



# International Journal for Innovative Engineering and Management Research

A Peer Reviewed Open Access International Journal

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IJIEMR Transactions, online available on 11<sup>th</sup> November 2017. Link :

<http://www.ijiemr.org/downloads.php?vol=Volume-6&issue=ISSUE-10>

Title: Supporting Reputation-Based Trust Management for Cloud Services

Volume 06, Issue 10, Page No: 232 – 240.

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## SUPPORTING REPUTATION-BASED TRUST MANAGEMENT FOR CLOUD SERVICES

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### **ABSTRACT:**

Trust management is one of the most challenging issues for the adoption and growth of cloud computing. The highly dynamic, distributed, and non-transparent nature of cloud services introduces several challenging issues such as privacy, security, and availability. Preserving consumers' privacy is not an easy task due to the sensitive information involved in the interactions between consumers and the trust management service. Protecting cloud services against their malicious users (e.g., such users might give misleading feedback to disadvantage a particular cloud service) is a difficult problem. Guaranteeing the availability of the trust management service is another significant challenge because of the dynamic nature of cloud environments. In this article, we describe the design and implementation of CloudArmor, a reputation-based trust management framework that provides a set of

functionalities to deliver trust as a service (TaaS), which includes i) a novel protocol to prove the credibility of trust feedbacks and preserve users' privacy, ii) an adaptive and robust credibility model for measuring the credibility of trust feedbacks to protect cloud services from malicious users and to compare the trustworthiness of cloud services, and iii) an availability model to manage the availability of the decentralized implementation of the trust management service. The feasibility and benefits of our approach have been validated by a prototype and experimental studies using a collection of real-world trust feedbacks on cloud services.

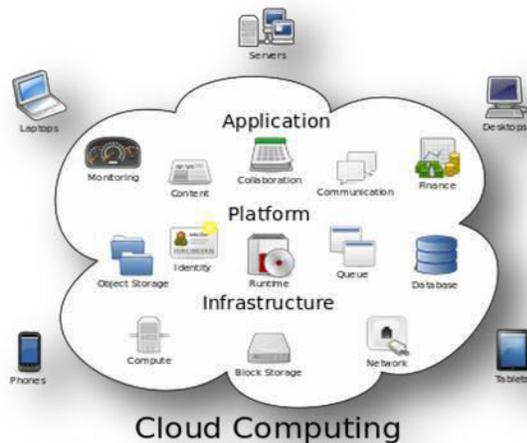
### **1.1 Introduction to project**

**Cloud computing** is the use of computing resources (hardware and software) that are delivered as a service over a network (typically the Internet). The name comes from the common use of a cloud-shaped symbol as an abstraction for the complex

infrastructure it contains in system diagrams. Cloud computing entrusts remote services with a user's data, software and computation. Cloud computing consists of large hardware and software resources made available on the Internet as managed third-party services. These services typically provide access to advanced software applications and high-end networks of server computers.

personalized information, to provide data storage or to power large, immersive computer games.

The cloud computing uses networks of groups of servers typically running low-cost consumer PC technology with specialized connections to spread data-processing chores across them. This shared IT infrastructure contains large pools of systems that are linked together. Often, virtualization techniques are used to maximize the power of cloud computing.



Structure of cloud computing

## How Cloud Computing Works?

The goal of cloud computing is to apply traditional supercomputing, or high-performance computing power, normally used by military and research facilities, to perform tens of trillions of computations per second, in consumer-oriented applications such as financial portfolios, to deliver

## Characteristics and Services Models:

The salient characteristics of cloud computing based on the definitions provided by the National Institute of Standards and Terminology (NIST) are outlined below:

- **On-demand self-service:** A consumer can unilaterally provision computing capabilities, such as server time and network storage, as needed automatically without requiring human interaction with each service's provider.
- **Broad network access:** Capabilities are available over the network and accessed through standard mechanisms that promote use by

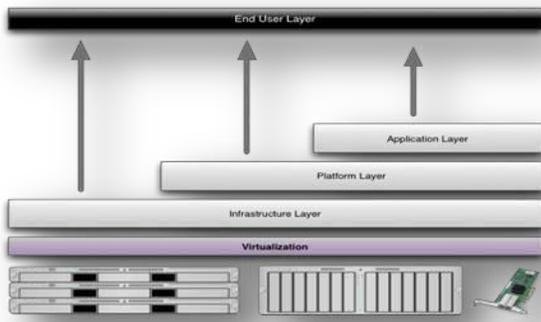
heterogeneous thin or thick client platforms (e.g., mobile phones, laptops, and PDAs).

