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## Research on evaluation of network payment security

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**Abstract:** This paper collects data about network payment fraud through a questionnaire and then analyses the data. We propose a prediction model based on the hybrid support degree apriori algorithm. First, is to find out the factors that are closely related to the success of cheating. Then, we find for the nodes of the decision tree and their importance by using the ID3 algorithm to construct the decision tree. We then construct and verify the evaluation index system of the network payment from the user's point of view while considering the results of association rules and decision tree, and combined with principal component analysis and text mining results. Finally, we determine the weight using entropy method. With the proposed model, we can determine the probability of being deceived according to the situation of different people. This not only reminds people to be vigilant but also provides a reference for the community.

**Keywords:** apriori algorithm; ID3 algorithm; internet payment security; styling; evaluation system; principal component analysis; entropy method.

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## **1 Introduction**

According to the 39th 'China Internet Development Statistics Report' published recently by China Internet Network Information Center, which shows that as of December 2016, the scale of Chinese internet users reached 731 million, the equivalent of the total population of Europe. The internet penetration rate reached 53.2%, which goes beyond the global average of 3.1 percentage points, the Asian average of 7.6 percentage points. There are 42.99 million new internet users in total, the growth rate is 6.2%. The rapid development of the internet brings vigorous development of online payment, especially the habit of the mobile payment offline. According to the report of December 2016, China's mobile phone users reached the scale of 695 million, the growth rate of more than 10% for three consecutive years. Mobile internet users grow rapidly, reaching 469 million, the annual growth rate of which is 31.2%, the proportion of internet users of online payment grows from 57.7% to 67.5%. The rapid penetration of mobile payment to offline payment, greatly enriched the payment scene. There are 50.3% of internet users using mobile phone payment.

The development of online payment, gradually changing people's habits, not only brought great convenience for people, but also brought a lot of payment security issues, network fraud (Li and Tang, 2013). According to 2016 mobile payment security survey issued by China Unicom, telecommunications fraud cases continued high and the incidence of consumer damage continued to rise in 2016. About one-quarter of respondents said they had suffered a phishing network fraud, which increased 11 percent over 2015. The frequent occurrence of network payment security issues brought troubles to people at the same time, reduced the degree of trust in the payment platform. Therefore, it is necessary to study the payment of security. It is not only good for users, but also good for the payment platform.

Because the main research object of this paper is user, we need to collect user data. We mainly use questionnaires to collect user data. The experimental data of this article is mainly from the questionnaires issued. In this experiment, a total of 500 questionnaires were distributed and 400 valid questionnaires were recovered. Of these, 350 were used for analysis and 50 were used for verification of experimental results. We can see the related indicators of the questionnaire in the following analysis process. Firstly, we clean the collected data, mine the association rules of data using apriori algorithm and ID3 algorithm. Then we develop evaluation index system on the basis of the association rules, to better judge the user behaviour. Finally we use principal component analysis to determine the evaluation index, and the entropy method or expert scoring method to determine the weight of the index.

## 2 Literature review

Since Tim Berners Lee, a computer scientist in the UK, first opened the World Wide Web server for commercial in 1991, and the first successful online retail transaction in 1994 to ensure customer safety. Worldwide, online trading and payments develop rapidly. A typical e-commerce transaction consists of three phases: the information search phase, the ordering and payment phase, and the logistics and distribution phase. Online payment is the most crucial in three stages because once the online payment is completed, the logistics distribution is a matter of course, which means that the completion of a complete online transaction. If online payment is not conducted, e-commerce will not be able to enter the real trading phase. Therefore, online payment has become the top priority of the transaction. However, the attendant is also a very serious security issues. Especially with the popularisation of the smart phones and 3G, 4G network, the rapid development of mobile payment process becomes more convenient, but the payment security is still not optimistic.

At present, on the fraud payment in the network, many sites, companies have done a related study on the fraud data from the perspective of large data. According to 2016 mobile payment security survey report released by China Union Pay, common fraudulent practices include social account theft, SMS Trojan links, cheat SMS verification code, phishing scams, sweep unknown two-dimensional code, unidentified wireless network, etc.

