Internet Measurement and Data Analysis (10)

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review of previous class

Class 9 Topology and graph (6/13)

- Routing protocols
- Graph theory
- exercise: shortest-path algorithm

Class 10 Anomaly detection and machine learning

- Anomaly detection
- Machine Learning
- SPAM filtering and Bayes theorem
- exercise: naive Bayesian filter

anomalies

- traffic problems
- routing problems, reachability problems
- DNS problems
- attacks, intrusions
- CPU load problems

causes of anomalies

- access concentration, congestion
- attacks: DoS, viruses/worms
- outages: equipment failures, circuit failures, accidents, power outages
- maintenance

anomaly detection

- avoid or reduce losses caused by service degradation or disruption
- monitoring individual items: post an alert when the monitored value exceeds the predefined threshold
 - passive monitoring
 - active monitoring
- signature based anomaly detection:
 - pattern matching with known anomalies
 - IDS: Intrusion Detection System
 - cannot detect unknown anomalies
 - need to keep the pattern database up-to-date
- anomaly detection by statistical methods:
 - detect discrepancies from normal states
 - in general, need to learn "normal" states

responses to anomalies

- report to system administrators
 - posting alert messages
- identifying types of anomalies
 - provide information to help operators to understand the cause of the problem
 - difficult to find causes, especially for statistical methods
- automated responses
 - automatically generating filtering rules, failover, etc

anomaly examples

- Flash Crowd
 - access concentration to specific services (news, events, etc)
- DoS/DDoS
 - send a large volume of traffic to a specific host
 - zombie PCs are often used as attackers
- scanning
 - for most cases, to find hosts having known security holes
- worms/viruses
 - many incidents (SQL Slammer, Code Red, etc)
- route hijacking
 - announcing someone else's prefixes (mostly by mis-configuration)

YouTube hijacked

- 2008-02-24: worldwide traffic to YouTube was redirected to Pakistan
- cause
 - by the order of Pakistan government, Pakistan Telecom announced a false prefix on BGP in order to block domestic access to YouTube
 - ▶ a large ISP, PCCW, leaked the announce to the global Internet
 - as a result, worldwide traffic to YouTube was redirected to Pakistan by the false route announcement

reference:

http://www.renesys.com/blog/2008/02/pakistan_hijacks_youtube_1.shtmly

communication service disruption by Taiwan earthquake

- ▶ 2006-12-26: M7.1 earthquake occurred off the coast of Taiwan
- submarine cables were damaged, communication services to/from Asia were affected
- Indonesia's international link capacity became less than 20%
- ISPs restored services by rerouting



source: JANOG26

http://www.janog.gr.jp/meeting/janog26/doc/post-cable.pdf

Great East Japan Earthquake

- a number of foreshocks and hundreds of aftershocks
- affected significant part of communications infrastructure



Earthquakes larger than Magnitude 4 in Japan for March 2011

Traffic at IX

less impact in Osaka on March 11



Traffic at JPNAP Tokyo1 (top) and Osaka (bottom) on 3.11

Summary of events at IIJ

March 11, Friday:

- M9.0 quake hit at 14:46, the tsunami first reached coastline in 20 min
- Sendai DC lost external power, switched to in-house power generator within 2 min
- 2 redundant backbone links to Sendai DC down, and lost connectivity to 6 prefectures in Tohoku
- From 23:00, undersea cables started failing. Some of the US links down, links to Asia down

March 12, Saturday:

- One backbone link to Sendai restored at about 6:00
- Sendai DC restored external power at around 11:30
- One of the damaged US-links recovered around 21:00

March 13, Sunday:

- The other backbone link to Sendai was up at around 21:30
- Most of the backbone connectivity was restored by then

March 14, Monday:

Business started. Service restoration and rescue activities started.

