



**Arab Academy for Science and Technology
& Maritime Transport**
College of Computing & Information Technology

**Mitigating Web Service Denial of Service Attacks Using
Dynamic Client Puzzle Approach**

A Thesis Submitted to College of Computing & Information Technology in Partial
Fulfillment of the Requirements for the award of degree of
MASTER of Science in Information Systems

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DECLARATION

We clarify that we have read the present work and that in our opinion it is fully adequate in scope and quality as dissertation towards the partial fulfillment of the Master Degree requirements in
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Abstract

During the past few years, denial-of-service (DoS) attacks have become more risky to deplete the computing resources or bandwidth of the potential targets. The relative ease and low costs of launching such attacks, supplemented by the current inadequate state of any viable defense mechanism, have made them one of the top threats to the Internet community today. Since, the increasing popularity of web-based applications has led to several critical services being provided over the Internet. The most common DoS attacks typically involve flooding with a huge volume of traffic and consuming network resources such as bandwidth, buffer space at the routers, CPU time and recovery cycles of the target server. We have proposed a mechanism for protecting a web-server against a denial of service (DoS) attacks. We investigated the effectiveness of defending web services from DoS attacks using client puzzles, a cryptographic countermeasure, which provides a form of gradual authentication by requiring the client to solve some computationally difficult problems before access is granted. So, the first aim of this thesis is to adjust the mechanism of our client puzzle to dynamically change the puzzle difficulty. Furthermore, we established a web service with client puzzle to test the performance of the client puzzle in web service.

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Nomenclatures

<u>Symbols</u>	<u>Nomenclatures</u>
DoS	Denial of service
DDoS	Distributed Denial of Service
HTTP	Hypertext Transfer Protocol
CPU	Central Processing Unit
TCP	Transmission Control Protocol
UDP	User Datagram Protocol
DNS	Domain Name System
ARP	Address Resolution Protocol
ICMP	Internet Control Message Protocol
WSDL	Web Service Description Language
SOAP	Simple Object Access Protocol
WCF	Windows Communication Foundation
API	Application Programming Interface
XML	Extensible Markup Language
HTTPS	Hypertext Transfer Protocol Secure
DCP	Dynamic Client Puzzle Difficulty

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الملخص

خلال السنوات القليلة الماضية، أصبحت حجب الخدمة (DoS) من الهجمات الخطرة في استنزاف موارد الحوسبة أو سعة النطاق الترددي للشبكات من الأهداف المحتملة ونظراً للسهولة النسبية والتكليف المنخفضة لشن هجمات من هذا القبيل، وعدم كفاية وتناسب آلية الدفاع الحالية مما يجعلها واحدة من أعلى التهديدات لمجتمع الإنترنت اليوم. منذ ذلك الحين، وقد أدى ازدياد شعبية الطلب على بعض التطبيقات المستندة إلى الخدمات الحرجة التي يجري تقديمها عبر الإنترنت وأصبحت هجمات حجب الخدمة هي الأكثر شيوعاً وعادة ما تشمل سيل من الهجمات لتتفق بيانات وهيبة واستهلاك موارد الشبكة مثل مساحة سعة النطاق الترددي واجهزه التوجيه، وقت وحدات المعالجة المركزية ونظم استرجاع الخوادم المستهدفة . لذلك افترضنا آلية لحماية خادم شبكة الويب ضد الالحجب من هجوم الخدمة (DOS) وتحقق فعالية الدفاع عن خدمات ويب من هجمات حجب الخدمة وذلك باستخدام الغاز العميل، والتشغير المضاد الذي يوفر شكلاً من أشكال التحقق التدريجي عن طريق الاشتراط على العميل حل بعض المشاكل الصعبة حسابياً قبل منحه الوصول للخدمة . لذلك، فإن الهدف الأول من هذه الأطروحة هو لضبط آلية لغز العميل لتعزيز صعوبة اللغز ديناميكياً . وعلاوة على ذلك، تم إنشاء خدمة الويب مع لغز العميل لاختبار أداء لغز عميل في خدمة الويب.



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