



A Confidential and Efficient Query in the Large Scale Attack

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Abstract--YouTube, with large number of content creators, has turn into the ideal destination for watching videos online. Through the associate program, YouTube allows pleased creators to monetize their popular videos. Of significant consequence for content creators is which meta-level features (e.g. title, tag, thumbnail) are most receptive for promoting video status. The attractiveness of videos also depends on the social dynamics, i.e. the interface of the content creators (or channels) with YouTube users. The peer to peer (P2P) file distribution applications have owed a considerable amount of today's Internet traffic. Along with various P2P file sharing protocols, BitTorrent is the mainly widespread and trendy one that attracts monthly a quarter of a billion users from all over the world. Comparable to other P2P file sharing protocols, BitTorrent is frequently used for unlawful sharing of copyright protected files such as movies, music and TV series. To obstruct this enormous amount of illegal file distributions, anti-P2P companies have arisen to place against these applications (specially the BitTorrent). And our proposed approach Diffie Hellman algorithm ensures the secure transmission of data over a secure channel and enhances the performance of this proposed approach.

I INTRODUCTION

In modern years, peer to peer (P2P) applications and protocols have been broadly extend all over the world and gained a significant reputation among Internet users. As declared, about 25% of overall Internet bandwidth is owed to the P2P traffic. Among all the P2P protocols, BitTorrent is the most eminent protocol, which is broadly used for sharing large files such as movies, music and TV series. presently, BitTorrent has 150 million instantaneous energetic users and about a quarter of a billion users monthly. This considerable amount of users contributes to additional than 17% of overall Internet bandwidth which obviously reveals the wonderful features of this P2P file sharing protocol. BitTorrent either can afford an economical and scalable technique for file distribution, as used by some not-for-profit software corporations (e.g. Eclipse and Linux), or can be used for downloading copyright secluded files, illegally. Since BitTorrent protocol and its client applications were not intended and urbanized by a single corporation, it is

unfeasible to settle a lawsuit against them. Moreover, in most popular BitTorrent clients such as uTorrent, Vuze (Azureus) and FlashGet, Peer Discovery can be handled in a distributed manner without the existence of any centralized entity (i.e. tracker) which makes it even harder for copyright enforcement agencies to hamper BitTorrent lawfully. Unfortunately, nearly two-thirds of current BitTorrent traffic belongs to illegal sharing of copyright protected files such as music, movies or software. Accordingly, movies and music industries have started to hire anti-P2P companies to slow down the sharing of targeted music, movies and other products confined by copyright over P2P file sharing networks (i.e.BitTorrent). Those anti-P2P companies are attempting to advance the illegal distribution of copyright protected products using two different techniques: 1) Monitoring BitTorrent Networks; as affirmed in, there are some agencies (e.g. Media Defender), which as a result monitor BitTorrent networks, predominantly networks with trendy contents. By monitoring, they can send Digital Millennium Copyright Act (DMCA) make a note of



notice to the end-users causal to sharing of copyright protected materials. As a confirmation of the liveliness of this technique, it is demand noting that most of the US universities have trustworthy rules about DMCA takedown notification traditional by college students. This is because of the escalating demand for barred music downloading among US college students. Unfortunately, it is possible to easily bypass the monitoring agencies without worrying about DMCA takedown notifications. For instance, as stated, there are some available IP block lists in order to preserve BitTorrent end users from establishing connection to anti-P2P companies (e.g. Media Defender) or government related domains (e.g. DoD). In addition, numerous copyright holder agencies currently use inconclusive methods for identifying BitTorrent end-users contributing to illegal division of copyright protected files. The authors verified a simple practical technique for implicating innocent end-users in illicit content sharing. 2) Internet Attack Against BitTorrent Networks; Since Monitoring BitTorrent Networks cannot effectively stop end-users from downloading copyright protected content illegally, anti-P2P companies went outside just monitoring BitTorrent networks and attempted to begin attacks against them. There are various kinds of attacks against BitTorrent networks based on the victim entity (such as attacks on lechers, seeders, peer discovery and torrent discovery). It was observed that the BitTorrent networks of top popular movies are under various kinds of attacks including Piece-Attack and Connection-Attack. However, according to the significant proportion of illegally traffic allocated by BitTorrent end-users, their results are not promising. Here, a question arises: "How can we get additional notable results from those attacks?" and consecutively "How much resources and equipment is necessary to have such a worthy outcome?" In this paper, we actively measure the effectiveness of Piece-Attack on BitTorrent networks. Piece-Attack is one of the attacks next to lechers in BitTorrent networks that were first observed against real torrent swarms. However the efficiency of the attack has not been actively deliberate yet. The contributions of this paper include: We dynamically measure the effectiveness of Piece Attack by launching

