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

- Boldizs'ar Bencs'ath Istv'an Vajda Levente Buttyán A Game Based Analysis of the Client Puzzle Approach to Defend Against DoS Attacks


**Index Terms**

Computer Science  
Emerging Trends in Technology

**Keywords**

Dos Attack  
Game Theory  
Puzzle Based Defence