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Exact and Approximate Rule Extraction from Neural Networks with Boolean Features

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Abstract: Rule extraction from classifiers treated as black boxes is an important topic in explainable artificial intelligence (XAI). It is concerned with finding rules that describe classifiers and that are understandable to humans, having the form of (*If...Then...Else*). Neural network classifiers are one type of classifier where it is difficult to know how the inputs map to the decision. This paper presents a technique to extract rules from a neural network where the feature space is Boolean, without looking at the inner structure of the network. For such a network with a small feature space, a Boolean function describing it can be directly calculated, whilst for a network with a larger feature space, a sampling method is described to produce rule-based approximations to the behaviour of the network with varying granularity, leading to XAI. The technique is experimentally assessed on a dataset of cross-site scripting (XSS) attacks, and proves to give very high accuracy and precision, comparable to that given by the neural network being approximated.

1 INTRODUCTION

Artificial intelligence and machine learning, and in particular neural networks, can produce models that give high predictive accuracy, leading to excellent performance in complex tasks such as detecting objects in the images (He et al., 2016), or understanding natural language (Cho et al., 2014). The model resulting from a trained neural network is essentially a black box: the way in which the neural network reaches a decision from the input data is not accompanied by an explanation that can be interpreted by a user. There is growing interest in being able to explain the decision making resulting from machine learning models. That might be by opening up black box models (Baehrens et al., 2010; Bach et al., 2015), by developing methods that help to understand what the model has learned (Mahendran and Vedaldi, 2015; Nguyen et al., 2016), or (as will be done in the current work) by extracting rules from the networks. The term Explainable Artificial Intelligence (XAI) captures the problem of making artificial intelligence systems understandable to humans (Gunning, 2016). XAI aims to "produce more explainable mod-

els, while maintaining a high level of learning performance (prediction accuracy); and enable human users to understand, appropriately, trust, and effectively manage the emerging generation of artificially intelligent partners" (Gunning, 2016).

In previous work, a variety of machine learning techniques were used to detect JavaScript based cross-site scripting (XSS) attacks (Mereani and Howe, 2018a; Mereani and Howe, 2018b). The performance of the resulting classifiers was evaluated and they achieved high predictive accuracy results in the detection of XSS attacks using a large real-world data set of malicious and benign scripts. A curious aspect of this work is that most of the features used for training the model are Boolean valued.

The current paper investigates rule extraction from neural networks trained to detect XSS attacks using a feature set building on (Mereani and Howe, 2018b). The work starts from the observation that if the features that a neural network is working with are all Boolean, then the trained neural network precisely defines a Boolean function. That is, for any combination of (Boolean) inputs, the result of the classification by the trained neural network is either malicious or benign, a Boolean value. If the number of features is small, then each possible input combination can be evaluated, resulting in the enumeration of the truth ta-

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ble for the Boolean function that the neural network represents. As the number of features increases, the size of the truth table quickly becomes infeasible to produce and reduce (in (Mereani and Howe, 2018b), 62 features were used). Hence for neural networks defined over larger features spaces approximations of the encoded neural network are considered and a sampling based approach is taken. This approach to rule extraction treats the neural network as a black box, and the extracted Boolean function results in a decision making method that is more explainable to humans (Gunning, 2016). The approach extends to any other problem with a Boolean feature set. The contributions of this paper as follows:

- Re-engineering of the features required to use machine learning techniques to detect JavaScript based XSS attacks, by reducing and ranking the features in (Mereani and Howe, 2018b)
- The observation that this feature set is entirely Boolean, hence a trained classifier defines a Boolean function
- A technique to approximate this Boolean function when the feature set is large is provided
- An empirical evaluation of rule extraction from, and approximation of, neural networks for XSS detection is given.

The rest of this paper is organised as follows: Section 2 gives background and related work on methods for extracting rules and the detection of XSS attacks in scripts. Section 3 describes the dataset used, including how features are selected and ranked, how neural networks are trained and evaluated using this data set, and the method used for constructing and approximating Boolean functions. Section 4 presents results related to the application of the rule extraction, and Section 5 discusses the results. Further discussion and concluding remarks are given in Section 6.