it against different sort of real BitTorrent networks. We have fired large scale Piece-Attacks, via numerous public IP addresses used by hundreds of attacker peers. We frequent our measurements in several Scenarios to see the results of the attack against dissimilar kinds of BitTorrent networks. We point out the constraint factors that anti-P2P companies should consider in using this kind of attack against peers who contribute to public distribution of copyright protected materials in BitTorrent networks. To precisely measure the factors that can affect the intensity of Piece-Attack, in each scenario, we have ablaze lots of attacks with alternative number of public IP addresses used by our attacker peers and also varied number of attackers. During these attack scenarios, we deliberate the amount of resources reserved by the attack to approximate the cost and the amount of resources needed for anti-P2P companies in order to significantly harass users who are downloading We show how anti-P2P companies can realize prominent results with a few possessions using this attack. To this finish, we have definite Attack Effectiveness, indicating how longer an subjective victim peer should linger in order to download a torrent file, completely. Attack efficacy is a useful factor for evaluating the success of the attack. We calculate it for each measurement to quantitatively determine the attack successfulness.

RELATED WORKS

[1] BitTorrent, each file is divided into pieces, where each piece is typically 256 KBytes. Each piece is further divided into blocks, with typically 16 blocks in a piece. When downloading a piece, a client requests different blocks for the piece from different peers. In the fake-block attack, the goal of the attacker is to prolong the download of a file at peers by wasting their download bandwidths. In particular, an attacker joins the swarm sharing the file by registering itself to the corresponding tracker. It then advertises that it has a large number of pieces of the file. Upon receiving this information, a victim peer sends a request to the attack peer for a block. The attacker, instead of sending the authentic block, sends a fake one. next downloading all the block in the part (as of the assault gaze and as of



additional kind peers), the sufferer peer performs a hash check diagonally the entire piece. The hash check then fails due to the fake chunk from the attacker. This requires the victim peer to download the entire piece (16 blocks) again, delaying the download of the file. If the peer chooses to download any of the blocks again from this or another fake-block attacker, the download is further delayed. Letter that an assailant can cause an injured party look to waste 256 KBytes of download bandwidth by only sending it a 16 KByte block (using typical numbers). In this class of attacks, the attacker joins the targeted swarm and establishes TCP connections with many victim peers. Though, it never provide any block (authentic or fake) to its injured social gathering peers.

[2] A frequent version of this assail is the chatty peer attack. Here, the attack peer speaks the BitTorrent protocol with each of the victim peers, starting with the handshake message, and then followed by the bitmap message advertising that it has a number of pieces available for the file. When a victim peer requests one or more blocks, the attack peer doesn't upload the blocks. Moreover, the nature of the attacker is chatty. After the fatality peer sends one or more block requests, the attacker resends the handshake and bitmap messages. By resending these BitTorrent manage letters on top of advantage larger than once more, the assailant persevere as a fellow citizen and the sufferer peer waste a extensive occasion commerce by means of the assault peer, when it could have in its place downloaded blocks from other compassionate peers. The efficiency of this attack is enlarged if a momentous portion of victim's neighbors are unhelpful.

[3] A BitTorrent client is any program that outfits the BitTorrent protocol. Each client is able of preparing, requesting, and transmitting any type of computer file over a network, using the protocol. A peer is any computer running an example of a client. To split a file or group of files for further process, a peer first creates a tiny file called a "torrent". This file contains metadata regarding the files to be communal and about the tracker, the computer that coordinates the file distribution. Peers that desire to download the file

must first get hold of a torrent file for it and connect to the specified tracker, which tells them from which other peers to download the parts of the file. Though both eventually transfer files in excess of a network, a BitTorrent download differs from a classic download in numerous basic ways: BitTorrent makes various small data requests over dissimilar IP connections to different machines, while classic downloading is usually made via a single TCP connection to a single machine.

III METHODOLOGY

Proposed Work

To exactly calculate the factors that can affect the strength of Piece-Attack, in each situation, we have ablaze lots of attacks with alternative numeral of public IP addresses used by our attacker peers and also varied number of attackers. Through these attack scenarios, measured the quantity of resources reticent by the attack to guess the cost and the amount of resources. And we advise a novel approach Diffie Hellman algorithm, provide secure transmission. Secure Transmission refers to the transfer of data such as private or proprietary information over a secure channel. A lot of secure transmission methods need a type of encryption. The most common email encryption is called PKI. In arrange to open the encrypted file an exchange of keys is done. Many infrastructures such as banks rely on secure transmission protocols to prevent a catastrophic break of security. Secure transmissions are set in place to avert attacks such as ARP spoofing and general data loss. Software and hardware in our system has been implemented to sense and prevent the illegal transmission of information from the computer systems to an association on the exterior may be referred to as Information Leak Detection and Prevention (ILD), Information Leak Prevention (ILP), Content Monitoring and Filtering (CMF) or Extrusion Prevention systems and are used in connection with additional methods to make certain secure transmission of data.

