

VOLUME 17 ISSUE 1 VERSION 1.0

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GLOBAL JOURNAL OF COMPUTER SCIENCE AND TECHNOLOGY: E Network, Web & Security

GLOBAL JOURNAL OF COMPUTER SCIENCE AND TECHNOLOGY: E NETWORK, WEB & SECURITY

Volume 17 Issue 1 (Ver. 1.0)

Open Association of Research Society

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GLOBAL JOURNAL OF COMPUTER SCIENCE AND TECHNOLOGY: E NETWORK, WEB & SECURITY Volume 17 Issue 1 Version 1.0 Year 2017 Type: Double Blind Peer Reviewed International Research Journal Publisher: Global Journals Inc. (USA) Online ISSN: 0975-4172 & Print ISSN: 0975-4350

Automatic Gait Recognition using Hybrid Neural Network

By Drishty & Jasmeen Gil

Abstract- Gait is a biometric trait that has been used for user authentication or verification on the basis of various attributes of gait. Gait of an individual get affected due to variation in mood, emotions, age and weight, due to these variation a perfect model is not possible that can be developed so that these all factors can be eliminated. In the proposed work, CASIA dataset has been used as standard dataset. This dataset contains samples of 16 different individuals that have been taken at 0, 45, 90 degrees of angles. Afterwards, silhouette images have been taken for feature extraction from the gait samples using variable2-dimenssiaonI principal component analysis with neural network classifier.

Keywords: gait recognition, VI-2DPCA, FAR, FRR.

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Automatic Gait Recognition using Hybrid Neural Network

Drishty ^a & Jasmeen Gil ^o

Abstract- Gait is a biometric trait that has been used for user authentication or verification on the basis of various attributes of gait. Gait of an individual get affected due to variation in mood, emotions, age and weight, due to these variation a perfect model is not possible that can be developed so that these all factors can be eliminated. In the proposed work, CASIA dataset has been used as standard dataset. This dataset contains samples of 16 different individuals that have been taken at 0, 45, 90 degrees of angles. Afterwards, silhouette images have been taken for feature extraction from the gait samples using variable2-dimenssiaonl principal component analysis with neural network classifier.

Along with this, validation of the proposed work has been done using two performance evaluation parameters, namely, FAR and FRR through confusion matrix.

Keywords: gait recognition, VI-2DPCA, FAR, FRR.

I. INTRODUCTION

a) Gait Recognition

ait recognition is a developing biometric innovation which includes individuals being distingui-A shed absolutely through the investigation of the way they walk. While exploration is still in progress, it has pulled in enthusiasm as a technique for recognizable proof on the grounds that it is non-obtrusive and does not oblige the subject's collaboration. Step distinguishment could likewise be utilized from a separation, making it appropriate to recognizing culprits at a wrongdoing scene. Yet stride distinguishment innovation is not restricted to security applications -analysts additionally imagine medicinal applications for the innovation. For instance, perceiving changes in strolling examples right off the bat can help to recognize conditions, for example. Parkinson's infection and numerous sclerosis in their most punctual stages.

b) Types of Gait Reorganization

i. Automatic analysis of video imagery

This is the all the more generally examined and endeavored of the two. Feature examples of the subject's walk are taken and the directions of the joints and edges over the long haul are examined. A numerical model of the movement is made, and is therefore looked at against whatever other examples to focus their character.

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ii. Radar system

This is utilized by cops to recognize speeding autos. The radar records the step cycle that the different body parts of the subject make as he or she strolls. This information is then contrasted with different examples to distinguish them.

Endeavors are being made to make stride dis tinguishment as exact and usable as would be prudent, keeping in mind it might never be as solid as different biometrics, for example, unique mark or iris distingueishment, it is anticipated that walk distinguishment innovation will be discharged in a useful state inside the following five years, and will be utilized as a part of conjunction with different biometrics as a technique for ID and verification.

c) Gait Cycle

A Gait Cycle is the time period or succession of occasions or developments amid motion in which one foot contacts the ground to when that same foot again contacts the ground, and includes forward impetus of the inside of gravity of human body comprising exchange crooked snippets of distinctive fragments of the body with minimum consumption of vitality. A solitary step cycle is otherwise called a stride.

- i. Phases of Gait Cycle
- Stance Phase, the phase during which the foot remains in contact with the ground.
- Swing Phase, the phase during which the foot is not in contact with the ground.

A more detailed classification of gait recognizes six phase.

- 1. Heel Strike
- 2. Foot Flat
- 3. Mid-Stance
- 4. Heel-Off
- 5. Toe-Off
- ii. Components of Gait Cycle

Stance Phase: The stance stage is that piece of a walk cycle amid which the foot stays in contact with the ground. For investigating walk cycle one foot is taken as reference and the developments of the reference foot are contemplated. It constitutes of 60 percent of the step cycle. In stance stage the reference foot experiences five developments.

 Initial Contact (Heel Strike): In initial contact, the heel is the first bone of the reference foot to touch the ground.

- Loading Response(Foot Flat):In loading respo- nse phase, the weight is transferred onto the referenced leg. It is important for weight-bearing, shock-absorption and forward progression.
- Mid Stance: It involves alignment and balancing of body weight on the reference foot.
- Terminal Stance: In this phase the heel of reference foot rises while the its toe is still in contact with the ground.
- Toe Off (Pre Swing): In this phase, the toe of reference foot rises and swings in air. This is the beginning of the swing phase of the gait cycle.

II. PROBLEM FORMULATION

From the last few decades, technology has been increased day by day but some problems are still there to be solved such as to recognize an individual by his/her walk perfectly.

Nowadays, automated visual surveillance has been under a big interest. This is mainly due to the vital purpose to provide a safe environment. In result there is a rapid increase in synchronized closed-circuit television (CCTV) cameras, which require an intelligent approach. Thus, these ideal systems should be able to recognize the identity of the subject if they detect a suspicious behavior. Basically, such systems, having monitored the process, should be able to give a warning before the actual event happens, and be able to identify the subject from the crowd immediately. The gait recognition is the most suitable biometric measure for these reasons. Also its unobtrusiveness feature that does not require observed subjects' cooperation makes gait recognition more attractive to study for security reasons. Thus, the gait recognition will be a very useful and powerful tool to identify perpetrators. Apart from this, it is not limited to security applications, a lot of medical applications are based on this technique. For example, the main objective in medicine linked with gate is to identify walking conditions to treat pathologically abnormal patience, to identify different neuromuscular disorders, such as multiple sclerosis and Parkinson's disease, in their early stage. Moreover, gait analysis is in wide use in sports biomechanics applications. It helps people involved in sports to improve performance and reduce injury risks by tracking the walking and running process and identifying posture or movement-related problems that might occur. Also, research on gait recognition is a very challenging task, as there are different gait covariates and variations that can affect the performance of data which depend upon some factors such as mood of a person, fast/slow walk, shoe type, tight/loose cloth etc.

So, there is a need of automatic gait recognition system which will help to solve such issues.

Hence, the motivation of this research work is to develop an automatic gait recognition system which will be based on vi-2DPCA and neural networks.

III. METHODOLOGY

In the process of Gait Recognition, different gait dataset has been used for Gait Recognition process. CASIA-A dataset has been used that contain 16 different persons samples with left and right gait samples with different angles that are 0° , 45° and 90° .

In this research work, training and testing gait samples has been used for Gait Recognition.



Step1. In this processing, different frames from video has been extracted and these frames have been used for silhouette conversion by removing back ground from the frames of the video and these frames have been used for silhouette conversion by removing back ground from the frames of the video.

Step2. After silhouette conversion, the region area boundaries have been computed from silhouette samples.

Step3. After computing the left and right region from the gait sample, the Variable Two Dimensional Principal Component Analysis (V 2-DPCA) has been implemented so that feature matrix from a particular gait cycle can be computed.V2DPCA is used for feature calculation that uses a variable factor with Eigen values of the feature matrix where feature matrix has been computed for different gait cycles.

Step4. Neural network classifier is used to Weightings are applied to the signals passing from one unit to another, and it is these weightings which are tuned in the training phase to adapt a neural network to the particular problem at hand. This is the learning phase. Neural networks have found application in a wide variety of problems. After loading the Training set and testing samples, processing of Training samples and Testing samples is performed.

Gait Recognition using vi-2DPCA and Artificial Neural Networks with the existing system i.e. fuzzy logic based model, and then analyze parameter accuracy for FAR & FRR parameters as a performance matrices for the performance evaluation. Finally, Recognized sample is obtained.

IV. Results And Discussions

Algorithms Data Division: Rand Training: Lever Performance: Mear	om (divide oberg-Marqu Squared En	rand) iardt (trainim) for (mse)	
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Performance Training State Error Histogram Regression Fit) (plotperfo (plottrains) (ploterrhis) (plotregre) (plotfit)	rm) tate) t) ssicm)	
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Figure 5.1: GUI for Accuracy Computation of Gait Recognition System

Figure 5.1 represents the Graphic User Interface designed to the accuracy computation of Gait Recognition System. The various buttons, axes and popup menus have been used for designing of the final work.



