{t-1}(i) a_{ij}
ight] b_j(O_t)$

end

Step 3, Termination : $P(0|\lambda) = \sum_{t=0}^{N} \alpha_t(t)$

¹L. R. Rabiner (1989). "A tutorial on hidden Markov models and selected applications in speech recognition". In: Proceedings of the IEEE 77.2,

HMM - Viterbi Algorithm

```
input : O Observed sequence
output: arg max P(0|\lambda)
Step 1, Initialization :
for i \leftarrow 1 : N do
      \delta_1(i) = \pi_i b_i(0_1)
      \psi_1(i) = 0
end
Step 2. Recursion:
for t \leftarrow 2 \cdot T do
      for j \leftarrow 1 : N do
           \begin{split} & \delta_t(j) = \max_i [\delta_{t-1}(i)a_{ij}]b_j(0_t) \\ & \psi_t(j) = \arg\max_i [\delta_{t-1}(i)a_{ij}]b_j(0_t) \end{split}
                                                                                                                2
      end
end
Step 3, Termination:
P^* = \max_{s \in S} [\delta_T(s)]
S_T^* = \underset{s \in S}{\operatorname{arg max}} [\delta_T(s)]
Step 4. Backtracking:
for t \leftarrow T - 1:1 do
      S_t^* = \psi_{t+1}(s_{t+1}^*)
end
return S*
```

²A. Viterbi (1967). "Error bounds for convolutional codes and an asymptotically optimum decoding algorithm". In: IEEE Transactions on Information Theory 13.2, pp. 260-269

Normal Behaviour Modeling

Normal Behaviour is modelised by a left-to-right HMM λ .

The forward allgorithm is used to decide whether normal or not with a threshold.

Intrusion Detection Data

$$S = \{1, 2, 3, 4\}$$

$$M = \{1, 2, 3, 4\}$$

$$\pi = \{1.0, 0, 0\}$$

$$O = \{2, 1, 2, 4, 2, 3, 4, 3, 4, 3\}$$

$$A = \begin{pmatrix} 0.28 & 0.34 & 0.28 & 0 \\ 0.0 & 0.32 & 0.21 & 0.47 \\ 0.0 & 0.0 & 0.32 & 0.68 \\ 0.0 & 0.0 & 0.0 & 1.0 \end{pmatrix} \qquad B = \begin{pmatrix} 0.8 & 0.04 & 0.1 & 0.06 \\ 0.0 & 0.13 & 0.45 & 0.42 \\ 0.0 & 0.9 & 0.1 & 0.0 \\ 0.64 & 0.12 & 0.06 & 0.18 \end{pmatrix}$$

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Intrusion Detection Initialization

$$\alpha_1 = \begin{pmatrix} 0.04 & 0 & 0 & 0 \end{pmatrix}$$

Intrusion Detection

$$\alpha = \begin{pmatrix} 0.04 & 0 & 0 & 0 \\ 0.00896 & 0 & 0 & 0 & 0 \\ 0.00010035 & 0.00039603 & 0.0022579 & 0 \\ 1.8882e^{-08} & 2.8849e^{-06} & 1.3193e^{-05} & 4.0995e^{-05} \\ 5.287e^{-10} & 4.1831e^{-07} & 4.8329e^{-07} & 3.0793e^{-06} \\ 8.8822e^{-12} & 5.6297e^{-08} & 0 & 6.4882e^{-07} \\ 2.487e^{-13} & 8.1081e^{-09} & 1.1825e^{-09} & 4.0517e^{-08} \\ 4.1782e^{-15} & 1.0898e^{-09} & 0 & 8.1237e^{-09} \\ 1.1699e^{-16} & 1.5693e^{-10} & 2.2885e^{-11} & 5.1816e^{-10} \end{pmatrix}$$