A digital signature is a mathematical method for representative the legitimacy of digital messages or documents. A legal digital signature gives a recipient cause to trust that the message was created by a known



sender (authentication), that the sender cannot reject having sent the message (non-repudiation), and that the message was not distorted in transit (integrity). Digital signatures are a usual component of most cryptographic protocol suites, and are commonly used for software distribution, financial transactions, contract management software, and in other cases where it is important to spot forgery or tampering.

Digital signature is the community-key primitives of communication verification. In the bodily earth, it is ordinary to use handwritten signatures on handwritten or typed messages. They are used to bind party to the communication. Equally, a digital name is a method that binds a person/entity to the digital data. This required can be in competition confirmed by receiver as well as any third party. Digital signature is a cryptographic value that is designed from the data and a secret key known only by the signer. In real world, the receiver of message desires declaration that the message belongs to the sender and he should not be able to disclaim the beginning of that message. This requirement is very critical in business applications, since likelihood of a dispute over exchanged data is very high

IV MODULES

SERVER PROCESS (SEEDERS)

In compute, a wine waiter is a processor agenda or a machine so as to give functionality for other programs or devices, called "clients". This architecture is called the client-server model, and a single overall computation is distributed across multiple processes or devices. Servers can give a variety of functionalities, frequently call "army", such as allocation facts or capital in the middle of manifold customers, or performing computation for a client. A single server can serve multiple clients, and a single client can use multiple servers. A customer procedure might run on the similar machine or may attach over a system to a wine waiter on a dissimilar machine. Typical servers are database servers, file servers, mail servers, print servers, web servers, game servers, and application servers.

DIGITAL SIGNATURE CREATION

A digital name is a arithmetical system for representative the genuineness of digital mail or ID. A valid digital signature gives a recipient reason to believe that the message was created by a known sender (authentication), that the sender cannot deny having sent the message (non-denial), plus so as to the memo be not misused in journey (integrity). Digital signatures are a standard element of most cryptographic protocol suites, and are commonly used for software distribution, financial transactions, contract management software, and in other cases where it is important to detect forgery or tampering.

Digital signature is equal to customary handwritten signature in a lot of compliments; correctly implement digital signature are more hard to copy than the handwritten type. Digital signature is implemented using cryptography. Digital signatures can also provide acknowledgement, meaning that the signer cannot successfully claim they did not sign a message, while also claiming their private key remains secret;

UPLOAD A VIDEO

Uploading video to YouTube is a rapid procedure as of also your movable machine or as of your processor. Follow this guide have your video online and attracting viewers in just a few minutes.

implant: If you wish the videotape to in fact illustrate up on your Wikis speed wiki then replica this system. It resolve be with this in an iframe system. Use the Show More link to see a preview of the video. by Show additional you can also change the dimension, whether or not to illustrate optional video following the video finish, the actor wheel, and the videotape title and player actions. You can also enable privacy-enhanced mode. If you change any of these, the code will update. Highlight all of the code and copy it.

CLIENT PROCESS (LEECHERS PROCESS)

A customer is a processor agenda so as to, as fraction of its process, relies on distribution a ask for to one more processor program (which may or may not be situated on one more processor). For example, web browsers are clients that connect to web servers and retrieve web pages for display. Email clients retrieve email from mail servers. Online chat use a diversity of customers, which vary depending on the chat procedure life form used. Multiplayer video games or online video games may run as a client on each computer. The word "customer" might too be practical to computer or plans that run the customer software or user that use the client software. A customer is fraction of a customer-server model, which is unmoving used now. Customers and servers might be computer programs run on the same machine and connect via inter-process communication techniques. Combined with Internet sockets, programs may connect to a service operating on a possibly remote system through the Internet protocol suite. Servers wait for possible customers to start relations that they might believe.

APPLY TRANSFORMATION (PIECE OF ATTACKS)

far above the ground excellence change method be supposed to too contract with a lot of characteristic evils counting: transparent substance reflection Fuzzy transparent thing borders – such as hair, fur, foreground out-of-focus objects, thin objects Film grain (real or artificial) and similar noise effects Scenes with fast erratic motion Small particles – rain, snow, explosions and so on.