Figure 5.2: Training angel & testing angle



Figure 5.3: Accuracy computation for different training and testing features

Figure 5.3 represents the accuracy computation for different training and testing features. In this thesis work, the accuracy has been measured at 0° , 45° and 90° angles of gait. In the Gait Recognition, different angles data has been used for Gait Recognition. The samples have been used for training of Gait Recognition system and features have been computed. After this, testing samples of same angles has been used for Gait Recognition and the accuracy of final work has to be computed.



Figure 5.4: Representation of Gait Cycle at 45° angle



Figure 5.5: Representation of Gait Cycle at 90° angle All the above figures represent gait samples at 0°, 45° and 90°. These samples have been taken at different time instances. The 4 samples are available for each degree angle. In the above figures, the gait cycle

Table 5.1 Parameters Table for Final System

changes due to variation in the angles.

Gait angle	FAR	FRR	Accuracy rate of proposed system	Accuracy rate of existing system	
0 ⁰	0% 2%		97.7 %	62.5 %	
45°	45° 14% 4%		86 %	50 %	
90°	D ^o 18% 20%		82%	62.5 %	

Table 5.1 represents accuracy table for Gait Recognition System. On the basis of these parameters, performance of different approaches can be evaluated. These parameters are essential for performance evaluation of the final system.

V. Conclusion

In this paper, the gait of an individual is recognized through his walk with hybridization of techniques. Gait of an individual get affected due to variation in mood, emotions, age and weight, due to these variation a perfect model is not possible that can be developed so that these all factors can be eliminated. The present research works on the development of an automatic gait recognition system that can be used to provide better recognition accuracy under different circumstances. In the proposed work, CASIA dataset has been used as standard dataset. This dataset contains samples of 16 different individuals that have been taken at 0, 45, 90 degrees of angles. Afterwards, silhouette images have been taken for feature extraction from the gait samples. Gait samples have been loaded to the system and features have been variable2-dimenssiaonl computed using principal component analysis. These approaches compute the covariance matrix and mean matric from the image sample and the features have been computed from these gait sample. These features have been taken as input to the neural networks for recognition. In the neural network architecture, 5 hidden layers have been used for generation and movement of weight age to different samples. These neurons have been used to classify different samples in different classes so that recognition of gait samples can be easily done.

On the basis of these parameters and techniques it is concluded that this work has been proposed for future work. Hence, the automated gait recognition using hybrid neural network can be used as a biometric recognition applications.

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GLOBAL JOURNAL OF COMPUTER SCIENCE AND TECHNOLOGY: E NETWORK, WEB & SECURITY Volume 17 Issue 1 Version 1.0 Year 2017 Type: Double Blind Peer Reviewed International Research Journal Publisher: Global Journals Inc. (USA) Online ISSN: 0975-4172 & Print ISSN: 0975-4350

Application and Performance Analysis of DSDV Routing Protocol in Ad-Hoc Wireless Sensor Network with Help of NS2 Knowledge

By Mohammed Zaid Ghawy & Dr. Maher Ali AL - Sanabani

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Abstract- Wireless Sensor Networks (WSNs) are charac-terized by multi-hop wireless connectivity, frequently changing network topology and need for efficient routing protocols. The purpose of this paper is to evaluate performance of routing protocol DSDV in wireless sensor network (WSN) scales regarding the End-to-End delay and throughput PDR with mobility factor .Routing protocols are a critical aspect to performance in mobile wireless networks and play crucial role in determining network performance in terms of packet delivery fraction, end-to-end delay and packet loss. Destination-sequenced distance vector (DSDV) protocol is a proactive protocol depending on routing tables which are maintained at each node. The routing protocol should detect and maintain optimal route(s) between source and destination nodes. In this paper, we present application of DSDV in WSN as extend to our pervious study to the design and impleme-ntation the details of the DSDV routing protocol in MANET using the ns-2 network simulator.

Keywords: DSDV; MANET, IEEE802, packet delivery, endtoend delay, packet loss, scalability, WSN wireless sensor network, NS2.34, LR-WPAN.

GJCST-E Classification: F.2.2, C.2.2

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Application and Performance Analysis of DSDV Routing Protocol in Ad-Hoc Wireless Sensor Network with Help of NS2 Knowledge

Mohammed Zaid Ghawy $^{\alpha}$ & Dr. Maher Ali AL - Sanabani $^{\sigma}$

Abstract- Wireless Sensor Networks (WSNs) are characterized by multi-hop wireless connectivity, frequently changing network topology and need for efficient routing protocols. The purpose of this paper is to evaluate performance of routing protocol DSDV in wireless sensor network (WSN) scales regarding the End-to-End delay and throughput PDR with mobility factor .Routing protocols are a critical aspect to performance in mobile wireless networks and play crucial role in determining network performance in terms of packet delivery fraction, end-to-end delay and packet loss. Destination-sequenced distance vector (DSDV) protocol is a proactive protocol depending on routing tables which are maintained at each node. The routing protocol should detect and maintain optimal route(s) between source and destination nodes. In this paper, we present application of DSDV in WSN as extend to our pervious study to the design and implementation the details of the DSDV routing protocol in MANET using the ns-2 network simulator. also, the performance of DSDV protocol in sensor network of randomly distributed mobile nodes with mobile source and sink nodes is investigated for MAC IEEE802.15.4 network by ns-2 simulator. Keywords: DSDV; MANET, IEEE802, packet delivery, endto-end delay, packet loss, scalability, WSN wireless

I. INTRODUCTION

sensor network, NS2.34, LR-WPAN.

Writeless Sensor Network (WSN) thus consists of tiny sensor nodes communicating with each other, and deployed from small to large scales. The existing wireless technology is based at the point-to -point technology. This kind of network is used in areas such as environmental monitoring or in rescue operatio ns. Wireless systems, both mobile and fixed, have become an indispensable part of communication infrastructure. Their applications range from simple wireless low data rate transmitting sensors to high data rate real-time systems such as those used for monitoring large retail outlets[1].

The destination-sequenced distance vector (DS DV) routing protocol is a proactive routing protocol which adds a new attribute, sequence number, to each route table entry at each node. Routing table is maintained at

Author o: Department of Computer Science Faculty of Computer Science and Information Technology Thamar University T thamar, Republic of Yemen. e-mail: m.sanabani@gmail.com each node and with this table; node transmits the packets to other nodes in the network. This protocol was motivated for the use of data exchange along changing and arbitrary paths of interconnection which may not be close to any base station. The motivation for choosing a DSDV routing protocol for our research comes from the fact that many routing protocols are based on DSDV such as AODV [3]. In addition, several routing protocols have been proposed [4], [5], [6], [7], [8], [9], [10], [11], [12] to improve the performance of DSDV. DSDV routing protocols are considered more reliable and robust. Furthermore, in DSDV protocol, whenever a link failure is detected in a primary route, the source node can select the best route. This mechanism enhances route availability and consequently reduces control overhead, saves energy, enhances data transmission rate, and increases the network throughput.

For these reasons, proactive DSDV routing protocol is useful for the use to many applications in MANETs of data exchange along changing and arbitrary paths of interconnection without need to any base station and achieve high quality of service (QoS) in terms of packet delivery ratio and end-to-end (E2E) delay to support multimedia applications over MANETs, such as real-time traffic as visitor tracking sensor, load balancing. Some real time applications required DSDV protocol behavior such as Follow me, Multimedia guide book, Visitor tracking, Sensor network IEEE 802.15.4 LR-WPAN.

The primary objective of this article are: Firstly, evaluating the performance of DSDV in WSN as extend to our pervious study that it analyses performance, design and implementation in details of the DSDV routing protocol in MANET as in [2] using the ns-2 network simulator. Where what are we presenting in this paper it was not applied in [2]. So, The performance metrics evaluated in terms diffe- rent network metrics such as, number of nodes and network dynamicity in terms of node speed and pause time. Secondly, the application of DSDV we envisaged is called the monitor sensor system - involved tracking the approximate location of several mobile nodes in a small building, and feed information on location and direction of each node to a single central sink. It was required that the user at the central sink receive alerts if any mobile node approached restricted areas within the building. However, the DSDV protocol is a

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proactive protocol, and for this reason, the DSDV routing protocol was used to communicate nodes location information to the sink node. Thirdly, the application's performance achieved by analyzes and evaluate of DSDV protocol in terms of throughput, delay and packet delivery ratio. The problems that DSDV faced in this application presented.