### 2.1 *Internet payment security*

In the theoretical research, Xu (2014) mainly pointed out some problems about the network payment security and studied electronic payment security technology. Yuan (2014) mainly analysed the importance of payment security in the life cycle of an account and the development of payment security technology and threats, studied payment security regulation policies and the status, and finally put forward the problems and suggestions for the development of payment security in our country. Li's (2014) research included mobile payment security protocols, such as passwords, digital certificates, authentication and so on. Xu (2018) analysed the relationship between the three party payment platform and the online shopping consumer from the perspective of game theory. Third-party payment is an effective way to solve the security problem of e-commerce payment, which can well promote the healthy development of e-commerce.

In terms of technology, Yang (2015) put forward the mobile payment security application solution based on the characteristics of NFC technology system and secure payment through a detailed analysis of the existing mobile payment system. Liu et al. (2018) proposed a mobile payment security solution based on NFC by analysing the existing mobile payment system and combining the features of NFC and secure payment.

On the aspects of cybercrime, Yang (2015) analyses the current situation, characteristics and causes of the telecommunications fraud and puts forward corresponding countermeasures. Yuan (2014) analyses the payment security technologies and threats driven by the development of internet finance, studies the domestic and

international payment security regulatory policies and the status quo, and finally puts forward the problems and suggestions for the development of payment security in our country. Jin (2014) mainly studies the case from the perspective of criminal law in regard to the current popular card-less crime.

## 2.2 Correlation algorithm

Apriori algorithm is a frequent itemsets algorithm for mining association rules. Its core idea is to mine frequent item sets through two stages: candidate generation and closed down detection. And the algorithm has been widely applied to various fields such as commerce, network security. In the study of apriori algorithm, Wei et al. (2015) proposed improvements to apriori algorithm based on Bigtable and MapReduce. Zhong and Liu (2016) proposed an improved apriori algorithm combining the compression matrix with apriori algorithm based on compressed matrix.

The ID3 algorithm is a greedy algorithm used to construct a decision tree. On the research of ID3 algorithm, Du (2014) has done research on the basic concept, process and application of ID3 algorithm. The ID3 algorithm and C4.5 algorithm were analysed and compared in detail by Miao and Yu (2014).

Principal component analysis mainly uses the idea of dimensionality reduction to convert multiple indicators into a few comprehensive indicators, each of which can reflect most of the information of the original variables, and the information contained therein does not overlap. For the principal component analysis, the relevant scholars also made a lot of research and application. Ruan (2014) proposed a quantum PCA algorithm based on the related theories and methods of quantum information and inspired by the basic idea of arithmetic coding. A face feature-coding scheme is designed to further reduce the feature space after dimensionality reduction.

Entropy method mainly uses the theory of entropy to determine the weight of rating index. Wang and Guo (2017) thought it was better to determine the index weights by entropy method with the original index data. 'The construction and evaluation of the index system for the fusion of producing cities in national high and new technology zones' is the application of entropy method in practice by Wang et al. (2014).

## 2.3 Evaluation index system

In terms of the construction of evaluation index system, Chi and Li (2014) established the evaluation index system of the final construction by combining principal component analysis and information entropy. Xu et al. (2015) reviewed the status of enterprise innovation capability evaluation and evaluation methods at home and abroad, and build a technical evaluation of enterprise technology innovation index system and carried out Empirical Research according to the actual situation of enterprises. Huo (2016) designed a comprehensive low carbon grid quantitative evaluation method, and based on the statistical data of some domestic power grid enterprises index system and evaluation methods are analysed.

### 3 Algorithm

#### 3.1 Apriori algorithm

Related concepts:

- 1 Support: probability that a transactions contains  $X \cup Y$ , called  $X \Rightarrow Y$

$$\text{Support}(X \Rightarrow Y) = \frac{|\{T : X \cup Y \subseteq T, T \in D\}|}{|D|}$$

$X, Y$  is the thing,  $T$  is the thing that  $X, Y$  happen at the same time,  $D$  is the total thing.

- 2 Confidence: the confidence of the rule  $X \Rightarrow Y$  in the transaction set is the ratio of the number of transactions containing  $X$  and  $Y$  to the number of transactions containing  $X$ , called  $P(Y|X)$

$$\text{Confidence}(X \Rightarrow Y) = \frac{|\{T : X \cup Y \subseteq T, T \in D\}|}{|\{T : X \subseteq T, T \in D\}|}$$

- 3 Item: the collection of items.
- 4 K-item set: a collection contains k items.
- 5 Frequent item: item which meet the minimum support.
- 6 Self-joining  $L_{k-1}$ : generate length k candidate item from length  $(k-1)$  frequent items, and test the candidates against DB.
- 7 Pruning: if the  $(k-1)$ -item subset of a candidate k-item set is not in  $L_{k-1}$ , the candidate cannot be frequent and can be deleted.