VIDEO TRACKING

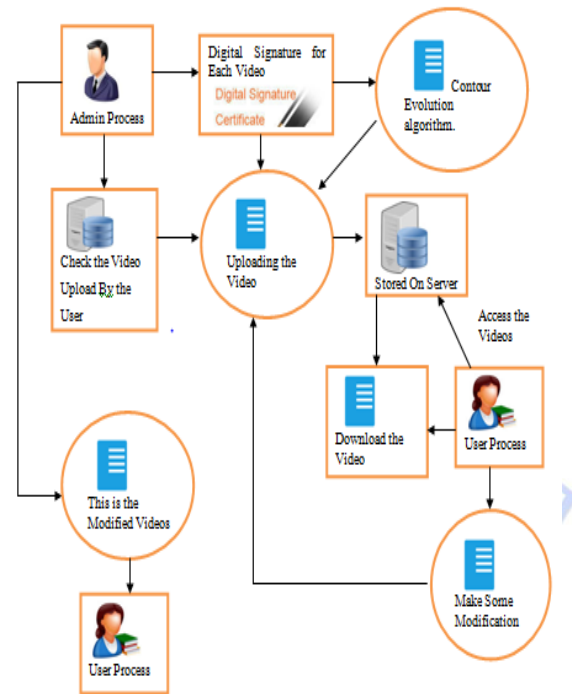
Videocassette track is the procedure of locate a touching thing (or multiple objects) over occasion using a camera. It has a variety of uses, some of which are: human-computer interaction, security and surveillance, video communication and compression, augmented reality, traffic control, medical imaging and video editing. tape track can be a occasion intense procedure due to the quantity of information that is restricted in tape. Adding further to the complexity is the possible

need to use object recognition techniques for tracking, a challenging problem in its own right.

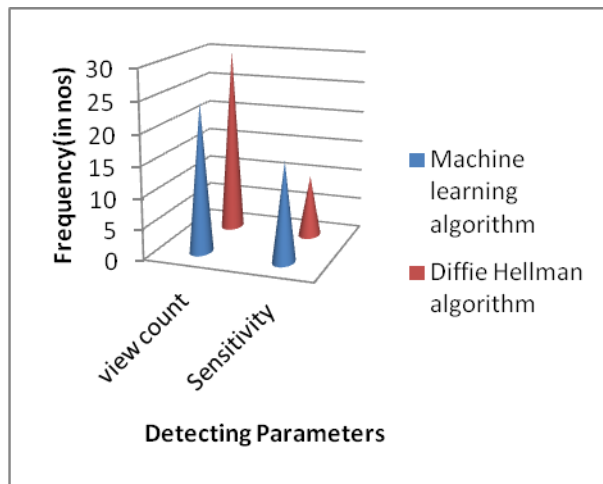
MATCHING OBJECTS

CONTOUR TRACKING: Detection of object boundary (e.g. active contours or Condensation algorithm). Curve track method iteratively evolves an first curve initialized from the preceding border to its new place in the present border. This approach to contour tracking directly evolves the contour by minimizing the contour energy using gradient descent.

Fig1.Architecture



. PERFORMANCE ANALYSIS



V CONCLUSION

In this paper, we deliberate the impact of Piece-Attack on real BitTorrent networks. By initiation large-scale Piece-Attacks adjacent to numerous real BitTorrent networks, we pragmatic the success of the attack in prolonging the download time of end-users contributing to file sharing in the besieged networks. According to the results, we exposed that antiP2P companies can simply make the BitTorrent end-users to remain further than 10 times for downloading torrent files completely, only if they initiate the Piece Attack not after the Golden Period since the creation of the targeted swarm. We observed that even enormous amount of resources used by those companies cannot hamper the ability of BitTorrent protocol in public division of copyright confined contents and BitTorrent networks are entirely resilient beside Piece-Attack if they have approved their first month. As a prospect work, we propose to determine the blow of the Piece-Attack on BitTorrent networks for long term periods to figure out the opportunity of falling the adding up ratio of seeds in torrent swarms. Furthermore, we expect unusual networks to retort differently against the attack. Particularly non-quantitative parameters such as popularity or IMDB rating are good candidates to examine how various target movies oppose beside the Piece-Attack.

VI FUTURE ENHANCEMENT

The kNN-R come near takes advantage of fast and protected RASP series query processing to implement kNN query processing. It knows how to position high exactness kNN results and also diminish the interactions between the cloud server and the in-house client. High precision kNN results and minimized communications result in low in house workload. We have conducted a thorough security analysis on data confidentiality and query privacy. Compared to the related approaches, the kNN-R approach achieves a enhanced balance above the CPEL criteria.

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