2 BACKGROUND AND RELATED WORK

2.1 Rule Extraction

Many applications need to build an accurate and easy to understand classifier by using traditional techniques. These requirements (accuracy, ease) always work in a paradoxical manner, as (Breiman et al., 2001) has stated, “Unfortunately, in prediction, accuracy and simplicity (interpretability) are in conflict.” Therefore, the extraction of rules is a middle

method between the two requirements by implementing a simple set of rules based on (*If...Then...Else*) to simulate the work of the predictions of the model. Extraction of rules aims to find rules that can be understood in terms of how the classification models work. Furthermore, rule extraction techniques propose to explain the predictive rules that are made inside the black box without modification (Craven and Shavlik, 1996; Martens et al., 2009; Baesens et al., 2011). Extracted rules are important in the field of data mining, where they have been described as an important process to identify useful patterns that can be understood (Fayyad et al., 1996).

Algorithms for extracting rules from neural networks are divided into three main types. The first type is called the black box or pedagogical, the second is decompositional, and the third is eclectic. **Pedagogical** is not interested in the internal structure of the network, but is interested in extracting the relationship between inputs and outputs without the need to scrutinise the behaviour of the internal network (Taha and Ghosh, 1996; Tsukimoto, 2000). An example of using a pedagogical method is found in (Saito and Nakano, 1988), where the rules were extracted from a multilayer medical diagnostic system by monitoring the effect of network outputs when changing inputs. Furthermore, the VIA method (Thrun, 1993) is another example which uses a generate and test procedure to extract the rules from neural networks trained by backpropagation. This method is characterised by performing the output of the network through the systematic variation of the pattern of input. **Decompositional** is the extraction of the rule directly from the layers in the network with the customisation of the linguistic meaning of the layers. The rules are extracted by analysing activation, outputs of hidden layers, and the weights that are related to them (Etchells and Lisboa, 2006). In (Setiono and Liu, 1995) a three step algorithm to understand neural networks is proposed. The first step is to decrease the weight by creating a backpropagation network to reflect the important connections on its larger weights. Second, to trim the network by deleting irrelevant connections while maintaining predictive accuracy. In the third step, the rule is extracted by estimating the values of the hidden unit activation. In (Setiono and Liu, 1997) the decompositional technique NeuroLinear is capable of extracting rules from the oblique classification of the neural networks with one hidden layer. **Eclectic** method is the combination of the previous two methods. An example of this method is (Keedwell et al., 2000) in which they suggest a method to discover trends in large datasets using a neural network as a black box to discover knowledge, but at the same

time examines the weights by pruning and clustering the activation values of the hidden units. Control parameters have been used to analyse the data for controlling the probability of occurrence and the accuracy of the rules.

Extracting rules using a decompositional approach is complex and large, where the time and computation are the most important constraints of the method. The pedagogical approach is potentially faster because it does not analyse the weights or internal structure of the neural network, but the most important disadvantage is that it is less likely to find all the correct rules that describe the behaviour of the neural network. The eclectic approach is slower but more precise because it combines the two approaches (Augasta and Kathirvalavakumar, 2012).

One of the most common methods to extract rules from non-rule based classifiers is to produce decision trees, corresponding to rules of the form *if...then*. The tree is the model, the leaves are classes, and the branches represent the sequence of features that lead to that class (Ardiansyah et al., 2016). The decision tree family of classifiers can capture rules that can be represented using several forms that can be understood by humans as explained in (Bondarenko et al., 2017). If-Then / If-Then-Else rules contain an “*if*” condition, potentially over a number of logical operands such as conjunction, disjunction, and negation, followed by a “*then*” that indicates a class. An example of an “*if...then...else*” rule is: *if*($a_{11} < x_1 < a_{12}$) *and* ($a_{21} < x_2 < a_{22}$) *then* *ClassA* *else* *ClassB*. M-of-N rules make a decision for only one class for which M rules must be covered from a full set of N rules, and these rules can be more compact than “*if...then*” rule sets. Oblique rules / multi-surface method tree have rules which separate a space by using planes, and this allows a data point to be categorised as belonging to a specific class. Equation rules are similar to oblique rules, but using non-linear equations to separate spaces. Fuzzy rules are similar to “*if...then*” rules, but dealing with fuzzy sets and an underlying many-value fuzzy logic. Here, the black box, pedagogical approach with Boolean functions acting the role of the decision tree rules is taken.

