

New Directions for Network Verification

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Brief Summary of This Talk

- Context:
 - Proliferation of network verification tools.
 - Build on assumption that the network state is **immutable**.
 - Immutable = Data packets do not change behavior of network

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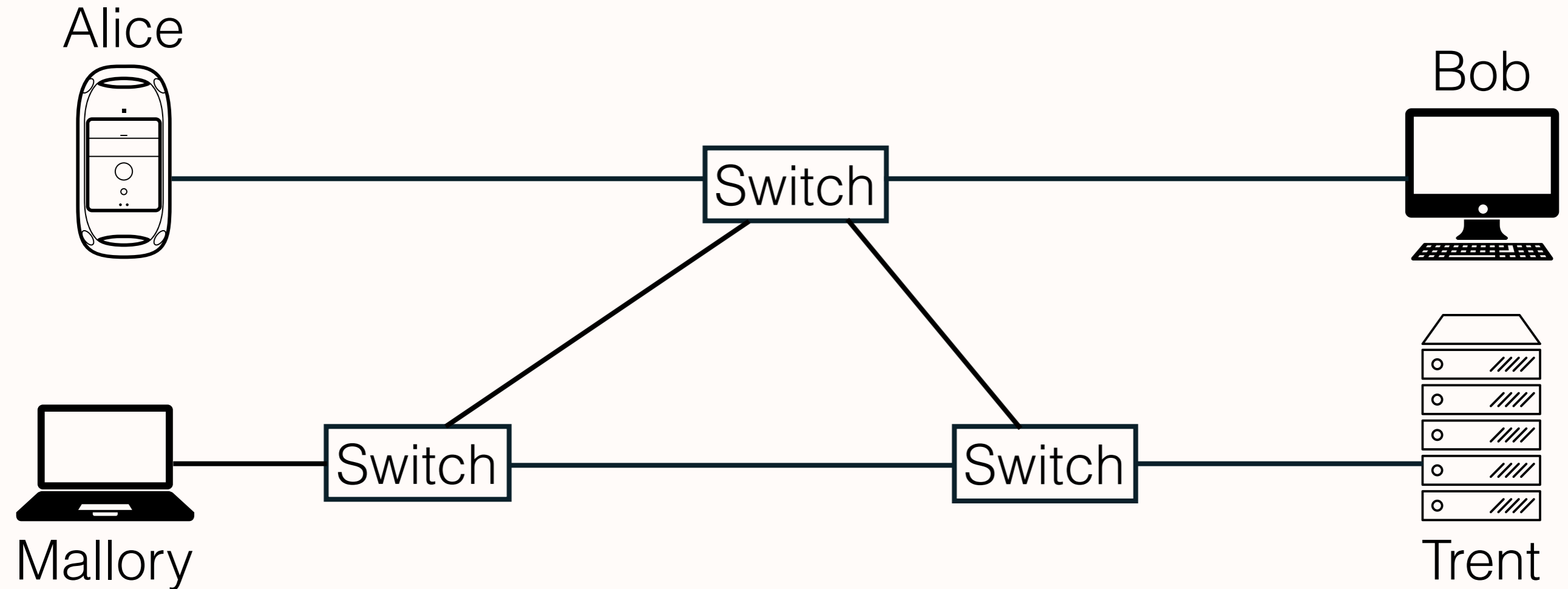
- Context:
 - Proliferation of network verification tools.
 - Build on assumption that the network state is **immutable**.
 - Immutable = Data packets do not change behavior of network
- My point:
 - Many network elements have **mutable state**
 - **Verifying mutable networks requires new techniques**
 - Two technical challenges: Modeling and Scaling

Outline

- **Background on networks.**
- Background on network verification.
- Verifying mutable networks.