The rest of the paper is organized as follows: Section 2 begins with knowledge information about some the applications of DSDV in different approach. Section 3 presents the following methodology and procedures of previous and current our study. Section 4 discusses of tools and the simulation environment. Section 5 describes Network Topology and Device Architecture in a LR-WPAN and scenarios. Section 6 and Section 7 describes the simulation parameter used to analysis and running of program in ns2. Section 8 discuss the results, evaluates the performance of DSDV protocol. The paper is concluded along with future works directions in section 9.

II. Application of DSDV Protocol in WSN

Potential WSN applications include security, traffic control, industrial and manufacturing automation, medical or animal monitoring [13]. The WSN nodes can also be used to monitor dangerous or inaccessible environments, such as volcanoes, toxic regions, the deep ocean or the lunar surface. These small nodes can be fixed, mobile or move together with the observed phenomenon (e.g. sensing animal movements or hurricanes).

The purpose of this paper is to evaluate DSDV routing protocol in wireless sensor network (WSN) as Wireless Personal Area Networks (WPAN) scales regarding the packet delivery ratio, the average end-to end delay and throughput and other parameter is will presented as list as will we see. However, many Ad hoc routing protocols are proposed for WSNs due to their quick and economically less demanding deployment. DSDV and AODV are good examples of Ad hoc protocols that are proposed and implemented in WSNs [14].

a) Applications DSDV routing protocol in MANET

There are however sensor applications that are designed with mobile ad-hoc routing protocols. Destination Sequenced Distance Vector (DSDV) is a candidate routing algorithm for many sensor applications like the "Follow me" application that guides visitors to the location of a building or an application to assist workers in finding conference rooms [15].

Both applications could be also used in outdoor sites such as archaeological sites, where no infrastructure exists. Another application of DSDV protocol is the Multimedia Guidebook [16], which is based on sensors communicating through an Ethernet to provide multimedia information via Bluetooth to the user's mobile device. If the Ethernet is substituted with a wireless 802.11b network then the application can be deployed to outdoor archaeological and tourist sites, especially when the sites are expanding for areas of many km².

b) DSDV applications in Visitor Tracking System (VTS)

The application we envisaged-called the Visitor Tracking System-involved tracking the approximate location of several mobile nodes in a small building personal area, and feed information on location and direction of each node to a single central sinks. It was required that the user at the central sink receive alerts if any mobile node approached restricted areas within the building, from [17].

c) Sensor network IEEE.802.15.4 RL-WPAN

The IEEE 802.15.4 standard [18] defines the physical layer (PHY) and medium access control (MAC) sub-laver specifications for Low Rate - Wireless Personal Area Networks (LR-WPANs), low power consumption and low cost applications. The standard MAC protocol supports two operational modes, either beacon enabled or non beacon-enabled. When using a beacon, the transmitssion is based on super frames slotted CSMA-CA. For the non beacon mode, the messages will be directly transmitted in an unspotted CSMA-CA, from [19]. The IEEE 802.15.4 standard is being designed to be used in a wide variety of applications which require simple wireless communications over short-range distances with limited power and relaxed throughput needs. IEEE 802.15.4 facilitates Wireless Sensor Networks (WSNs) with the goal of reducing the installation cost of sensors and actuators while enabling sensor-rich environments.

III. METHODOLOGY

To achieve primary objectives, the following tasks must be done: Firstly, get a general understanding of MANETs, simulation environment that could be used for analyzing, evaluating and implementing MANETs' protocols, understanding DSDV source code to know how DSDV protocol mechanism. Then, analyze the protocol theoretically and through simulation based on above mentioned performance and network metrics. The research methodology used is simulation-based prototyping. That is, designed and implemented the routing protocol that extends the well-studied DSDV protocol. Then evaluation of protocol in life as WSN application. We revise the protocol based on these performance metrics to produce the final protocol DSDV. As in Fig 1, shows the research methodology used in this research and it taken from initial previous our study by Gawiy in [2].

Simulation in general and the NS2 simulator in particular are widely used to evaluate network protocols. They have significant advantages over other methodlogies such as direct experiments and mathematical modeling. A computer simulation is an application designed to mimic a real-life situation.

One of the advantages of simulators is that they are able to provide our with practical feedback when designning real world systems. Consequently, we as designners can determine the correctness and efficiency of a design before the system is actually constructed. The simulators permit our to study a problem at several different levels of abstraction. By approaching a system at a high level of abstraction, we can understand the behavior and interactions of all components of

this protocol, and is therefore better equipped to counter the system's complexity. One of the disadvantages of using a network simulator for testing a distributed application system from the fact that there is no real network involved in the simulation [2].

Indeed industry standard tools like NS2 have emerged to meet this need. This study follows this practice.



Figure 1: The analysis study and implementation study of DSDV in brief

IV. SIMULATION ENVIRONMENT

NS2.34 network simulator [20] is used to evaluate the proposed DSDV. The simulation scenario topology consisting of number of nodes and their connectivity and was created by topology generators GT-ITM [21].

The goal of our simulations in this paper is study and evaluation and measure the ability of DSDV routing protocol to react to multi-hop ad-hoc network topology changes with. IEEE 802.15.4 standard and comparison of performance metric based on following network metrics, number of nodes, pause time of mobile nodes movement, speed of nodes mobility. To run the simulation experiments, our basic methodology is to define a set of movement scenarios and communication patterns and apply them to MANET. In fact, testing with each data packet originated by a sender mobile node, whether the DSDV routing protocol is able to route and deliver it to the destination node.

a) Working environment

- Operating System: Ubuntu10.10 (Linux).
- Patch used: Mannasim [24] Patch with ns-allinone-2.34[20] for WSN simulation.
- NS version: ns-allinone-2.34.
- Various packages and scripts: NAM 1.14, Awk 3.1.6, tcl8.4.18, Tracgraph 2.02,gnuplot 4.0.



Figure 2: Initial modes movements before the nodes associates with its coordinator at time 2 sec

V. Network Topology and Device Architecture

Devices in a LR-WPAN scenario can be of 3 types, PAN Coordinator, full function device (FFD) or a reduced function device (RFD) [22]. Devices that participate are FFD or RFD. Each RFD can only associate with a single FFD at an instance whereas FFDs can communicate with other FFDs or RFDs. A FFD contains the complete set of MAC services and is able to operate as a network coordinator or a network device. On the contrary, a RFD is simply a network device with a reduced set of MAC services and usually used for simple applications. In fig. 2 with this topology. communication is established between devices by a single mobile controller known as the PAN coordinator (this is nod 12 shown in scenario fig 2). The PAN coordinator (which is a FFD) acts as a hub that forms direct links to other devices. These devices, consisting of FFDs or RFDs, from around the PAN coordinator and act as data terminal locations (sensors). This topology simplifies routing and reduces direct links at the expense of data traffic latency.

In the scenario showed as in fig. 3, each node connected with the central coordinator considered secondary Coordinator for node farther out as well as this node if it succeeds in sync link with the secondary coordinator is like the farthest coordinator of the central coordinator. If node works in contact, they transmit information owned by other nodes and so are transfers information between the wish to reach even the central coordinator, which is regarded as the sink or destination for the entire network and the rest of the nodes is the source for the transfer of information

Because DSDV protocol is proactive any it cares greatly providing availability and keep topology of

network exposed to all node. All node have information about the location nodes other in network so this protocol does not require a delay is needed to rediscover the path to the target as long as it always update routing table .for This that DSDV useful so in such applications.



Figure 3: Movement after the node associates with its coordinator

The implementation of non beacon-enabled mode in mobile ad-hoc sensor networks is not suitable because the non beacon enabled mode does not send a beacon periodically, thus the node (node 11 as in fig 4) will assume it's association is always preserved although it may have moved away from the coordinator and lost the link. If this happens, the moving node stops



Figure 4: Fast moving lost synchronization

its attempt to associate with other coordinators because it does not consider itself an orphan node. Thus, it will be difficult for the nearest coordinator to detect this node. In this network the DSDV protocol in very good way periodically or incremental updates messages is transmitting between the nodes to maintain network topology as it theses the node moving in network area.

The flow of node association and synchronization is given in Fig. 5. The node starts association with an active scan procedure that scans all listed channels by sending beacon requests to all nearby coordinators. All the information received in a beacon frame will be recorded in a PAN descriptor.

The results of the channel scan will be used to choose a suitable PAN. The node then sends a request to associate with the chosen coordinator. The node updates its current channel and PAN id while waiting for an acknowledgement from the coordinator. Upon receiving an acknowledgement, the node then waits for the association results. The coordinator will determine whether the current resources are available on the PAN in order to allow the node to associate. If sufficient resources are available, the coordinator then allocates a short address to the node and sends an association response command containing a new address and a status indicating a successful association[19]. If there are not sufficient resources, the node will receive an association response command with a failure status.