2.2 Minimising Boolean Expression

It is often useful to find a compact representation for a Boolean function. A minimal representation of a Boolean expression is simpler to understand and write, as well as less prone to error in interpretation. Importantly, a minimal representation can be more effective and efficient when implemented in experiments (Rudell, 1986). Therefore, minimising a

Boolean expression to find a representation equivalent to the original expression but of a minimum size, is considered here.

Minimisation can be done in several ways depending on the number of variables. There are several common methods used to minimise expressions. Karnaugh Maps (Karnaugh, 1953) are a graphical way to minimising a Boolean expression. Taking a truth table of the expression as a matrix, then eliminating all the complementary pairs, results in a minimised Boolean expression. This method is effective for small number of variables, but becomes more difficult for larger numbers of variables. Manipulating expressions using the rules and theories of Boolean algebra might also be used, but again these methods do not scale well. The Tabular (or Quine-McCluskey) Method is a more efficient method of calculating Karnaugh Maps and can be practical when minimising expressions that contain larger numbers of variables (Manojlovic, 2013). Reduced Ordered Binary Decision Diagrams (ROBDDs) (Bryant, 1992) place an order on the variables of a Boolean function, and then represent this function as a graph structure, giving a canonical, non-redundant representation of the Boolean function, given the variable ordering. The Tabular Method will be used in this approach.

2.3 Cross-Site Scripting

Cross-Site Scripting (XSS) is a type of attack targeting web applications, ranked by OWASP as one of the top 10 attacks (OWASP, 2017). XSS is standardly prevented from being executed through good coding practice, using sanitization and escaping to prevent untrusted content being interpreted as code (Weinberger et al., 2011). Parser-level isolation provides an alternative, confining user input data during the lifetime of the application (Nadji et al., 2009). Blacklists are viewed as easy to circumvent and these approaches are preferred (Weinberger et al., 2011).

Machine learning techniques have been applied to prevent XSS attacks. An early approach (Likarish et al., 2009) evaluates ADTree, SVM, Naive Bayes, and RIPPER classifiers by tracking the symbols that appear in malicious and benign scripts, and achieved precision of up to 92%. Another approach, (Wang et al., 2013), extracts features used in malicious scripts much more than benign, such as the DOM-modifying functions and the eval function; this method achieved accuracy rate of up to 94.38%. Furthermore, in (Mereani and Howe, 2018a) a number classifiers were evaluated: SVM with linear and polynomial kernels, k-NN and Random Forest. Using a k-NN classifier achieved high accuracy results up to

99.75%, with precision rate up to 99.88%. Here the extracted features depend on the occurrence or not of a syntactic element within a script. A neural network classifier was evaluated in (Mereani and Howe, 2018b) to prevent XSS attacks by using ensemble and cascading techniques and the results gave a very high accuracy of up to 99.80% in the base level which their feature groups used directly, and 99.89% at the meta level where the features are the outputs of base level.

As well as in scripting, there is emerging interest in using neural networks to detect malware in executables, for instance, in (Rhode et al., 2017) a recurrent neural network is used to detect malicious executables at execution time with 93% accuracy.

3 METHODOLOGY

This section describes the dataset used in the experiments, the approach to selecting features to build analyses with, and the training of neural networks. The aim of this work is to find Boolean functions as rules extracted from the neural networks, which can be used as classifiers. The approach to extracting a Boolean function from a neural network is given, both for exact rule extraction, and for a series of approximations to a network.

