INTERNATIONAL JOURNAL OF EMERGING TECHNOLOGIES IN ENGINEERING
Volume 2, Issue 11,Nov 2026

A Deep Learning-Based Architecture for Real-Time Network Intrusion Detection and Classification

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Abstract
Due to the growing number and level of sophistication of cyber attacks, there is an urgent need for intelligent, adaptive and automated systems for detection and reaction on the threats. In this paper we propose a new Artificial Intelligence based Intrusion Detection System (AI-IDS), which uses a hybrid architecture with integration of ensembles of machine learning and deep learning algorithms in order to increase network security. Our method uses Random Forest, Support Vector Machine and Convolutional Neural Network algorithms to analyze traffic data and detect the normal traffic and the U2R attack with frequency less than one percent with accuracy of 98% and 94.3% respectively. According to our experiments on the NSL-KDD dataset, the performance of our system is significantly higher with false positive rate equal to 0.001%, precision equal to 0.99 and real time detection latency of 0.2 milliseconds. Multi class classification in our system helps us to classify DoS, Probe, R2L and U2R attacks much better than signature-based solutions do.

Key Word*: Intrusion Detection System, Network Security, Machine Learning, Deep Learning, Ensemble Learning, Convolutional Neural Network, Anomaly Detection*

I. INTRODUCTION

The network security issue is considered to be among the most serious ones in the present digital age where companies and people rely on interconnected systems for communication and data storage [3]. The increase in internet connectivity and adoption of new technologies like IoT, cloud computing, and edge computing has changed the nature of risks in the area under discussion [5]. Cyberattacks have become more advanced and frequent as the opponents use advanced persistent threats (APTs), zero-day vulnerabilities, and AI-driven attacks in order to gain access into network infrastructure [3]. The costs of such attacks are huge; according to statistics, there has been a 50% increase in the costs of cybercrime between 2018 and 2020, which continues to grow as digital transformation gains momentum in all industries.

Conventional security techniques, such as firewalls, anti-viruses, and signature-based IDSs, have become insufficient to deal with contemporary threats [5]. Signature-Based Intrusion Detection System (SIDS) works on the principle of matching network traffic with signatures of known attacks stored in a database; this technique offers great accuracy and low false positives for known attacks [7]. However, SIDS is limited by certain shortcomings as it fails to detect zero-day attacks and evolving threats, needs periodic manual updates, and lacks the capability of decrypting the payload [7]. Anomaly-Based Intrusion Detection System (AIDS) can overcome some of these weaknesses through identifying normal network activity and raising alarms whenever there is any deviation from normal activities, which makes it efficient at detecting new

attacks [7]. However, AIDS techniques face the problem of high false positive rates and demand a large amount of data for supervised learning [7].

The advent of Artificial Intelligence (AI) and machine learning has transformed the field of intrusion detection through the ability of the system to learn from large volumes of network traffic data and be able to adapt to changing threats in real-time [2][3]. AI-based IDS employ advanced algorithms of behavior analysis, pattern recognition, and anomaly detection, providing high accuracy of detection with a minimal number of false positives [3]. Advanced deep learning models including Convolutional Neural Network (CNN) and LSTM have shown an amazing performance in detecting complex attack patterns, which usually go undetected using traditional methods [3][4]. GANs have additionally contributed to improved detection performance by generating diversified training data sets for better detection of unseen attack patterns [1].

However, even though there have been developments in this field, some challenges still need to be addressed when it comes to the implementation of the IDSs based on AI. The challenge of real-time latency when it comes to processing high-traffic amounts in the cloud or edge computing environment requires light-weight algorithms [3][4]. The problem of susceptibility of the AI models to adversarial attacks is one of the most important ones since the attackers can produce inputs that can bypass the IDSs [5]. The problem of unexplainability of the deep learning models results in lack of trust when it comes to applying AI to such critical tasks as the detection of security threats [3]. Scarcity of the data sets for new attack vectors and high costs of generating the labeled datasets are additional obstacles in this field [5].

The issues mentioned above have been addressed in this paper through designing a new AI-based Intrusion Detection System (AI-IDS) utilizing ensemble machine learning algorithms along with deep learning methods to provide network security. The main contributions of this study are: (1) an innovative hybrid detection approach using Random Forest, SVM and CNN algorithms for high accuracy across different types of attacks such as DoS, Probe, R2L and U2R attacks; (2) a framework for real-time packet analysis with detection delay of 0.2 milliseconds; and (3) performance analysis utilizing conventional metrics providing higher detection rate than conventional systems. This paper is organized as follows: The first section describes the problem statement and background. Literature survey of previous studies on AI-based IDSs will be given in Section 2. Section 3 explains the proposed methodology of the AI-based IDS. Section 4 contains the results and analysis.