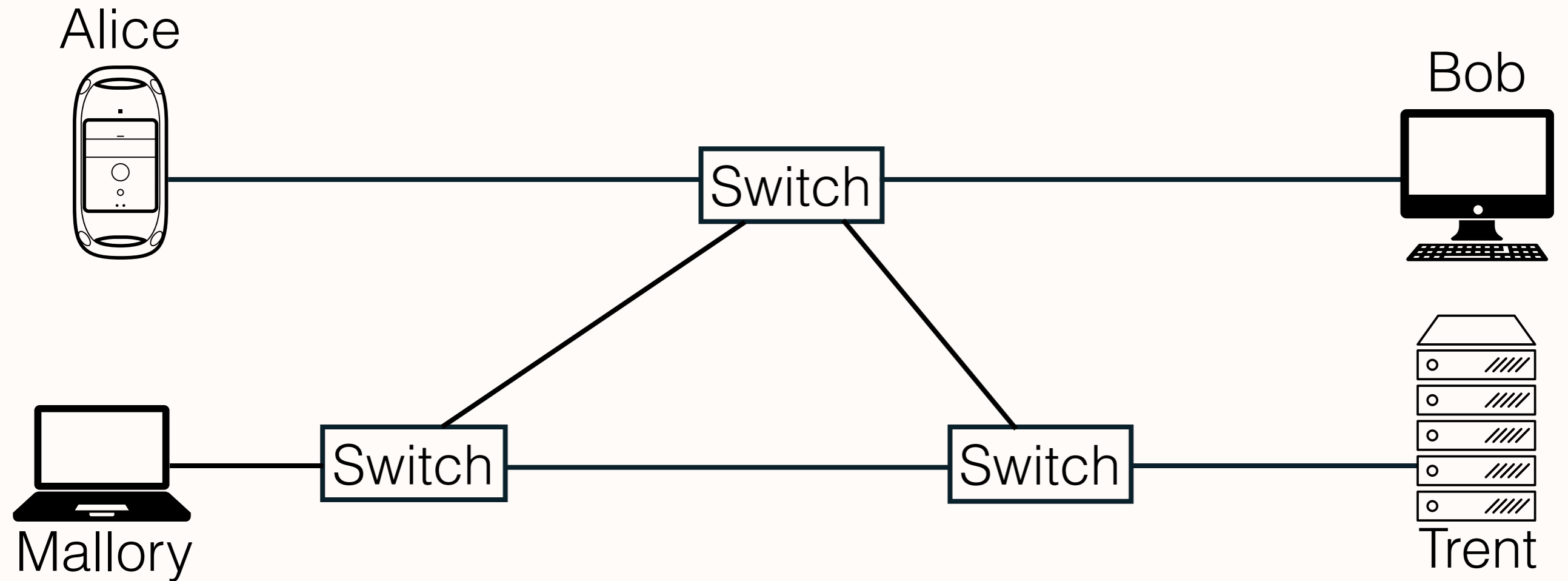
Classical Networking

Ted Stevens was right

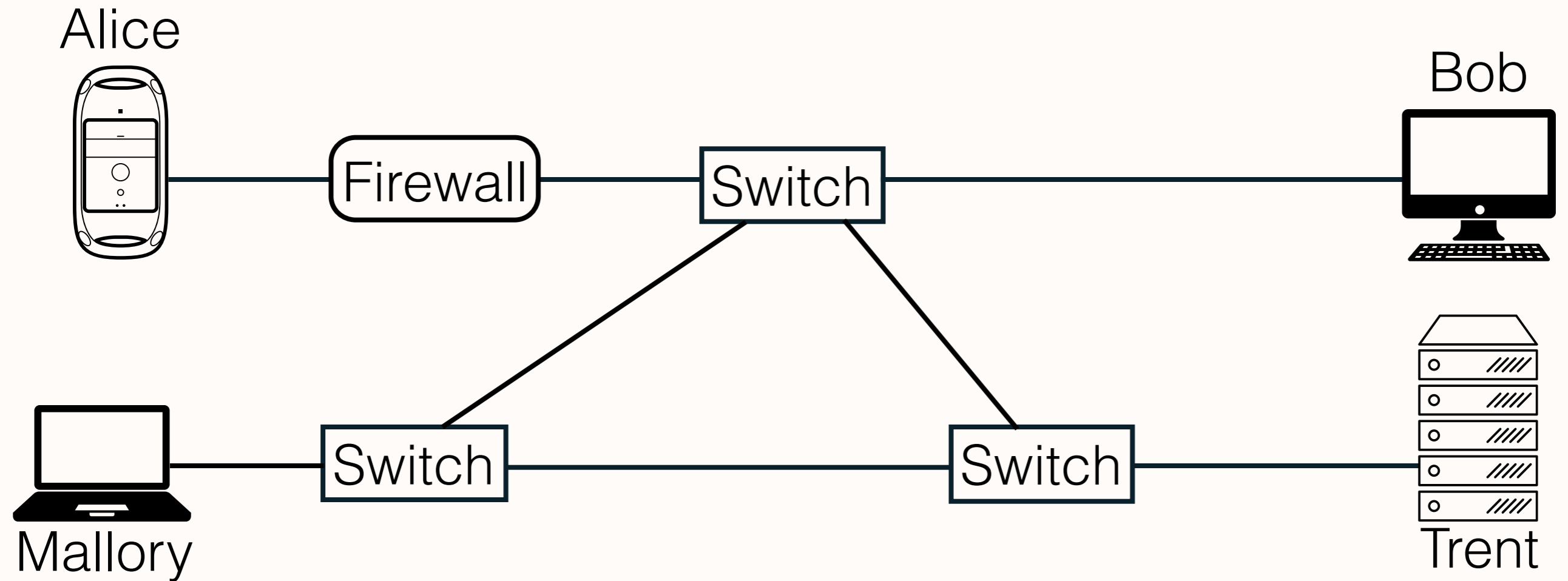


- Networks provide end-to-end connectivity.
- Just contain host and switches.
- All interesting processing at the hosts.

Real Networks have Middleboxes!