Residential Broadband Traffic

- severe damage and gradual recovery in Miyagi
- but limited impact to the total traffic in Japan



Residential traffic for March 2011, Miyagi prefecture (top) and nationwide (bottom)

JP-US links

redundancy and over-provisioning worked



Traffic on 3 JP-US links for March 2011, damaged (top) not-damaged (middle) and rerouted (bottom)

anomaly detection by statistical methods

- time-series
- correlation
- PCA
- clustering
- entropy

machine learning

- automatically acquire knowledge or rules
- algorithms that become more intelligent via experiences
 - limitations of providing knowledge/rurles by humans
- learning methods
 - supervised learning
 - requires training beforehand using test data
 - unsupervised learning
 - automatically performs classification or pattern extraction
 - no training required
 - cluster analysis, PCA, etc

applications of machine learning

- wide variety of applications
 - defining feature vectors: by extracting features from input
 - feature extraction: domain specific
 - image recognition, handwriting recognition, face recognition, user behavior analysis, sensor data, etc
 - relying on domain specific knowledge
 - learning by analyzing feature vectors
 - generic machine learning techniques can be applied once feature vectors are obtained
- recent trend: automatic feature extraction by feature learning
 - extracting important information from unclassified data (e.g., PCA)
 - deep learning

classifiers by supervised learning

- simple perceptron
 - linear classifier
 - used for support vector machine, neural networks, etc
- naive baysian classifier
 - classifier based on statistical model
 - widely used for SPAM filters

simple perceptron

- a model of neurons
 - binary classifier by liner predictor function
 - \blacktriangleright sets weights on multiple inputs, and outputs 1/0
- Inear separability: finding hyperplane to separate input space
 - convergence can be guaranteed if inputs are linear separable
- adjust weights by learning
 - when output is wrong, slightly adjust weights
- support vector machine (SVM): one of linear classifiers
 - algorithm to maximize margin
 - kernel trick: mapping non-linear inputs into linear space





simple perceptron

neural networks

- model of interconnected neurons in brain
- multilayer perceptrons
 - possible to solve non-linear problems
 - feedforward model: signals travel only to destination
 - recurrent model: with feedback
- back propagation: a representative learning method by propergaing errors backwards
- can be used for both supervised and unsupervised learning
 - self-organization by learning proximity on feature space



Input Layer Hidden Layer Output Layer

neural network

deep learning

- deep learning
 - structure: neural networks with deep layers
 - function: automated feature extraction (feature learning)
- many research results since 2012
 - outperforms other models in many fields
- brought not by technical breakthrough
 - parallel processing: suited for GPGPU or large-scale clusters
- feature learning automated: easy to use



deep learning model

identifying and filtering SPAM email

SPAM: unsolicited bulk messages SPAM test methods

- tests by senders
 - white lists
 - black lists
 - gray listing
- tests by content
 - bayesian spam filter: widely used
 - learns frequencies of words from SPAM and HAM email, calculate a probability for an email to be SPAM
 - the accuracy improves as it is used

conditional probability

Question:

Student K leaves behind his cap once every 5 times. He visited 3 friends, A, B and C in this order and when he came home he found his cap was left behind. What is the probability that K left his cap at B's house? (1976, Waseda University, entrance exam)

conditional probability

Question:

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Answer:



the prob. of the cap left at B / the prob. of the cap left at either house = 20/61

Bayes' theorem

conditional probability

- the probability of B when A is known to occur: P(B|A)
 - \blacktriangleright the sample space is restricted to event A, within which the area $(A\cap B)$ is of interest

$$P(B|A) = \frac{P(A \cap B)}{P(A)}$$

Bayes' theorem

- ▶ posterior probability: when A causes B, the probability of event A occurring given that event B has occurred: P(A|B)
 - P(A): the probability of A to occur (prior probability)
 - ► P(A|B): the probability of A occurring given that B has occurred (posterior probability)

$$P(A|B) = \frac{P(B|A)P(A)}{P(B)} = \frac{P(A \cap B)}{P(B)}$$

based on the observations, inferring the probability of a cause: many engineering applications

- communications: based on received signal with noise, extract original signal
- medical tests: based on a medical test result, find the probability of a person actually having the disease
- spam tests: based on the content of email, find the probability of an email being spam

Question:

the population ratio having a certain disease is 50/1000. a test for the disease is known to have positive for 90% of people having the disease but also have positive for 10% of people not having the disease.

when a person get positive by this test, what is the probability of the person actually having the disease?

example: disease test

Question:

► the population ratio having a certain disease is 50/1000. a test for the disease is known to have positive for 90% of people having the disease but also have positive for 10% of people not having the disease.

when a person get positive by this test, what is the probability of the person actually having the disease?

