

# Anticipation of Distributed denial of service Attack Using Four- Tier CAPTCHA

Ms.Sonika A. Chorey  
P.R.M.I.T.&R.

[sonikachorey@gmail.com](mailto:sonikachorey@gmail.com)

Ms. Priyanka A. Chorey  
P.R.M.I.T.&R.

[priyankachorey@rediffmail.com](mailto:priyankachorey@rediffmail.com)

Ms. Saleha I. Saudagar  
P.R.M.I.T.&R.

[salehasaudagar@gmail.com](mailto:salehasaudagar@gmail.com)

**Abstract**—DDOS (Distributed Denial of Service Attack) found to be one of the leading menace of availability in cloud computing Service. In denial of service attack by utilizing bandwidth or flood of network, the attacker restrict the access of original users. And hence substantiation is necessary to make a distinction between original user from illicit users, which can be performed through strong cryptographic verification (for a private server) or graphical Turing tests. By tracing the IP address of that server, the attacker take away all the right of entry over that application make that user out-of-the- way, where the substantiation & security is performed by Graphical Turing examination for public server, which is widely used to tell apart human users from robots through their retort. A CAPTCHA is a type of challenge-response test used in computing to identify the user whether he is human or not. The CAPTCHA technique that we have related here requires that the user enter the letters of a prearranged mystified image, sometimes with the addition of an prearranged mystified letters or digits that appears on the screen. The main reason behind this CAPTCHA to explore security in cloud computing network. In result the user get ease of access to service without any stoppage. Because the test is administered by a computer system, in opposite to the standard Turing test that is controlled by a human, a CAPTCHA is sometimes described as a reverse or Graphical Turing test. This term is hazy because it could also mean a Turing test where the participants are endeavoring to prove they are the computer.

**Keywords**— Cloud computing services, Security flaws, Distributed Denial of Service, Prevention of DDOS, CAPTCHA

## 1. INTRODUCTION

Cloud Computing services are nothing but assembly of resources and can utilized through internet. It is well known word in top IT companies like Google and yahoo develop cloud computing system and related products for customer. There are few impediments for user to agree to cloud computing network as customer has to belief on third party for its confidential information. This study aims to know the most hot security issue in cloud computing

service. We will thrash out security necessities and its allied issues in cloud computing.

### A. Brief of cloud computing

It proffer high yield with less outlay at the same time. Shortage in security is the chief stumbling block in wide acceptance of cloud computing. Cloud computing has many issues like sheltering information, and examining the consumption of resources and provide services to its certified user. The wide acceptance raised security risks along with the uncountable benefits. [1].Cloud computing offers 3 different kinds of services:

#### 1. Software as a Service

SaaS are applications over Internet. As a rule the user can utilize these applications using a web- browser. Users are intangible about the hardware and software that is using and simply access to an interface through a web browser and from there he has admittance to some useful data and functionalities. It's dedicated to current users; an case in point to this sort of services can be Google Docs.

#### 2. Platform as a Service

PaaS are paying attention to the exploitation of applications or services online letting to the developer manage the hardware or software necessary, including also a solution stack. This service embraces all the life-cycle of the exploitation of application or service such as design, implementation, testing, exploitation, collarging with databases, etc.

There are three characteristic points in this services

1. Services for exploitation, testing and upholding of applications
2. Multi-user architecture, in other words extensibility.
3. Collaborative tools.

An case in point of these services is Google App engine.

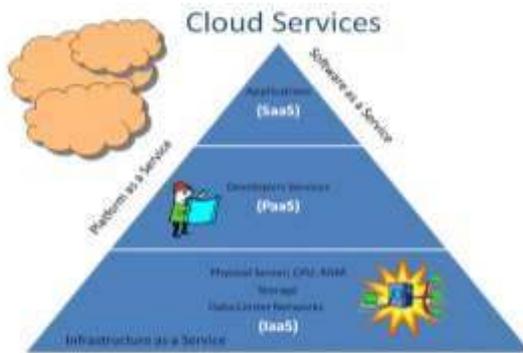


Figure 1: Architecture of Cloud Computing

### 3. Infrastructure as a Service

These services are paying attention to offer a computer infrastructure. All the servers, connections, software and other capital are offered by the providers. And the users see it like an entire infrastructure hosted in the same group.

