DNS based DDoS mitigation solution Schematic Diagram

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Architecture

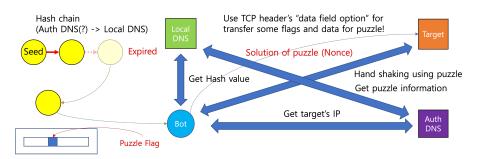


Figure 1: Architecture

Sukhun Yang (SNU)

Testbed

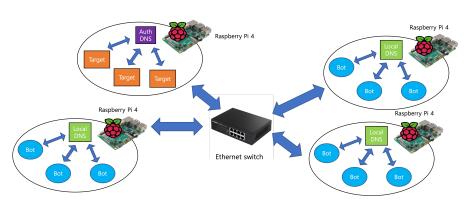


Figure 2: Testbed



Kernel



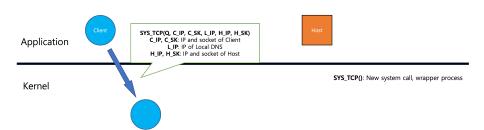


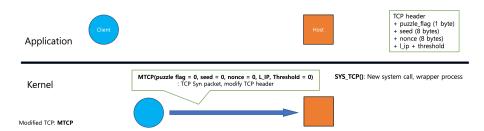


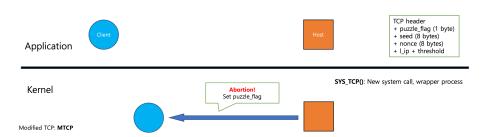
Set puzzle_flag = 1!

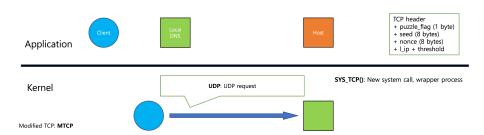
puzzle_flag = 0: without puzzle puzzle_flag > 0: difficulty of puzzle

Kernel

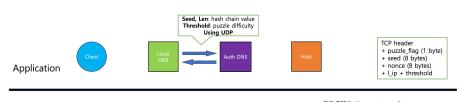










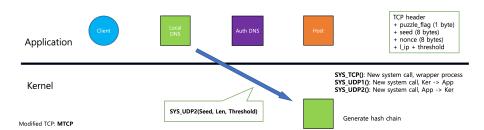


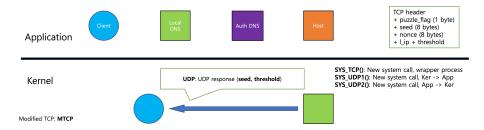
Kernel

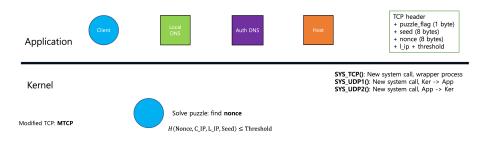
Modified TCP: MTCP

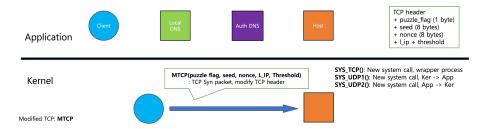
SYS_TCP(): New system call, wrapper process SYS_UDP1(): New system call

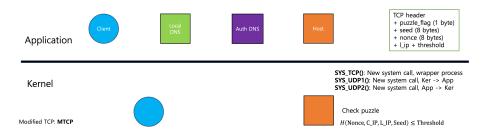












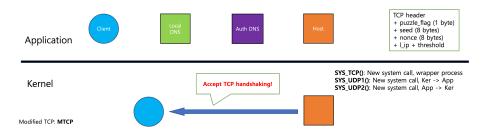


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Specification

Detailed parameters and values are appeared in above diagram. The following is a brief summary of what needs to be done.



To-do list

Plan to make wrapper process as syscall at linux kernel

Client

- New syscall SYS_TCP() as wrapper process
- Modify TCP handshaking process in linux kernel
- Modify UDP process in linux kernel
- Application level: running SYS_TCP()

To-do list

DNS

- UDP socket programming between local DNS and auth. DNS
- New syscall SYS_UDP1() as signal for get hash value in application level
- New syscall SYS_UDP2() to drop off hash values to kernel level
- Application level: open UDP socket and running both syscalls

To-do list

Host

- Make 3 or 5 difficulties of puzzle (control threshold)
- @ Generate random seed values for each local DNS
- 4 Autonomous system for control difficulties automatically

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Source code

Currently Working

https://github.com/Sagit25/DNS-based-DDoS-mitigation