Abstract

Security issues have become a major issue in recent years due to the advancement of technology in networking and its use in a destructive way. A number of defence strategies have been devised to overcome the flooding attack which is prominent in the networking industry due
to which depletion of resources takes place. But these mechanism are not designed in an optimally and effectively and some of the issues have been unresolved. Hence in this paper we suggest a Game theory based strategy to create a series of defence mechanisms using puzzles. Here the concept of Nash equilibrium is used to handle sophisticated flooding attack to defend distributed attacks from unknown number of sources.

References


- C. Dwork and M. Naor, "Pricing via Processing or Combating Junk Mail," In
- Shibiao Lin, Tzi-cker Chiueh. A Survey on Solutions to Distributed Denial of Service Attacks
- Vicky Laurens, Abdumontaleb El Saddik, and Amiya Nayak, Requirements for Client Puzzles to Defeat the Denial of Service and the Distributed Denial of Service Attacks
- Mehran S. Fallah, A Puzzle-Based Defense Strategy Against Flooding Attacks Using Game Theory, IEEE TRANSACTIONS ON DEPENDABLE AND SECURE COMPUTING, VOL.
Index Terms

Computer Science
Emerging Trends in Technology

Keywords
Dos Attacks Game Theory Puzzles