Intrusion Detection Termination

$$P(0|\lambda) = \sum_{i=1}^{N} \alpha_t(i) = 6.9797e^{-10}$$

Intrusion Detection Decision

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\begin{array}{ll} \text{if } log(P(0|\lambda)) > \text{ threshold } \textbf{then} \\ \mid \textbf{ return } \textit{Normal Behaviour} \\ \textbf{else} \\ \mid \textbf{ return } \textit{Intrusion} \\ \textbf{end} \end{array}
```

$$log(P(0|\lambda) = -21.083 < threshold(-20.83) \implies Intrusion$$

Intrusion Detection

Results

Table: The performance of HMM-based IDS. Best results are in bold

Length	Thresold	Detection Rate	F-P Error	
10	-9.43	100%	2.626	
15	-9.43	100%	3.614	
10	-14.42	100%	1.366	
15	-14.42	100%	2.718	
10	-16.94	100%	0.789	
15	-16.94	100%	2.618	
10	-18.35	100%	0.553	
15	-18.35	100%	2.535	
10	-19.63	100%	0.476	
15	-19.63	100%	2.508	
10	-20.83	100%	0.372	
15	-20.83	100%	2.473	





Intrusion Type Identification

Process in two steps:

Viterbi algorithm used to find the optimal state sequence Euclidiant distance to identify the intrusion type with the optimal state sequence

$$S = \{1, 2, 3, 4\}$$

$$M = \{1, 2, 3, 4\}$$

$$\pi = \{1.0, 0, 0\}$$

$$O = \{2, 1, 2, 4, 2, 3, 4, 3, 4, 3\}$$

$$A = \begin{pmatrix} 0.28 & 0.34 & 0.28 & 0 \\ 0.0 & 0.32 & 0.21 & 0.47 \\ 0.0 & 0.0 & 0.32 & 0.68 \\ 0.0 & 0.0 & 0.0 & 1.0 \end{pmatrix}$$

$$A = \begin{pmatrix} 0.28 & 0.34 & 0.28 & 0 \\ 0.0 & 0.32 & 0.21 & 0.47 \\ 0.0 & 0.0 & 0.32 & 0.68 \\ 0.0 & 0.0 & 0.0 & 1.0 \end{pmatrix} \qquad B = \begin{pmatrix} 0.8 & 0.04 & 0.1 & 0.06 \\ 0.0 & 0.13 & 0.45 & 0.42 \\ 0.0 & 0.9 & 0.1 & 0.0 \\ 0.64 & 0.12 & 0.06 & 0.18 \end{pmatrix}$$

Limitations & Remarks

$$\delta_1 = \begin{pmatrix} 0.04 & 0 & 0 & 0 \end{pmatrix}$$

$$\psi_1 = \begin{pmatrix} 0 & 0 & 0 & 0 \end{pmatrix}$$

Intrusion Type Identification

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$$\delta = \begin{pmatrix} 0.04 & 0 & 0 & 0 \\ 0.00896 & 0 & 0 & 0 \\ 0.00010035 & 0.00039603 & 0.0022579 & 0 \\ 1.6859e^{-06} & 5.3227e^{-05} & 0 & 0.00027637 \\ 1.8882e^{-08} & 2.2142e^{-06} & 1.006e^{-05} & 3.3164e^{-05} \\ 5.287e^{-10} & 3.1885e^{-07} & 3.2192e^{-07} & 1.9899e^{-06} \\ 8.8822e^{-12} & 4.2853e^{-08} & 0 & 3.5817e^{-07} \\ 2.487e^{-13} & 6.1709e^{-09} & 8.9992e^{-10} & 2.149e^{-08} \\ 4.1782e^{-15} & 8.2937e^{-10} & 0 & 3.8683e^{-09} \\ 1.1699e^{-16} & 1.1943e^{-10} & 1.7417e^{-11} & 2.321e^{-10} \end{pmatrix}$$

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Intrusion Type Identification Termination

$$P^* = 2.321e^{-10}$$

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Intrusion Type Identification Backtracking

Optimal Sequence $S^* = \{1, 1, 3, 4, 4, 4, 4, 4, 4, 4, 4\}$

Intrusion Type Identification Decision

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Table: Sequences for each type of intrusion

Туре	Sequence	Distance
xlock	{2,2,3,3,3,4,4,4,4,4}	3.7417
ipset	{2,3,3,3,4,4,4,4,4,4}	4.4721
kcms_sparc	{1,1,2,2,2,2,4,4,4,4}	3

Intrusion Type Identification Results

Table: The performance of Viterbi-based Intrusion Type Identification

Attack	Trial	Correct	Incorrect	Rate
Buffer Overflow	20	18	2	90%
Denial of Service	25	9	16	36%
Buffer Overflow	45	27	18	60%

Limitations & Remarks

Try other distance metrics for Intrusion Type Identification: Ja-Min Koo and Sung-Bae Cho (2005). "Effective Intrusion Type Identification with Edit Distance for HMM-Based Anomaly Detection System". In: *Pattern Recognition and Machine Intelligence*. Ed. by Sankar K. Pal, Sanghamitra Bandyopadhyay, and Sambhunath Biswas. Springer Berlin Heidelberg

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Bad results for Denial of Service: W. Bongiovanni et al. (2015). "Viterbi algorithm for detecting DDoS attacks". In: 2015 IEEE 40th Conference on Local Computer Networks (LCN)

Methods using HMM

Other Methods