VI. Performance Analysis

In practice, node movements in the PAN will result in the network having to re-learn new routes. Several experiments are conducted to analyze and evaluation the behavioral response of DSDV in the Mac/IEEE 802. 15.4 network. The DSDV protocol presents a stability at the power consumption as it has a mechanism of finding a valid route be using a technical which exchanges routing messages between nearby mobile nodes. Essen tially, the influence of mobility, dropped packets by node and network loading on the network will be considered. In particular, the network's packet delivery ratio, delay and data throughput performance are measured with specific transmission rates. The performances resulting from the metrics are presented with moving scenarios. To increase then confidence level of the results, a set of simulation parameters are performed with various random seeds for the data transmission.

Year 2017

VII. SIMULATION SETUP AND PARAMETERS

Depending on the WSN operating requirements nd environment, there has to be compromises between the node transmission range, operational lifespan and device cost. The transmission range can be determined from two-ray ground reflection models which relates the maximum range to the antenna gain, transmit power and receiver sensitivity. The data traffic type is CBR with the application agent sending at a rate of 4 data packets per second continuously. The nodes



Figure 5: Flow of node association and synchronization(19)

used in the simulation will movement and placed at random position generated by setdest in ns-2.

The centre node is designated the PAN coordinator with all other nodes randomly transmitting data packets to the PAN coordinator. The speed and heading of each node will vary according to the generated movement scenario with a maximum simulation runs of one hour. The simulations are

During the simulation, certain behaviors are exhibited by the nodes if communication cannot be

established with the coordinator. When a node losses synchronization, orphan-scanning is performed to relocate the coordinator. When coordinator relocation is successful, communication will resume. If relocation of the coordinator fails, node will subsequently perform active channel scan to send association request to the PAN coordinator. Upon successful association, the node begins to transmit beacons and start data transmission. Else, non-beacon mode is enabled for that node.

Parameter	Value
Topology	Random
Number of Nodes	25
PAN coordinator location	random
Area of simulation	500 m*500 m, wide
Simulation time	3600 second
No. of sink (destination)	One (Node 12)
No. of sources	20 sources (Node 0 to20 except node 12)
Speed	Varying from 0.006m/s 0.47m/s(ocean env)
Pause Time	300 second
Traffic Type	Constant Bit Rate (CBR)
Data packet length	70 bytes
Connection Rate	0.05 to 4 packets per second
Routing protocol	DSDV
Radio-propagation model	TwoRayGround
Interface queue type	DropTail/PriQueue
Maximum packet in Queue	150
Network interface type	Phy/WirelessPhy/802_15_4
MAC type	Mac/802_15_4
Antenna type	OmniAntenn
Transmitting Power(pt_)	0.001 Watts
receiver threshold (RXThresh_)	3.981e-13 Watts
capture power threshold(CPThresh_)	10 dB
carrier sensing threshold(CSThresh_)	3.981e-13 Watts
Operating Freq(freq_)	2.4e+9 GHz
System loss factor(L_)	1.0
Bandwidth	10 Mbps

Table 1: Simulation Parameter

VIII. SIMULATION RESULTS AND DISCUSSION

a) The packet delivery ratio

In DSDV, if it is not possible for the packets to be delivered, DSDV tries to drop them which means a lesser PDF as well as less delay Furthermore, DSDV is a table-driven protocol and updates its table periodi- cally which leads to an increase in the routing load in the network and less PDF in movement with high spe- ed, but in this simulation and as we seed in previous scenarios that DSDV protocol with low speed net work perform high throuput and PDF nearly to 100%. As ocYear 2017

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ean environment speed of sensor node slow ly movi- ng has 0.47 m/sec based ocean speed, then DSDV algorithm has better packet delivery rate as in fig 6. In contrast, pdf in DSDV is 50 % at time 5.47 sec and

Packet Delivery Ratio(%)

increases by approximately 98% at time between 5.5 to 70.46 sec. then pdr take in constant from at time between 80 to 125.11, so pdr at time 125.11 sec become 99 % .



PDR DSDV with IEEE 802.15.4

Figure 7: Ave End 2 End Delay vs Movement in Time

b) End-to-End delay

These graphical results from fig. 7 are measurement of Delay extremely powerful. It shows that Endto-End delay in IEEE 802.15.4 with DSDV is lowest as compared with the other routing protocols we are see them in several researches as in [23].

This shows that for delay-sensitive applications, DSDV protocol with IEEE 802.15.4 standards is remarkably well suitable. This attribute can be explainned by the fact that DSDV is a proactive routing protocol and in these types of protocols the path to a destination is immediately available. In other words, there is no delay caused by routing discovery. Furthermore, DSDV routing protocol tries to drop the packets, if it is not possible to deliver them which means less delay.

c) The Throughput

The network throughput in general, increases steadily over the entire simulation time. DSDV attains the highest throughput and shows efficient behavior in all mobility scenarios. The reasons for this good throughput include: firstly, when the first data packet arrives, it is kept until the best route is found for a particular destination. Secondly, a decision may delay to a decision may delay to advertise the routes which are about to change soon, thus damping fluctuations of the route tables. The re-broadcasts of the routes with the same sequence number are minimized by delaying the advertisement of unsterilized routes. This enhances the accuracy of valid routes resulting in the increased throughput of DSDV in 4 packet/sec of mobility rate, as depicted in Fig.8



Figure 8: Results of Network Throughput with Node Movement of Time

NO	Demonstern	
NO.	Parameter	value
1.	No. of CBR Packets Generated	86314 packets
2.	No. of CBR Packets sent	83166 packets
3.	No. of CBR Packets received	84821 packets
4.	No. of routing packets	3104 packets
5.	Total No. of MAC Packets sent	36056 packets
6.	Total No. of Fwd packets	398 packets
7.	Total No. of Dropped (packets	259748 packets
8.	Packet Delivery Ratio (PDR %)	99.989996 %
9.	Network Throughput	1.536942 kbits/sec
10.	Average node Throughput	38.423553 kbits/sec
11.	Normalized routing load	3.659471 packets %
12.	Average end to end delay	13.065065 ms

IX. Conclusion and Future Woke

Since The IEEE 802.15.4 standard is being designed to be used in a wide variety of applications which require low send rates over short-range distances with limited power and relaxed throughput needs. This consider problem for routing protocols when need to transmitting of large routing packet especially in network that contain large number of mobile hosts. thus , Because full dump packets that generated by DSDV to routes update and by progress of simulation time in pervious sensor scenario then routing tables at each node become large to maintain all topology of network and this require large bandwidth to exchange these packets . As resulting of that much dropped packet will occur because The IEEE 802.15.4 not enabled large packets transmission.

To this cause PDF of DSDV with progress of simulation time take in decrease. So, the problems in this protocol will taken consideration and The performance comparison with other routing protocols can be done in different classes of parameters and operating conditions, which will be useful for actual deployment of sensor network in particular application of industrial control.and improvement of DSDV protocol to achieve high QoS in terms of packet delivery ratio and end-to-end delay to support multimedia applications by this protocol over WSNs.

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GLOBAL JOURNAL OF COMPUTER SCIENCE AND TECHNOLOGY: E NETWORK, WEB & SECURITY Volume 17 Issue 1 Version 1.0 Year 2017 Type: Double Blind Peer Reviewed International Research Journal Publisher: Global Journals Inc. (USA) Online ISSN: 0975-4172 & Print ISSN: 0975-4350

The Components that can Build Flexible & Efficient Software Defined Network

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Abstract- SDN (Software Defined Network) is a new networking approach towards current networking industry. S.D.N has attarcted the researchers attention, because there is wide scope of innovation and research. The main concept behind the SDN networks is the separation of controller from data plane. This natural feature makes SDN adaptive of being flexible and scalable. We are mentioning some of the important components those are needed to make current SDN networks even better and efficient that can be managed easily and updated whenever needed, without any interruption of services. Also we have discussed how we can manage the data plane, control plane and how we can identify where fault has occurred.

Keywords: SDN, hypervisor, virtualization, openflow, programmable data plane.

GJCST-E Classification: C.2.1, C.2.2

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The Components that can Build Flexible & Efficient Software Defined Network

Deepak Kumar ^a & Manu Sood ^o

Abstract-SDN (Software Defined Network) is a new networking approach towards current networking industry. S.D.N has attarcted the researchers attention, because there is wide scope of innovation and research. The main concept behind the SDN networks is the separation of controller from data plane. This natural feature makes SDN adaptive of being flexible and scalable. We are mentioning some of the important components those are needed to make current SDN networks even better and efficient that can be managed easily and updated whenever needed, without any interruption of services. Also we have discussed how we can manage the data plane, control plane and how we can identify where fault has occurred.