Cloud computing is simply a symbol for the internet. User does not required knowledge, control as well as ownership in the computer infrastructure. User simply access the software and paying only for what they use. Advantage of cloud computing is big like Broad network access, Cost effectiveness, Rapid elasticity, Measured services, On-Demand service, Resource pooling, Location independence, Reliability, Energy saving and so on. But its global fact that everything in this world has advantage as well as disadvantage, cloud computing also suffering from some drawback like security & privacy, Internet Dependency, Availability, And Current Enterprise Applications Can't Be Migrated Easily. Conclude that security is major hurdle in wide acceptance of cloud computing. User of cloud services are in fear of data defeat, security and availability issues. [2]

### B. Challenges for Cloud Computing

1. Security
2. Data Location and Privacy
3. Internet Dependency and Performance & Latency
4. Availability and Service Levels
5. Not easy to migrate Current Enterprise Applications

**User specific security requirements we can split into three major Levels.**

- a. Application Level
- b. Virtual Level
- c. Physical Level

Virtual Level: At this level user get service as Infrastructure as a Service Platform as a Service and the users are Developer–moderator applies to a person or organization that deploys software on a cloud infrastructure The Security requirement of this level is Access control,

Application security, Data security and Cloud management control security, Virtual cloud protection, Communication security. In Virtual level Security Threats are Session hijacking, Software modification, Software deletion, Impersonation, Traffic flow analysis, Exposure in network, Defacement, Connection flooding, **DDOS**, Impersonation, Disrupting communications, Programming flaw.[2]

### C. Distributed denial of service attack

A denial of service is characterized by an open attempt by an attacker to prevent authenticate users from using computing resources. An attacker may challenge to overflow a network and thus reduce a legitimate user's bandwidth, disrupt service to a specific system and a user prevent access to a service.

- i) Impact of DDOS
- ii) Direct Denial of Service
- iii) Indirect Denial of Services
- iv) Accounting Cloud computing

### D. DDOS Attack schemes

The methods which are used for denial of service attack are given below.

1. *Smurf-attack* involves an attacker sending a largest amount of Internet Control Message Protocol echo traffic to a set of Internet Protocol broadcast addresses.
2. *SYN Flood attack* is also known as the Transmission Control Protocol SYN attack, and is based on exploiting the standard TCP Three-way handshake process. The server being not capable to process because of incoming connection queue gets overloaded [3].
3. UDP Flood attack is based on UDP echo and character producer services provided by most computers on a network. The spy/attacker uses UDP packets to create connection to the echo service on one machine to the character generator service on another machine. There is another method like Ping of death attack Flood attack, Fraggle attack, buffer overflow attack used by attacker to initiate DDOS attack.

On the other side, Completely Automated Public Turing Tests to Tell Computers and Humans Apart is used for Graphical Turing Test. There are many OCR or Non-OCR based CAPTCHA's are used widely but they are vulnerable to many attacks like Pixel-Count Attack, Recognition by using Optical Character recognition, Dictionary Attack, and Vertical Segmentation.[4]

### E. CAPTCHAs and Turing Test

CAPTCHA technology has its base in an experiment called the **Turing Test**. Alan Turing, sometimes called the godfather of modern computing, proposed the test as a way to examine whether or not machines can think -- or appear to think -- like humans. The classic test is a game of mock. In

this game, an interrogator asks two participants a sequence of questions. One of the participants is machine and the other is a human. The interrogator can't see or hear the participants and has no way of deliberate which is which. If the interrogator is unable to find out which participant is a machine based on the responses, the machine passes the Turing Test. with a CAPTCHA, the goal is to create a test that humans can pass easily but machines can't be. It is also mandatory that the CAPTCHA application is able to present different CAPTCHAs to different users. If a visual CAPTCHA presented a static image that was the same for every user, it would not take long before a spammer spotted the form, deciphered the letters, and programmed an application to type in the right answer automatically.

## 2. PROPOSED APPROACH

CAPTCHA can be developed using two basic steps First, the root for the puzzle or tackle must be something that is beyond the doubt tricky for computers to simplify. Second, the way puzzles and responses are processed have to easy for human users. The proposed method has been developed to differentiate human users and computer programs from each other by the same fact that human user have to provide a data after solving the query associated with CAPTCHA implementation . The query must be very difficult for computers to solve and comparatively easy for humans.

### Algorithm for four-Tier Captcha

- Step1. Create Random Alphanumeric Code (Size of 6) Step2. Create Image with less noise containing that code
- Step3. Choose Random query related to code that is Enter only Digit's.
- Step4. Put the mixture of code and query in Session. Step5. Put CAPTCHA Image over the user interface page along with Query.
- Step6. make image based CAPTCHA Icon image is placed on background image
- Step7. Click on icon image which is located on background image
- Step8. Allow user to give input.
- Step9. inspect Input provided by user with value stored in session.
- Step10. If Input is correct: permit user to proceed and Delete the used CAPTCHA Image.
- Step11. If Input is Incorrect produce another CAPTCHA Image and give user restricted chance

The programming steps for the Four-TIER CAPTCHA algorithm are known with pseudo code Executing output screenshots as in follows:

1. To start the session Create Web Application in Asp.Net software.
2. For creation of random image Create custom class to generate

3. produce random 6 bit alphanumeric code for CAPTCHA and keep it in session.
4. Define combinations in the system and keep current combination in the hidden field or session.
5. create random image of the generated code
6. authenticate input provided by the user with the CAPTCHA code and combination
7. In case the value is unfilled or incorrect new CAPTCHA is shown. Users should never get a second chance at answering the equal CAPTCHA.
8. In case the answer supplied by the user is correct the form post is successful and processing can executing. In case applicable, the previously generated CAPTCHA image is deleted.