The basic idea of the apriori algorithm is to use a iterative method of layer-by-layer search. The k-item set is used to search for  $(k+1)$ -item sets. The keys of it are the connection and pruning. The following is the process:

$$D \rightarrow C_1 \rightarrow L_1 \rightarrow C_2 \rightarrow L_2 \rightarrow C_3 \rightarrow L_3 \rightarrow \dots \rightarrow C_k \rightarrow L_k \rightarrow \dots \geq C_{m-1} \rightarrow L_{m-1}$$

So go on until you cannot find frequent m items.

The basic framework of the apriori algorithm is described as below:

---

Input: Database D of transactions, minimum support threshold min-support method

Output: L1 frequent items in D

- 1  $L_1 = \{\text{Large 1-itemsets}\};$
  - 2 For  $(k = 2; L_{k-1} \neq \emptyset; k++)$  do begin
  - 3  $C_k = \text{apriori\_gen}(L_{k-1}, \text{minsupport})$
  - 4 For all transaction  $t \in D$  do begin
  - 5  $C_1 = \text{subset}(C_k, t);$
  - 6 For all Candidate  $C \in C_1$  do
  - 7  $C.\text{Count}++$
  - 8 End
  - 9  $L_k = \{C \in C_k | C.\text{Count} \geq \text{minsupport}\}$
  - 10 End
  - 11 Answer =  $\cup_k L_k$
-

### 3.2 ID3 algorithm

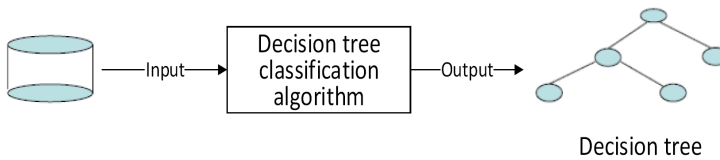
Related concepts:

- 1 Attributes: category field (continuous value attribute need to be discretised in advance).
- 2 Information gain: all attribute assumptions are category fields can be applied to numeric fields after modification.
- 3 IBM intelligent miner: can be applied to categories and numeric fields.
- 4 Class label: classification logo: each sample is a tuple, and a property of a tuple is used to determine the class of training samples.

The ID3 algorithm is a top-down recursive method of constructing a hierarchical tree, all training samples are in the roots. The information gain theory in information theory is used to find the fields with the largest information quantity in the data set, establish a node of the decision tree and the branches of the tree according to the different values of the fields. A decision tree can be created in the process of repeating the lower nodes and branches of each branch subset. Divide the samples recursively based on the selected attributes and stop the division when the following three cases are encountered:

- 1 all samples of a given node belong to the same class
- 2 no attributes can be used to segment the data
- 3 there is no sample of a branch of the attribute.

**Figure 1** Calculation process (see online version for colours)



Calculation process as follows:

- 1 Calculate the expected information

Let  $S$  be the set of training samples, where the class labels for each sample are known. Let  $S$  contain a sample of  $C_i$  (the number of samples belonging to  $C_i$ ). The probability that an arbitrary sample belongs to class  $C_i$  is  $s_i / s$ .  $s$  is the total number of objects in set  $S$ . The desired information for a given sample classification  $m$  is:

$$I(S_1, S_2, \dots, S_m) = -\sum_{i=1}^m \left(\frac{s_i}{s}\right) * \log_2 \left(\frac{s_i}{s}\right)$$

- 2 Computes the entropy of any attribute A in a tuple

$$E(A) = \sum_{j=1}^v (S_{1j} + \dots + S_{mj}/s) I(S_{1j}, \dots, S_{mj})$$

The value of attribute A:  $\{a_1, a_2, \dots, a_v\}$ . A can divide S into subsets:  $\{S_1, S_2, \dots, S_v\}$ , where  $S_j$  contains those samples with A values  $a_j$  in S. Let  $S_j$  contain  $S_{ij}$  samples of class  $C_i$ , The expected information according to this division of A is called the entropy of A.

