



# Few Shot Learning Approaches for Classifying Rare Mobile-App Encrypted Traffic Samples

**Giampaolo Bovenzi**, Davide Di Monda, Antonio Montieri, Valerio Persico, and Antonio Pescapè

University of Napoli Federico II, Napoli (Italy)

Al per l'Industria Ital-IA, Pisa 29-31 May 2023



## Mobile-App Traffic Classification

- **Deep Learning (DL)** is **effective** for classifying **encrypted network traffic** 
  - But it requires large amounts of labeled data to provide satisfactory results
- Collection of large labeled network-traffic datasets

 Number of new apps constantly rising (4.67 million apps during the last quarter of 2021<sup>1</sup>)





## Mobile-App Traffic Classification: Issues

- Deep Learning (DL) is effective for classifying encrypted network traffic
  - But it requires large amounts of labeled data to provide satisfactory results
- Collection of large labeled network-traffic datasets
  - Time-consuming process
  - User-privacy and business-sensitivity concern
- Number of new apps constantly rising (4.67 million apps during the last quarter of 2021<sup>1</sup>)
  - DL models need to be re-trained in order to classify the newly published apps





## Mobile-App Traffic Classification: Issues

- Deep Learning (DL) is effective for classifying encrypted network traffic
  - But it requires large amounts of labeled data to provide satisfactory results





#### **Few-Shot Learning**

**Few-Shot Learning (FSL)** aims at tackling this issues, by leveraging non-few knowledge (**prior knowledge**) in order to build a **model capable of generalizing** enough on new tasks **with few samples available** 





#### **Research questions**

- Can be **FSL approaches** applied to the **mobile-app encrypted traffic classification**?
  - ... and how to tailor it to this domain?
- What is the impact of using different **FSL setups** in terms of **number of training classes N** (viz. Apps) and **number of shots K** (viz. biflow for each App)?

N-way K-shot setup





## **Few-Shot Learning: Paradigms**

#### • Transfer Learning

• Aims to *transfer knowledge* from a task to a related one with the objective of **fast adaptation**, **reduced complexity**, and **performance improvements** 

#### • Meta Learning

- It is the ability of "Learning to learn" or learning to compare
- The ultimate goal is to provide a **model capable of generalizing** enough on tasks with **unseen** classes



#### **Preliminary: Dataset Partitioning**

- The **most populated** classes are separated from the **less populated** ones
  - Most populated classes are included in the training set  $D_{nf}$  $\rightarrow$  used for **training**
  - Less populated classes are included in the testing set  $D_f$  $\rightarrow$  used for **testing**





#### **Transfer-Learning Approaches**

- The Transfer-learning approaches use prior knowledge (**D**<sub>nf</sub>) to learn a **good initialization point** for the model weights, i.e. *base model*
- The base model is **adapted** to classify few-shot classes (**D**<sub>f</sub>)
  - Done via **fine-tuning** to different extents





#### Meta Learning: Episodic Learning

The **meta learning** is **used jointly** with **episodic learning** 

#### **Episodic Learning**

- Training is organized as series of learning problems (**episodes**)
- Episodes mimic the **inference** scenario





#### Meta Learning: Task Configuration





- Prior knowledge (**D**<sub>nf</sub>) used to train an **embedding function** (*f*)
  - similar samples are closer to each other
  - *dissimilar* samples are more *easily separable*
- Doing so they manage to reduce the hypothesis space complexity





- Classification is performed by measuring the similarity of support and query feature vectors through a **comparator** (*c*), e.g., k-NN, SVM, NN.
- The output of the comparator is a **similarity score**
- Model-based methods differ according to the comparator





## **Experimenting with FSL: Dataset**

- MIRAGE-2019
  - Collected at ARCLAB University of Napoli Federico II from May '17 to May '19
  - Publicly available (scan the code!)
  - Human-generated dataset (~300 users)
  - 40 popular Android / 16 different app categories
  - **Biflows** as traffic object







#### **Experimenting with FSL: Dataset Partitioning**





## **Experimenting with FSL: Input Data**

- PSQ: informative fields of the first
  N<sub>p</sub> = 10 packets of each biflow
  - (L4) Payload Length (PL)
  - Inter-Arrival Time (IAT)
  - Direction (**DIR**): upstream/downstream
  - TCP Rcv Window (**WIN**): 0 for UDP packets





#### **Experimenting with FSL: Embedding Function**





















#### Impact of a wider App pool during training

8-way 100-shot



We want to evaluate the ability of the algorithms to extend acquired knowledge on minority classes by using a wider train class pool







# **Ongoing and Future Directions**

- **Optimization of the learning objective** by using more complex loss functions to enhance the goodness of embeddings
- The adoption of **different embedding functions** (e.g., **multimodal architectures**) to explore their benefits in this context
- The investigation of **data-based approaches** with the augmentation of samples from few-shot classes

# Thanks for your attention

# Questions?

Contacts: giampaolo.bovenzi@unina.it - wpage.unina.it/giampaolo.bovenzi

# **Backup Slides**



- Matching Networks
  - Distance between the query and support set samples in the embedded space (nearest-neighbor based)





- Matching Networks
- Prototypical Networks
  - Distance between the query sample and prototypes of each class in the support set in the embedded space (nearest-neighbor based)





- Matching Networks
- Prototypical Networks
- Relational Networks
  - Measure the similarity in the embedded space between the query sample and prototypes of each class in the support set through a CNN with a Sigmoid Function





- Matching Networks
- Prototypical Networks
- Relational Networks
- MetaOptNet
  - Employs a linear Support Vector Machine (SVM) as a base learner





## Impact of the number of Apps

#### N-way 25-shot





#### Impact of the number of Apps

#### N-way 25-shot