Here We propose a new generation of the CAPTCHA method that uses Query associated with CAPTCHA instead of simple CAPTCHA. We called it Four Tier CAPTCHA because in this method CLAD node need to execute three things, first a alphanumeric CAPTCHA code related with image. Second Query related to that CAPTCHA code. In this process human can give input according to query that hard for software bots. Third Image Based captcha icon image is placed on background image, first user has to click on the image in the nested images then user will clear the captcha test. In this way we are proposing four way strong security. The benefit of using FOUR-TIER CAPTCHA is it can recognizable by human users and difficult to read by bots. Our FOUR-TIER CAPTCHA methods use a same input technique as used by many well known web sites and services where users type some keywords or characters into a text box. hence it is easy to learn and run by any user. The algorithm of this method makes it hard for boot programs which mean that it is very secure. We can increase the rate of its difficulty in order to improve its resistance against the attacks through adding many queries, altering pattern of Query and grouping in application database. Like-

1. Please give only Digit's shown in image.
2. Please give only Character shown in image.
3. Please give only Alphabet shown in image.
4. Please give only first digit and last alphabet shown in image.
5. Please give the value as you provide in User Name shown in image.

above are some sample of Query, which we can provide with CAPTCHA image to resist it to attack but we also need to take care of the complexity of queries because this will make to solve CAPTCHA more hard to end user too. Answering these queries is difficult for the computer program because a boot program required some ability to provide correct input for Four-Tier CAPTCHA.

1. Computer program must recognize alphanumeric code shown in image through Optical Character Recognition based software.
2. After recognition of alphanumeric code from CAPTCHA image computer should be able to

recognize the string related to that CAPTCHA.

- At the end and even if computer does all the above mentioned steps successfully it's very hard to evaluate the right input pattern, which is needed because the query generated secretly, there is no fix pattern inbetween queries and in some query we use another field of the application web form, give the value as you provide in User Name shown in image.

So that the attack needs to make their program much smart so the program will be able to get values from earlier field.

## CONCLUSION

In this research paper, we give details about Cloud Computing its Models threats and Security flaws, detail of distributed denial of service and its resolution via FOUR-TIER CAPTCHA. As we particular before, a good CAPTCHA must not only to refuse to accept computer programs that attacker use to pass graphical Turing Test but it be supposed to be human gracious also. Our lately method is also very trouble-free for human user to answer these questions and the only thing they must do is to provide the input according to query fix with it, less time is required to answer but they can provide input easily and correct without any problem.

## REFERENCES

- [1] Prof. Sonika A. Chorey, Prof. Pritika V. Mamankar and Prof. Rachana S. Sawade, "Prevention of DDOS Attack Using Three Tier CAPTCHA" JGESR, Jan 2016.
- [2] N. Soradge, K. Thakare, "A Novel Anti Phishing Framework On Cloud Based On Visual Cryptography", proceeding of 12th IRF International Conference, 29th June-2014, Pune, India, ISBN: 978-93-84209-31-5.
- [3] Nirmal, K.; Ewards, S.E.V.; Geetha, K.; "Maximizing online security by providing a 3 factor authentication system to counter-attack 'Phishing'", in Proceedings of IEEE- International Conference on Emerging Trends in Robotics and Communication Technologies, 2010.
- [4] Poonam and Sujata, "Security flaws in Cloud Computing Solution of DDOS and Introducing Two- Tier CAPTCHA", proceeding of International Journal on Cloud Computing: Services and Architecture (IJCCSA), Vol.3, No.3, June 2013
- [5] Varun Ambrose Thomas, Karanvir Kaur "Cursor CAPTCHA – Implementing CAPTCHA Using Mouse Cursor" IEEE Conference 978-1-4673-

5999-3/13-2013 IEEE

- [6] Charles C. Palmer, David Naccache, Peter Gutmann et.al, "CAPTCHAs: Humans vs. Bots" Aleksey Kolupaev and Juriy Ogijenko OCR Research Team. Published by the IEEE Computer Society, 2008 IEEE, pp 1-2.
- [7] Poonam and Sujata, "Security flaws in Cloud Computing Solution of DDOS and Introducing Two- Tier CAPTCHA", proceeding of International Journal on Cloud Computing: Services and Architecture (IJCCSA), Vol.3, No.3, June 2013.
- [8] Felix Lau Stuart H. Rubin, Michael H.Smith, "Distributed Denial of service attacks" IEEE, 2000.