3.1 Datasets

The current work uses the dataset from (Mereani and Howe, 2018b), with the training set augmented with addition files from CSIC 2010 (Giménez et al., 2010) (with 152 malicious instances and 3971 benign instances). The purpose of increasing the dataset is to cover more types of scripts to extract more precise rules. The classifiers are to determine whether or not text entered into a web application represents a cross-site script. Hence the dataset consists of 43,218 files, of which 28,068 labelled as benign and 15,150 labelled as malicious. Note that 9,068 of the benign scripts are plain text from (Wang et al., 2011). These are then divided into a training set of 19,122 instances (5,150 malicious and 13,972 benign) and a testing set of 24,096 instances (10,000 malicious and 14,096 benign), with no overlap between the training and testing datasets.

3.2 Selected Features

The starting point of this work is to abstract the input into the same 62 features as used in (Mereani and Howe, 2018b). These are divided into two groups, alphanumeric and non-alphanumeric features. Rather

than working with these features immediately without further reflection as in (Mereani and Howe, 2018b), here the features have been ranked by using Algorithm 1 (MathWorks, 2019). The method selects the most powerful features in a sequential feature selection. This method works by minimising over all feature subsets, which uses the deviance and chi-square to find the most powerful features. The deviance is twice the difference between the log likelihood of that model and the saturated model, and the inverse of the chi-square with degrees of freedom is used to set the termination tolerance parameter. The application of the ranking algorithm on the feature set shows that only 34 features need be used, and the ranking of these selected features in order of effectiveness is given in Table 1. The key observation of these features is that they are all Boolean valued, allowing the exploitation of this additional 0/1 valued structure.

Algorithm 1: Ranking Features Algorithm

Input: Original features set;
 Start with empty features subset;
 Feature = Sequential Feature Selection;
while (*Deviance* > *Chi-Square*) **do**
 | Feature Subset = Add feature to selected
 | feature subset;
 | Feature = Sequential Feature Selection;
end

Table 1: Selected Features.

No.	Features	No.	Features
1	Alert	18	%
2	<	19	(<)
3	{	20	@
4	?	21	Onload
5	!	22	StringfromCharCode
6	JS File	23	:
7	HTTP	24	\
8	-	25]
9	'	26	(
10	;	27	'
11	&	28	Img
12	,	29	'>
13	Src	30	==
14	Space	31	/
15	&#	32	Oerror
16	Eval	33	//
17	.	34	iframe

3.3 Classifier Optimisation

Feed forward neural network classifiers were built using the features from Table 1. The classifiers were built using a single hidden layer, and the number of neurons (units) within the network is set to be 10 hidden units. The train function updates the weight and bias values and was optimised by setting it to be "trainbr," which is used to minimise a combination of squared errors and weights. Two neural networks were built: one using all 34 features, which is viewed as the best network, the one from which rules are to be extracted, and the other using the top 16 features, which will be used for comparison, evaluation and discussion.

3.4 Neural Networks and Boolean Functions

Observe that a neural network each of whose input features is Boolean, and whose output is a Boolean value, is precisely equivalent to a Boolean function. Enumerating each possible input, and calculating the corresponding output results in the truth table for this Boolean function. Hence, the neural network can be replaced by this Boolean function, resulting in a rule based system, each of whose decisions is explainable and auditable. In the current study, the feature set is Boolean, therefore this approach applies. However, whilst for a low number of features this rule extraction technique might be applied directly, the number of potential inputs grows exponentially, and the problem quickly becomes infeasible.

3.5 Sampling

The key neural network in this work is the one trained over a feature space with 34 features. This provides an exemplar case for where the Boolean function defined is too large to generate from the network. Despite this, there is motivation to find a Boolean function that can be used in place of the neural network. The approach taken is to sample the neural network and use this sample to build a Boolean function; this Boolean function then provides an approximation of the original function. The idea is to fix a number of features for which producing Boolean function via a truth table is feasible and to determine what value the function should take by interrogating the neural network with the full feature set. For example, suppose it is determined that considering 4 features will result in a truth table that can be feasibly constructed. Then the four highest ranking features (in Table 1) will provide the entries for the truth table. For a row of the

truth table, the values of these features is fixed, and then extended with values for the remaining 30 features to give an input to the neural network, which is then queried and the result noted. This is done repeatedly and from the resulting sample the most frequently occurring result is the entry in the truth table.

