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

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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


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**Index Terms**

Computer Science

Information Sciences

**Keywords**

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