

Evolving Classification of the Behaviour of Computer Users

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InfoLab21



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CAOS - Control, Aprendizaje y Optimización de Sistemas

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Scalab LAB

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Destacamos

Creación del Grupo de Trabajo de Robótica Inteligente CAOS-PLG

Consulta más información sobre el grupo de trabajo de Robótica Inteligente en su web: <http://www.plg.inf.uc3m.es/~robotica/>

Bienvenido a CAOS

Bienvenido, estas son las páginas web del Grupo CAOS, formado en 2004 a partir del grupo Scalab



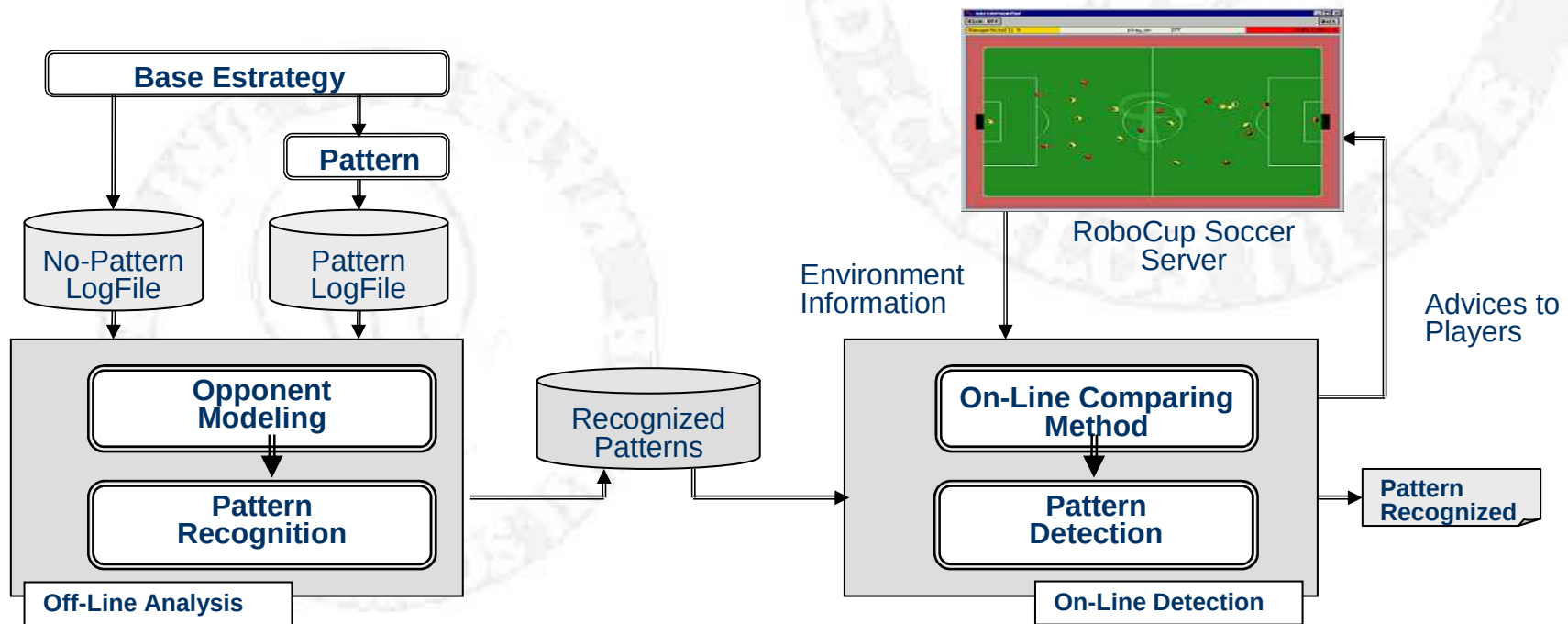
Outline

- **From RoboCup ...**
- **... to UNIX User Classification**
- **Creating a Profile Model**
- **Evolving classification**
- **Results**
- **Conclusions**

From RoboCup...



Opponent behavior Modelling / Classification (Environment: soccer simulation domain)



From RoboCup...



Behavior Classification



Behavior as sequence of actions



Pass1to2, Dribble2, Pass2to10, Goal10,



Pass5to6, Pass6to3, Foul5, MissedShot3...

... to UNIX Users Commands

Behavior Classification



Behavior as sequence of commands



SS, postnews, enscript, fg, enscript, cd, *ES*, *SS*, rlogin...



SS, date, ls, emacs, rm, ls, date ...