- **Resource pooling:** The provider's computing resources are pooled to serve multiple consumers using a multi-tenant model, with different physical and virtual resources dynamically assigned and reassigned according to consumer demand. There is a sense of location-independence in that the customer generally has no control or knowledge over the exact location of the provided resources but may be able to specify location at a higher level of abstraction (e.g., country, state, or data center). Examples of resources include storage, processing, memory, network bandwidth, and virtual machines.
- **Rapid elasticity:** Capabilities can be rapidly and elastically provisioned, in some cases automatically, to quickly scale out and rapidly released to quickly scale in. To the consumer, the capabilities available for provisioning often appear to be unlimited and can be purchased in any quantity at any time.

- **Measured service:** Cloud systems automatically control and optimize resource use by leveraging a metering capability at some level of abstraction appropriate to the type of service (e.g., storage, processing, bandwidth, and active user accounts). Resource usage can be managed, controlled, and reported providing transparency for both the provider and consumer of the utilized service.

## Services Models:

Cloud Computing comprises three different service models, namely Infrastructure-as-a-Service (IaaS), Platform-as-a-Service (PaaS), and Software-as-a-Service (SaaS). The three service models or layer are completed by an end user layer that encapsulates the end user perspective on cloud services. The model is shown in figure below. If a cloud user accesses services on the infrastructure layer, for instance, she can run her own applications on the resources of a cloud infrastructure and remain responsible for the support, maintenance, and security of these applications herself. If she accesses a service on the application layer, these tasks are normally taken care of by the cloud service provider.



Structure of service models

## Benefits of cloud computing:

1. **Achieve economies of scale** – increase volume output or productivity with fewer people. Your cost per unit, project or product plummets.
2. **Reduce spending on technology infrastructure.** Maintain easy access to your information with minimal upfront spending. Pay as you go (weekly, quarterly or yearly), based on demand.
3. **Globalize your workforce on the cheap.** People worldwide can access the cloud, provided they have an Internet connection.
4. **Streamline processes.** Get more work done in less time with less people.
5. **Reduce capital costs.** There's no need to spend big money on hardware, software or licensing fees.
6. **Improve accessibility.** You have access anytime, anywhere, making your life so much easier!
7. **Monitor projects more effectively.** Stay within budget and ahead of completion cycle times.
8. **Less personnel training is needed.** It takes fewer people to do more work on a cloud, with a minimal learning curve on hardware and software issues.
9. **Minimize licensing new software.** Stretch and grow without the need to buy expensive software licenses or programs.

10. **Improve flexibility.** You can change direction without serious “people” or “financial” issues at stake.

## Advantages:

1. **Price:** Pay for only the resources used.
2. **Security:** Cloud instances are isolated in the network from other instances for improved security.
3. **Performance:** Instances can be added instantly for improved performance. Clients have access to the total resources of the Cloud’s core hardware.
4. **Scalability:** Auto-deploy cloud instances when needed.
5. **Uptime:** Uses multiple servers for maximum redundancies. In case of server failure, instances can be automatically created on another server.
6. **Control:** Able to login from any location. Server snapshot

and a software library lets you deploy custom instances.

7. **Traffic:** Deals with spike in traffic with quick deployment of additional instances to handle the load.

## 1.2. Objective of the Project

Trust management is one of the most challenging issues for the adoption and growth of cloud computing. The highly dynamic, distributed, and non-transparent nature of cloud services introduces several challenging issues such as privacy, security, and availability. Preserving consumers’ privacy is not an easy task due to the sensitive information involved in the interactions between consumers and the trust management service. Protecting cloud services against their malicious users (e.g., such users might give misleading feedback to disadvantage a particular cloud service) is a difficult problem. Guaranteeing the availability of the trust management service is another significant challenge because of the dynamic nature of cloud environments. In this article, we describe the design and implementation of CloudArmor, a reputation-based trust management framework that provides a set

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### 1.3. Existing System

According to researchers at Berkeley, trust and security are ranked one of the top 10 obstacles for the adoption of cloud computing. Indeed, Service-Level Agreements (SLAs). Consumers' feedback is a good source to assess the overall trustworthiness of cloud services. Several researchers have recognized the significance of trust management and proposed solutions to assess and manage trust based on feedbacks collected from participants.

### DISADVANTAGES OF EXISTING SYSTEM:

- ❖ Guaranteeing the availability of TMS is a difficult problem due to the unpredictable number of users and the highly dynamic nature of the cloud environment.
- ❖ A Self-promoting attack might have been performed on cloud service sy, which means sx should have been selected instead.
- ❖ Disadvantage a cloud service by giving multiple misleading trust feedbacks (i.e., collusion attacks)
- ❖ Trick users into trusting cloud services that are not trustworthy by creating several accounts and giving misleading trust feedbacks (i.e., Sybil attacks).