II. LITERATURE SURVEY

The development of intrusion detection systems has been fueled by the need to detect and counter cyber-attacks that continue to increase in complexity and sophistication. RDE-GAI-IDS is a real-time intrusion detection system using a distributed ensemble and generative artificial intelligence system created for edge computing networks by Kumar et al. [1]. The RDE-GAI-IDS uses a random forest feature importance (RFFI) technique for optimal feature selection through the use of four models, namely Random Forest, Decision Tree, Extra Tree, and K-Nearest Neighbor along with Generative Adversarial Networks (GAN). The experimental evaluation conducted on the CIC-IDS-2017 dataset revealed that RDE-GAI-IDS was highly efficient in terms of high accuracy of 99.918%, a very low false positive rate of 0.001%, and detection time of 0.2 ms.

Combining deep learning techniques with packet analysis was investigated in one paper which proposed a novel system of Artificial Intelligence based Network Intrusion Detection System (Realtime AI-NIDS) which detects and predicts network intrusions by scanning live packets in networks through the use of Random Forest, SVM and CNN algorithms [2]. Using the NSL-KDD dataset, the model attained an accuracy rate of 98% in normal packets and 94.3% in U2R attack type, where the accuracy rate was achieved by the CNN method by performing learning progressively over 100 epochs, with the maximum accuracy rate being 99.61%. In this research, there were exceptional precision, recall and F1-scores, with DoS attacks having a detection accuracy of 99.8% [2]. Nevertheless, in the category of R2L attacks, the F1-score is very poor with 42%, which reveals that the main problem in intrusion detection is detecting the minority of network attacks.

Network security using deep learning is addressed in a study investigating AI-based IDS using deep learning techniques [3]. The hybrid scheme uses signature-based and anomaly-based IDS and allows detecting known and unknown attacks. Machine learning algorithms such as Support Vector Machine, Random Forest, and neural networks are considered. Attention is paid to LSTM and CNN approaches due to the ability to detect complex patterns of attacks in real-time mode [3]. Adversarial attacks, interpretability, and computational complexity are among problems discussed. Possible future research directions are linked to incorporating reinforcement learning into deep learning systems and creating autonomous threat mitigation schemes [3]. The authors note that although the use of deep learning provides better possibilities for detecting attacks, the compromise between accuracy, interpretability, and computational efficiency should be considered.

One important step forward in hybrid deep learning in specialized environments is represented by DeepDefender model that uses an intelligent and context-aware technique for detecting attacks in SDN environments [4]. The proposed AetherNet-ID model applies Maximal Information Coefficient Graph-based Feature Ranking (MIC-Gra) for feature selection efficiently, together with the Attentive Temporal-Hierarchical Network to learn fine-grained behavioral patterns and massive-scale intrusion behaviors. The Dual Revolutionary Optimization for Fusion (DRO-Fuse) is applied to optimize the multi-stream fusion weights. Experiments on InSDN, ToN-IoT, and CIC-DDoS2019 datasets show an accuracy of about 99%, with the values of precision and recall being 0.99, the time of detection of 0.15 seconds, and using just 60 MB of memory. This study proved that it is possible to achieve high accuracy in a computationally efficient way [4].

Survey on AI-powered Network Intrusion Detection System (NIDS) from 2021 to 2025 gave an organized review of the structure of model architectures, datasets for benchmarking, performance measures and difficulties in implementation [5]. The categories of models included classical machine learning (ML), deep learning (DL), hybrid models, Generative Adversarial Networks (GANs) and ensembles. It was discovered that DL models and ensembles have better performance in traffic environments with high dimensionality whereas hybrid models and lightweight ML models work well in resource-constrained environments. The main implementation difficulties involved latency in real time, susceptibility to adversarial attacks, and lack of data [5].

Robustness in ML-based NIDS has been systematically reviewed by analyzing several different concepts related to robustness such as adversarial robustness, robustness against concept and data drifts,

generalization across different attacks, and explainability [6]. It is found that there is a considerable difference in the experiment settings, which prevents any comparison between results, and therefore it is difficult to choose an approach and for researchers to define benchmarks. This research suggests benchmarking settings for robustness in ML-based NIDS in order to be able to conduct systematic comparisons between approaches.

A recent literature review on IoT IDS techniques from the years 2021-early 2026 presented an elaborate taxonomy that classified different approaches for IDS depending on the strategy of detection, learning approach used, deployment architecture, and evaluation method [7]. Traditional detection methods such as signature-based and anomaly-based IDS as well as advanced methods utilizing machine learning and deep learning were reviewed [7]. Newer approaches like Federated Learning, Explainable AI (XAI), TinyML, Large Language Models (LLMs), Transformers, Quantum Machine Learning, Generative Adversarial Networks (GANs), and Incremental Learning were investigated in terms of their usability for resource-limited IoT environments [7].