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Sequence of commands → Profile Model

Behavior as sequence of commands

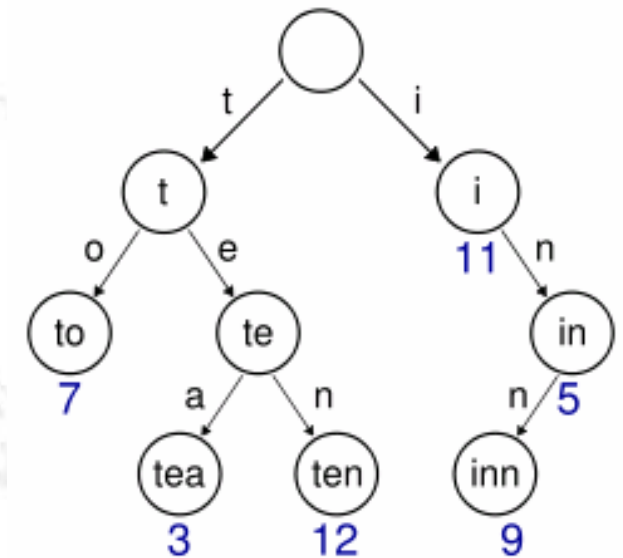
Important: sequentiality

Trie (retrieval) data structure:

Special search tree used for storing elements and its prefixes.

Every node:

- represents a command
- stores useful information (times appeared,...)



A trie for keys "t", "to", "te", "tea", "ten", "i", "in", and "inn".

Sequence of commands → Profile Model

An example trie

pwd
vi
pwd
vi
pwd
ls

Sequence

Sequence to insert initially in the trie:
{ls → date → ls → dat → cat}

Sequence of commands → Profile Model

An example trie

pwd
vi
pwd
vi
pwd
ls

Sequence

Sequence to insert initially in the trie:

{ls → date → ls → date → cat}

Sub-sequence length: 3

{ls → date → ls → date → cat}

Sub-sequences to insert in the trie:

{ls → date → ls} and {date → ls → date} and {ls → date → cat}

Sequence of commands → Profile Model

An example trie

Sub-sequences to insert in the trie:

{ls → date → ls} and {date → ls → date} and {ls → date → cat}

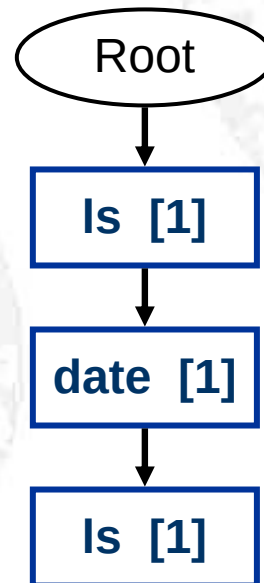
Root

Sequence of commands → Profile Model

An example trie

Sub-sequences to insert in the trie:

{ls → date → ls} and {date → ls → date} and {ls → date → cat}

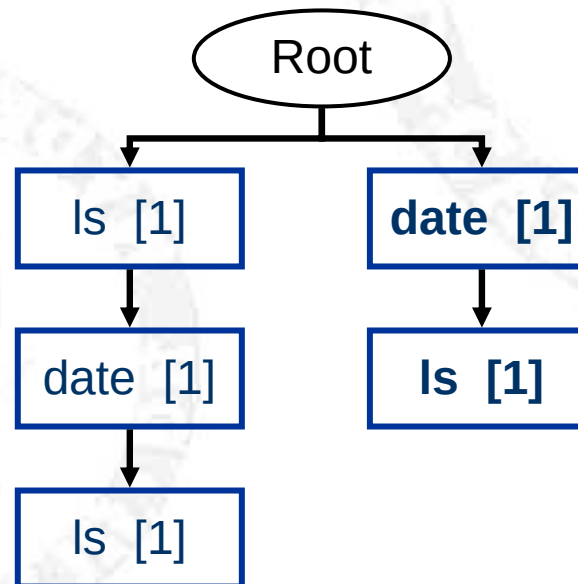


Sequence of commands → Profile Model

An example trie

Sub-sequences to insert in the trie:

{ls → date → ls} and {date → ls → date} and {ls → date → cat}

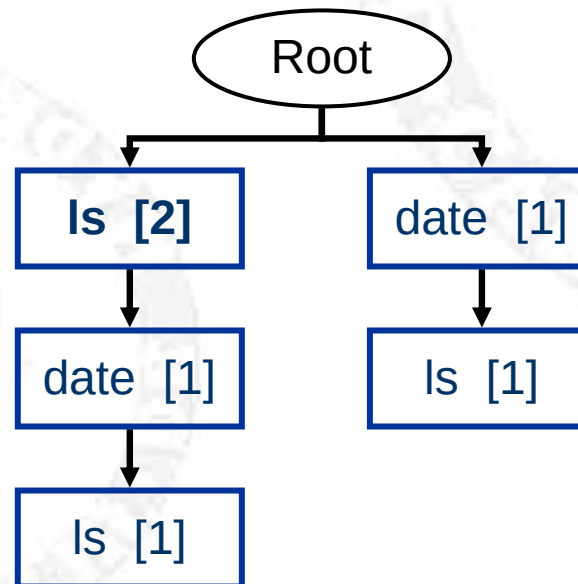


Sequence of commands → Profile Model

An example trie

Sub-sequences to insert in the trie:

{ls → date → ls} and {date → ls → date} and {ls → date → cat}

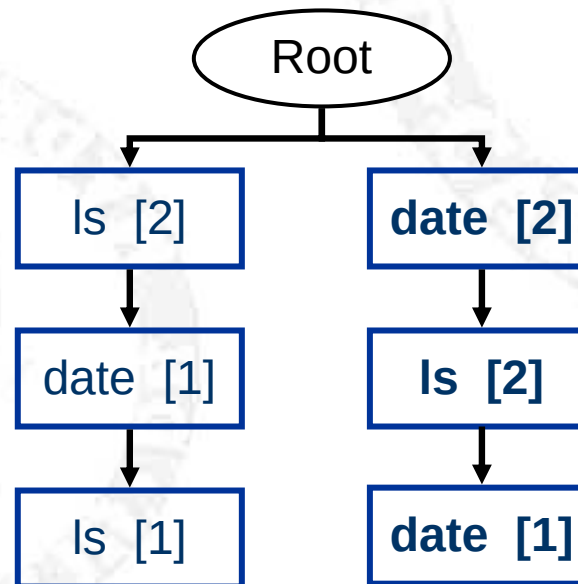


Sequence of commands → Profile Model

An example trie

Sub-sequences to insert in the trie:

{ls → date → ls} and {date → ls → date} and {ls → date → cat}



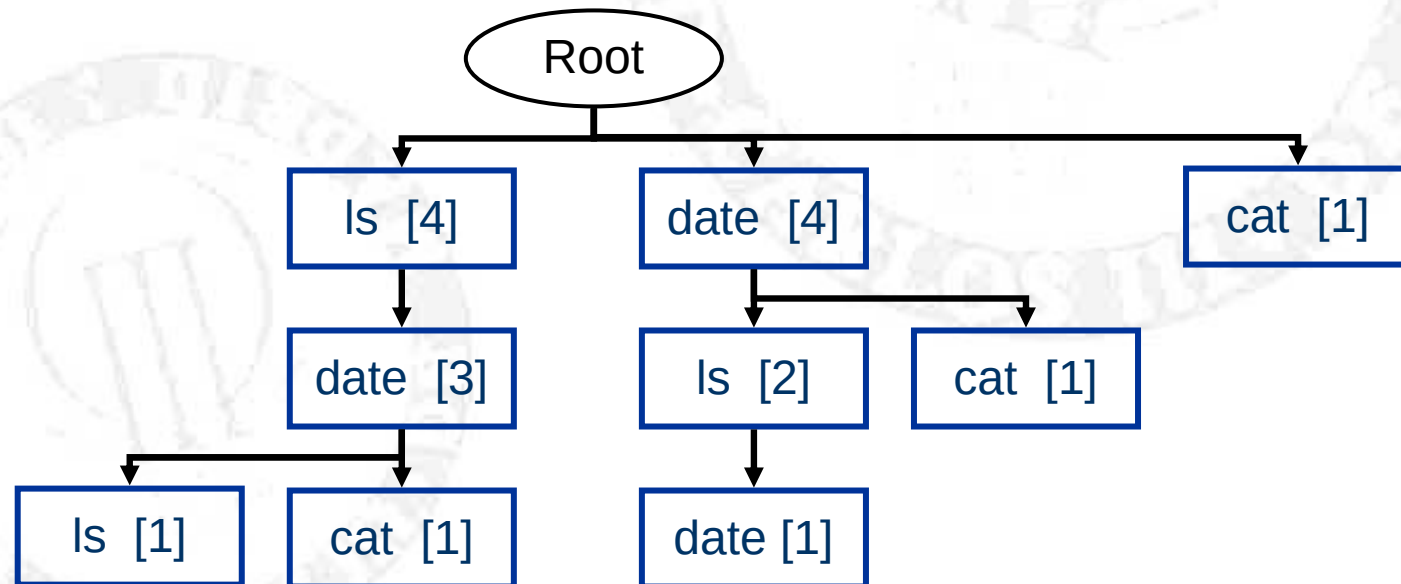
Sequence of commands → Profile Model

An example trie

Sub-sequences to insert in the trie:

{ls → date → ls} and {date → ls → date} and {ls → date → cat}

pwd
vi
pwd
vi
pwd
ls



Sequence of commands → Profile Model

Evaluating Dependences

Evaluate the relation/dependence between an element and its prefix

Two approaches:

- Frequency-based method.
- Statistical dependence method.

Our approach: Statistical Value used: **Chi-square value**.