- 3 The information gain of the division on attribute A

$$Gain(A) = I(S_1, S_2, \dots, S_m) - E(A)$$

$$I(S_1, S_2, \dots, S_m) = -\sum_{i=1}^m \left(\frac{S_i}{S}\right) * \log_2 \left(\frac{S_i}{S}\right)$$

$$E(A) = \sum_{j=1}^v (S_{1j} + \dots + S_{mj}) I(S_{1j}, \dots, S_{mj})$$

- 4 Create a decision tree

Calculate the desired information for a given sample classification and entropy of each attribute. Create a decision tree based on these.

### 3.3 Principal component analysis

The principal component analysis method is the analysis and statistical method of transforming a plurality of related elements into several unrelated comprehensive indicators Tang et al. (2016). The composite index may contain many overlapping information. The principal component analysis reduces the dimension of the original index under the principle of least loss of information, and saves some irrelevant indexes. It turns the original more indexes into the index that can reflect the research phenomenon of less comprehensive index, this can simplify the complex research, to ensure the accuracy of the premise to improve the efficiency of the study.

- 1 Find the matrix of standardised data metrics. Suppose the number of evaluation indicators is  $n$ , the number of person is  $m$ , the data matrix is  $X$ ,  $x_{ij}$  is the  $j^{\text{th}}$  number of the  $i^{\text{th}}$  individuals.

$$X = \begin{bmatrix} x_{11} & \cdots & x_{1n} \\ \vdots & \ddots & \vdots \\ x_{m1} & \cdots & x_{mn} \end{bmatrix}$$

- 2 Correlation coefficient matrix

$$r_{ij} = \frac{\sum_{k=1}^n |x_{ki} - \bar{x}_i| |x_{kj} - \bar{x}_j|}{\sum_{k=1}^n (x_{ki} - \bar{x}_i)^2 \sum_{k=1}^n (x_{kj} - \bar{x}_j)^2}$$

$r_{ij}$  is the correlation coefficient between the  $i^{\text{th}}$  indicator and the  $j^{\text{th}}$  indicator of standardised data.

- 3 Find the eigenvalues and eigenvectors of the correlation coefficient matrix, as well as the variance contribution rate and cumulative contribution rate corresponding to the eigenvalues.



$$c = (c_1, c_2, \dots, c_q)$$

- 4 Take the corresponding  $q$  eigenvectors and normalise them.

$$A = [e_f - \min(e_f)] / [\max(e_f) - \min(e_f)]$$

$e$  is the eigenvector,  $f \in [1, q]$ .

- 5 The overall contribution rate of each indicator

$$P = C * A^Q / \sum_{i=1}^q C_i = (p_1, p_2, \dots, p_n)$$

- 6 Do the normalisation to  $P$

$$W_j = \frac{p_j}{\sum_{j=1}^n p_j} = (w_1, w_2, \dots, w_n)$$

$w_j$  is the weight of the  $j^{\text{th}}$  indicator.

### 3.4 Entropy method

The concept of entropy stems from thermodynamics and is a measure of the uncertainty of the state of the system. In information theory, information is a measure of the degree of systematic order. Entropy, on the other hand, is a measure of the degree of disorder in the system. The absolute value of the two is equal, but the sign is opposite. According to this property, we can make use of the inherent information of each scheme in evaluation to obtain the entropy of each index through entropy method. The smaller the entropy, the lower the degree of disorder of information, the greater the utility of information, the bigger of the weight of the index.

Entropy is a measure of uncertainty. If we use  $p_j$  to represent  $j$  information uncertainties (that is, probabilities of occurrence), then the uncertainty information of the entire information (provided with  $n$ ) can also be expressed as follows.

$$S = -k \sum_{j=1}^n p_j \ln(p_j)$$

This is entropy. Where  $K$  is a positive number, when the probability of occurrence of each information is equal, namely  $p_j = 1/n$ , the value of  $S$  is the largest, and entropy is the largest.

Through the factor analysis of 250 respondents, we set  $m = 250$  and  $n = 13$ ,  $x_{ij}$  is the factor score of the  $i^{\text{th}}$  respondent's  $j^{\text{th}}$  factor, where  $i = 1, 2, 3, 4, 5, 6, \dots, 250, j = 1, 2, 3, 4, 5, 6$ .

