

A MACHINE LEARNING BASED CLASSIFICATION AND PREDICTION TECHNIQUE FOR DDOS ATTACKS

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ABSTRACT

Distributed network attacks are referred to, usually, as Distributed Denial of Service (DDoS) attacks. These attacks take advantage of specific limitations that apply to any arrangement asset, such as the framework of the authorized organization's site. In the existing research study, the author worked on an old KDD dataset. It is necessary to work with the latest dataset to identify the current state of DDoS attacks. This paper, used a machine learning approach for DDoS attack types classification and prediction. For this purpose, used Random Forest and XGBoost classification algorithms. To access the research proposed a complete framework for DDoS attacks prediction. For the proposed work, the UNWS-np-15 dataset was extracted from the GitHub repository and Python was used as a simulator. After applying the machine learning models, we generated a confusion matrix for identification of the model performance. In the first classification, the results showed that both Precision (PR) and Recall (RE) are 89% for the Random Forest algorithm. The average Accuracy (AC) of our proposed model is 89% which is superb and enough good. In the second classification, the results showed that both Precision (PR) and Recall (RE) are approximately 90% for the XGBoost algorithm. The average Accuracy (AC) of our suggested model is 90%. By comparing our work to the existing research works, the accuracy of the defect determination was significantly improved which is approximately 85% and 79%, respectively.

I.INTRODUCTION

Distributed network attacks are referred to, usually, as Distributed Denial of Service (DDoS) attacks. These attacks take advantage of specific limitations that apply to any arrangement asset, such as the framework of the authorized organization's website. A

DDoS attack sends different requests (with IP spoofing) to the target web assets to exceed the site's ability to handle various requests, at a given time, and make the site unable to operate effectively and efficiently _ even for the legitimate users of the network. Typically, the target of various DDoS attacks

are web applications and business websites; and the attacker may have different goals [1], [2]. Some common types of the DDOS attacks are shown in Figure 1. We give brief description of each attack in Section I-A.

The Internet of Things (IOT) implies the arrangement of interconnected, web-related objects that can collect and interchange information through remote organizations without manual intervention [3]. The "Things" can simply be related clinical tools, bio-chip transponders, solar panels, and related vehicles with sensors that can warn the driver of numerous potential problems [4], or any article with sensors that can collect and move information in the organization. Artificial intelligence (AI) is a small tool that transforms information into data. In the past 50 years (approximately), information has had an impact on users privacy and security. Except for the possibility of researching it and finding the examples hidden in it, the amount of information is negligible. Artificial intelligence technology is usually used to find important secret examples in complex information, and this work will try to find them in some way. Mysterious examples and data about a problem can be used to predict future events and play

a wide range of complex dynamics.

There were different approaches proposed for DDOS attack classification and prevention. In [4] deep learning models are proposed for intrusion detection. The dataset was UNSW-nb15 and the models were Convention neural network (CNN), BAT-MC, BAT, and Recurrent neural network. The overall model's performance was very good. They found CNN best for the proposal. The average accuracy was 79%. In paper [5] authors proposed a hybrid model deep learning model for intrusion detection. They combined two deep learning for the classification of CNN and LSTM from the RNN model. The dataset was used in this work is KDD. They found an 85.14% average accuracy for the proposed. However, up to our knowledge different deep learning models are used for DDOS attacks. Similarly, they used the same KDD dataset from the UCI repository in research. In Finally all authors found the same results 85%.

A. TYPES OF THE DDOS ATTACKS

The SYN Flood abuses the shortcomings in TCP association packets, which is called a three-way handshake. The host obtains a synchronization (SYN) message to initiate a "handshake". The user recognizes the

message by sending an acknowledgment (ACK) [1] banner to the underlying host, and the association will be closed at this time. Nevertheless, in the SYN _ood, absurd messages are still sent, and the association will not be closed, thus turning off the help [2]. The UDP _ood is a kind of denial-of-service attacks in which numerous User Datagram Protocol (UDP) packets are forwarded to a computer server (targeted) in order to exhaust that server's capability to execute and reply requests. Moreover, the _rewall that is used to protect the server (targeted) may also become overwhelmed as a consequence of the UDP ooding attacks, which subsequently results in a denial of service (DoS) to legal and legitimate traffic flows and users. The HTTP flood is an attack type in which the attacker seemingly exploits even the legitimate HTTP GET or POST requests in order to attack a web application or a web server.

The HTTP food attacks frequently use a botnet a group of Internet-connected computers.

Similarly, a Death Ping controls IP conventions by sending malicious pings to the framework. This is a famous DDOS attack in last two decades, but now this attack is not much popular. The Smurf attack uses a

malware program called smurf to abuse the Internet Protocol (IP) and Internet Control Message Protocol (ICMP). It will imitate the IP address and use ICMP to ping the IP address of the specified organization. The Fraggle attack is a type of DDOS attack which uses a large amount of UDP traffic to transmit to the transmission organization of the switch. This is like a Smurf attack using UDP instead of ICMP [6]. Besides these, application-level attacks intentionally exploit weaknesses in an application. The target of this attack is to gain control of the application by passing normal access controls. In an NTP amplification attack, the attacker abuses a functionality of the Network Time Protocol (NTP) server in order to devastate a targeted server or network with a large quantity of User Datagram Protocol (UDP) traffic; and as a result this rendering the destination infrastructure unreachable to regular legitimate users traffic [7].