This value is stored in every node of the *trie*

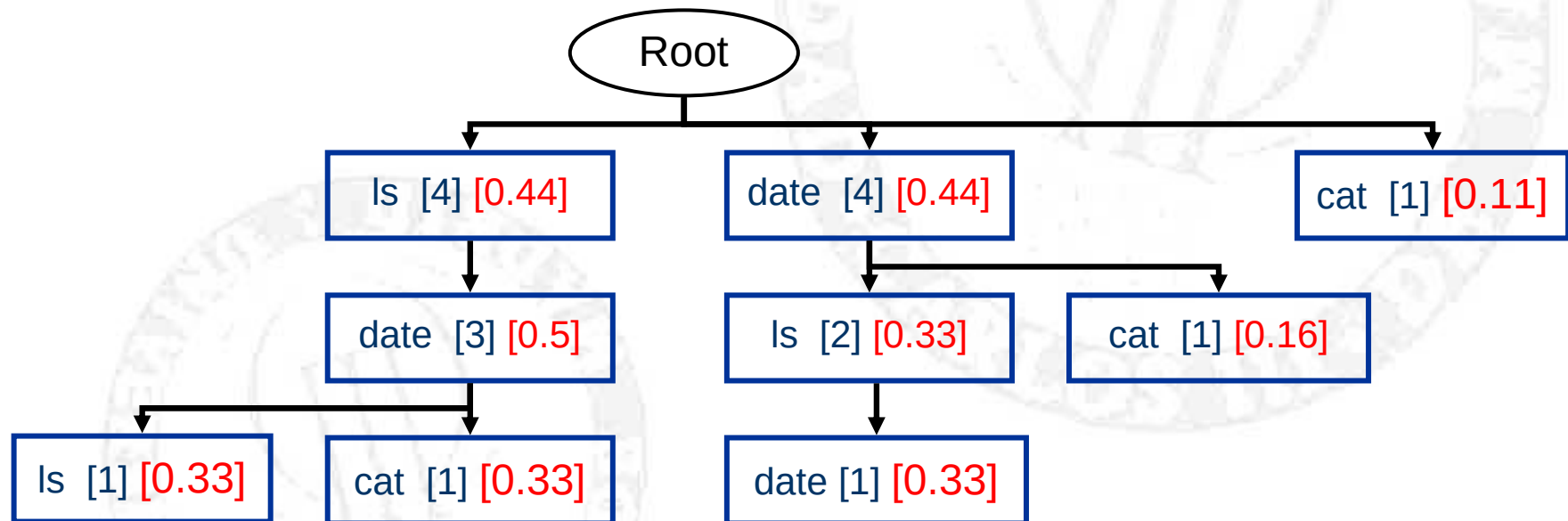
Sequence of commands → Profile Model

Evaluating Dependences

$$\begin{array}{l} \text{Support or} \\ \text{Relative Frequency} \\ \text{(of a subseq)} \end{array} = \frac{\begin{array}{l} \text{Number of times the subsequence has} \\ \text{been inserted into the tre.} \end{array}}{\begin{array}{l} \text{Total number of subsequences} \\ \text{of equal size inserted} \end{array}}$$