- 1 Standardise the raw data

Forward indicators:  $x'_{ij} = (x_{ij} - \bar{x}) / S_j$

Reverse indicators:  $x'_{ij} = (\bar{x} - x_{ij}) / S_j$

$x_{ij}$  is the  $i^{\text{th}}$  sample and  $j$  is the original value of the indicator,  $x'_{ij}$  is the normalised indicator value, and  $\bar{x}$  and  $S_j$  are the average and standard deviation of the  $j^{\text{th}}$  indicator, respectively. Due to the use of logarithm in the entropy method, the normalised value cannot be used directly. To reasonably solve the effect of negative numbers, translate the normalised values:

$$Z_{ij} = x'_{ij} + A$$

$Z_{ij}$  is the translated value,  $A$  is the translation amplitude.

- 2  $n$  is the number of samples (cities),  $m$  is the number of indicators and  $P_{ij}$  is the weight.

$$P_{ij} = Z_{ij} / \sum_{i=1}^n Z_{ij} \quad (i = 1, 2, \dots, n; j = 1, 2, \dots, m)$$

- 3 The entropy of the  $j^{\text{th}}$  indicator

$$e_j = k \sum_{i=1}^n P_{ij} \ln P_{ij} \quad \left( k = \frac{1}{\ln n}, e_j \geq 0 \right)$$

- 4 The difference coefficient of the  $j^{\text{th}}$  indicator

$$g_j = 1 - e_j$$

- 5 Calculate the weight of the  $j^{\text{th}}$  indicator

$$W_j = g_j / \sum_{j=1}^m g_j \quad (j = 1, 2, \dots, m)$$

- 6 Evaluation index

$$F_i = \sum_{j=1}^m W_j P_{ij}$$

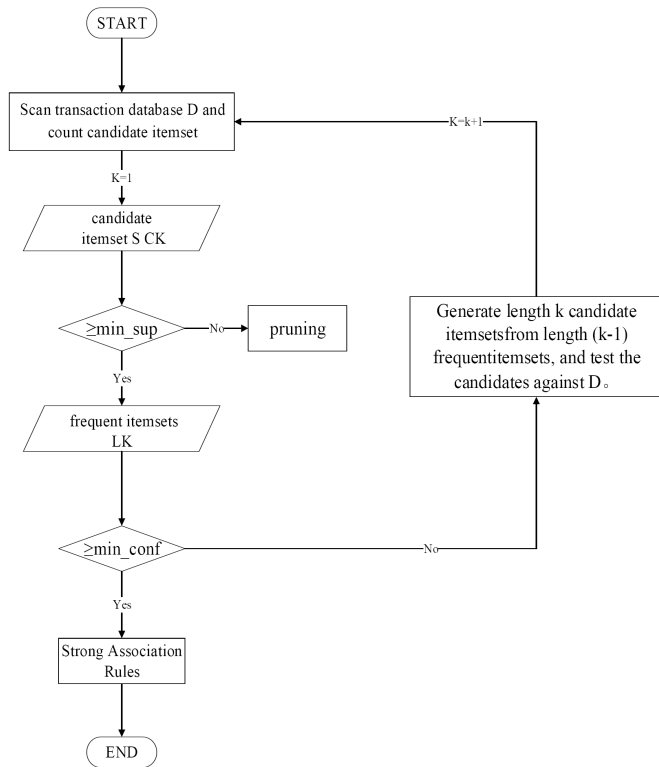
## 4 Data processing and results

Questionnaire 500 points were distributed in this experiment, 400 parts by effective recovery. In the survey of 400 questionnaires, we need to filter out invalid information first, such as lack of information. Because our purpose is to investigate what characteristics of the crowd are easily deceived, so we need to filter out the experience of not being cheated and then sort the data. A total of 350 valid questionnaires were left, 300 of which were used for analysis and the remaining 50 were validated for the evaluation of the index system.

### 4.1 Apriori algorithm

The process of algorithm is as shown in Figure 2.