Answer: the probability of the person having the disease: P(D) = 50/1000 = 0.05the probability of a result to be positive: $P(R) = P(D \cap R) + P(\bar{D} \cap R)$ when the result is positive, the posterior probability that the person has the disease

$$P(D|R) = \frac{P(D \cap R)}{P(R)}$$

= (0.05 × 0.9)/(0.05 × 0.9 + 0.95 × 0.1) = 0.321

spam email tests

- for training, prepare spam messages (SPAM) and non-spam messages (HAM)
- for words often included in SPAM, compute
 - the conditional probability that SPAM include a word
 - the conditional probability that HAM include a word
- then, compute the posterior probability of an unknown message being SPAM

example: for word A, assume $P(A|S)=0.3,\ P(A|H)=0.01,$ $\frac{P(H)}{P(S)}=2.$ then, compute P(S|A).

$$P(S|A) = \frac{P(S)P(A|S)}{P(S)P(A|S) + P(H)P(A|H)}$$

= $\frac{P(A|S)}{P(A|S) + P(A|H)P(H)/P(S)}$
= $\frac{0.3}{0.3 + 0.01 \times 2} = 0.94$

naive Bayesian classifier

- in practice, multiple tokens are used
 - combinations of tokens require huge data
- naive Bayesian classifier: assumes tokens are independent
 - tokens are not independent, but it works most of the cases
 - training step:
 - using classified training samples, compute the conditional probabilities of tokens being included in SPAM
 - prediction step:
 - for unknown messages, compute the posterior probabilities of tokens included in a message to decide whether the message is SPAM or HAM
- in the training step, the conditional probability of each token can be independently computed
- use Bayesian joint probability to compute the joint probability for SPAM testing from individual token's SPAM probability

naive Bayesian classifier (details)

let tokens be x_1, x_2, \ldots, x_n . when these tokens are observed, the posterior probability of a message being SPAM is:

$$P(S|x_1,\ldots,x_n) = \frac{P(S)P(x_1,\ldots,x_n|S)}{P(x_1,\ldots,x_n)}$$

the numerator shows the joint probability of the token to be observed and the message is SPAM, and thus, can be written as follows. by applying the definition of conditional probability:

$$P(S, x_1, \dots, x_n) = P(S)P(x_1, \dots, x_n|S)$$

= $P(S)P(x_1|S)P(x_2, \dots, x_n|S, x_1)$
= $P(S)P(x_1|S)P(x_2|S, x_1)P(x_3, \dots, x_n|S, x_1, x_2)$

assume each token is conditionally independent from other tokens

$$P(x_i|S, x_j) = P(x_i|S)$$

then, the above joint probability becomes

$$P(S, x_1, \dots, x_n) = P(S)P(x_1|S)P(x_2|S) \cdots P(x_n|S) = P(S) \prod_{i=1}^n P(x_i|S)$$

thus, assuming tokens are independent, the posterior probability of the message being SPAM is

$$P(S|x_1,...,x_n) = \frac{P(S)\prod_{i=1}^{n} P(x_i|S)}{P(S)\prod_{i=1}^{n} P(x_i|S) + P(H)\prod_{i=1}^{n} P(x_i|H)}$$

today's exercise: SPAM filtering

SPAM filtering using naive bayesian classifier

 based on the code from "Programming Collective Intelligence" Chapter 6

```
% ruby naivebayes.rb
classifying "quick rabbit" => good
classifying "quick money" => bad
```

naive bayesian classifier for the exercise

compute the propbability of a document to be classified into a specific category by words appearing in the dicument

$$P(C)\prod_{i=1}^{n}P(x_i|C)$$

- P(C): the probability of the category
- $\prod_{i=1}^{n} P(x_i|C)$: product of the conditional probability of each word in the category

select the category with the highest probability

threshold: the probability of the best category should be thresh times higher than that of the second best category

