



## INTERNATIONAL JOURNAL OF ENGINEERING SCIENCES & RESEARCH TECHNOLOGY

### Based on Claim Verification Handling Flood Attacks in Disruption Tolerant Network

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#### Abstract

Disruption-Tolerant Networks (DTNs) deliver data to the collection of intermittently connected nodes. In traditional networks, malicious nodes within a DTN may try to attempt a data destruction or delay in transmit the data to its destination. In this paper, the flooding attack is focused and provides possible solutions for secure communication. A rate limit certificate process is presented to check for authenticated user. Claim carry and check technique is used to overcome the difficulties in existing to count all the packets or replicas sent by a node due to the lack of communication infrastructure. Using Rate limit certificate only the flood attacker who exceeds the rate limit was identified. To overcome this proposed approach uses key. Key will be generated for the node who wishes to send packets less than the rate limit. The key Generation based on Hash based Message Authentication Code (HMAC) algorithm..Based on keys, attackers who sends packet within the rate limit can also Be easily identified

**Keywords:** Disruption-Tolerant Networks (DTNs), Flooding attack, Hash based Message Authentication Code algorithm (HMAC), Rate limit certificate.

#### Introduction

Disruption Tolerant Networking (DTN) program is an emergent technology that permit access to information when stable end-to-end paths do not exist and communications access cannot be secure. DTN technology makes use of persistent storage within network nodes, along with the opportunistic use of mobility, to overcome the disruptions to connectivity. A traditional TCP/IP network depends on the stable end-to-end connectivity – an identifiable path all the way to the destination .In the Department of Defense's wireless tactical networks ,connectivity is often disrupted by terrain, weather, jamming, movement, or destruction of nodes. Such disruption makes it impossible to determine a path, halting the flow of data. Due to the limitation in bandwidth and buffer space, DTNs are vulnerable to flood attacks.

A SYN flood is a form of denial of service (DoS) attack in which attacker sends a succession of SYN request to a target's system in an attempt to consume enough server resources to make the system unresponsive to legitimate traffic. In this attack, the attackers insert as many packets as possible into the network or instead of inserting different packets, the attacker's forward replicas of the same packet to as many nodes as possible. There are two types of attacks namely packet flood attack and replica flood attack. These kinds of attacks are waste the precious bandwidth and buffer resources. Also, the mobile nodes spend higher energy for transmitting and

receiving flooded packets and replicas results weak battery life. Hence, there is need for a secure method to prevent the DTNs against flood attacks. In order to improve the performance of DTN routing, several mechanisms have been utilized in different DTN routing protocols. Many approaches for securing routing in DTN depend on using public key cryptography to limit the participants to a set of authorized nodes. In addition, key management may not be easy to carry out under certain trust models and scenarios, and is further complicated by the sporadic connectivity of DTN.

In this paper, a secure communication model is established between the source and destination. The messages are transmitted over multi-hop communication .The DTN network is equipped with the public key infrastructure. The proposed model utilizes the rate limit certificate to check whether the message is transmitted from the normal user or the attacker. For each packet from the source to the intermediate and destination nodes are fixed with two pieces of metadata. They are Packet count claim (pkt-claim) and Transmission count claim (trans-claim). These claims are used to identify the packet flooding and replica flooding attacks.

The rest of the paper is organized as follows. Section II presents a description about the previous research which is relevant to the flooding attacks and the possible solutions. Section III involves the

detailed description about the proposed method. Section IV presents the performance analysis. This paper concludes in Section V.