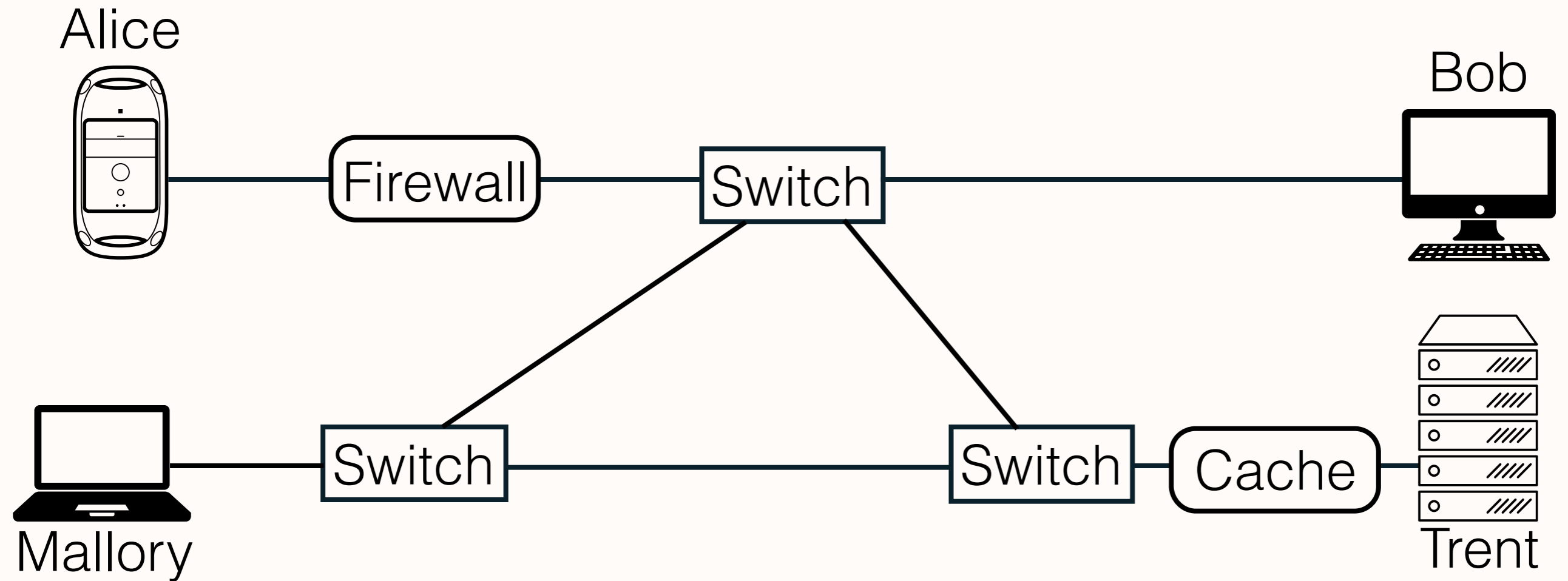


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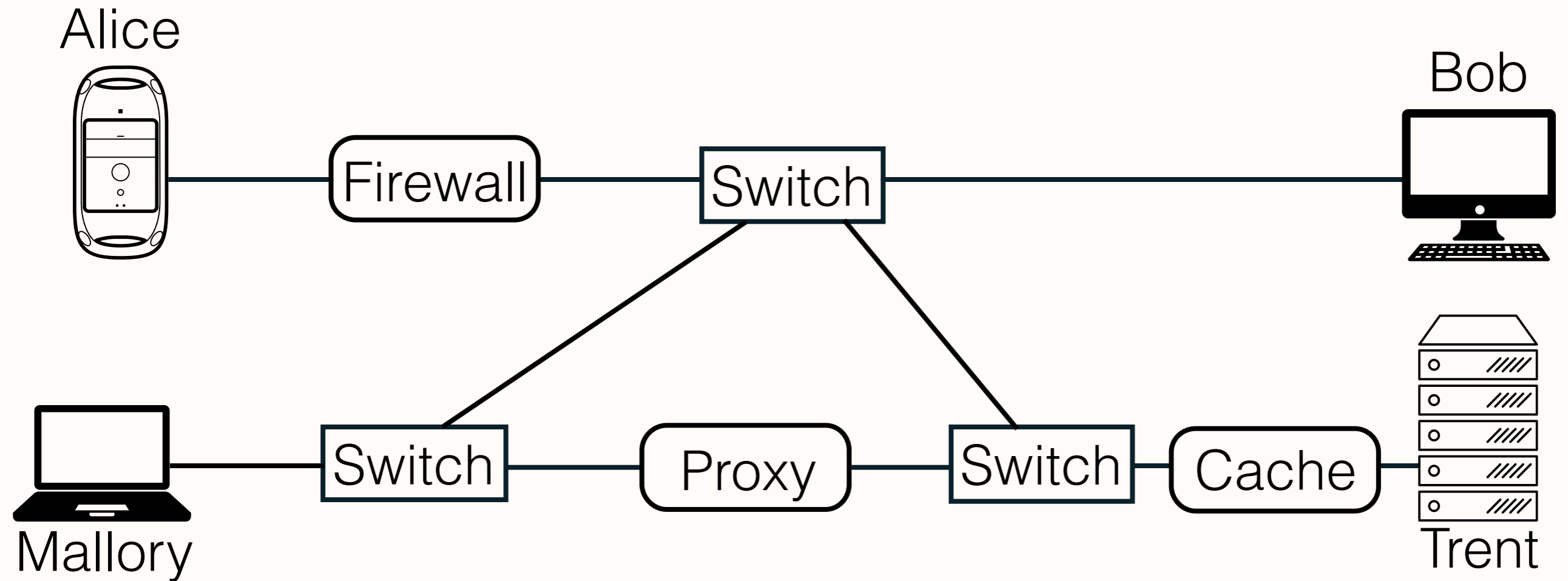
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