### 1.4. Proposed System

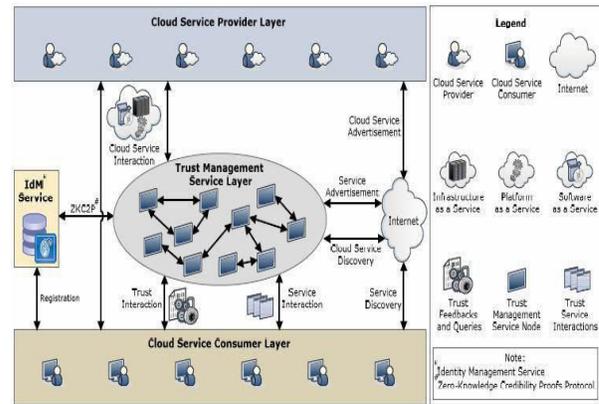
- ❖ Cloud service users' feedback is a good source to assess the overall trustworthiness of cloud services. In this paper, we have presented novel techniques that help in detecting reputation based attacks and allowing users to effectively identify trustworthy cloud services.

- ❖ We introduce a credibility model that not only identifies misleading trust feedbacks from collusion attacks but also detects Sybil attacks no matter these attacks take place in a long or short period of time (i.e., strategic or occasional attacks respectively).
- ❖ We also develop an availability model that maintains the trust management service at a desired level. We also develop an availability model that maintains the trust management service at a desired level.

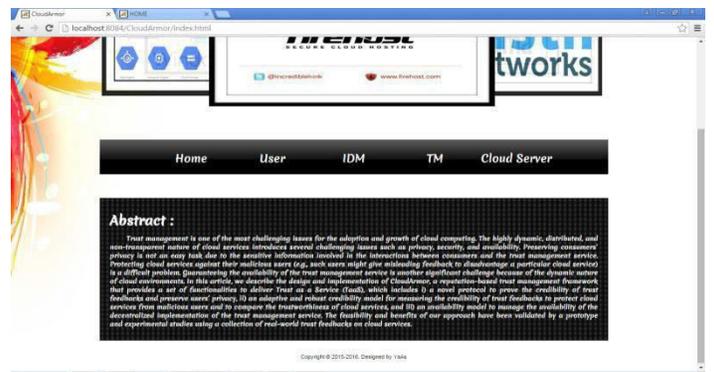
## ADVANTAGES OF PROPOSED SYSTEM:

- TrustCloud framework for accountability and trust in cloud computing. In particular, TrustCloud consists of five layers including workflow,
- Propose a multi-faceted Trust Management (TM) system architecture for cloud computing to help the cloud service users to identify trustworthy cloud service providers.

## System Architecture

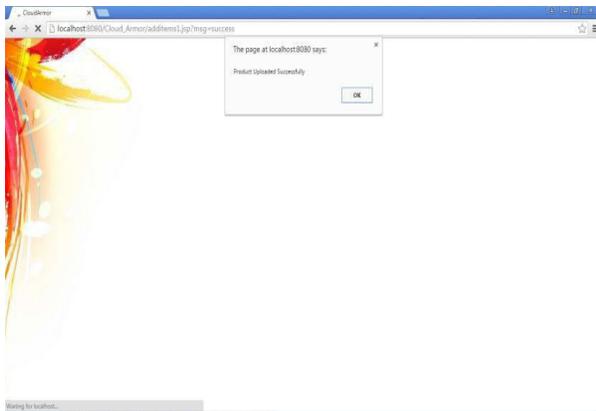


## OUTPUT SCREENS



## Cloud





## CONCLUSIONS

Given the highly dynamic, distributed, and nontransparent nature of cloud services, managing and establishing trust between cloud service users and cloud services remains a significant challenge. Cloud service users' feedback is a good source to assess the overall trustworthiness of cloud services. However, malicious users may collaborate together to i) disadvantage a cloud service by giving multiple misleading trust feedbacks (i.e., collusion attacks) or ii) trick users into trusting cloud services that are not trustworthy by creating several accounts and giving misleading trust feedbacks (i.e., Sybil attacks). In this paper, we have presented novel techniques that help in detecting reputationbased attacks and allowing users to effectively identify trustworthy cloud services. In particular, we introduce a credibility model that not only identifies misleading trust feedbacks from collusion attacks but also detects Sybil attacks no matter these attacks take place in a long or short period of time (i.e., strategic or occasional attacks respectively). We also develop an availability model that maintains the trust management service at a desired level. We have collected a large number of consumer's trust feedbacks given on real-world cloud services (i.e., over 10,000



records) to evaluate our proposed techniques. The experimental results demonstrate the applicability of our approach and show the capability of detecting such malicious behaviors.

There are a few directions for our future work. We plan to combine different trust management techniques such as reputation and recommendation to increase the trust results accuracy. Performance optimization of the trust management service is another focus of our future research work.

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