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I. INTRODUCTION

n a Software-Defined Networks (SDN) the controller resides in the control plane that controls the heterogeneous forwarding devices. The main concept behind the SDN is the Data Plane and Control Plane separation, virtualization and programmatic control. Controller can change the functionality of the forwarding devices through command by changing the rules and policies. The main purpose of the SDN is to satisfy the changing needs of enterprises and users. In SDN net work administrator can change the flow of packets through centralized controller without configuring the forwarding devices (switches, routers) manually. Whenever packet came across switch (in data plane) the rules and policies installed in the firmware guide the switch where to forward the packet. The communication between the controller and data plane takes place through south bound interface usually known as Open Flow. The architecture of SDN is as shown in Figure1. There are three layers; the 1st layer is called as application layer (management plane). The 2nd layer is called as control layer (control plane) where controller resides. The controller can be any of the NOX [1], POX [2], FLOODLIGHT [3], BEACON [4] etc. The 3rd layer is known as the infrastructure layer (data plane).

Open low [5] is a protocol that actually enables the separation of control plane from data plane. To be more specific it is not the controller that controls the data plane, it the application that uses the controller to manage the switches in data plane. SDN is much flexible compared to the traditional networks the only

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risk is that it can be failed any time. The recent techniques are not that much sufficient to tell about how network would behave when controller will fail. There must be a network management service that can manage various network management applications to run independently, while monitoring and maintaining the performance as well as network safety. Various aspects of the network are captured by network state like which link is active and how switches are forwarding traffic. Different views can be seen through network state. Observed state that maintains the updated view of the actual state of the network, applications can read this state and changes in propose state are based on their own goals.

Also there is a need of system that can consistently update the network and dynamically schedules these updates based on the runtime difference in the update speed of various switches in Software Defined Networks (S.D.N). With the advent of S.D.N that provides the excellent opportunity to developers for developing basic abstractions for the management of network updates. Instability in networks are generally due to changes in the configuration that leads to unavailability of the network, performance problems and security issues. Sometimes intermediate configuration also behaves incorrectly during the update process even if the initial and final configurations are correct. S.D.N programs must be updated consistently as we update software, whether the reason is to migrate to new controller, bugs repairing and address performance issues.

Operators of S.D.N performs network updates by stopping the old controller and starting the new controller, this process cleanup the preinstalled entries of flow table that can creates problems including loss of packet, or increase in latency etc. There must be a mechanism that ensures to maintained the well defined behaviour of the network even if the change of configuration took place. The interaction between the today's datacenter and application running on them takes place in a complex way, making network operators to run various traffic management services to maintain the working of network. Also solution regarding traffic management are often limited because of the divide between the network and hosts. The network devices only deals with knowledge regarding layer of networks where as the hosts have the view how applications interacts with the network.

So there must be a system that may have unified view of the both host and network so that maintenance of both takes place in easy way. Another important thing we need to be considered is packet tracing. If there is any problem regarding handling of packet, we should trace back the packet to find out the root cause. This helps in debugging the networks, testing of network performances etc. Earlier mechanism were required of modification of switches that



Figure 1: SDN Architecture

results in more overhead. S.D.N makes this happen to calculate the transformations that leads us to packet observations. In order to measure the flow of traffic across network paths is difficult for many management services including traffic engineering (TE) [6], diagnosing network congestion. There must be a query based language for the traffic monitoring. Also there is a need of protocol independent programming language. In next sections we are discussing few components that can make SDN much robust and efficient, like data plane performance monitoring, network performance diagnosis, hypervisor for efficient network, protocol independent language for switches, packet trace back, To find the shortest path for the forwarding of packets between switches.

II. DATA PERFORMANCE MONITORING

Data plane is generally local to each of the hard ware devices like switches, routers, or the card on the router, and arrival packet speed determines how to operate them. Data plane is made up of various hard ware devices of network that provides connectivity. These hardware devices are routers, Ethernet switches and firewalls. The configuration to hardware devices are provided by control plane through control interface (Open Flow) and the configuration across these devices can be updated whenever needed. In order to optimize the network configuration request is made by hardware devices to the controller (control plane). As many applications moving to the cloud day by day, so cloud operators need to diagnose performance problems consistently.

Till now Offline processing of logs is very slow and inefficient. We need a system to analyze TCP performance in terms of real time across the end-host working over hypervisor or connected to NIC [7], switch etc. It should determines whether the connection is affected at the sender's end or due to the congestion across network or problem is at the receivers end because of limited buffer capacity. With the increase of edge devices that offers adjustable processing of packet at high speed on hardware devices in data plane, that makes possible to monitor TCP performance.

P4 [8] which is a protocol independent language that help us in management of the traffic. In order to minimize the state requirements of the data-plane, there is a need of detection of all connections, after that all connections are diagnosed in order to find fault across them. In Figure 2 as shown there is a need of inbuilt diagnose or trouble-shooter in the controller so that it can consistently look for problems across the network elements and manage them as soon as possible in order provide the robust and flexible network. Red arrows showing programs written in protocol independent language i.e. P4 can be implemented in data plane through controller by programmatic control. Whereas blue arrows showing the TCP traffic across the hardware devices like switches can be monitored (TCP traffic information can be sent to control plane through data plane). Here switch1 and switch2 are the edge devices Here switch1 and switch2 are the edge devices which can be monitored through controller to captures the TCP traffic.



Figure 2: TCP Statistics gathering from edge devices of data plane by control plane

Diagnosis and troubleshooting will also helps to identify where the actual problem occurs: is it across sender or it is at receivers end or it is due to the network congestion. In order to make this happen, there is a need of protocol independent language like P4 through which we can write programs and be implemented through controller. can make performance of the network even more better, if we use the network elements (switches, router etc.) that supports the protocol independent languages.

III. Network Performance Diagnosis

Control plane or the controller provides the global view of the network, enabling the network administrator to update the rule, policies or protocol across the hardware devices lying in data plane at any time whenever need to be updated. S.D.N platform

provides controller the capability to intelligently control the network elements; like we can change the topology across network device if any intruder try to interrupt the flow of packet, in that case controller can intelligently sense that someone across the hardware device trying to steal information or interrupting the service e.g. in figure 3 as shown, when intruder (yellow triangle) tries to access across switch3 then switch3 report to controller through data plane. Controller than change the topology of underlying switches, as initially flow of packet takes place from switch1 to switch5 through path switch1-switch3-switch4-switch5 (blue dotted line) but due to intruder interruption across switch3, controller update the new topology across the switches, so now flow of packet between switch1 and switch5 is takes place through path switch1-switch2-switch4-switch5 (green dotted lines). This functionality of handling hardware resources through programmatic control makes S.D.N suitable choice for current networking environment.

In order to make S.D.N more efficient there is need of handling many things like, what if controller fails, in that case the whole network will suffer.



Figure 3: Intruder handling through control plane

The solution of this problem is that, there should be more than one controller in the control plane. So that if one fails other controller will control the flow of packet through programmatic control across switches. By doing so network will behave normally as there was no problem. Having more than one controllers also have other advantages, like while upgrading the controller, during that time if any fault occur in data plane then other controller will handles all the faults or provide services to the network elements, only limitation of having more than controller the cost. For an efficient network the switch should be intelligent, so that they may be able to configure the shortest path to reach the destination.

IV. Hypervisor for Efficient Network

A hypervisor commonly also known as virtually machine monitor (VMM) is a software program that is part of virtualization technology. Hypervisor [9] mainly is

lates controllers (network operating system) or vari- ous business applications from the underlying hardware devices in data plane. As we have discussed in section 3.

A centralized controller in S.D.N react to network condition those are changed by upgrading the rules and policies across the hardware devices in the data plane. Every software need upgrades to fix errors, to add new features. Similarly for upgrading the controller, it need to be stopped, while during this transition, network will fail. So the idea of multiple controllers came. This idea helped to manage the network even when the one of controller fails, because other controllers are capable enough to handle any interrupt or fault along any hardware resources.

One another important point came, if controller1 installed the rule and policies across hardware devices and got failed, in that case will other controller like controller2 and controller3 will support the polices or rules installed by controller1. For this thing to happen all of controllers (as in our example: controller1,controller 2 and controller3) must linked or coordinate with each other.



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Figure 4: Role of hypervisor

The thing that help the controller to coordinate with each other is called hypervisor. As hypervisor is a natural platform to support multiple operating system providing hardware devices the illusion of having only the one controller and is providing services to the individual hardware device (whether it is router, switch or access-point).

V. Protocol Independent High Level Language

The heading One of the high level language suitable for the programmed packet handler which is protocol independent is P4 [10], One of the high level language suitable for the programmed packet handler which is protocol independent is P4, P4 stands for Programming Protocol-Independent Packet Processors. P4 works in collaboration with the Open Flow protocol. Open Flow is the protocol which is responsible for the decoupling of control plane from data plane, enabling us to write the program in P4 and implement it in data plane through programmatic control by centralized intelligent controller. The advantage of having the protocol independent language is that hardware devices are not specific to the particular network protocols. Also this provides programmers with capability to describe the packet processing functionality that is independent of the type of underlying hardware devices.