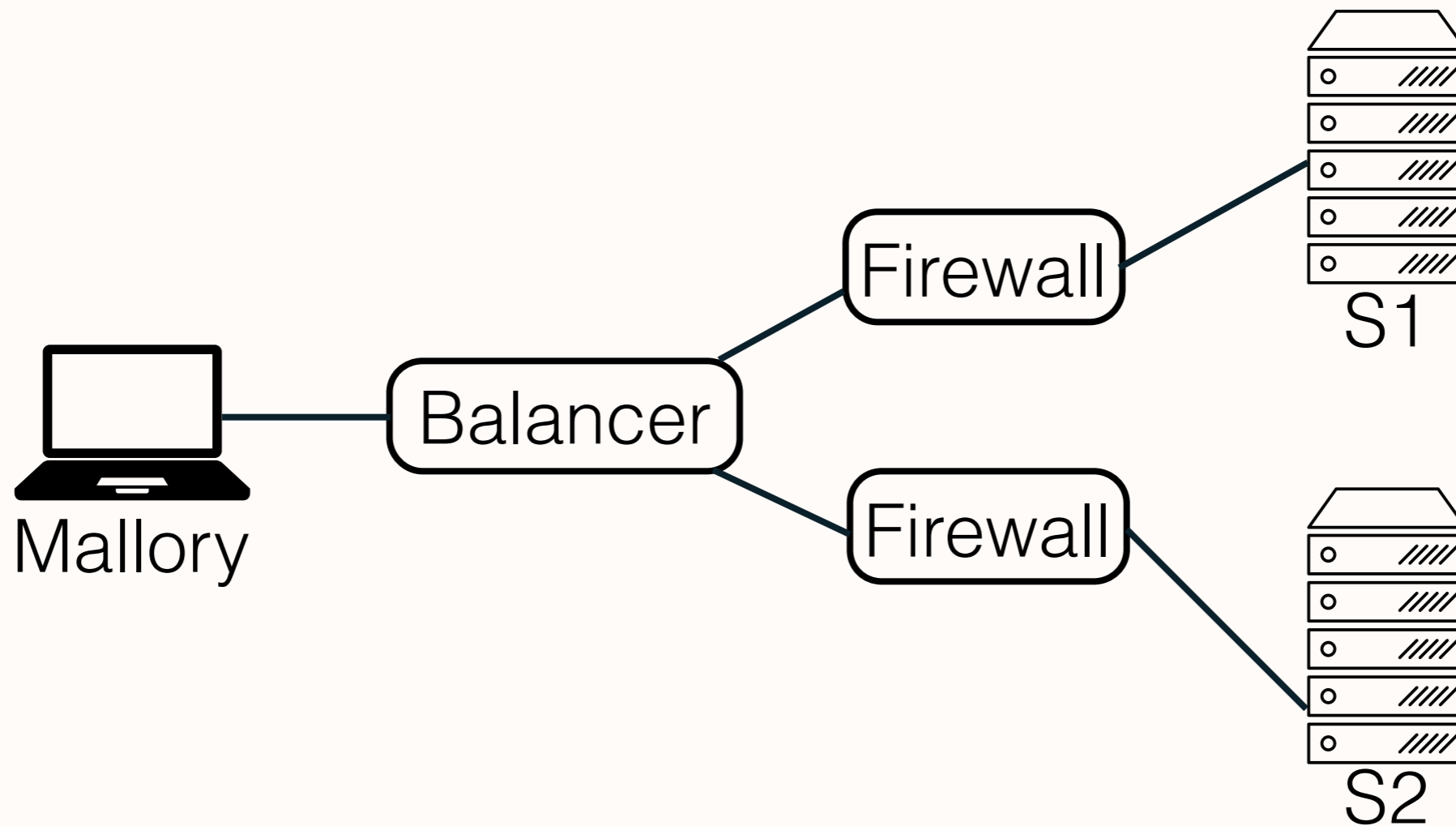
- Security (firewalls, IDSs,....).
- Performance (caches, load balancers,....).
- New functionality (proxies,....).

