Using Software Puzzle for Reducing DDos/Dos Cost on SSL/TLS

International Journal of Computer Applications
Foundation of Computer Science (FCS), NY, USA

Volume 151
Number 4

Year of Publication: 2016

Authors:

Pankaj Kumar, S. S. Ahluwalia, Tharun Kumar S. V.

10.5120/ijca2016911734

Abstract

In cyber-security Denial-of-service and distributed Dos are the major threats, DOS and DDOS works by denying service users approved as genuine, traffic is jammed by the overwhelming illegal traffic frequencies. an attacker inflates its capability of attacks with fast puzzle solving software and graphics processing unit (GPU) hardware to significantly weaken the effectiveness of server. In this paper, we show to prevent DOS/DDOS attackers from inflating their challenge solving capabilities. To stop this, we introduce a client puzzle referred to as software puzzle.

In this paper the puzzle is generated randomly by selecting CPU only code, with time stamps. the generated puzzle cannot be easily solved through GPU with in real time

References


9. 

**Index Terms**

Computer Science | Information Sciences

**Keywords**

Software Puzzle, GPU, Denial of Service, Distributed Denial of Service (DDoS), CPHS, MD5, DES