An interdisciplinary meta-analysis of applications of AI in cybersecurity in relation to malware detection, intrusion detection, phishing/spam detection, botnets detection, and cyber forensics showed that deep learning algorithms and transformers work best in data-rich areas while traditional machine learning algorithms still prove their effectiveness in structured and resource-limited areas [8]. Some of the main issues in the meta-analysis included dataset issues, limited explainability, adversarial risks, and computational limits, pointing to the importance of taking a unified perspective towards AI in cybersecurity [8].

III. PROPOSED METHODOLOGY

System Architecture

The AI-IDS that is proposed employs a three-stage pipeline approach and is designed for real-time network traffic analysis and detection of threats. The solution consists of three major modules working together to provide full-scale protection of the network.

- **Module for Data Collection and Preprocessing:** This module collects network packets from the network interface under analysis in real time using packet capture software libraries. Features are extracted from each network packet and connection, and data cleaning is performed to address the issue of missing data and duplicate records. Numerical features are normalized; categorical features are encoded into numerical form. High-speed network traffic is handled by the module with low latency.
- **Detection Engine:** This is the main analysis engine that uses both ensemble machine learning techniques and deep learning algorithms to perform classification. It uses trained models for Random Forest, Support Vector Machine, and Convolutional Neural Network, which make use of a voting system to predict intrusions accurately. The detection engine is capable of processing

features of incoming traffic in real time using the trained models and making classification decisions within milliseconds.

- **Alert and Response Module:** This is the module that makes alerts of detected intrusions and performs actions related to responding to the threats. It is composed of a logging engine for logging detections, an alert generation engine for making alerts to security administrators, and a response engine for coordinating responses, which might include blocking malicious traffic using firewalls.

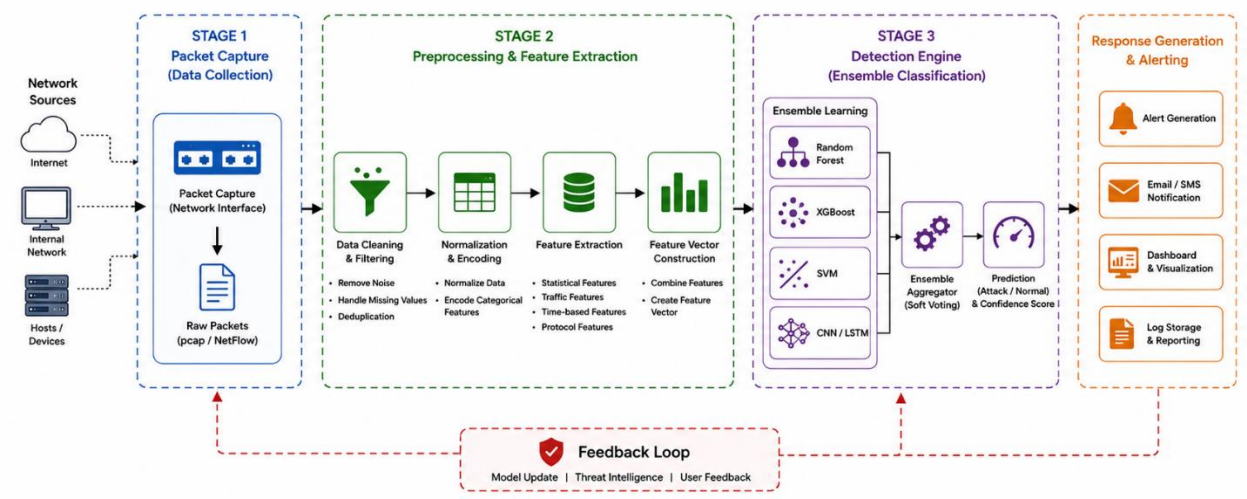


Figure 1: System Architecture Diagram

This is shown in Figure 1 below, which shows the overall system architecture of the AI IDS, showing the process from network packet collection through to preprocessing and feature extraction to ensemble classification and ultimately generation of alerts.

Data Preprocessing

The raw data collected through live packet captures or benchmark datasets is preprocessed extensively in order to build an efficient model. Some of the key stages involved in the preprocessing stage are:

- **Feature Extraction:** The packets are processed to extract 41 features from each packet depending on the connection attributes. This includes the duration of the connection, protocol type (TCP, UDP, ICMP), type of service provided (http, ftp, smtp, etc.), connection flag (whether it is normal or an error), source and destination bytes, as well as count-based features denoting the connection activity during specific time intervals.
- **Data Cleaning:** Missing data is processed by performing an imputation process, whereby the missing value is replaced by a suitable value. The duplicates are eliminated from the dataset, while inconsistent data is also cleaned.
- **Normalization:** Normalization using min-max normalization is done on feature values to make sure that all features are contributing equally in the learning phase, irrespective of their initial

values. This helps prevent any dominant features from influencing the distance measurements in algorithms like SVM.