VI. PACKET TRACE BACK

The main goal of the paper trace back is to determine how the packet has reached to its current location and also the path through which it has reached. Packet trace back [11]has the many of the advantages like; to determine the security of the network, performance monitoring and debugging of the network. DDOS attack might be first detected, and then we can trace it back and shut off the link through which it is entering. One more example is; if network administrator identifies that some flow have poor performance, through packet trace back can depict which nodes needs to be examined for congestion. Also the path followed by packet helps in debugging for errors. Figure 5 shows that inflow of packet takes place across switch D and all packet are outflow through switch A e.g. Suppose a packet-P whose first bit of the source IP address is 1, leaving switch A through port 1 and the aim is to trace back its path through the network system. Packet arriving on switch D at port id 3 is forward to switch B



Figure 5: Packet Tracing

only if the first bit of the source IP is 1,otherwise forwarded to the switch C. As this switches B and C also forwards the packet to switch A, e.g. if switch C receives a packet with IP whose first bit is 1, then that packet would be dropped. Therefore by doing so we can determine that packet-P have not followed the path through switch C but have traversed the path through switch D-switch B- switch A.

VII. CONCLUSION AND FUTURE SCOPE

Till now we have discussed various factors that can help us to build flexible and robust network. So all of

these are the approaches that we have to be considered. By considering these we can overcome and handle various faults. The switches must be intelligent enough to decide where to forward the packet in the case when controller is not responding. The main purpose of doing is that the traffic must remains in the data plane. The use of multiple controller is prime factor for making S.D.N networks much more flexible. The only portion where the S.D.N networks lacks is the security. There are various other approaches needs which can make current network even much secure.

Also if we use of the Big Data concept, that can help S.D.N to be more scalable. As this is a new trend in Networking technology so the chances of research are much more, because S.D.N in itself is very broad concept.

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GLOBAL JOURNAL OF COMPUTER SCIENCE AND TECHNOLOGY: E NETWORK, WEB & SECURITY Volume 17 Issue 1 Version 1.0 Year 2017 Type: Double Blind Peer Reviewed International Research Journal Publisher: Global Journals Inc. (USA) Online ISSN: 0975-4172 & Print ISSN: 0975-4350

A New Networks Intrusion Detection Architecture based on Neural Networks

By Berlin H. Lekagning Djionang & Dr. Gilbert Tindo

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Abstract- Networks intrusion detection systems allow to detect attacks which cannot be detected by firewalls. The false positive and false negative problem tend to make IDS inefficient. To improve those systems' performances, it is necessary to select the most relevant that will lead to characterize a normal profile or an attack. We have proposed in this paper a new intrusion detection system architecture and a scheme to flexibly select groups of attributes using neural networks in order to improve results that we have got with our architecture. The selection approach is based on a contribution criteria that we have defined in function of precision measures of type HVS (Heuristic for Variable Selection). The selected subset depends on a threshold that we make vary in function of a defined criteria. He have done a comparative study of this approach and the one without attributes selection.

Keywords: NIDS, neural network, features selection, MLP, NSL-KDD data set.

GJCST-E Classification: C.2.1, C.2.2



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Berlin H. Lekagning Djionang $^{\alpha}$ & Dr. Gilbert Tindo $^{\sigma}$

Abstract- Networks intrusion detection systems allow to detect attacks which cannot be detected by firewalls. The false positive and false negative problem tend to make IDS inefficient. To improve those systems' performances, it is necessary to select the most relevant that will lead to characterize a normal profile or an attack. We have proposed in this paper a new intrusion detection system architecture and a scheme to flexibly select groups of attributes using neural networks in order to improve results that we have got with our architecture. The selection approach is based on a contribution criteria that we have defined in function of precision measures of type HVS (Heuristic for Variable Selection). The selected subset depends on a threshold that we make vary in function of a defined criteria. He have done a comparative study of this approach and the one without attributes selection. A comparative study has also been done with others works. The NSL-KDD dataset has been used to train, teste and evaluate our scheme. Our Works shows satisfactory results.

Keywords: NIDS, neural network, features selection, MLP, NSL-KDD data set.

I. INTRODUCTION

nterconnecting systems via computer networks has been a necessity seen the 21st century. These net works are subjects to many attacks. Intrusion detection systems are a security mechanism that allows to detect attacks which has not been identified by the firewall. An intrusion being each action that can threaten confidentiality, integrity and resources availability in an information system.

The intrusion detections systems that use neural networks as classification scheme has been widely studied by many authors [1]. Most of the solution proposed in the literature have the problem of pertinence and reliability. One of the problems major of the NIDS with neuronal networks is that the performance is governed by an only big system which takes care to detect either the types, or the categories of attacks. In this work, we have proposed a modular architecture and we have presented the efficiency. In this paper, we will explore the path of selecting attributes in order to improve the efficiency of this architecture that means to obtain a good approximation function, an acceptable false positive and negative rate and a recognition rate that is not far from the ideal one. It consists on displaying relevant attributes for each normal packet and for each type of attack.

The Learning quality of a scheme based on neural networks is linked to the quality of data that we

submit to the classifier [2]. Data submitted to the classifier can influence it in many manners [3, 4]: -the recognition rate -The time required for the learning stage to obtain a satisfying recognition rate -The number of sample data necessary to obtain a satisfying recognition rate -The identification of relevant attributes - Reduce the complexity of the classifier and the execution time. Relevant attributes selection can lead to build a normal profile of a user or a particular type of attack. Input data characterization has a significant impact on many aspects of the classifier.

The follow-up of our work is organized as following: in section 2, we present the basics elements of attributes selection; in section 3, we will briefly present neural networks and their importance compared to other classifiers. In section 4 we will show some works related to attributes selection; in section 5 we will describe our attributes selection approach and algorithm, in section 6, we will present the dataset used and the preprocessing done, then in section 7 we'll present the results obtained and their analysis. We will end this work with a conclusion and prospects in section 8.

II. ATTRIBUTES SELECTION

Relevant attributes selection is a difficult problem. Attributes selections consist on identifying a subset of attributes that allows to better the performances of detection system. It helps to remove non relevant attributes, redundant or noised ones. We will in the following subsection present the elements that help to implement an efficient selection process.

a) Basics Elements of Selection

According to [5], the main procedure follows these four steps:

a- Generation procedure: allows to explore the search space in order to find relevant subsets. [6] regroups them in three categories:- **complete generation** that consists on exhaustively search in the whole dataset, which is done in $O(2^N)$. – **Sequential generation** which consists on incrementally generate the relevant subset on the whole dataset. –**Heuristic generation** which is similar to the complete generation with a predefined maximum number of iterations.

The optimal subset is evaluated using an evaluation criteria [7].

b- Evaluation: It takes as input a subset of attributes and outputs a numeric value. It allows to evaluate the

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examined subset. The aim of the search algorithm is to maximize the evaluation function. [5, 8] consider many types of evaluation functions: The distance measure, the information measure, the dependency measure, the classifier recognition rate, the consistency criteria, and the precision measure.

c- Stopping criteria: It allows to know when the learning algorithm should stop since the optimum number of variables is unknown in advance.

d- Validation method: allows to make sure that the selected attributes subset is valid, to determine the number of relevant attributes, to choose different parameters and to test global performances of the system [8].

b) Selection Method Based On Neural Networks

Three main approach has been proposed in the literature to implement this procedure [4, 5]. We have the filter approach, the wrappers approach and the embedded approach. The filter approach selects attributes regardless of the classifier. The wrapper approach uses the classifier to validate the subset of relevant attributes. It uses for this purpose two strategies: the for ward selection which consists to gradually add attributes and the backward selection which consists to gradually remove the attributes. The embedded approach makes attributes selection in parallel to the classification process.

III. NEURAL NETWORKS

Neural networks are strongly linked networks made of elementary processors functioning in parallel and linked by weighs. These connections weighs chair the network functioning. Each elementary processor computes a unique output based on information taken as inputs. Neural networks has many advantages in implementing an intrusion detection system. They are really efficient and fast in the classification task. They are able to learn and easily identify new threats which are submitted to them. Neural networks are able to handle incomplete data, imprecise and from various sources. The natural speed of neural networks help to reduce damages when a threat is detected [10]. Neural networks usage helps to extract nonlinear relationships that exist between different fields of a packet and to timely-detect complex attacks [11]. Neural networks, after having correctly learnt, have a good generalization ability, which means that they are able to compute with precision corresponding outputs even for data which have not been learnt. The flexibility that offer neural networks is also one of the asset of intrusion detection [9].

