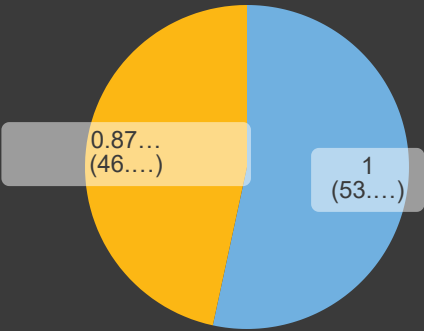




Network Intrusion Detection

Intrusion Rate By Class

Protocol Type



class
● anomaly
● normal

	icmp	tcp	udp
Intrusion Rate	0.47	4989	30
Sum of Hot Flags			
Sum Failed Logins			
Total Sum Compromised	5740		

Key influencers

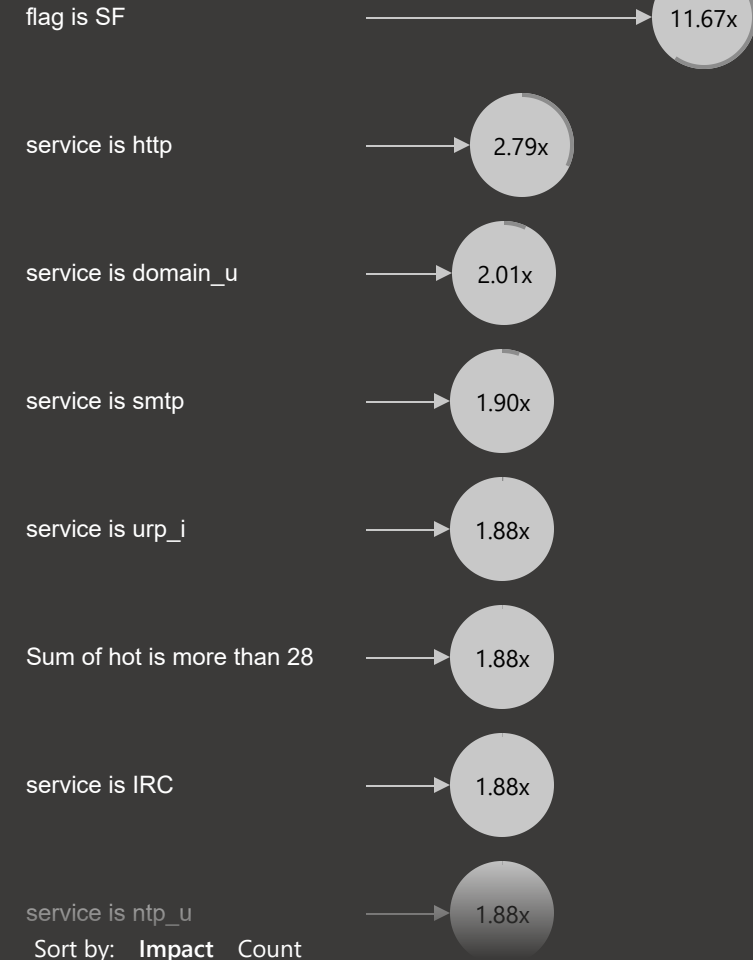
Top segments



What influences class to be ?

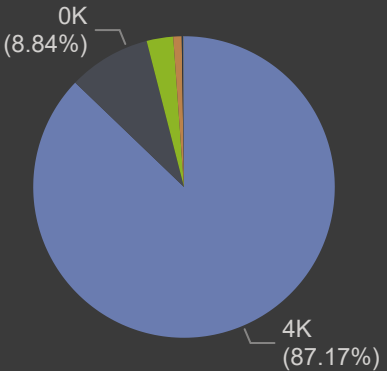
When...

...the likelihood of class being normal increases by



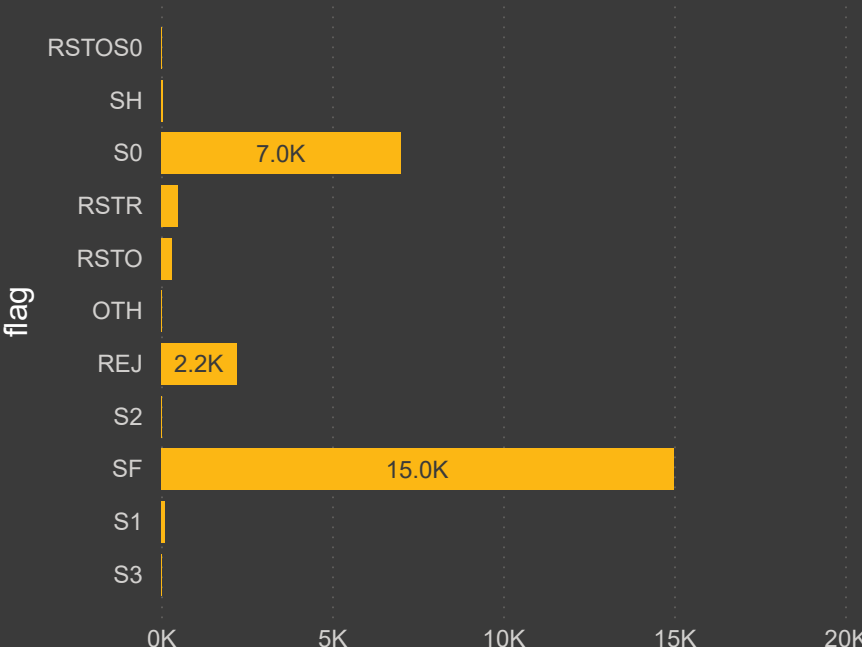
Sum Service by Flags

Intrusion Rate and Count of service by flag



service
● ftp
● http
● telnet
● ftp_data
● smtp
● imap4
● finger
● pop_3
● ssh
● sunrpc
● time
● auth
● bgp