### Related work

This section deals with the works related to the flood attacks preventing measures and presents an overview about the possible solutions for the attacks. *Singh et al* proposed a method to detect and prevent hello flood attack. Based on the signal strength the nodes have been classified as friend and stranger. Short client puzzles that require less computational power and battery power have been used to check the validity of suspicious nodes[1]. *Sen et al* proposed an intrusion detection model. Support Vector Machines (SVM) was used to detect a DOS attacks named as adhoc flooding attacks. Genetic algorithms was used to increase SVM performance on detection of these attacks[2]. *NamUk et al* analyzed the unique properties of multicast video delivery which was vulnerable to malicious video flooding attacks. A traffic-sharing density based flooding detection (TDFD) mechanism was used to detect the anomalous patterns of multicast flooding [3]. *Haris et al* proposed a method to detect TCP SYN flood attack based on payload and unusable area[4]. *Bhatnagar and Shankar* proposed hybrid intrusion detection approach. The approach was based on stream flow and session state transition analysis. It monitors and analyzes the stream flow of data, identify abnormal network activity, and detect policy violations against sync flood attack [5].

*Afanasyev et al* presented effective solutions to mitigate internet flooding. The inherent properties of storing per packet state on each router and maintaining flow balance. It provides the basis for effective DDOS mitigation algorithms [6]. *Sun et al* proposed SYN flood detection method called as SACK. SACK was used to deal with all kinds of SYN flood attacks. The behavior of the client acknowledgement and SYNACK were monitored to identify the victim server and the TCP port being attacked. This method utilizes the space different data structure, counting bloom filter were used to recognize the client ack packet[7]. *Wang et al* proposed a methodical way of modeling DDOS attack by the method of Augmented Attack Tree (AAT) and the AAT-based attack detection algorithm. This modeling explicitly captures the particular subtle incidents triggered by DDOS and the corresponding state transitions from the view of the network traffic transmission on the primary victim server[8].

*Xia et al* proposed a statistical DDOS flood attack detection method by passively monitoring the abrupt change of network traffic fractal parameters. The fractal parameters were fractal dimension  $D$  and

Hurst parameter  $H$ . an autoregressive system was used to estimate the parameters  $D$  and  $H$  of normal traffic. A maximum likelihood estimate based detection method was introduced [9] to determine the change point of parameters  $D$  and  $H$  that indicate the occurrence of DDOS flood attack. *Al-Dabagh and Ali* proposed an approach to handle the popular DoS attack called TCP-SYN flood attack and also an Artificial Immune system for Syn flood detection (AISD). AISD was based on the Dendritic Cell algorithm (DCA). The AISD system was able to detect the generated SYN flood attack and response to its generator in a real-time[10].

*Seungoh et al* proposed an approach for interest flooding attack which can be applied for DoS in content-centric networking (CCN). CCN was exposed to DoS attack by sending large number of interest rapidly called Interest flooding attack [11]. *Chapade et al* presented a simple distance estimation based technique. The estimation technique was used to detect and prevent the cloud from flooding based DDOS attack and hence protect servers and users from its adverse effects [12]. *Raza et al* presented a review about DoS attack at the application layer using session initiation protocol (SIP). The Hellinger distance (HD) used number of invite messages for prediction of the possible flooding attack. It was based on UDP to block the stream of undesired packets [13].

*Hussain et al* proposed a detection scheme to focus the invite flood attack. This scheme prevents an attacker from launching an invite flood through a transition state table. The table was used by the proxy to analyse the incoming invite requests and exclude the suspicious ones. The header of the register request was modified by adding new field named critical number. The critical number holds the value of maximum number of users or callers that could easily be handled by the end user[14]. *Jia et al* proposed a moving target defense mechanism that secures service access for authenticated clients against flooding DDOS attacks. A group of dynamic packet indirection proxies to relay data traffic between legitimate clients and the protected servers were employed. The design was inhibit the external attackers to directly bombard the network infrastructure[15].

### Secure communication modeling

The routing problem in a DTN is unique in several respects. First, unlike in a mobile ad-hoc network (MANET), there may never be a simultaneous end-to-end path and one has to exploit transitive contacts to get a packet delivered. Conventional MANET routing protocols typically drop packets in such situations and therefore are

insufficient. Second, disconnection is often the norm rather than the exception, and therefore controlled replication becomes much more important. Third, organizing determined storage and bandwidth limited temporary contacts becomes an integral part of the routing in DTNs. Also, Security is a serious concern in DTNs. So the proposed system is introduced to overcome the limitations present in the existing DTNs. Fig.1 shows the overall flow of the proposed system for secure communication.