IV. Some Works Related to Attributes Selection

Relevant variables selection help to improve the classifier efficiency. [12] are the first to use neural

networks for selecting attributes with the KDD dataset. They select relevant attributes by attack categories and use only one precision criteria from [13]. [14] uses selective analysis in their work to select relevant variables. They then use this set to classify attacks. [15] Uses information gain to determine the attributes which allow to better distinguish each type of attack. [16] Proposes a combination of approaches for network intrusion detection. They use for this purpose the genetic algorithm for attributes selection and SVM (Support Vector Machine) for classification. [17] Proposes a new selection method based on the total mean of each field's class. The selected subset is evaluated using the decision tree classifier.

V. Architecture, Approach and Selection Algorithm

Attributes selection help to find out among a set of attributes, the most relevant and those which help to better the efficiency and the performance of the classifier for a given problem. Each selection depending on the system architecture, we will first present the architecture of our solution proposed in [22]. Then we will present in this section the approach that we use and the selection algorithm that we have designed.

a) Proposed Architecture

The architecture that we have used in our works is the one shown in [22],on which performances have been studied. As shown in Figure 1, it is a modular architecture organised in four stages. We have called this architecture MAMBiM: Multiple Attack Multiple Binary MLP.



Figure 1: Four_level instruction detection architecture (MAMBiM)

In this four-level architecture, the first level helps to preprocess data. The second one discriminate normal packets from abnormal ones. If the packet analyzed is abnormal, the nit it is thrown to other models (third level) to determine the type of attack. Element A (fourth level) in this architecture stands as a referee which will decide which type of attack it is. Each module is a neural network with one entry stage, one hidden stage and one output stage.

To better the results obtained with our architecture in [22],we have chosen the heuristic approach based on neural network to select relevant attributes.

b) Selection Approach Used

Evaluation criteria that we have used are presented in [2]. The generation procedure is a heuristic. The approach that we use is the one based on using neural model to select relevant attributes. We have proposed a relevance measure inspired from entropy. This measure is presented in (a). We will also present the measure having zero order given in [2] to evaluate the efficiency of our precision measure. This measure is described in diagram (b). The contribution formula that we propose in our work to evaluate an attribute contribution compared to the others is described in (c). Our approach implies a comparative study of the architecture performances in accordance with different precision measures chosen.

$$P_{i} = \sum_{j=1}^{h} \left(\left(\frac{|w_{ij}|}{\sum_{k=1}^{n} |w_{kj}|} \left| \log \left(\frac{|w_{ij}|}{\sum_{k=1}^{n} |w_{kj}|} \right) \right| \right) * \frac{|w_{j}|}{\sum_{l=1}^{h} |w_{l}|} \right)$$
(a)
$$P_{i} = \sum_{j=1}^{h} \left(\frac{|w_{ij}|}{\sum_{k=1}^{n} |w_{kj}|} \frac{|w_{j}|}{\sum_{l=1}^{h} |w_{l}|} \right)$$
(b)
$$C_{i} = \frac{P_{i}}{\sum_{j=1}^{n} |p_{j}|}$$
(c)

The measure presented by YACOUP in (b) neglect the information quantity factor contained in

$$\log\left(\frac{|w_{ij}|}{\sum_{k=1}^{n}|w_{kj}|}\right).$$

Our measure has two parts: - the part $\left(\frac{|w_{ij}|}{\sum_{k=1}^{n}|w_{kj}|}\log\left(\frac{|w_{ij}|}{\sum_{k=1}^{n}|w_{kj}|}\right)\right)$ determines the influence of input neurons weighs on the hidden layer. ; - the last part $\frac{|w_{j}|}{\sum_{l=1}^{n}|w_{l}|}$ determines the influence of output neurons

on the target. P_i determines the influence of the variable i on the final decision.

We will then make a comparative study of performances compared to the model which has been trained by the set of attributes from the variables space. The selection approach that we will use is a wrappers approach from blocks variables downward strategy. It is illustrated in **figure 1**. And this is based on criteria (c).

c) Our Selection Algorihm

We do mention here that the error retro propagation algorithm which is used to train the neural net work.

The principle of our selection method is described in the following steps:

- Learn the network with the set of variables (of size N)from the space of variables using the errors retro propagation algorithm ;
- Evaluate the pertinence of each attribute using formulas (a) or (b) ;
- Evaluate the contribution of each variable using formula (c) ;
- Choose a contribution criteria of our choice : a threshold $\Theta \ ;$
- select the variable which satisfy the threshold (C_i ≥ θ) as relevant, we obtain a set E' with size N-P, P being the number of variables that do not satisfy the condition;
- Dynamically look for the number of neurons from hidden layer, which gives the best performance with this set of chosen variables ;
- Evaluate the network using this set and compare the performances with performances of networks with no variables selection;
- Repeat until the choice of the threshold (3) matches with the performance targeted in terms pf false positive, false negative and recognition rate.

VI. Test Dataset and Preprocessing

Since 1999, KDD Cup 99 is used as sample dataset in behavioural intrusion detection systems. Each packet from the KDD Cup 99 dataset is made of 41 fields and is labeled as a normal or an abnormal packet with types of attacks. Amidst these fields, 37 are of type numeric and 4 are of type non numeric. KDD99 combine 37 types of attacks. These attacks are subdivided in four major classes: DOS, U2R, R2L and Probes [19, 20].

- DOS (Denial of service attacks): they are attacks that target to threaten availability of services by overloading computers resources, servers or target networks. These attacks succeeded in networks have as consequence to freeze network traffic.
- **Probes:** attack which aims to gather information on the target that can help an attacker to trigger an attack. There exist many types of probes attacks: some abuse legitimate users and others use engineering techniques to gather information.

- R2L (Remote to Local): attack which aims to bypass or usurp authentication credentials to execute commands. Most of these attacks derive from social engineering [18].
- U2R (User to Root): This attack comes from inside. The attacker usurp the super administrator password and thus the other users' passwords. Most of these attacks come from buffer overloading caused by programming errors [19].

KDD99 dataset contains many redundant packets in training data, as in test data [20]. Redundant data are able to give more importance to a type of attack than it merits. [20] propose NSL-KDD which is an excellent dataset for comparing network IDS. Our experimentation has been done with NSL-KDD, the type of attack and the number in the training and test datasets are proposed in **table 4** in appendix. The fields in the packets are described in **table 5** in appendix.

a) Preprocessing

Pre-processing focus on non-numeric fields. Non numeric fields are: type of protocol (TCP, UDP, ICMP), type of service (AOL, auth, bgp, Z39_50), flag (OTH, REJ, RSTO, RSTOSO, RSTR, SO, S1, S2, S3, SF, SH) and the packet's class (Normal or Abnormal). For type of protocol, we assign the following numeric values: TCP=1, UDP=2 and ICMP=3. We assign 1 to normal packets and 0 to abnormal packets. For field type of service and flag, we can assign numeric values in their total number ascendant or descendant order. [21] has shown the limits of such an approach. He propose to assign random values to those fields. In our work we have assigned random values from 1 to 10 to fields of type flag, and random values from 1 to 65 to fields of type of services.

b) Normalization

It consist on transforming data to make them vary between 0 and 1, in order to make them homogeneous and thus simplify network learning. We will in this paper use the Min-Max normalization. Let be min_x and man_x respectively the minimum and the maximum of values of attribute *X* of value*V*, the normalized value is $V' = \frac{v - min_x}{man_x - min_x}$. For each attribute of data vector, compute its normalized value and replace it with the normalized value.

VII. EXPERIMENT AND RESULTS ANALYSIS

To evaluate our models, we will use many indicators: recognition rat (TR), false positive recognition rate (TFP), detection rate (TR) and false negative rate (TFN). This rate is computed as following:

$$TR = \frac{NN+AA}{NN+AA+AN+NA} * 100,$$
$$TFP = \frac{NA}{NA+AA} * 100,$$

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$$TFN = \frac{AN}{AN+NN} * 100$$
, with:

NN: normal packet detected as normal;

NA: normal packet detected as abnormal;

AN: abnormal packet detected as Normal;

AA: abnormal packet detected as abnormal.

For experiments, 80% of data has been used for training purposes, in which 20% are reserved for evaluation and 20% of data are used for testing. The set

of data that we submit to each network is reduced compared to initial data.

a) Results analysis with a dynamic threshold

Here we present results obtained. The fields of packets from dataset are presented in appendix in **table 5.** This first table presents results with criteria (a).We have only presented some types of attacks. After that, we have presented the results per type of attack with our performance measure and we have compared with YACOUP measure.