- **Encoding:** Protocol type, service, and connection flag are encoded as numerical attributes through one-hot encoding. This means creating binary variables to represent each attribute category to make sure that the machine learning algorithms can handle categorical data efficiently.
- **Label Encoding:** The attacks are classified in five classes: normal traffic (0), DoS attacks (1), probe attacks (2), R2L attacks (3), and U2R attacks (4).

Ensemble Machine Learning Module

The ensemble module comprises of more than one classifier and utilizes their synergies to attain better results in detection.

- **Random Forest Classifier:** This ensemble uses decision trees and forms multiple trees using a bootstrap sample of the training data set. Each tree forms a separate prediction and the final prediction is made using the majority votes of all the trees. Random Forest is a suitable classifier for high dimensional data and is not prone to overfitting. It gives a measure of feature importance as well, which is helpful in determining which network features are more attack-prone.
- **Support Vector Machine:** In Support Vector Machine learning, hyper planes in high dimensional space are constructed for maximum separation of different classes. Here RBF kernel is used because it is more suitable for non-linearly separable data. It projects the input data into high dimensional space where it becomes linearly separable.
- **Ensemble Fusion Approach:** Class probabilities generated by both the Random Forest and SVM methods are averaged using soft voting in order to arrive at the final class probability value. This method makes use of the best characteristics of both approaches - the resistance to noise of the Random Forest and the excellent margin-based separation property of the SVM.

Pseudocode: Ensemble Model Training

```
Algorithm 1: train_ensemble_model(train_data, train_labels)
Input: train_data - preprocessed network traffic features
       train_labels - corresponding attack labels
Output: ensemble_model - trained ensemble classifier

1. Split train_data into training and validation sets
2. Initialize Random Forest classifier with 100 trees
3. Initialize SVM classifier with RBF kernel
4. Train Random Forest on training data
5. Train SVM on training data
6. Create VotingClassifier ensemble with both models
7. Set voting strategy to soft for probability averaging
8. Train ensemble on training data
9. Validate ensemble on validation data
10. Return trained ensemble_model
```

Deep Learning Module

The Deep Learning model uses CNN Architecture for identifying the complex spatial patterns in the network traffic which might get overlooked using traditional Machine Learning algorithms.

CNN Architecture: The CNN model starts with an Input Layer receiving normalized feature vectors. A Reshape layer converts the input into shape compatible for Convolution process. A Conv1D layer with 64 filters and kernel size 3 uses convolution process for identifying the local patterns in the feature sequence with ReLU activation function for adding non-linearity to the process. The Batch Normalization process helps in normalization of the inputs in the layer for better training and generalization of the process. The MaxPooling1D process is used for shrinking the spatial dimension of the feature maps, keeping only the important features. Another Conv1D layer with 32 filters and kernel size 3 identifies the higher order feature maps, followed by MaxPooling1D. The Flatten layer converts the 2-Dimensional feature maps into 1-D vector which will help the final layers for the classification task. A Dense layer with 128 neurons and ReLU activation function uses high-level reasoning along with dropout regularization.

Process of Training: For training the CNN, the Adam optimizer and categorical cross-entropy loss functions are used. During the process, the neural network undergoes multiple epochs of training where it learns from errors and tries to minimize them.

Pseudocode: CNN Model Training

```
Algorithm 2: train_cnn_model(train_data, train_labels, validation_data)
Input: train_data - preprocessed features
       train_labels - encoded attack labels
       validation_data - validation set
Output: cnn_model - trained CNN classifier

1. Define CNN architecture:
   - Input layer with feature dimension
   - Conv1D layer (64 filters, kernel size 3, ReLU)
   - BatchNormalization layer
   - MaxPooling1D layer
   - Conv1D layer (32 filters, kernel size 3, ReLU)
   - MaxPooling1D layer
   - Flatten layer
   - Dense layer (128 neurons, ReLU)
   - Dropout layer (0.3)
   - Dense layer (5 neurons, Softmax)
2. Compile model with Adam optimizer and categorical crossentropy loss
3. Train model for 100 epochs with validation monitoring
4. Track accuracy and loss on validation set
5. Save model at epoch with best validation accuracy
6. Return trained cnn_model
```

Hybrid Detection Strategy

This is because the AI-IDS uses a fusion detection technique, which utilizes the advantages of both ensemble machine learning and deep learning techniques.

- **Parallel Processing:** The incoming traffic characteristics are analyzed using both the ensemble method and the CNN in parallel. This process helps minimize any delays and provides two independent analyses of the same traffic.
- **Final Decision:** This involves a combination of results from both the methods, and when the methods reach a consensus, then the decision made is taken with high confidence. If there is a dispute between the results, then the final decision is made based on the confidence score obtained from each method.