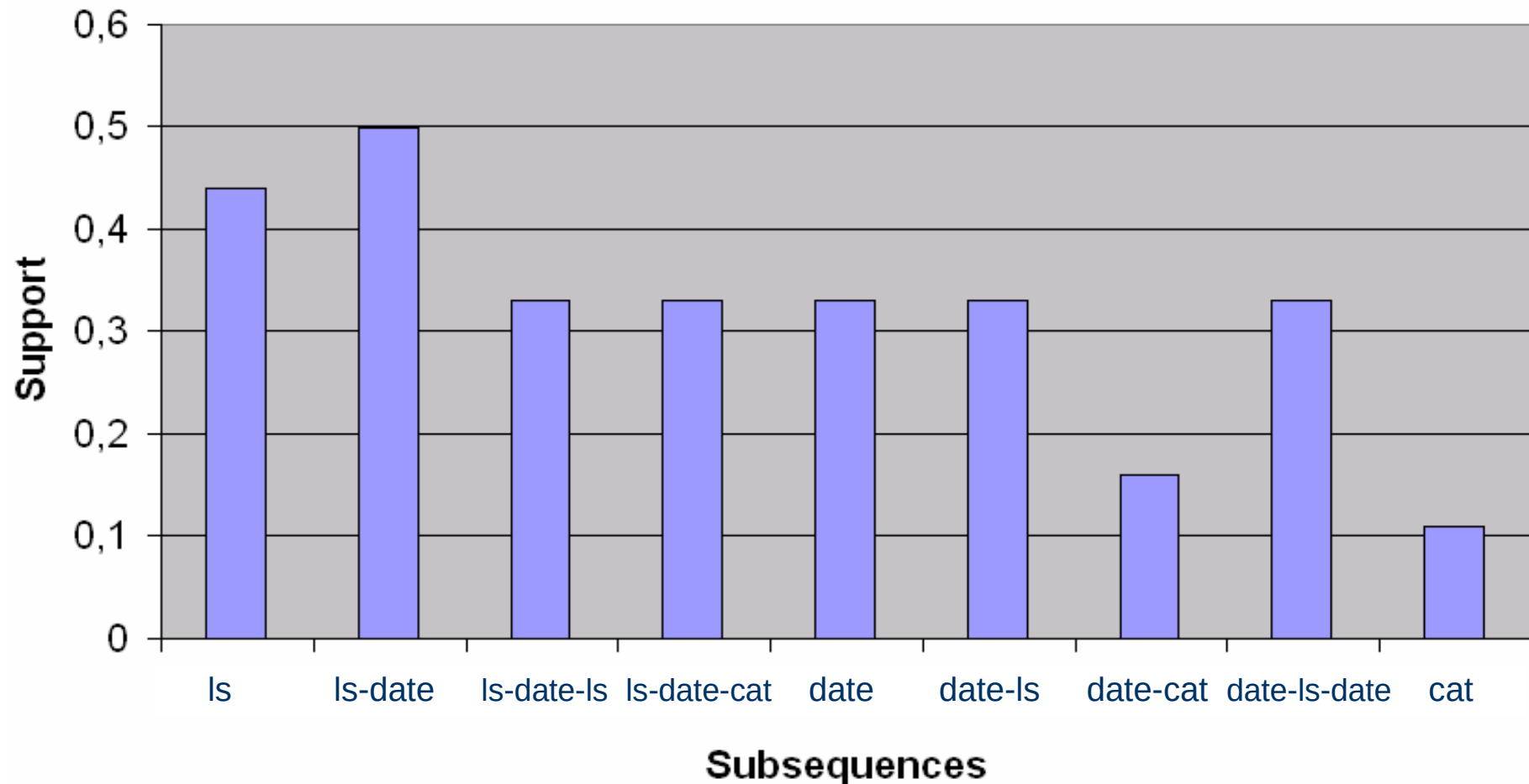
Sequence of commands → Profile Model

Evaluating Dependences



Sequence of commands → Profile Model

Behavior → Distribution of relevant events.



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Classification...

Profile a user is a difficult task for different aspects:

- 1. Human behavior is usually erratic**
- 2. Humans behave differently because of a change in their goals.**

Classification...

How to accurately profile a user while his/her behavior changes constantly ???

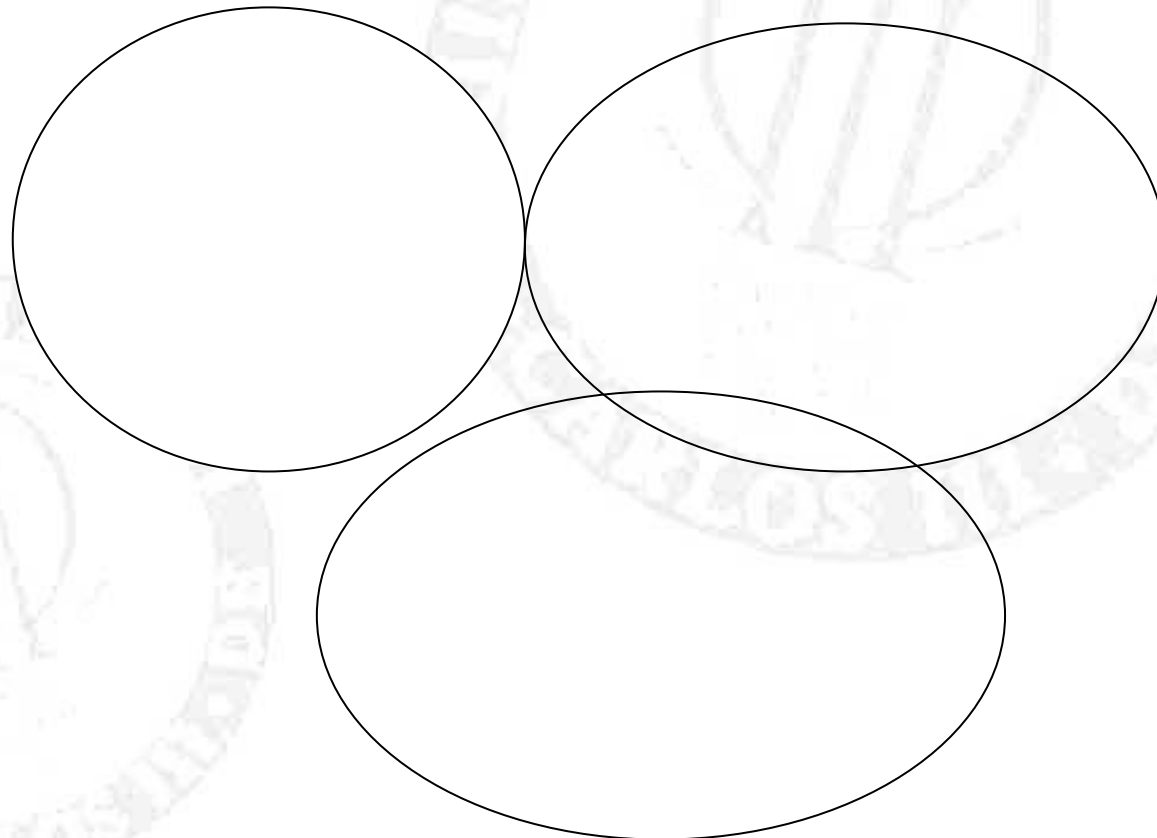
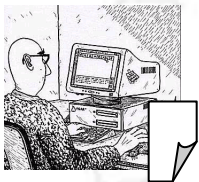
Using Evolving Fuzzy Systems !!

