

Abstract

DDoS problems are increasing day by day and their strength, sophistication and occurrence create a thought of preventing them. It is tried to dig up the research problem regarding source end distributed prevention system. There are many general and filtering approaches have been developed. In this project work, it is tried to find out what are those challenges, what they are trying to find out and how far different prevention techniques have achieved their goals in addressing those challenges. It provides better understanding on those techniques about their strengths and weaknesses. I am trying to put a way of prevention for a specific attack. Also it has been tried to create a random attack scenario using simulation in NS2. After analyzing the bandwidth of the attack masterminds and legitimate users during a UDP flooding attack, a preventive measure is put forward. The measure has been found effective in handling the UDP flooding attack in near real time.

Keywords : DDoS attack, UDP Flooding, NS2.