Whilst the training dataset is relatively large, with 19,112 scripts, this is still very small compared to the 2^{34} possible inputs to the neural network. This means that whilst the neural network learns from its training set, the generalisation is not necessarily great enough that every input to the neural network is equally meaningful. That is, a random sampling extending the fixed values might not give a good results, since it might not match the shape of likely inputs. Indeed, this was observed in development, with inputs holding the default value dominating. In order to counteract this, the extensions were generated from the training set, with a random selection of instances from the training set being selected (with the full 34 features), and these being used for sampling the neural network with the fixed features replacing the corresponding feature values.

Algorithm 2 specifies the sampling method. Here, the input to the algorithm is L (an integer) the number of fixed features, NN a trained neural network (in this case with 34 features) and $Sample$ a random selection from the training set of inputs to the neural network (in this work consisting of 1024 inputs). A truth table, TT , for the fixed features, with undefined output values, is constructed by `buildInitTruthTable`. Each row of this truth table is considered in turn. The values of the row of TT are substituted into each element of $Sample$ leading to an *input* which is passed to the neural network NN for classification. If the *result* is classification as malicious the a counter for malicious instances, *malicious_count* is incremented, otherwise, *benign_count* is incremented. Once each element of $Sample$ has been considered, a comparison between the two counts is made, and the output column of the truth table TT is populated with 0 if most instances are malicious, and 1 otherwise.

This work investigates successive approximations, with a varying number of fixed features: 1, 2, 4, 8, 10, 12 and 16 features. In order to sample the 34 feature neural network, 1024 cases from training dataset were used as the basis for the samples. As described above, the entry for each row of truth table is simply the most common verdict returned by the neural network being approximated.

Algorithm 2: Sampling Method Algorithm

```
Input:  $L \in \mathbb{N}$ , NN, Sample;  
 $TT = \text{buildInitTruthTable}(L)$ ;  
for  $row$  in  $TT$  do  
   $malicious\_count = 0$ ;  
   $benign\_count = 0$ ;  
  for  $s$  in  $Sample$  do  
     $input = \text{substitute}(row, s)$ ;  
     $result = \text{NN}(input)$  ;  
    if  $result == \text{malicious}$  then  
       $malicious\_count ++$ ;  
    else  
       $benign\_count ++$ ;  
    end  
  end  
  if  $malicious\_count > benign\_count$  then  
     $TT[row] = 0$  ;  $\backslash\backslash$ Malicious  
  else  
     $TT[row] = 1$  ;  $\backslash\backslash$ Benign  
  end  
end
```

3.6 Extracting Rules

After labelling all rows in the truth table, each row can be considered to be a rule that describes one class. To give a more succinct set of rules, the Boolean function can be minimised (Schwender, 2007) resulting in simplified expressions. The minimised Boolean functions are then evaluated as classifiers. For minimising Boolean functions “Logic Friday” (Rickmann, 2012) has been used which uses the Tabular Method as a minimisation algorithm.

4 RESULTS

In the experiments, MatLab 2018b was used to build the neural networks, and to find the truth tables based on these neural networks. This was done using various numbers of fixed features: 1, 2, 4, 8, 10, 12, and 16. The extracted truth tables defined a set of rules acting as a classifier approximating the original neural network, and these rule sets were then reduced to a more compact representation using “Logic Friday” (Rickmann, 2012).

4.1 Neural Networks

Table 2 gives the performance of the neural network classifier, which was trained using the full 34 features, and tested using the testing dataset. Evaluation uses

the confusion matrix, along with Accuracy, Precision, Sensitivity, and Specificity measures. This network is the one from which rules are extracted, giving a series of approximations.

For later comparison purposes, Table 3 repeats this evaluation, but this time showing the performance of a neural network classifier created using just the 16 highest ranked features. For this network, the Boolean function that the network defines can be precisely extracted and Table 4 shows the number of the rules that result from constructing the truth table for the 16 features, along with the number of rules that classify scripts as benign after minimisation is applied (hence any script whose features do not match a rule for benign is malicious).