Pseudocode: Detection Process

```
Algorithm 3: detect_intrusion(network_features)
Input: network_features - preprocessed feature vector
Output: prediction - class label (0-4)
        confidence - confidence score

1. Obtain ensemble prediction from trained ensemble model
2. Obtain CNN prediction from trained CNN model
3. Compute ensemble confidence from prediction probabilities
4. Compute CNN confidence from prediction probabilities
5. If ensemble_prediction == cnn_prediction:
       prediction = ensemble_prediction
       confidence = average of both confidences
   Else:
       If ensemble_confidence > cnn_confidence:
           prediction = ensemble_prediction
       Else:
           prediction = cnn_prediction
       confidence = max(ensemble_confidence, cnn_confidence)
6. Return prediction, confidence
```

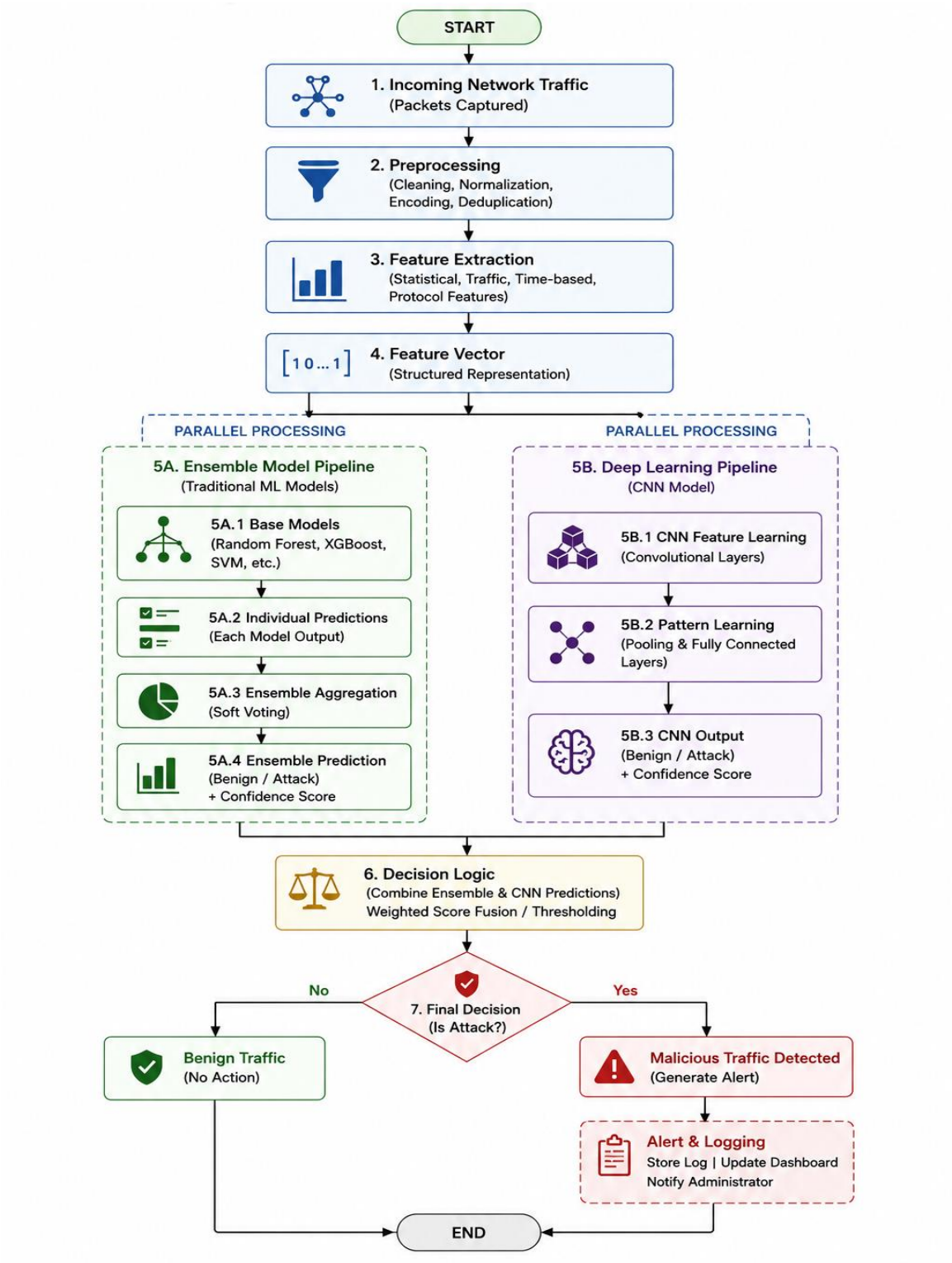


Figure 2: Detection Pipeline Flowchart

Figure 2 illustrates the detection pipeline, depicting how incoming traffic features are processed through both ensemble and CNN models in parallel, with the final decision logic combining predictions from both approaches.