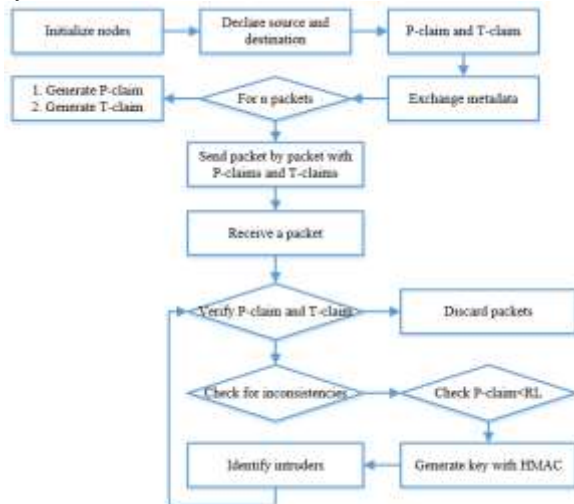


Fig.1. Flow for proposed model

**Network construction**

In DTNs, a large data item is generally splitted into smaller packets to assist data transfer. For simplicity, the proposed system assumed that all the packets have the same predefined size. Each packet generated by nodes is unique and implemented by including the source node ID and attached with a unique sequence number. The sequence number is included in the packet header, which is assigned by the source node. There may be number of attackers are available in the network. The attacker floods the packets or replicates the packets. The attacker includes more packets into the network than the actual rate limit. In order to prevent the packets from the attackers, a secure model is developed in this proposed system.

**Secure Model Formation**

DTN is fixed with the public key cryptography system. The system generates a private key for each node. It depends on the node id and broadcast a small set of public security parameters to the node. In this proposed system, the attacker cannot forge a node id and private key pair. Also, each node has the rate limit certificate which is generated from the trusted authority. The rate limit certificate includes the node's id and the approved rate limit. The certified limit and the public key certificate are merged or

individually work to provide secure communication from the source to destination.

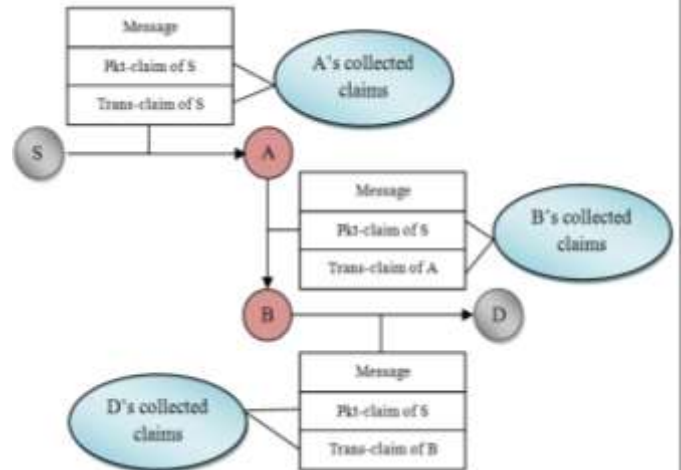


Fig.2. Structure of the forwarding path

**Packet Flood and Packet Replica Detection**

The attackers are detected based on the rate limit  $\tau$  and the number of unique packets that each node generates. For each node, the node rate limit certificate is also attached. Hence other nodes can't receive the message. If an attacker is flooding more packets than its actual rate limit, it has to corruptly claim a smaller count than the actual value in the flooded packet. Since, the real value is greater than the rate limit and thus it is identified as an attacker. The attacker is identified when an inconsistency is found.