B. MOTIVATION FOR MACHINE LEARNING

In paper [2] authors proposed different algorithms for classification because the current algorithms have a lot of laws and drawbacks. First, they cannot work with

irrelevant values and feature engineering because the confusion matrix results are not accurate. Some labeled results are zero that means algorithms do not work well. So, this is important to train the model precisely. Another problem is that some results show (Null) that means missing values also included in data that was not computed. Similarly, we need to justify existing algorithms with an advanced algorithm to find out the fastest and sufficient model. They also showed that random forest is not better than the KNN model because the result is less for the KNN model. In [5], CNN and RNN both are two different algorithms that can be used for different purposes. For example, CNN is used for feature extraction and RNN is used for regression in time series data utilization. The authors used the CNN and RNN [4] model for intrusion detection. However, this is a very long and time-consuming process. Therefore, it is very important to perform advanced machine learning techniques to model optimization that train the best model for highly accurate work. Here, in this paper, intrusion detection is a classification problem. Therefore, it is a very serious problem to handle these implemented algorithms. In the last one, no such methodology is used for data mining to improve the quality of data. Among

the machine learning techniques, random forest and XG Boost both are powerful supervised learning models. Both are applicable and used for classification problems. The random forest algorithm is approximately 100 times faster than other algorithms and best working for classification problems. This should be noted that the XG Boost is the ideal algorithm of machine learning because it is approximately 100 times faster than the random forest and best for forbid data analysis. Both are simple and faster than other algorithm in terms of execution times.

C. CONTRIBUTIONS

To further improve the accuracy and effectiveness, we propose an approach using different machine learning classifiers with model optimization. Also, it is important to perform machine learning data mining techniques to improve data quality. There are many research works being proposed for DDOS attacks detection and prevention; however, the main problem is that all the researcher worked with old datasets, in particular, KDDCUP [1]. Therefore, this is very important to work with the latest datasets where we can examine the current state of the DDOS attacks detection and prevention.

The main contributions of the research conducted in this paper are three-fold.

_ To design a step-by-step framework for data utilization.

_ To design and develop an approach using supervised machine learning classifiers for DDOS attack detection based on different techniques.

_ To evaluate and validate the proposed work and then compare it with existing studies in the literature.

The remainder of this paper is organized as follows. In Section II, we introduced the related work. In Section III, we present the proposed methodology. In Section IV, we conduct experiments on real-world datasets and compare performance with some existing baselines. Finally, we conclude the paper along with directions for future research and investigation in Section V.

II. EXISTING SYSTEM

We studied the latest research papers of the past two years for this research work and also Gozde Karatas et al. [2] proposed a machine learning approach for attacks classification. They used different machine learning algorithms and found that the KNN model is best for classification as compared to other research work. Nuno Martins et al. [1] proposed intrusion detection using machine

learning approaches. They used the KDD dataset which is available on the UCI repository. They performed different supervised models to balance un classification algorithm for better performance. In this work, a comparative study was proposed by the use of different classification algorithms and found good results in their work.

Laurens D'hooge et al. [6] proposed a systematic review for malware detection using machine learning models. They compared different malware datasets from online resources as well as approaches for the dataset. They found that machine learning supervised models are very effective for malware detection to make a better decision in less time.

Xianwei Gao et al. [7] proposed a comparative work for network traffic classification. They used machine learning classifiers for intrusion detection. The dataset is taken is CICIDS and KDD from the UCI repository. They found support vector machine SVM one of the best algorithms as compare to others. Tongtong Su et al. [3] proposed adaptive learning for intrusion detection. They used the KDD dataset from an online repository. These models are Dtree, R-forest, and KNN classifiers. In this study, the

authors found that Dtree and ensemble models are good for classification results.

The overall accuracy of the proposed work is 85%. Kaiyuan Jiang et al. [4] proposed deep learning models for intrusion detection. The dataset is KDD and the models are Convention neural network (CNN), BAT-MC, BAT, and Recurrent neural network. The overall model's performance was very good. They found CNN as best for learning. The accuracy is improved from 82% to 85%.

Arun Nagaraja et al. [5] proposed a hybrid model deep learning model for intrusion detection. They combined two deep learning models for the classification of CNNC LSTM from the RNN model. The dataset was used in this work is KDD. They found an 85.14% average accuracy for the proposed. Yanqing Yang et al. [8] proposed a similarity-based approach for anomaly detection using machine learning. They used k mean cluster model for feature similarity detection and naïve Bayes model used for classification.

Hui Jiang et al. [4] used an auto-encoder for labels and performed deep learning classification models on the KDD dataset. They found an 85% average accuracy for the proposed model [9]. SANA ULLAH JAN et al. [10] proposed a PSO-Xgboost model because it is higher than the overall

classification accuracy alternative models, e.g. Xgboost, Random-Forest, Bagging, and Adaboost. First, establish a classification model based on Xgboost, and then use the adaptive search PSO optimal structure Xgboost. NSL-KDD, reference dataset used for the proposed model evaluation.