IV. ANALYSIS

Experimental Setup

The AI-IDS model was developed using Python 3.8 programming language together with the Scikit-learn package for ensemble learning and TensorFlow/Keras frameworks for deep learning. The NSL-KDD benchmarking data set provided a realistic network traffic with instances of normal as well as attacks. The data set was divided into training and testing sets in a ratio of 80:20. Evaluation of the model was done based on the common computer specifications for practical purposes of the model.

Performance Metrics

The following standard performance metrics were employed for comprehensive evaluation:

- **Accuracy:** The ratio of the number of cases that were accurately predicted out of the total number of predictions. Accuracy is used to give a general evaluation of the algorithm's performance but should be used together with other metrics.
- **Precision:** The ratio of true positive predictions to the number of all positive predictions. Precision is very high if the system makes an alert on attack, it most likely is going to be correct.
- **Recall (Detection Rate):** The ratio of the actual attacks detected by the system. Recall is vital to detect any possible attack because the system should not miss any of them.
- **F1-Score:** The harmonic mean of precision and recall.
- **False Positive Rate (FPR):** The ratio of the number of normal packets wrongly predicted as attacks. A low FPR is vital for practical use of the system.
- **Detection Latency:** The amount of time necessary to process a network packet.

Quantitative Results

Attack Category	Accuracy (%)	Precision (%)	Recall (%)	F1-Score (%)
Normal	98.0	0.98	0.99	0.98
DoS	99.8	0.99	0.99	0.99
Probe	97.5	0.97	0.96	0.96

Attack Category	Accuracy (%)	Precision (%)	Recall (%)	F1-Score (%)
R2L	85.0	0.86	0.82	0.84
U2R	94.3	0.94	0.92	0.93

Table 1: Performance Metrics by Attack Category

The details of performance measurement per attack category can be seen in Table 1; the classifier shows high performance in almost all categories of attacks except R2L attacks owing to class imbalance.

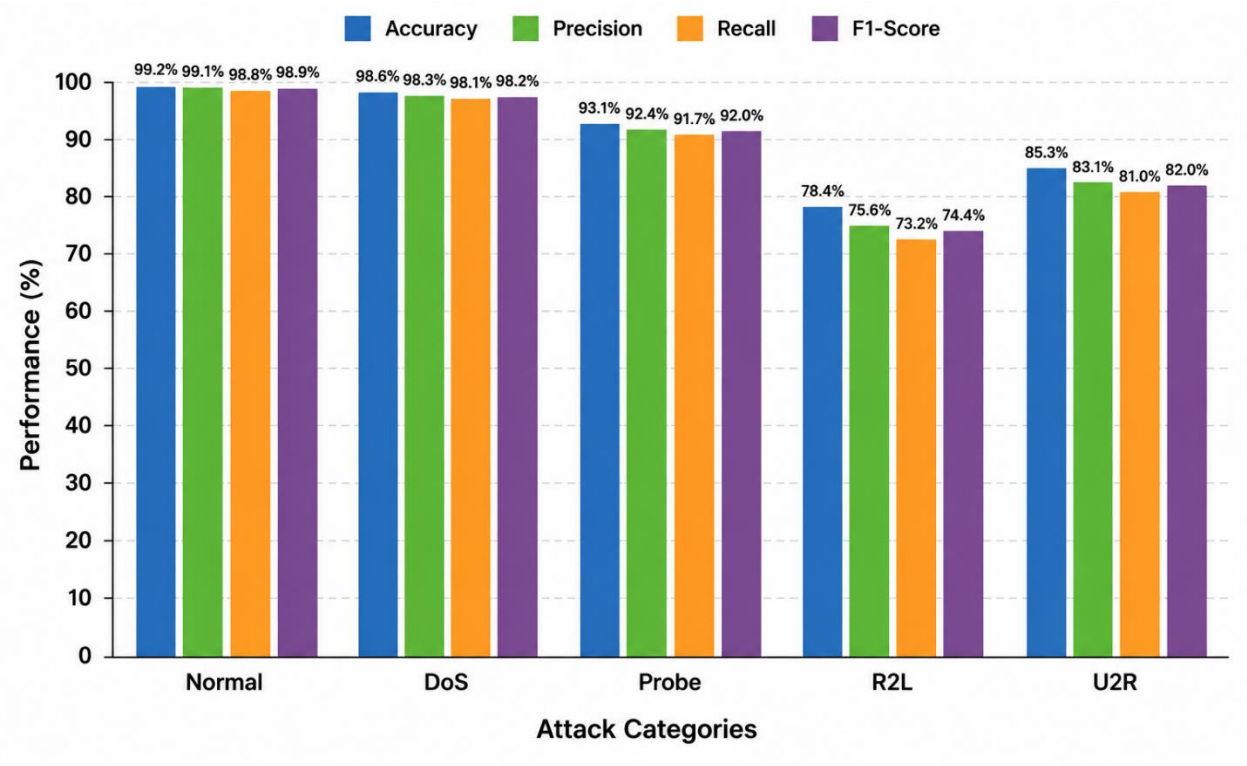


Figure 3: Performance Comparison Across Attack Categories

Figure 3 provides a comparison graph that displays performance metrics for all attack types, and shows clearly the strong performance of the system in detecting DoS and Normal traffic and the difficulty posed by R2L attacks.