Claim carry and check is used to identify the attacker and tends to forward the buffered packet more times than its rate limit  $\tau$ . Each node carries the pkt-claim and the trans-claim of the particular node. If the source or intermediate node is used on the routing, then the next hop can know the node's limit  $\tau$  for the packet and assures that the claim count is within the actual range  $[1, \tau]$ . Suppose an attacker sends the packet more than  $\tau$  times, then it claims a false count. Otherwise the packet is accepted and forwards to the next node. The claimed count must have been used before by the attacker in another claim. This process is guaranteed by the pigeonhole principle.

**Claim Structure**

Each packet is inserted with a two pieces of metadata namely packet count claim (Pkt-claim) and transmission count claim (Trans-claim) in Fig2. Both the claims are used to identify the packet flooding and the replica flooding attacks. Pkt-claim is attached by the source and the transmitted to the next hops along with the packet. Trans claim is created and processed in hop-by-hop manner. The Pkt-claim is same for the

entire routing which is inserted in the packet header and the Trans-claim is created for each hop. Each hop keeps the Pkt-claim of the source and the trans-claim of its previous hop to detect the attacks.

When a source node S sends a new packet  $p$  to a corresponding node then it generates a Pkt-claim based on the following equation:

Pkt-claim:

$$S, n_p, d, H(msg), SIG_S(H(H(msg)/S/n_p|d))(1)$$

Here  $d$  is the current time,  $n_p$  denotes the packet count of S. If  $n_p$  is larger than  $\tau$  then that packet is discarded. Otherwise it stores that packet and the Pkt-claim.

When node A transmits a packet  $msg$  to node B, it appends a Trans-claim to  $msg$ . The generated Trans-claim includes A's transmission count  $n_i$  for  $msg$ .

Trans-claim:

$$A, B, D, H(msg), n_b, d, SIG_A(H(A/B/D/H(msg)|n_b|d))(2)$$

The node B checks if  $n_i$  is placed in the correct range based on A. If it has valid value then B stores this Trans-claim.

Previously, it is assumed that all nodes have the same rate limit  $\tau$ . When nodes have different rate limits, for this proposed detection scheme to work properly, each intermediate node that receives a packet needs to know the rate limit  $\tau$  of the source of the packet, such that it can check if the packet count is in the correct range  $1 \leq n_i \leq \tau$ . To do so, when a source node sends out a packet, it attaches its rate limit certificate to the packet. The intermediate nodes receiving this packet can learn the node's authorized rate limit from the attached certificate.

### HMAL algorithm

The Key Generation is based on key based-hash message authentication code (HMAL) is a specific construction for calculating a message authentication code (MAC) involving a cryptographic hash function in combination with a secret cryptographic key. As with any MAC, it may be used to simultaneously verify both the data integrity and the authentication of a message. The MD5 message-digest algorithm is a widely used cryptographic hash function producing a 128-bit (16-byte) hash value. MD5 has been utilized in a wide variety of security applications. After the Rate limit value generated by the trusted Authority, the data with rate limit value send to the user.

When the user starts communication with nearby neighbor nodes, the user sends data with packet count and rate limit certificate value. The data send to

nearby nodes, each node carries the data & stored in temporary buffer. And also verifies the packet count with rate limit value. If the packet count is lower than rate limit means, key also retrieved with data. The node checks the data contain key means, then it is a valid node, otherwise it is not a valid node. It is evaluated as attackers. It is easily to identify attackers & provides more security. The advantages of HMAL algorithm are: easily identify the intruders, scalability, robustness, provides better security, computation cost is low, the average number of signature generations and verifications per contact, the number of P-claim/T-claim pairs transmitted to each and every neighbor communication cost is low, storage cost and the time-averaged kilobytes stored for P-claims and T-claims per node is very low.