Evolving Classification...

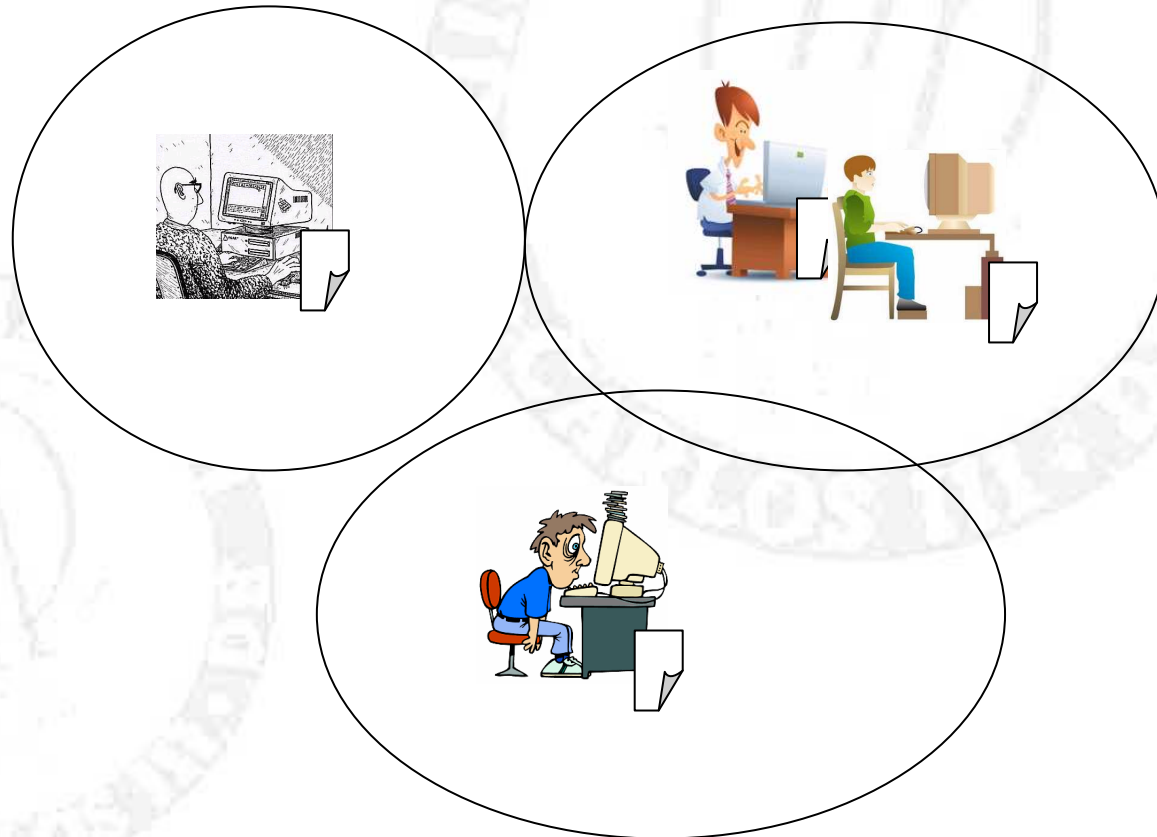
Evolving fuzzy systems (EFS) can be defined as self-developing, self-learning fuzzy rule-based or neuro-fuzzy systems that have both their parameters but also **their structure self-adapting on-line.**

They are usually associated with streaming data and on-line (often real-time) modes of operation.