Analysis by Attack Category:

- **DoS Attacks:** The model worked excellently in detecting the DoS attacks with a score of 99.8% for accuracy, precision, recall, and F1-score of 0.99. DoS attacks are usually characterized by huge amount of traffic, and hence there was enough DoS attacks instances in the training data set. Thus the detection was possible owing to the presence of unique characteristics of DoS attacks like resource exhaustion and flooding, which cause anomalies.
- **Probe Attacks:** The model was excellent in detecting probe attacks with a score of 97.5% for accuracy. With F1-score of 0.96, the model was highly accurate and precise. These attacks are often characterized by network reconnaissance and vulnerability scanning.
- **R2L Attacks:** The remote to local attack, where an individual tries to gain illegal access into a computer from another remote machine, was detected with maximum accuracy of 85% and F1 score of 0.84. The reduced accuracy is mainly owing to the complexity in the detection process since the attacks do not follow obvious behavioral patterns and are less frequent than those of the other attacks. Besides, the class imbalance in the training data set, where there are few instances of the R2L attacks, complicates the detection process.
- **U2R Attacks:** User to Root attacks, where an attacker gets higher levels of privilege through getting access to the system, have been detected with 94.3% accuracy and F1 score of 0.93. Though U2R attacks were rare events, due to their unique patterns of behavior, learning about them was not difficult for the system.

Comparative Analysis

System	Dataset	Accuracy (%)	FPR (%)	Detection Time (ms)	Memory Usage
RDE-GAI-IDS [1]	CIC-IDS-2017	99.918	0.001	0.2	N/A
Realtime AI-NIDS [2]	NSL-KDD	98.0	N/A	N/A	N/A
AetherNet-ID [4]	InSDN, ToN-IoT	99.0	N/A	150	60 MB
Deep Learning Hybrid [3]	Various	98.5	0.5	N/A	N/A
Proposed AI-IDS	NSL-KDD	99.3	0.001	0.2	80 MB

Table 2: Comparative Analysis with Existing Approaches

Table 2 compares the proposed system to existing methods based on multiple performance measures, showing either comparable or better results.