### Performance analysis

This section presents the performance analysis of the proposed secure communication model (SCM) for Disruption Tolerant Networks. The performance is tested based on the following constraints:

#### Delay Rate

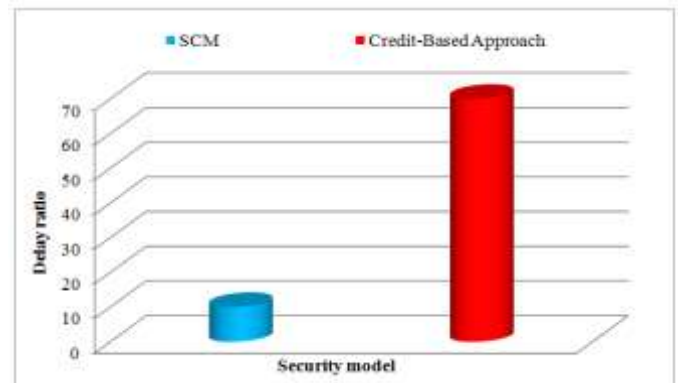


Fig.5. Delay ratio between Credit based approach (existing) and Secure communication model (proposed)

The delay ratio is estimated for the proposed approach SCM and the existing credit based approach. The implementation result shows that the proposed system has lesser delay ratio than the existing system.

#### Claim Accuracy

In the proposed SCM, there are two claims are used for secure communication. One is Pkt-claim and the other one is Trans-claim. Both the claims are inserted into the packet header to identify the authenticated user. Fig.6. shows that the proposed SCM results better accuracy claim than the credit based approach.



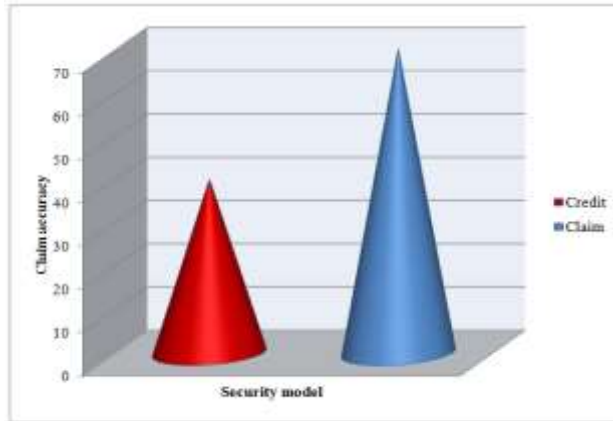


Fig.6. Claim Accuracy for SCM and Credit based approach

### Execution Time

Fig.7. shows the overall time taken to execute the secure communication between the source and destination. The proposed system takes lesser time than the existing system to deliver the packets.



Fig.7. Execution time for SCM and Credit based approach

### Packet Transmission Cost

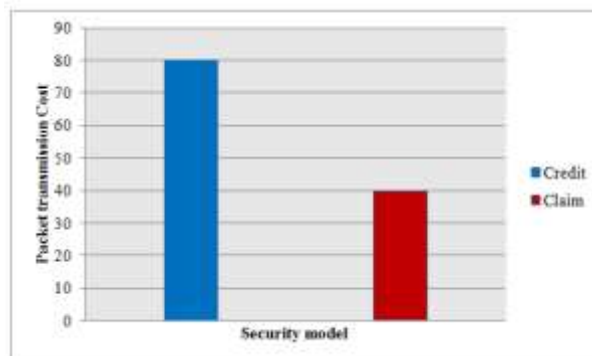


Fig.8. Packet transmission cost for SCM and Credit based approach

Fig.8. shows the packet transmission cost for the proposed secure communication model and the credit based approach. The proposed system takes

reduced transmission cost than the existing credit based system.

### Conclusion

A secure communication model is proposed for Disruption Tolerant Networks. This model helps the source to route the message/packet to the corresponding destination over multi-hop routing. The claim construction and the rate limit certificate provides authentication to the authenticated users. Hence, the attackers are not able to send or interrupt the transmission. The proposed scheme incorporates with the claim carry and check technique. It efficiently detects the attackers to violate with the rate limits based on the HMAC algorithm. The proposed SCM results better accuracy claim with reduced transmission cost and less execution time than the existing credit based approach.

In future, several security algorithms are analyzed and incorporate the best resulting security algorithm with the SCM in order to provide the high level secure communication for source-destination packet transmission.

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