Evolving Classification of UNIX Users



Evolving Classification of UNIX Users



Architecture of the Evolving Classifier

FRB Classifier:

$R^i = \text{IF } (x_1 \text{ is around } x_1^{i*}) \text{ AND } (x_2 \text{ is around } x_2^{i*}) \text{ AND } \dots (x_n \text{ is around } x_n^{i*})$

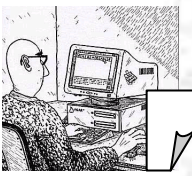
THEN (Labelⁱ)

$X = [x_1, x_2, \dots, x_n]$ denotes the **vector of features**.

$L = L^{i^*}; i^* = \arg \min_{i=1}^N (\mathbf{DistCosine})$

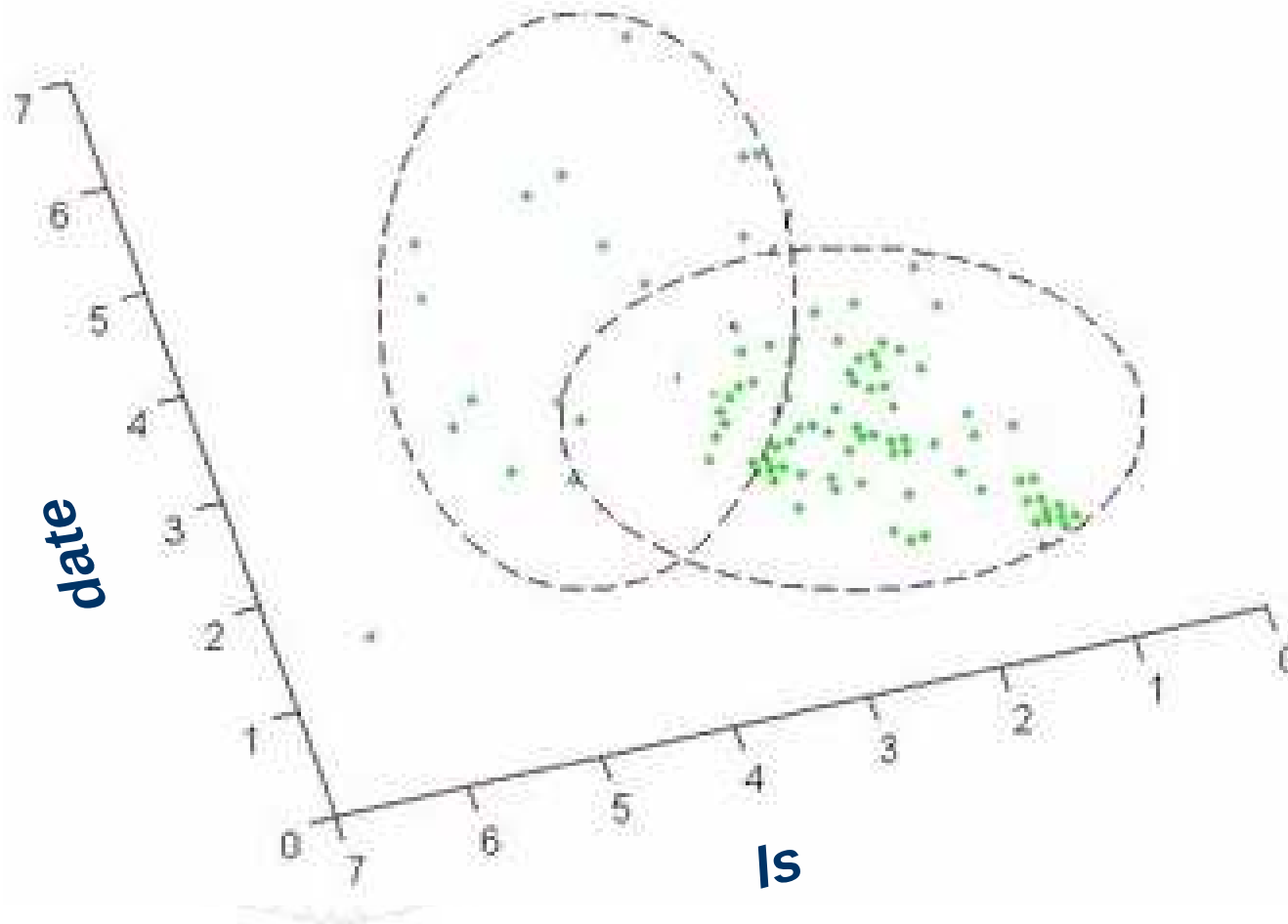
Evolving Classification of UNIX Users






ls	date	ls-date	cat	vi	emacs	rm	mail	mv	asfd
0,5	0,3	0,75	0,2	0,1					
0,6	0,1	--	--	0,2	0,8	0,3			
0,3	--	--	--	0,5	--	--	0,9		
0,2	--	--	0,1	--	0,2	--	--	0,3	0,8

Architecture of the Evolving Classifier



Architecture of the Evolving Classifier

For each User...