**Figure 2** The process of apriori algorithm



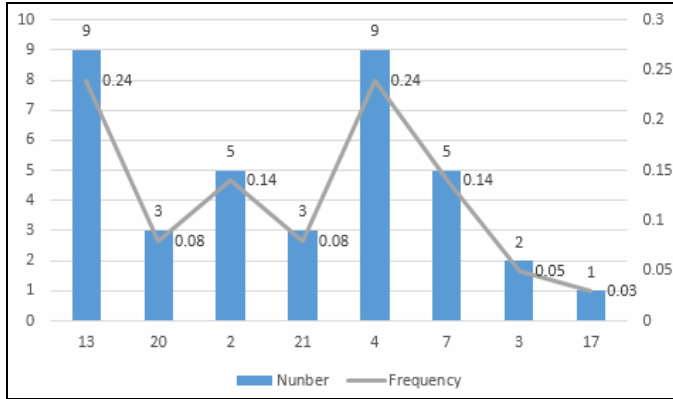
Finally, the minimum support we set is 15%, the minimum confidence is 85%. There are 14 as shown in Table 1.

**Table 1** Association rules

| <i>Rule</i>  | <i>Support (%)</i> | <i>Confidence (%)</i> |
|--------------|--------------------|-----------------------|
| 13. 4. 20.   | 16.153846153846153 | 90.47619047619048     |
| 13. 4. 20. 2 | 15.384615384615385 | 90.0                  |
| 13. 4. 2     | 20.0               | 88.46153846153845     |
| 13. 21. 4.   | 17.692307692307693 | 86.95652173913044     |
| 13. 21. 4. 2 | 16.923076923076923 | 86.36363636363636     |
| 13. 4.       | 22.30769230769231  | 86.20689655172413     |
| 7. 4.        | 22.30769230769231  | 86.20689655172413     |
| 7. 3. 2      | 16.153846153846153 | 85.71428571428571     |
| 13. 5. 4. 2  | 16.153846153846153 | 85.71428571428571     |
| 13. 8. 4.    | 15.384615384615385 | 85.0                  |
| 13. 3. 21.   | 15.384615384615385 | 85.0                  |
| 7. 3. 21.    | 15.384615384615385 | 85.0                  |
| 7. 3. 17.    | 15.384615384615385 | 85.0                  |
| 7. 6. 20.    | 15.384615384615385 | 85.0                  |

The statistics of the association rules are as shown in Figure 3.

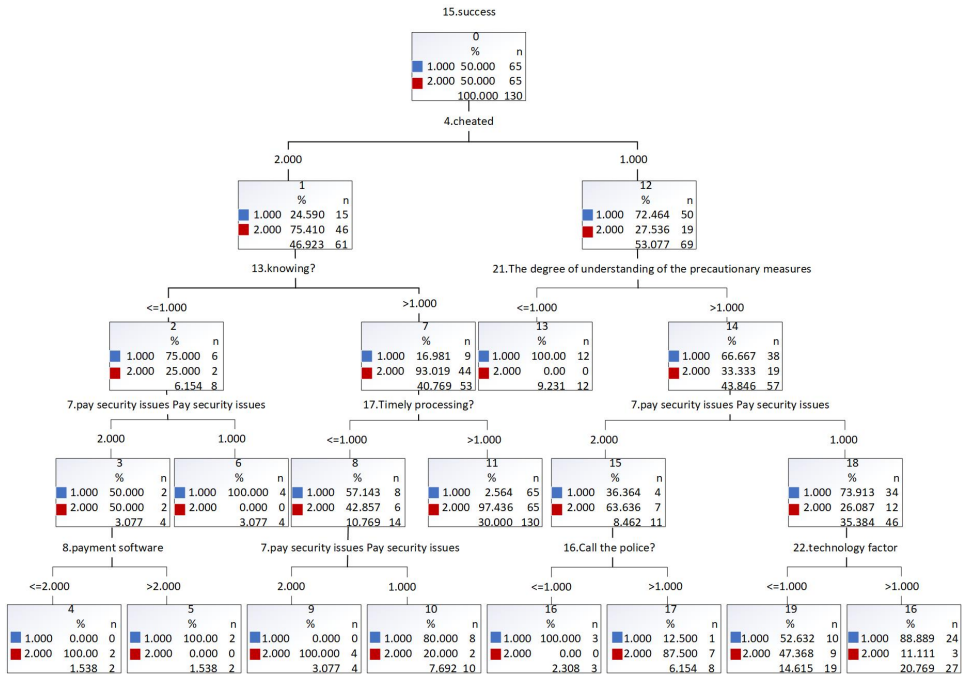
**Figure 3** The statistics of the association rules (see online version for colours)



### 4.2 ID3 algorithm

Parts of the decision tree results from ID3 algorithm mining are as shown in Figure 4.