● Intrusion Rate ● Count of service



Intrusion Rate and Count of service



Sort by: Impact Count

protocol_type



All



flag



All



service

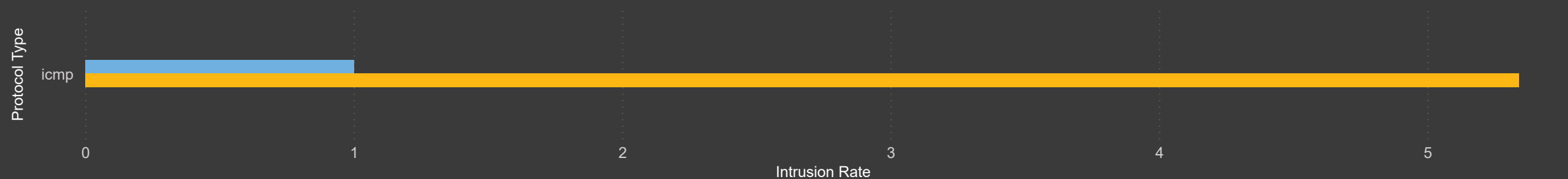


All



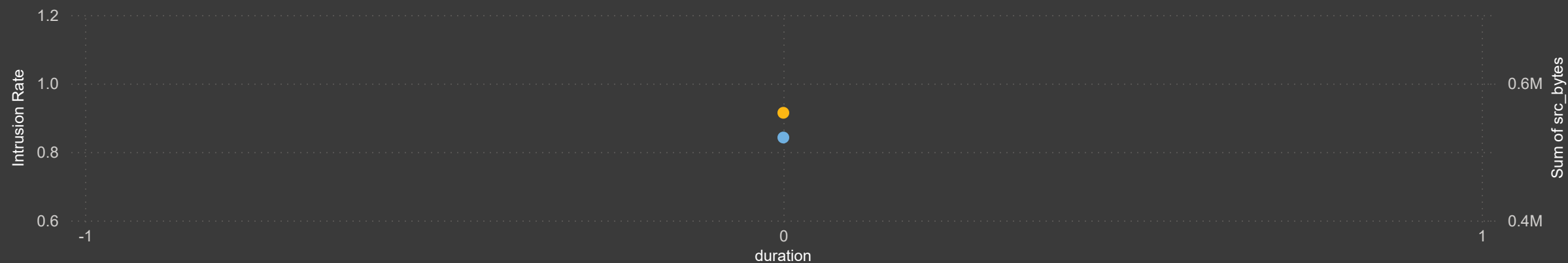
Intrusion Rate by Protocol Type

Class ● anomaly ● normal



Intrusion Rate and Sum of src_bytes by duration

● Intrusion Rate ● Sum of src_bytes



“Hot Flags indicate attempts to access sensitive files. A high value may suggest suspicious activity.”

Flag Definitions

- **RSTOS0 Meaning:** is a term used in the context of TCP connection establishment and termination. It refers to a situation where the originator sent a SYN followed by a RST, but never received a SYN-ACK from the responder.
- **SH Meaning:** Incomplete Handshake
- **S0 Meaning:** Connection attempt seen, no reply
- **RSTR Meaning:** Stands for "Reset by Responder." The server (responder) sent a RST (Reset) packet to terminate the connection, typically because the connection was unexpected, invalid, or not allowed. **Context:** This flag is often associated with failed connection attempts, such as when a client tries to connect to a closed port or a server detects suspicious activity and forcefully closes the connection. **Example Scenario:** A client attempts to connect to a port that is not open, and the server responds with a RST packet to terminate the attempt.
- **OTH Meaning:** The **OTH** flag indicates a TCP connection that does not fit into the standard categories of connection states (e.g., SF, S0, REJ, RSTR, etc.). It represents connections with unusual or non-standard behavior that cannot be classified under the typical TCP handshake or termination patterns. **Context:** This flag is used for connections that lack a clear SYN, ACK, RST, or FIN sequence, or where the connection state is ambiguous. It may include malformed packets, non-TCP traffic (if misclassified), or other anomalies not captured by the dataset's predefined flag categories. **Example Scenario:** A connection with incomplete or corrupted packets, or traffic that doesn't follow standard TCP protocol behavior, such as certain types of network scans or errors in packet capture.
- **REJ Meaning:** Connection attempted rejected
- **S2 Meaning:** Indicates a connection attempt where the client sent a SYN packet, received a SYN-ACK from the server, and sent an ACK, but the connection was interrupted or reset before significant data transfer (e.g., the client sent a RST after the ACK). **Context:** This flag suggests a connection that progressed further than S1 (where only SYN and SYN-ACK are exchanged) but was still terminated early, possibly due to an error or intentional reset by the client. **Example Scenario:** A client begins a connection but aborts it shortly after the handshake, perhaps due to a timeout or an intrusion attempt being detected.
- **S1 Meaning:** Normal establishment
- **S3 Meaning:** Similar to S2, but indicates a connection that progressed slightly further, where some data may have been sent after the handshake but the connection was still terminated abnormally (e.g., by a RST or timeout). **Context:** This flag represents a connection that got past the initial handshake and possibly exchanged a small amount of data before being reset or dropped, often seen in failed or malicious connection attempts. **Example Scenario:** A client establishes a connection, sends a small amount of data (e.g., part of an exploit), but the server or client terminates the connection prematurely.