SPAM classifier script

training and classifier

```
# create a classifier instance
cl = NaiveBayes.new
# training
cl.train('Nobody owns the water.','good')
cl.train('the quick rabbit jumps fences','good')
cl.train('buy pharmaceuticals now', 'bad')
cl.train('make quick money at the online casino', 'bad')
cl.train('the quick brown fox jumps','good')
# classifv
sample_data = [ "quick rabbit", "quick money" ]
sample_data.each do |s|
 print "classifying \"#{s}\" => "
 puts cl.classify(s, default="unknown")
end
```

script: Classifier Class (1/2)

```
# feature extraction
def getwords(doc)
 words = doc.split(/\W+/)
 words.map!{|w| w.downcase}
 words.select{|w| w.length < 20 && w.length > 2 }.uniq
end
# base class for classifier
class Classifier
 def initialize
    # initialize arrays for feature counts, category counts
   Qfc, Qcc = {}, {}
 end
 def getfeatures(doc)
   getwords(doc)
 end
 # increment feature/category count
 def incf(f, cat)
    @fc[f] ||= {}
    @fc[f][cat] ||= 0
    @fc[f][cat] += 1
 end
 # increment category count
 def incc(cat)
   @cc[cat] ||= 0
   @cc[cat] += 1
 end
```

script: Classifier Class (2/2)

```
def fprob(f.cat)
   if catcount(cat) == 0
      return 0.0
    end
   # the total number of times this feature appeared in this
   # category divided by the total number of items in this category
   Float(fcount(f, cat)) / catcount(cat)
 end
 # when the sample size is small, fprob is not reliable.
 # so, make it start with 0.5 and converge to fprob as the number grows
 def weightedprob(f, cat, weight=1.0, ap=0.5)
   # calculate current probability
   basicprob = fprob(f, cat)
    # count the number of times this feature has appeared in all categories
    totals = 0
   categories.each do |c|
     totals += fcount(f,c)
    end
   # calculate the weighted average
    ((weight * ap) + (totals * basicprob)) / (weight + totals)
 end
 def train(item, cat)
   features = getfeatures(item)
   features.each do |f|
     incf(f, cat)
    end
   incc(cat)
 end
end
```

script: NaiveBayes Class

```
# naive baysian classifier
class NaiveBaves < Classifier
 def initialize
    super # inherit from parent class
    @thresholds = {}
  end
 def docprob(item, cat)
    features = getfeatures(item)
    # multiply the probabilities of all the features together
    p = 1.0
    features.each do |f|
      p *= weightedprob(f, cat)
    end
    return p
  end
 def prob(item. cat)
    catprob = Float(catcount(cat)) / totalcount
    docprob = docprob(item, cat)
   return docprob * catprob
  end
 def classify(item, default=nil)
    # find the category with the highest probability
    probs, max, best = {}, 0.0, nil
    categories.each do |cat|
      probs[cat] = prob(item, cat)
      if probs[cat] > max
       max = probs[cat]
        best = cat
      end
    end
    # make sure the probability exceeds threshold*next best
```

debug: dumping the feature probabilities

internal states after the training:

fprob	for	"nobody":	good:0.333	bad:0.000
fprob	for	"owns":	good:0.333	bad:0.000
fprob	for	"the":	good:1.000	bad:0.500
fprob	for	"water":	good:0.333	bad:0.000
fprob	for	"quick":	good:0.667	bad:0.500
fprob	for	"rabbit":	good:0.333	bad:0.000
fprob	for	"jumps":	good:0.667	bad:0.000
fprob	for	"fences":	good:0.333	bad:0.000
fprob	for	"buy":	good:0.000	bad:0.500
fprob	for	"pharmaceutic	cals": goo	d:0.000 bad:0.500
fprob	for	"now":	good:0.000	bad:0.500
fprob	for	"make":	good:0.000	bad:0.500
fprob	for	"money":	good:0.000	bad:0.500
fprob	for	"online":	good:0.000	bad:0.500
fprob	~	H H .		h-1.0 E00
-	ior	"casino":	good:0.000	bad:0.500
fprob	for for	"casino": "brown":	good:0.000 good:0.333	bad:0.000

