

Nex-G security and privacy: What is new?

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Security

HW/SW bugs

→ Game changes b/c democratization

DDoS attacks

→ Same as now (modulo scale)

Configuration errors

→ Game changes b/c democratization

Privacy

Metadata privacy

→ Same as now (modulo bugs)

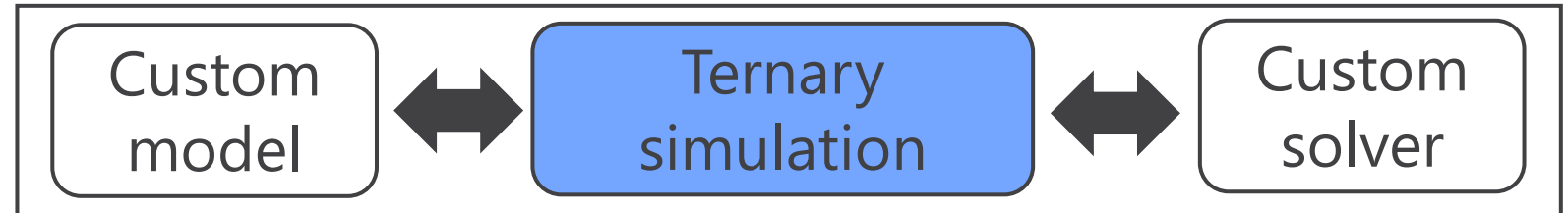
Content privacy

→ Same as now (modulo bugs)