Table 2: Neural Network Classifier Performance Using 34 Features.

Accuracy	99.88	Confusion Matrix		
Precision	99.98		M	B
Sensitivity	99.75	M	9998	8
Specificity	99.98	B	25	14071

Table 3: Neural Network Classifier Performance Using 16 Features.

Accuracy	99.78	Confusion Matrix		
Precision	99.94		M	B
Sensitivity	99.53	M	9994	6
Specificity	99.95	B	47	14049

Table 4: Classifier Labelling Using 16 Feature.

Features	Malicious	Benign	Minimised
Classifier	41,549	23,987	2,560

4.2 Rule Extraction

The rules were extracted from the neural network trained on 34 features by applying the sampling method for each row in the truth table, hence the number of extracted rules is equal to (2^{Features}) , where each row describes one rule. This process was repeated for 1, 2, 4, 8, 10, 12, and 16 features. Each of these gives an approximation to the neural network, and the purpose of this repetition is to observe the number of rules that are extracted and the accuracy of the results on the testing dataset.

Tables 5,..., 11 give the results of testing the rules extracted from the 34 feature neural network, approximating with 1, 2, 4, 8, 10, 12 and 16 features. Again, the evaluation is given in terms of the confusion matrix, and the Accuracy, Precision, Sensitivity and Specificity measures.

Table 5: Results of Using 1 Feature.

Accuracy	91.96	Confusion Matrix		
Precision	80.70		M	B
Sensitivity	99.92	M	8070	1930
Specificity	87.95	B	6	14090

Table 6: Results of Using 2 Features.

Accuracy	91.96	Confusion Matrix		
Precision	80.70		M	B
Sensitivity	99.92	M	8070	1930
Specificity	87.95	B	6	14090

Table 7: Results of Using 4 Features.

Accuracy	98.95	Confusion Matrix		
Precision	97.54		M	B
Sensitivity	99.92	M	9754	246
Specificity	98.28	B	7	14089

Table 8: Results of Using 8 Features.

Accuracy	98.13	Confusion Matrix		
Precision	95.62		M	B
Sensitivity	99.87	M	9562	438
Specificity	96.98	B	12	14084

Table 9: Results of Using 10 Features.

Accuracy	99.15	Confusion Matrix		
Precision	98.00		M	B
Sensitivity	99.96	M	9800	200
Specificity	98.60	B	3	14093

Table 12 summarises the number of rules for each class by using the various numbers of selected features. The final column gives the number rules that classify the input as benign after minimisation (hence, any input not matching one of these rules is classified as malicious).

4.3 Timing

The number of extracted rules grows exponentially with the number of features used for approximation. Therefore, it is important to take into account the time taken by the proposed method. Table 13 gives the time taken for each approximation, including the extraction of the rules, and their minimisation.

5 DISCUSSION

The key result in this paper is that presented in Table 11. This table gives the evaluation of a Boolean function over 16 variables/features as a rule-based

Table 10: Results of Using 12 Features.

Accuracy	99.82	Confusion Matrix		
Precision	99.62		M	B
Sensitivity	99.96	M	9962	38
Specificity	99.73	B	3	14093

Table 11: Results of Using 16 Features.

Accuracy	99.90	Confusion Matrix		
Precision	99.94		M	B
Sensitivity	99.82	M	9994	6
Specificity	99.95	B	18	14078

Table 12: Number of Rules for Selected Features.

Features	Malicious	Benign	Minimised
1 Feature	1	1	1
2 Features	2	2	1
4 Features	7	9	3
8 Features	100	156	29
10 Features	384	640	62
12 Features	1,560	2,536	229
16 Features	39,792	25,744	2,488

Table 13: Timing of Rule Extraction from the Classifier.