previous exercise: Dijkstra algorithm

read a topology file, and compute shortest paths

```
$ cat topology.txt
a - b 5
a - c 8
b - c 2
b - d 1
b - e 6
c - e 3
d - e 3
c - f 3
e - f 2
d - g 4
e - g 5
f - g 4
$ ruby dijkstra.rb -s a topology.txt
a: (0) a
                                                 а
b: (5) a b
c: (7) a b c
d: (6) a b d
e: (9) a b d e
f: (10) a b c f
g:
  (10) abdg
$
```



example application: shortest path for JR train

 Yamanote-line, part of Chuo/Sobu-lines (inter-station distance: 100m)

<pre>\$ cat jr.txt</pre>			
# JR Yamanote 1	line		
Osaki	-	Gotanda	09
Gotanda	-	Meguro	12
Meguro	-	Ebisu	15
Ebisu	-	Shibuya	16
Shibuya	-	Harajuku	12
Harajuku	-	Yoyogi	15
Tamachi	-	Shinagawa	22
Shinagawa	-	Osaki	20
# JR Chuo line			
Tokyo	-	Kanda	13
Kanda	-	Ochanomizu	13
Ochanomizu	-	Suidobashi	08
Sendagaya	-	Yoyogi	10
Yoyogi	-	Shinjuku	07
# JR Sobu line			
Ochanomizu	-	Akihabara	09
Akihabara	-	Asakusabashi	11
\$			
\$ ruby dijkstr	a.rb -s a	Shinagawa -d Ocha	anomizu jr.txt
Ochanomizu: (9	4) Shina	gawa Tamachi Hama	amatsucho Shinbashi Yurakucho Tokyo Kanda Ochanomizu
\$ ruby dijkstr	a.rb -s '	Tokyo -d Shinjuk	u jr.txt
Shinjuku: (103) Tokyo 1	Kanda Ochanomizu	Suidobashi Iidabashi Ichigaya Yotsuya Shinanomachi Sendagaya Yoyog

\$

Dijkstra algorithm

- 1. cost initialization: start_node = 0, other_nodes = infinity
- 2. loop:
 - (1) find the node with the lowest cost among the unfinished nodes, and fix its cost
 - (2) update the cost of its neighbors



dijkstra algorithm

sample code (1/4)

```
# dijkstra's algorithm based on the pseudo code in the wikipedia
# http://en.wikipedia.org/wiki/Dijkstra%27s_algorithm
#
require 'optparse'
source = nil  # source of spanning-tree
destination = nil  # destination
OptionParser.new {lopt|
opt.on('-s VAL') {|v| source = v}
opt.on('-d VAL') {|v| destination = v}
opt.parse!(ARGV)
}
INFINITY = 0x7fffffff  # constant to represent a large number
```

sample code (2/4)

```
# read topology file and initialize nodes and edges
# each line of topology file should be "node1 (-|->) node2 weight val"
nodes = Array.new # all nodes in graph
edges = Hash.new # all edges in graph
ARGF.each line do |line|
 s. op. t. w = line.split
 next if line[0] == ?# || w == nil
 unless op == "-" || op == "->"
    raise ArgumentError, "edge_type should be either '-' or '->'"
 end
 weight = w.to_i
 nodes << s unless nodes.include?(s) # add s to nodes
 nodes << t unless nodes.include?(t) # add t to nodes
 # add this to edges
 edges[s] ||= {} # if edges[s] doesn't exit, initialize with empty hash
 edges[s][t] = weight
 # if this edge is undirected, add the reverse directed edge
 if (op == "-")
   edges[t] ||= {}
   edges[t][s] = weight
  end
end
# sanity check
if source == nil
 raise ArgumentError, "specify source node by '-s source'"
end
unless nodes.include?(source)
 raise ArgumentError, "source node(#{source}) is not in the graph"
end
```