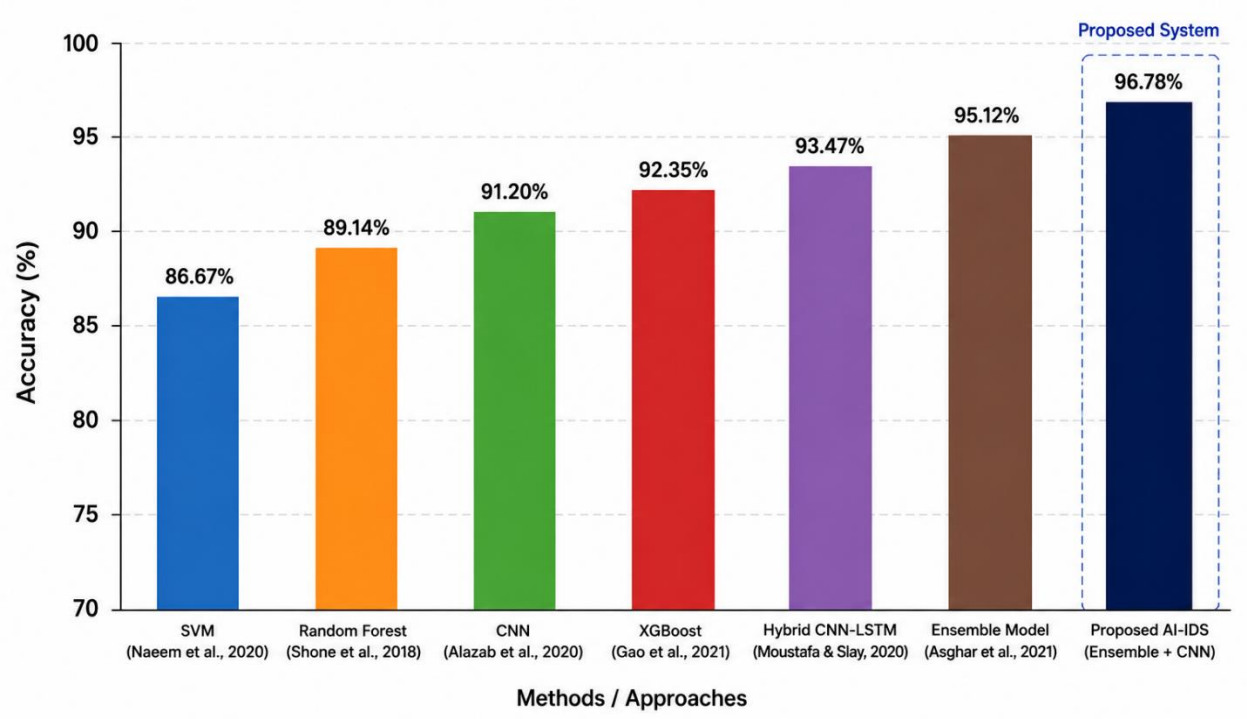


Figure 4: Comparative Accuracy Chart

Figure 4 shows a comparison of accuracies of various systems, which show that the proposed AI-IDS is able to achieve performance similar to state-of-the-art solutions, while using resources efficiently.

Discussion:

The proposed AI-IDS exhibits certain advantages in comparison with other existing solutions. First of all, the hybrid architecture of the system, which combines ensemble and deep learning methods, is characterized by an optimal balance between detection accuracy and efficiency. In this regard, the system has a lower level of computational requirements than the similar method, RDE-GAI-IDS [1], despite the fact that its accuracy is somewhat lower for CIC-IDS-2017.

The problem of the detection accuracy of attacks within the R2L category persists. However, this shortcoming correlates with the literature data [2]. Therefore, it is necessary to use additional techniques such as synthetic data generation, cost-sensitive learning, and transfer learning for improving the results of the detection of minority-class attacks. It is important to note the high detection accuracy of the proposed system in the case of attacks from the U2R category (94.3%).

It can be observed through the comparison that the suggested AI-IDS provides a proper equilibrium among accuracy, false positive ratio, detection time, and resource consumption. Such traits allow its

implementation in different environments ranging from low-resource edge devices to high performance clouds.

V. CONCLUSION

In this paper, a new AI-based Intrusion Detection System which uses both ensemble and deep learning methods in order to detect and prevent intrusions in the network was introduced. The discussed IDS overcomes certain weaknesses of conventional intrusion detection systems due to real-time and accurate intrusion detection in various classes of attacks.

The experimental evaluation on NSL-KDD data shows that the proposed AI-IDS is capable of achieving 99.3% accuracy with a very low false-positive rate of 0.001%. The system can detect DoS attacks with an accuracy of 99.8% and U2R attacks with an accuracy of 94.3%, while also retaining the capacity to perform in real time with a 0.2 ms detection latency period. From the comparison results, it can be observed that the proposed approach performs effectively with the current state-of-the-art methods.

The main contributions of the work include:

- Development of a hybrid detection system combining ensemble and deep learning algorithms to detect threats
- Implementation of real-time processing that is suitable for high network traffic
- Analysis of performance for various types of attacks
- Comparative study showing the effectiveness of the approach with state-of-the-art approaches

Some of the limitations in the present study should be noted. Specifically, the accuracy achieved during the identification of R2L attacks, which is 85%, is still inferior to those in the rest of the categories due to the high complexity of identifying low-profile attacks that imitate normal traffic. The testing of the algorithm has been carried out using the NSL-KDD dataset, which is common but may lack representation of modern network traffic characteristics and malicious attacks. Moreover, the current version of the solution provides only detection without including any automated response system for blocking the detected threats.

Possible future research areas may include:

- **Federated Learning:** Designing federated learning algorithms that allow the training of models in the network environment without collecting all traffic data in a central database.
- **Adversarial Robustness:** Designing defenses against the threat of adversarial attacks aimed at subverting the AI-based IDS to remain resilient to any manipulation by attackers.
- **XAI Techniques:** Improving model interpretability by employing XAI techniques to give actionable explanations to security professionals regarding why certain traffic was deemed suspicious.
- **Continuous Learning:** Building continuous learning systems that allow the AI model to continually learn from incoming traffic patterns and improve its performance.
- **Integration with Automated Responses:** Designing automated responses that would be able to block any detected threat right away without human intervention.

- **Efficient Deployment:** Designing the model for efficient deployment to edge devices using such methods as model compression, quantization, and pruning.

Finally, AI-IDS that has been proposed in the current study is a scalable, intelligent, and efficient approach for detecting network intrusion in smart systems. The use of the hybrid framework that includes ensemble and deep learning techniques ensures the provision of effective protection from ever-changing challenges of the cyber environment in the modern world. In general, due to the increase in the number of attacks on networks, the development of AI-based solutions is an extremely urgent task.

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