Features	Interval
1 Feature	18 sec
2 Features	37 sec
4 Features	120 sec
8 Features	390 sec
10 Features	7,846 sec
12 Features	30,598 sec
16 Features	482,618 sec

classifier, where the Boolean function has been extracted from the neural network over 34 features evaluated in Table 2. The performance of this rule-based classifier matches (in fact, slightly better) that of the neural network that it is modelling, with 99.90% accuracy and 99.94% precision, demonstrating that rule extraction has been successfully accomplished. For comparison, a neural network was training using the same 16 features, with the results presented in Table 3, and again the extracted rule-based Boolean function classifier in Table 11 performs slightly better than this neural network.

A series of approximations have been built and evaluated in Tables 5,..., 11, using an increasing number of features. The number of rules both before and after minimisation is given in Table 12. As might be expected, as the number of features increases, the number of rules (after minimisation) increases too, and the performance of the resulting classifiers improves. The improvements are not necessarily monotonic, but the pattern is clear. The improvements

come at some cost – as can be seen in Table 13, with the current approach to implementation, the time to build the Boolean functions increases exponentially, with the best approximation using 16 features taking more than five days of computation. If comparing against the Boolean function extracted from the 16 feature neural network, the number of minimised rules is comparable, but it should be noted that it is much faster to extract the rules from the small network, since sampling is not required (and also note that the resulting rules are a precise description of the neural network).

One motivation for this investigation is to extract rule-based systems, where some level of explainable AI is produced. That is, for any classification, the reasoning can be described, allowing decision making to be auditable. The approximations given in this work give such auditable decisions. The successive approximations show that relatively good performance can be achieved with the use of only a small number of features. That the sampling approach gives approximations with some degree of noise is illustrated by the anomalous 8 feature case, where the introduction of feature 7, URL addresses, leads to some additional misclassifications, compared to the courser 4 feature classifier. It should also be noted that the very course 1 feature classifier still gives useful result, with 80.70% precision. The reason for this result is that the highest ranking feature is the use of "Alert" within the script and that a high proportion of attacks in the database use this, whilst it is rarely used in benign scripts. This first feature is very powerful. This observation (whilst not surprising to the authors) is a good illustration of XAI in action, where the rule-based system has made the explanation explicit. However, it should be noted that the best approximation still requires thousands of rules even after minimisation, and whilst this makes decision making auditable, it is less clear that each individual decision can be interpreted by a human user, in the context of the larger number of rules.

As noted in the methodology, the current approach requires a double use of the training set, firstly to train the neural network, and secondly to guide the sampling approach used in the approximation of the neural network by a Boolean function. However, given the size of the Boolean function described by the trained neural network, some kind of guidance seems inevitable in a black box approach to approximation. The black box approach has worked, resulting in successfully extracting rules in form of (*if...then...else*) in order to distinguish malicious and benign scripts without delving deeper into the inner structure of the neural network classifier.

6 CONCLUSION

This paper demonstrates the ability to perform rule extraction from a neural network classifier, where the feature space is Boolean, the result being a Boolean function initially described by a truth table, then minimised to a more compact representation. Different levels of approximation were investigated. The rules extracted provide good results in classification of scripts as malicious or benign, with testing demonstrating up to 99.94% accuracy and precision rate up to 99.90% using a 16 feature approximation of the 34 feature neural network. These results are as good as those for the initial neural network, though the current implementation takes a long time to compute the approximation (a single expensive rule extraction is not in itself problematic, however it limits the scalability of the approach, and means that it cannot be used for rapid updates of the rules). The number of rules extracted grows with the number of features used in the approximation. As discussed in Section 5, this means that these rules are auditable – it is easy to look up the reasoning for any given classification – whilst it remains to be investigated whether a human user of the rule set views thousand of rules (each easily interpreted by itself) as being humanly intelligible.

It is possible to use the proposed black box method of extracting rules from the classifiers for other kinds of classification, and for other problems where the features are Boolean. Future work is to investigate this, as well as how this approach might be generalised to features which are not Boolean valued, by piecewise approximation, or otherwise. Further reductions of the rules (perhaps using BDDs), in particular further approximation to give more compact rules sets will also be explored.

In conclusion, a process following XAI principles of giving an interpretation of a black box classifier in a form of rules that are understandable to humans has been shown to lead to a successful rule based outcome.

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