ATTACKS	θ	NV	VARIABLES SELECTED	TR%	TFP%	TFN%
	0	41	111111111111111111111111111111111111111	100	0	0
	1	32	1111011111110011111111110100011110111110	100	0	0
Warezmaster	2	22	01110101111110001010101111000000011001111	100	0	0
	3	11	000101000011100000000101000000000011110	100	0	0
	0	41	111111111111111111111111111111111111111	95,9	4,25	4,78
Nmap	1	38	111111111111011101111111111111111111111	100	0	0
	0	41	111111111111111111111111111111111111111	99,9	0,55	0,15
portovicop	1	31	1111111111111011111111111011010000011111	98,0	4,3	0
ponsweep	2	19	1111011010001010111110110000000001010100	97,5	5,3	0,4
	3	12	111000001000001010100110000000001010000	98,0	1,8	2,08
	0	41	111111111111111111111111111111111111111	96,9	4,4	2,7
	1	25	1000100101111110001001111111100010011111	95,3	6,2	3,2
satan	2	18	10001000011111000010000111110000100001111	91,2	10,8	7,4
	3	14	00001000011111000010000111110000100001111	90,9	11,8	7,0
	0	41	111111111111111111111111111111111111111	96,5	4,4	2,4
	1	30	110010011011111111111111111111110111111	98,8	0	2,2
	2	11	110010000010011001000001100010010000000	100	0	0
pod						
	_					_
	0	41	111111111111111111111111111111111111111	80	33,3	0
	1	17	1000000000110110010000111111010000101011	100	0	0
	2	11	100000000011011001000000110100000000011	80	0	25
rootkit	3					

Table 1: Results analysis

For the attacks presented, we observe how the recognition rate gets better as we remove non relevant attributes. This allows us to present new descriptors for each type of attack. This work allows us to better the results we have presented in [22].

i. Comparative study of our criteria with Yacoup one

		DJIO	NANG	YACOUP		
Category	Type of attack	Number VA	TR (%)	Number VA	TR (%)	
	ftp_write	39	100	37	100	
DOI	guess_passwd	31	93,02	28	93,02	
R2L	phf	40	100	34	100	
	warezmaster	11	100	11	100	

	ipsweep	24	99,1	24	99,1
	nmap	18	86,90	26	97,04
PROBES	portsweep	31	99,18	31	97,7
	satan	30	95,52	25	95,32
	back	41	70,52	40	68,30
	land	41	100	38	100
	neptune	21	99,62	15	99,10
DOS	pod	30	98,84	21	97,67
200	smurf	41	99,7	41	99,7
	teardrop	41	99,7	41	99,7
	buffer_overflow	40	84,62	30	100
	loadmodule	40	100	5	100
U2R	perl	41	66,67	30	66,67
	rootkit	7	80	17	100
	warezclient	41	97,63	34	96,84

Global Journal of Computer Science and Technology (E) Volume XVII Issue I Version I

Taking in consideration this table, we can see that our criteria give better results compared to Yacoup criteria. In contrast, the number of variables necessary to obtain this result is broadly greater than the number of variables generated with Yacoup criteria. We have by this work displayed descriptors for each type of attack with neural network model. We notice that when the number of variables decreases in the neural network model, the learning rate also decreases for some type of attack.

on designing NIDS with explicative variables selection. Our results are presented in two columns: the first deals with a learning scheme without selection whereas the second deals with our work based selection. The nonconvincing results have been better with dynamic selection. The previous table present a comparative study of the two criteria.

ii. Comparative study with other works

We propose in the following table a comparative study of our work with works done by three authors

		DJIO	NANG	SIVA	GOLOKO
Category	Type of attack	Without selection % [22]	With Selection%	%	%
	ftp_write	60	40	33,3	100
ורם	guess_passwd	93,01	94	100	100
n2L	imap	83,33	84	100	9,09
	multihop	33,3	66,7	22.2	0
	phf	100	100	100	100
	warezmaster	100	100	95.2	94,12
	ipsweep	99,35	100	97.1	93,93
	nmap	95,48	100	100	48,29
PROBES	portsweep	99,67	100	100	47,98
	satan	96,48	100	99.8	96,45
	back	70,52	68,30	99.4	100
	land	100	100	100	0
	neptune	99,96	93,96	100	80,6
DOS	pod	96,51	100	100	0
	smurf	99,7	99,7	100	100
	teardrop	98,96	100	66,7	100
	buffer_overflow	100	100	68,2	0
	loadmodule	100	100	100	0
U2R	perl	33,3	66,7	100	0
	rootkit	80	100	23,1	100
	warezclient	96,84	97,63	-	100

Table 3: Comparative study with other works

The results clearly show that our results are clearly better than works of the authors who have dealt with intrusion detection by type of attack.

VIII. CONCLUSION

We have in this paper, proposed a modular architecture for network intrusion systems based on neural networks and proposed an algorithm for selecting attributes that allows us to propose descriptors for each type of attack. These new descriptors have helped us to better predict different types of attack. In terms of perspectives, we plan to propose a NIDS which timely detects networks attack.

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Appendix

Categories of Attacks In NIs-Kdd99 Dataset

Category	Type of attack	Training	Test	Category	Type of attack	Training	Test
Normal	Normal	67 343	9711		neptune	41214	4657
	ftp_write	8	3		pod	201	41
	guess_passwd	53	1231		processtable	0	685
	httptunnel	0	133		smurf	2646	665
	imap	11	1	DOS	teardrop	892	12
	multihop	7	18		udpstorm	0	2
	named	0	17		buffer_overflow	30	20
	phf	4	2		loadmodule	9	2
	sendmail	0	14		perl	3	2
	snmpgetattack	0	178		ps	0	15
R2L	snmpguess	0	331	U2R	rootkit	10	13
	warezmaster	20	944		sqlattack	0	2
	worm	0	2		xterm	0	13
	xlock	0	9		•		
	xsnoop	0	4				
	ipsweep	3599	141				
	mscan	0	996				
Probes	nmap	1493	13				
	portsweep	2931	157				
	saint	0	319				
	satan	3633	735				
	apache2	0	734				
	back	956	359				
DOS	land	18	7				
	mailbomb	0	293	1			

Table 4: Type of Attack Per Category

Different Attributes of NsI-Kdd Dataset

Table 5 : List of Attributes with Description And Type

N°	Attribute	Description	
1	Duration	Duration of connection	
2	Protocol type	Connection protocol (tcp ou udp)	
3	Service	Destination service (telnet, ftp)	
4	Flag	Status flag of connection	
5	Source bytes	Byte send from source to destination	
6	Destination bytes	Bytes send from destination to source	
7	Land	1 if connection is from/to the same host/port; 0 otherwise	
8	Wrong fragment	Number of wrong fragments	
9	Urgent	Number of urgent packets	
10	Hot	Number of "hot" indicators	
11	failed logins	Number of failed logins	
12	Logged in	1 if successfully logged in; 0 otherwise	
13	Number of "compromised"	Number of "compromised" conditions	cont
	conditions		
14	Root shell	1 if root shell is obtained; 0 otherwise	
15	"Su root" command attempted	1 if "su root" command attempted; 0 otherwise	
16	Number of "root" accesses	Number of "root" accesses	
17	Number of file creations	Number of file creation operations	

18	Number of shells prompts	Number of shell prompts	cont	
19	Number of operations on access files	Number of operations on access control files		
20	Number of outbound commands	Number of outbound commands in an ftp session		
21	Is host login	1 if the login belongs to the "hot" list; 0 otherwise		
22	Is guest login	1 if the login is a "guest" login; otherwise		
23	Count	Number of connections to the same host as the current connection in the past two seconds		
24	Service count	Number of connections to the same service as the current connection in the past two seconds		
25	Syn error rate	% of connections that have "SYN" errors		
26	Service Syn error rate	% of connections that have "SYN" errors		
27	Rej error rate	% of connections that have "REJ" errors	cont	
28	Service Rej error rate	% of connections that have "REJ" errors	cont	
29	Same service rate	% of connections to the same service		
30	Different service rate	% of connections to different services		
31	Service different host rate	% of connections to different hosts		
32	Same destination host count	count of connections having the same destination host		
33	Same destination host and service	count of connections having the same destination host and using	cont	
	count	the same service		
34	Same destination host and service	% of connections having the same destination host and using the	cont	
	rate	same service		
35	Different services on current host	% of different services on the current host	cont	
36	Connect to current host with same source error	% of connections to the current host having the same src port	cont	
37	Connect to same service from diff. host	% of connections to the same service coming from different hosts	cont	
38	Connect to current host with S0 error	% of connections to the current host that have an S0 error	cont	
39	Connect to current host and	% of connections to the current host and specified service that have	continu	
	specified service that have an S0	an S0 error		
	error			
40	Connect to current host with RST error	% of connections to the current host that have an RST error	continu	
41	Connect to current host and	% of connections to the current host and specified service that have	continu	
	specified service with RST error	an RST error		

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- 3. Submission of Manuscripts,
- 4. Manuscript's Category,
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References	Complete and correct format, well organized	Beside the point, Incomplete	Wrong format and structuring	

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ISSN 9754350