1. **Recursive** Calculation of Potential of Data Vector (x) of a User.

2. Update Potentials of the F.P. with the new data (x)

3. If ($\text{Pot}(x) > \text{Max Pot}(\text{F.P.}_i)$)

Insert New F.P.

1. Classify x in a Cluster (**using Cosine Distance**)

Add x as a new “point” in the Cluster.

1. ¿Necessary Remove any F.P.?

Calculate μ for each F.P.

If $\mu_i > e^{-1} \rightarrow \text{Remove F.P.}$

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Results - Experimental Design

168 Users, 4 different user groups:

1. Novice – programmers	55 Users
2. Experienced-programmers	36 Users
3. Computer-Scientists	52 Users
4. Non-Programmers	25 Users
	168 Users

Commands per user: from 600 to 3000

Results - Experimental Design

After processing the users commands:

Different commands per group:

- | | |
|----------------------------|---------|
| 1. Novice – programmers | (25614) |
| 2. Experienced-programmers | (43049) |
| 3. Computer-Scientists | (66490) |
| 4. Non-Programmers | (10572) |

Different commands in the 4 groups: **135317**

Results-Using 10Fold Cross Validation

Number of F.P. per group:

FP Nov = 2

FP Exp = 2

FP Sci = 1

FP Non = 1

Number of F.P. using Cross Validation:

Novices: 3 / 2 / 7 / 2 / 2 / 2 / 3 / 4 / 2 / 2 /

Experiences: 2 / 3 / 3 / 2 / 2 / 2 / 2 / 2 / 2 / 2 /

Sciences: 2 / 2 / 1 / 2 / 1 / 1 / 1 / 1 / 3 / 3 /

Non: 2 / 2 / 1 / 2 / 2 / 2 / 2 / 2 / 2 / 2 /

Results-Using 10Fold Cross Validation

Evolving System... Number of commands subsequences: **135317**

	nov	exp	sci	non
nov	55	0	0	0
exp	0	36	0	0
sci	0	0	52	0
non	0	0	0	25

**Classification
Rate:**

100%

C4.5	1NN	3NN	5NN	10NN
--	--	--	--	--

Results-Using 10Fold Cross Validation

Evolving System...

Number of commands subsequences: **45930**

Similar number of F.P.

Support > 0.005

	nov	exp	sci	non
nov	55	0	0	0
exp	1	35	0	0
sci	1	1	50	0
non	0	1	0	24

**Classification
Rate:**

97,61%

C4.5	1NN	3NN	5NN	10NN
--	--	--	--	--

Results-Using 10Fold Cross Validation

Evolving System...

Number of commands subsequences: **26108**

Support > 0.01

	nov	exp	sci	non
nov	54	0	0	1
exp	0	35	0	1
sci	1	1	50	0
non	0	1	0	24

**Classification
Rate:**

97,02%

C4.5	1NN	3NN	5NN	10NN
--	--	--	--	--

Results-Using 10Fold Cross Validation

Evolving System...

Number of commands subsequences: **6210**

Support > 0.05

	nov	exp	sci	non
nov	50	4	0	1
exp	4	31	0	1
sci	2	12	36	2
non	0	3	0	22

**Classification
Rate:**

82,74%

C4.5	1NN	3NN	5NN	10NN
73,80%	54,16%	50,00%	36,90%	40,47%

Results-Using 10Fold Cross Validation

Evolving System...

Number of commands subsequences: **3531**

Support > 0.1

	nov	exp	sci	non
nov	50	3	0	2
exp	4	36	0	5
sci	6	5	35	6
non	4	5	0	16

**Classification
Rate:**

81,54%

C4.5	1NN	3NN	5NN	10NN
73,80%	44,64%	53,57%	53,57%	52,97%

Results-Using 10Fold Cross Validation

Evolving System...

Number of commands subsequences: **714**

Support > 0.5

	nov	exp	sci	non
nov	39	12	1	3
exp	21	12	0	2
sci	41	1	8	2
non	15	2	1	7

**Classification
Rate:**

39,28%

C4.5	1NN	3NN	5NN	10NN
52,97%	40,47%	30,35%	30,95%	30,95%

Results-Using 10Fold Cross Validation

Evolving System...

Number of commands subsequences: **6210**

Support > 0.05

	nov	exp	sci	non
nov	50	4	0	1
exp	4	31	0	1
sci	2	12	36	2
non	0	3	0	22

**Classification
Rate:**

82,74%

C4.5	1NN	3NN	5NN	10NN
73,80%	54,16%	50,00%	36,90%	40,47%

Conclusions

The proposed Evolving System Classifier...

- *Works* with large data stream of data.
- Good results with large data stream of data.
- Fast
- Stores data very reduced
- There is no thresholds
- Does not require pre-training
- Starts “from scratch”
-

Thanks!