Our results show that, PSO-Xgboost model of precision, recall, and macro-average average accuracy, especially in determining the U2R and R2L attacks. This work also provides an experimental basis for the application group NIDS in intelligence.

Disadvantages

- 1) .The system doesn't have the accuracy and effectiveness.
- 2). There is no real-world datasets to evaluate OFDPI's exhibitions on the Ryu SDN regulator and Mininet stage.

III. PROPOSED SYSTEM

In this research, we design a framework for the DDoS attack classification and prediction based on the existing dataset that used machine learning methods. This framework involves the following main steps.

- 1) The first step involves the selection of dataset for utilization.
- 2) The second step involves the selection of tools and language.

3) The third step involves data pre-processing techniques to handle irrelevant data from the dataset. In the fourth step feature extraction and label.

4) Encoding is performed to convert symbolical data into numerical data.

5) In the fifth step, the data splitting is performed into a train and test set for the model. In this step, we build and train our proposed model. However, model optimization is also performed on the trained model in terms of kernel scaling and kernel hyper-parameter tuning to improve model efficiency. When the model optimizes then we will generate output results from the model.

Advantages

- The system is designed and developed an approach using supervised machine learning classifiers for DDoS attack detection based on different techniques.
- The proposed system is designed a step-by-step framework for data utilization.

IV. MODULES

Service Provider

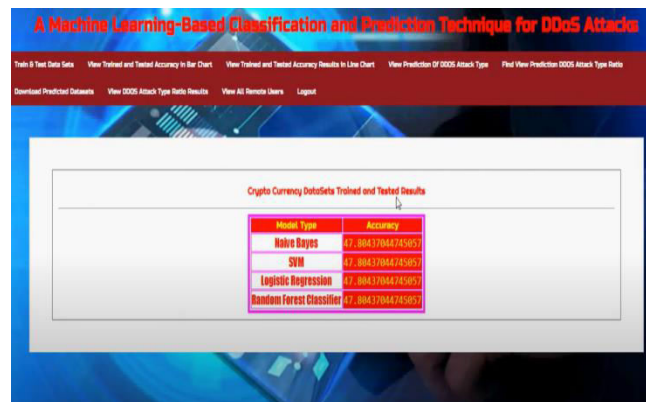
In this module, the Service Provider has to login by using valid user name and password.



After login successful he can do some operations such as Login, Train & Test Data Sets, View Trained and Tested Accuracy in Bar Chart,



View Trained and Tested Accuracy Results



Model Type	Accuracy
Naive Bayes	47.84474595%
SVM	47.84474595%
Logistic Regression	47.84474595%
Random Forest Classifier	47.84474595%

View Prediction Of DDOS Attack Type, Find View Prediction DDOS Attack Type Ratio,

Download Predicted Datasets, View DDOS Attack Type Ratio Results, View All Remote Users.

View and Authorize Users

In this module, the admin can view the list of users who all registered. In this, the admin can view the user's details such as, user name, email, address and admin authorizes the users.

Remote User

In this module, there are n numbers of users are present. User should register before doing any operations. Once user registers, their details will be stored to the database. After registration successful, he has to login by using authorized user name and password. Once Login is successful user will do some operations like PREDICT DDOS ATTACK TYPE, VIEW YOUR PROFILE.

V.CONCLUSION

In this paper, we proposed a complete systematic approach for detection of the DDOS attack. First, we selected the UNSW-nb15 dataset from the GitHub repository that contains information about the DDOS attacks. This dataset was provided by the Australian Centre for Cyber Security(ACCS) [29], [30]. Then, Python and jupyter notebook were used to work on data wrangling. Secondly, we divided the dataset into two classes i.e. the

dependent class and the independent class. Moreover, we normalized the dataset for the algorithm. After data normalization, we applied the proposed, supervised, machine learning approach. The model generated prediction and classification outcomes from the supervised algorithm. Then, we used Random Forest and XG Boost classification algorithms. In the first classification, we observed that both the Random Forest Precision (PR) and Recall (RE) are approximately 89% accurate. Furthermore, we noted approximately 89% average Accuracy (AC) for the proposed model that is enough good and extremely awesome. Note that the average Accuracy illustrates the F1 score as 89%. For the second classification, we noted that both the XG Boost Precision (PR) and Recall (RE) are approximately 90% accurate. We noted approximately 90% average Accuracy (AC) of the suggested model that is wonderful and extremely brilliant. Again, the average Accuracy illustrates the F1 score as 90%. By comparing the proposal to existing research works, the defect determination accuracy of the existing research [4] which was 85% and 79% were also significantly improved.

Looking to the future, for functional applications, it is important to provide a more

user-friendly, faster alternative to deep learning calculations, and produce better results with a shorter burning time. It is important to work on unsupervised learning toward supervised learning for unlabeled and labeled datasets. Moreover, we will investigate how non-supervised learning algorithms will affect the DDOS attacks detection, in particular, we non-labeled datasets are taken into account.

VI. REFERENCES

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