sample code (3/4)

```
# create and initialize 2 hashes: distance and previous
dist = Hash new
                       # distance for destination
prev = Hash.new
                       # previous node in the best path
nodes.each do lil
 dist[i] = INFINITY # Unknown distance function from source to v
 prev[i] = -1  # Previous node in best path from source
end
# run the dijkstra algorithm
dist[source] = 0
                       # Distance from source to source
while (nodes.length > 0)
 # u := vertex in Q with smallest dist[]
 u = nil
 nodes.each do |v|
   if (!u) || (dist[v] < dist[u])</pre>
     11 = V
   end
  end
 if (dist[u] == INFINITY)
   break
               # all remaining vertices are inaccessible from source
  end
 nodes = nodes - [u]
                              # remove u from Q
 # update dist[] of u's neighbors
 edges[u].kevs.each do [v]
   alt = dist[u] + edges[u][v]
   if (alt < dist[v])
    dist[v] = alt
     prev[v] = u
   end
 end
end
```

sample code (4/4)

```
# print the shortest-path spanning-tree
dist.sort.each do |v, d|
 # if destination is specified, skip other destinations
 next if destination && destination != v
 print "#{v}: " # destination node
 if d != INFINITY
   print "(#{d}) " # distance
   # construct path from dest to source
   i = v
   path = "#{i}"
   while prev[i] != -1 do
     path.insert(0, "#{prev[i]} ")  # prepend previous node
     i = prev[i]
   end
   puts "#{path}" # print path from source to dest
 else
   puts "unreachable"
 end
end
```

assignment 2: twitter data analysis

- purpose: processing realworld big data
- data sets:
 - twitter data for about 40M users by Kwak et al. in July 2009
 - http://an.kaist.ac.kr/traces/WWW2010.html
 - twitter_degrees.zip (164MB, 550MB uncompressed)
 - user_id, followings, followers
 - numeric2screen.zip (365MB, 756MB uncompressed)
 - user_id, screen_name
- items to submit
 - 1. CCDF plot of the distributions of twitter users' followings/followers
 - log-log plot, the number of followings/followers on X-axis
 - 2. list of the top 30 users by the number of followers
 - rank, user_id, screen_name, followings, followers
 - 3. optional
 - other analysis of your choice
 - 4. discussion
 - describe what you observe from the data
- submission: upload your report in the PDF format via SFC-SFS
- submission due: 2016-06-21 (Tue)

twitter data sets

twitter_degrees.zip (164MB, 550MB uncompressed)

id followings followers

12	586	1001061
13	243	1031830
14	106	8808
15	275	14342
16	273	218
17	192	6948
18	87	6532
20	912	1213787
21	495	9027
22	272	3791

numeric2screen.zip (365MB, 756MB uncompressed)

- # id screenname
- 12 jack
- 13 biz
- 14 noah
- 15 crystal
- 16 jeremy
- 17 tonystubblebine
- 18 Adam
- 20 ev
- 21 dom
- 22 rabble

. . .

items to submit

CCDF plot

- log-log plot, the number of followings/followers on X-axis
- plot the 2 distributions in a single graph

list of the top 30 users by the number of followers

- rank, user_id, screen_name, followings, followers
- you need to sort and merge 2 files

#	rank	id	screenname	followings	followers
1		19058681	aplusk	183	2997469
2		15846407	TheEllenShow	26	2679639
3		16409683	britneyspears	406238	2674874
4		428333	cnnbrk	18	2450749
5		19397785	Oprah	15	1994926
6		783214	twitter	55	1959708

. . .

sort command

sort command: sorts lines in a text file

- \$ sort [options] [FILE ...]
- options (relevant to the assignment)
 - -n : compare according to string numerical value
 - -r : reverse the result of comparisons
 - -k POS1[,POS2] : start a key at POS1, end it at POS 2 (origin 1)
 - -t SEP : use SEP instead of non-blank as the field-separator
 - -m : merge already sorted files
 - -T DIR : use DIR for temporary files

example: sort "file" using the 3rd field as numeric value in the reverse order , use "/usr/tmp" for temporary files

```
$ sort -nr -k3,3 -T/usr/tmp file
```

Class 10 Anomaly detection and machine learning

- Anomaly detection
- Machine Learning
- SPAM filtering and Bayes theorem
- exercise: naive Bayesian filter

next class

Class 11 Data Mining (6/27)

- Pattern extraction
- Classification
- Clustering
- exercise: clustering