

Enhancing SSL Performance

Wednesday 15 February 2006 09:00 (20 minutes)

The most commonly deployed library for handling Secure Sockets Layer (SSL) and Transport Layer Security (TLS) is OpenSSL. The library is used by the client to negotiate connections to the server. It also offers features for caching parts of the information that is required, thus speeding up the process and the cost of renegotiation. Those features are generally not used fully.

This paper presents results of performance tests, comparing the effects of caching information on the client side. Since OpenSSL and libraries built on OpenSSL (e.g. Globus GT2) are ubiquitous, this work will be of interest to anyone.

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Session Classification: Poster

Track Classification: Software Components and Libraries