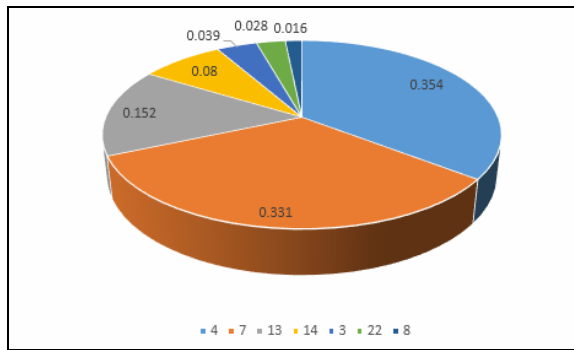
**Figure 4** Part of the decision tree results (see online version for colours)



From the decision tree, we can see the final analysis results and make decisions by the characteristics which people show.

The importance of each node is as shown in Figure 5.

**Figure 5** The importance of each node (see online version for colours)



### 4.3 Principal component analysis

The principal components analysis using the top several indicators to determine the matrix is as shown in Table 2.

**Table 2** Principal component analysis

|   | <i>Ingredient</i> |
|---|-------------------|
| Doubt?  | .270              |
| Age   | -.624             |
| Knowing?  | .006              |
| The degree of understanding of network transactions       | .012              |
| The degree of understanding of the precautionary measures | -.187             |
| Weak legal consciousness                                  | -.082             |
| Education   | .712              |
| Technology factor   | .423              |
| Third party media   | -.073             |

### 4.4 The evaluation of questionnaire

The reliability of the mining is analysed as shown in Table 3.

**Table 3** Alpha coefficient

| <i>Rule</i>   | $\alpha$ |
|---|----------|
| Age   | 0.832    |
| Doubt?  | 0.814    |
| Cheated?  | 0.815    |
| Third party media   | 0.804    |
| The degree of understanding of the precautionary measures | 0.805    |
| Knowing?  | 0.802    |
| Technology factor   | 0.834    |

**Table 3** Alpha coefficient (continued)

| Rule  | $\alpha$ |
|---|----------|
| The degree of understanding of network transactions | 0.805    |
| Weak legal consciousness                            | 0.803    |
| Education   | 0.801    |
| Lack of legal construction                          | 0.807    |
| Pay security issues                                 | 0.806    |
| Payment software                                    | 0.801    |

The  $\alpha$  of the items which has a significant relationship with the questionnaire are greater than 0.8, indicating that reliability of the scale is well. The validity analyse of the questionnaire is as shown in Figure 6.

**Figure 6** The validity

| KMO                |      | Bartlett |
|--------------------|------|----------|
| Kaiser-Meyer-Olkin |      | .816     |
| Bartlett           | df   | 419.460  |
|                    | Sig. | .000     |

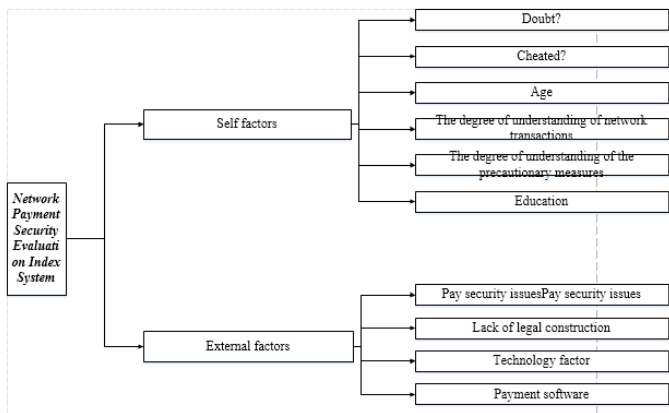
The KMO value is 0.816, so the questionnaire is good.

#### 4.5 The construction of evaluation index system

First, we establish the indicators combined with the results of apriori algorithm and IDS algorithm, as well as the combination of relevant knowledge. Then according to the importance in the ID3 algorithm analysis and the frequency in the apriori algorithm association rules appear in, as well as expert scoring method, we determine the weight of each indicator.

The final evaluation index system is as shown in Figure 7.