Network verifiers today are monoliths

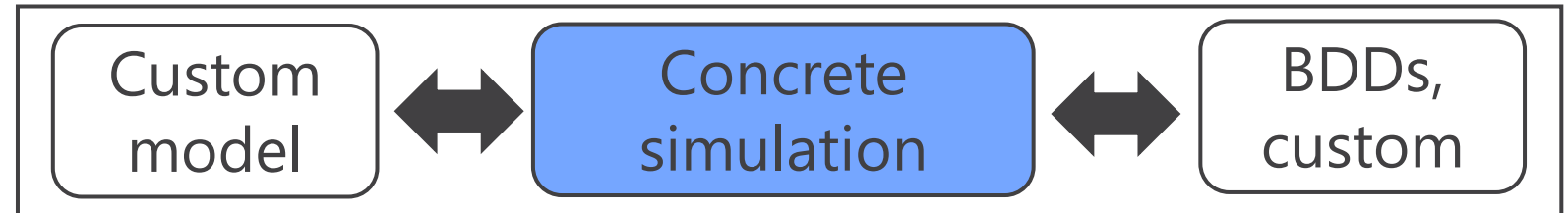
Header Space Analysis

Stateless forwarding



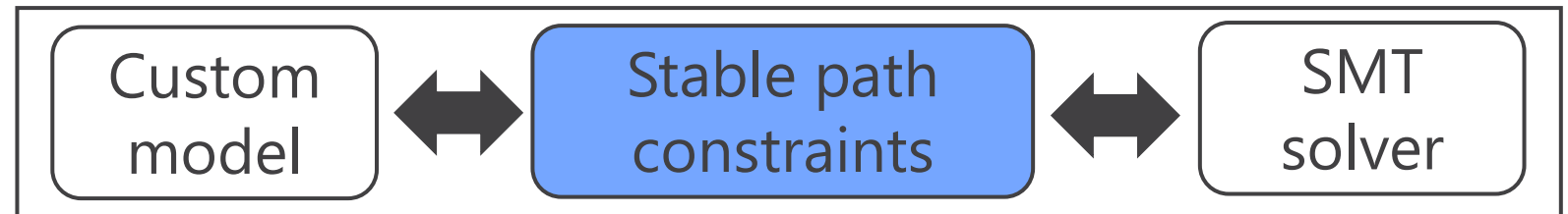
Batfish Simulator

Distributed Routing

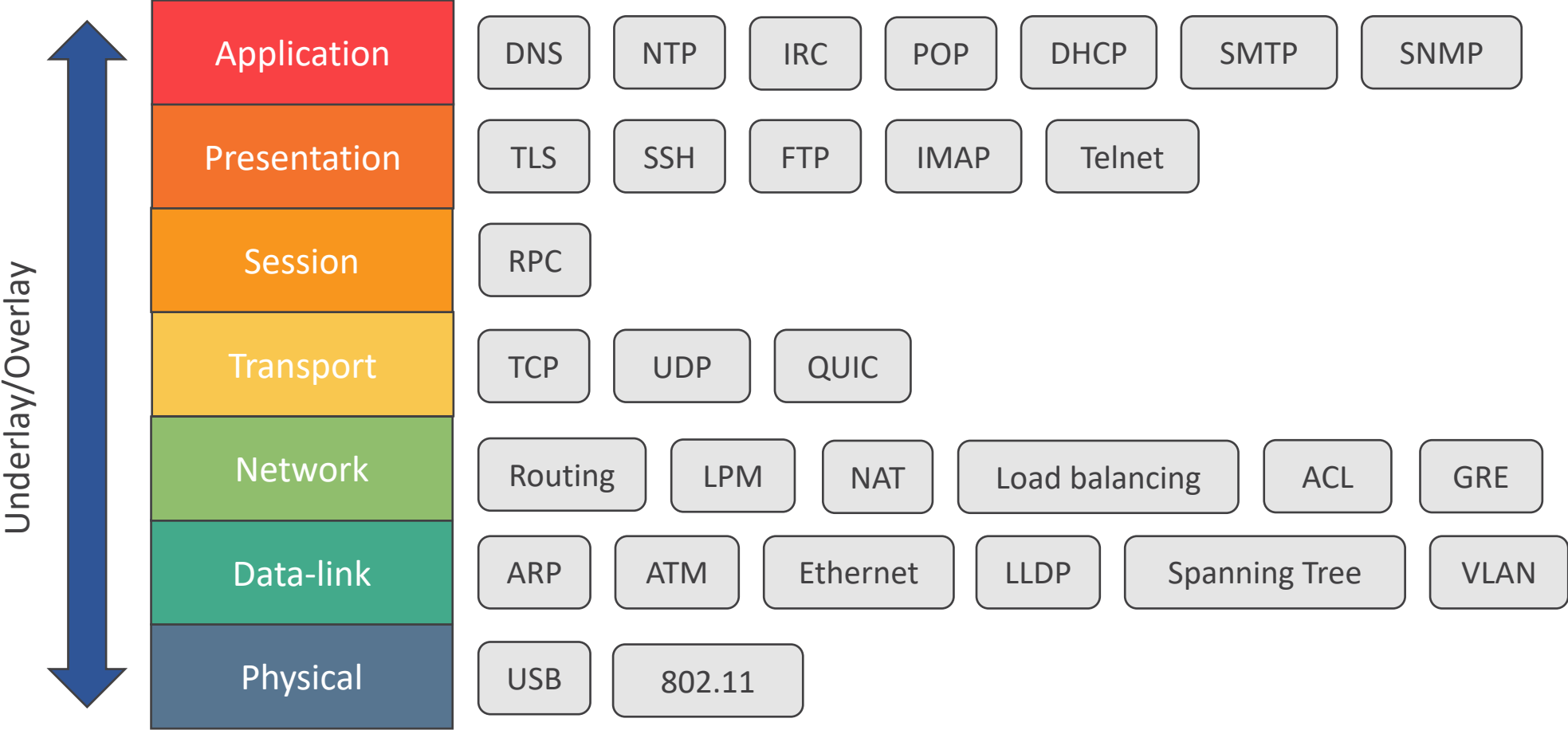


Minesweeper

Distributed Routing



Networks have a LOT of functionality



How software verification tackles this

Front-end



Intermediate Language



Back-end



How we should model and analyze networks