**Figure 7** Evaluation system



#### 4.6 Weight

The evaluation index system is mainly composed of internal factors, that is, users and external factors. The internal factors are mainly reflected by the questionnaire, and the entropy method can be used to determine the weight of internal factors. The external factors are determined by expert scoring method Weights. The part of the code is as follows:

---

```

>> [n,m]=size(x);
[X,ps]=mapminmax(x',0,1);
[X,ps]=mapminmax(x');
ps.ymin=0.002;
ps.ymax=0.996;
ps.yrange=ps.ymax-ps.ymin;
X=mapminmax(x',ps);
% mapminmax('reverse',xx,ps);
X=X';
for i=1:n
    for j=1:m
        p(i,j)=X(i,j)/sum(X(:,j));
    end
end
k=1/log(n);
for j=1:m
    e(j)=-k*sum(p(:,j).*log(p(:,j)));
end
d=ones(1,m)-e;
w=d./sum(d);
s=w*p';

```

---

The result is as shown in Table 4.

**Table 4** Internal factor weight

|   |        |
|---|--------|
| Age   | 0.0327 |
| Education   | 0.1637 |
| Cheated?  | 0.2573 |
| Doubt?  | 0.3744 |
| The degree of understanding of network transactions       | 0.0758 |
| The degree of understanding of the precautionary measures | 0.0961 |

For external factors, experts scored as shown in Table 5.

**Table 5** External factor weight

|   |      |
|---|------|
| Technology factor                       | 0.15 |
| Pay security issues pay security issues | 0.1  |
| Lack of legal construction              | 0.1  |
| Payment software                        | 0.05 |

Internal factors and external factors accounted for the ratio of 6:4. Finally, according to the importance in the ID3 algorithm analysis and the frequency in the apriori algorithm association rules appear in, as well as this ratio, we determine the weight of the index.

The weight formula is:

$$Weight = (The\ frequency\ in\ the\ apriori\ algorithm + The\ importance\ in\ the\ ID3\ algorithm + Entropy\ method\ weight / Expert\ score) / Overall\ score$$

Experts score the results as shown in Table 6.

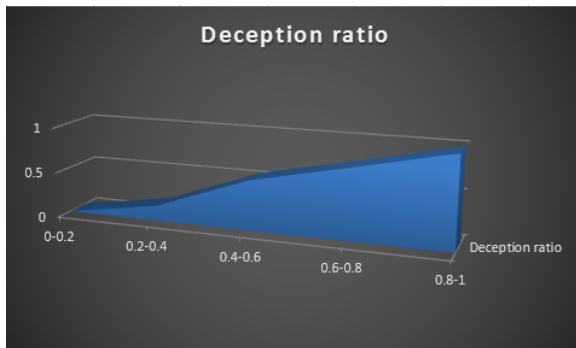
**Table 6** Factor weight

|   |          |
|---|----------|
| Age   | 0.05759  |
| Education   | 0.067548 |
| Cheated?  | 0.270011 |
| Doubt?  | 0.109912 |
| The degree of understanding of network transactions       | 0.045272 |
| The degree of understanding of the precautionary measures | 0.049667 |
| Technology factor   | 0.15     |
| Pay security issuesPay security issues                    | 0.1      |
| Lack of legal construction                                | 0.1      |
| Payment software  | 0.05     |

#### 4.7 The verification of evaluation index system

The evaluation index system was validated by 50 additional sets of data and the results are as shown in Figure 8.

**Figure 8** Validated data (see online version for colours)





According to the evaluation index system, the higher the value, the higher the probability of being cheated. From the chart, we can see that the probability of being cheated is proportional to the evaluation index. The validation data conforms this rule, so the correctness of the evaluation index system was verified.

## 5 Conclusions

In this paper, we analysed the factors of cheated users from the customer point of view with the means of the questionnaire survey, apriori algorithm, ID3 algorithm, text mining. The factors we analysed that lead to the user cheating are significant, like Whether it has been cheated, age, education, weak legal consciousness, pay security issues, third party media, lack of legal construction, technology factor, The degree of understanding of the precautionary measures and so on. We also develop rating index system and the relevant weight combined with the results of algorithm mining and expert scoring to evaluate the ease of the cheated users. Moreover, the correctness of the evaluation index system was verified by data.

For users, we should strengthen awareness of prevention; enhance the degree of understanding of network affairs and legal awareness. For the payment platform, they should improve the level of security and anti-virus capabilities for users to build a more safe payment environment. The government should speed up the race of relevant legislation; increase the crackdown of the network fraud payment. Only when we are involved, can we build a safer network payment environment.

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