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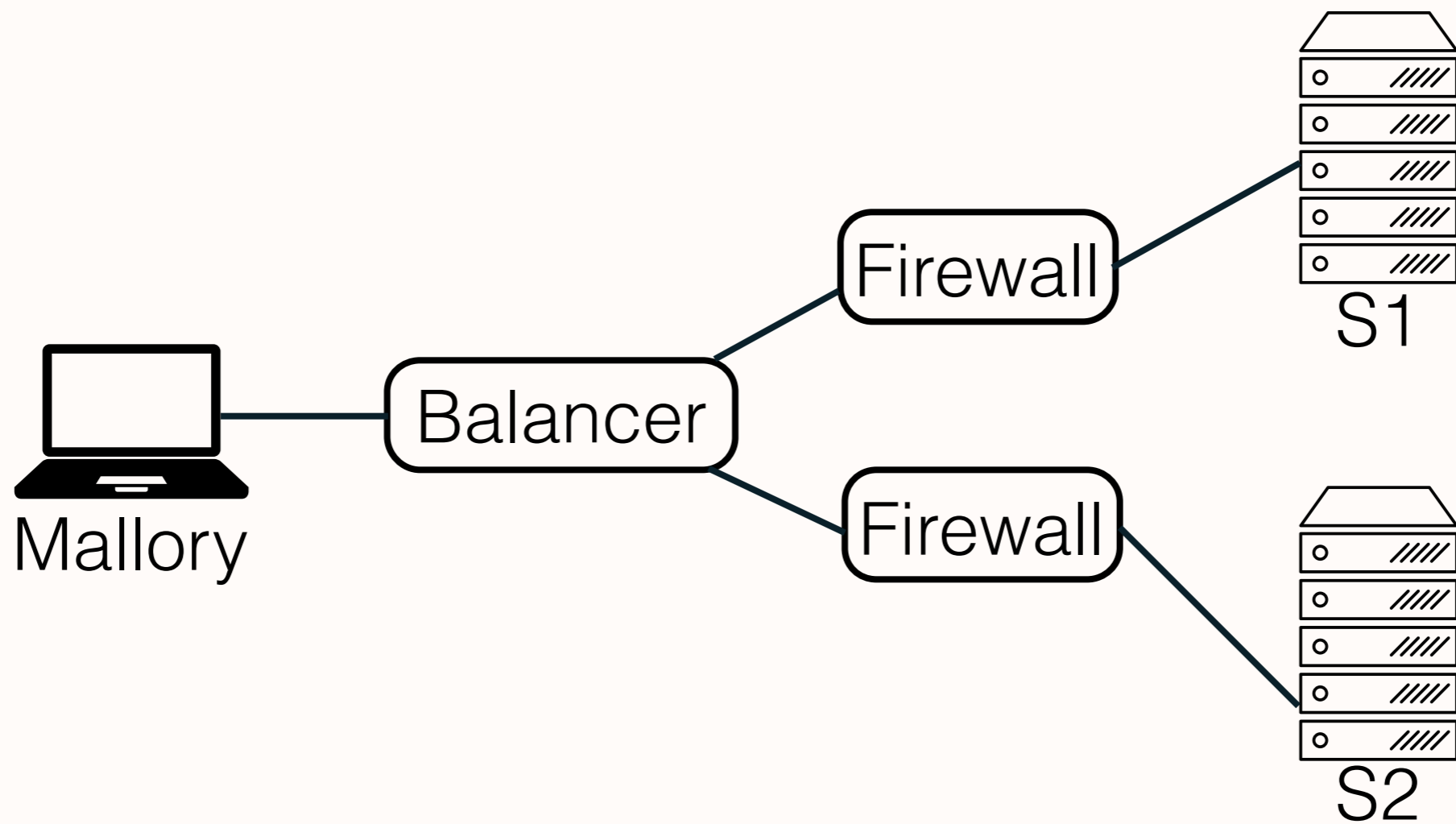
Reachability Invariants

- Focus on reachability invariants
 - Most important in practice, simple to state but already hard



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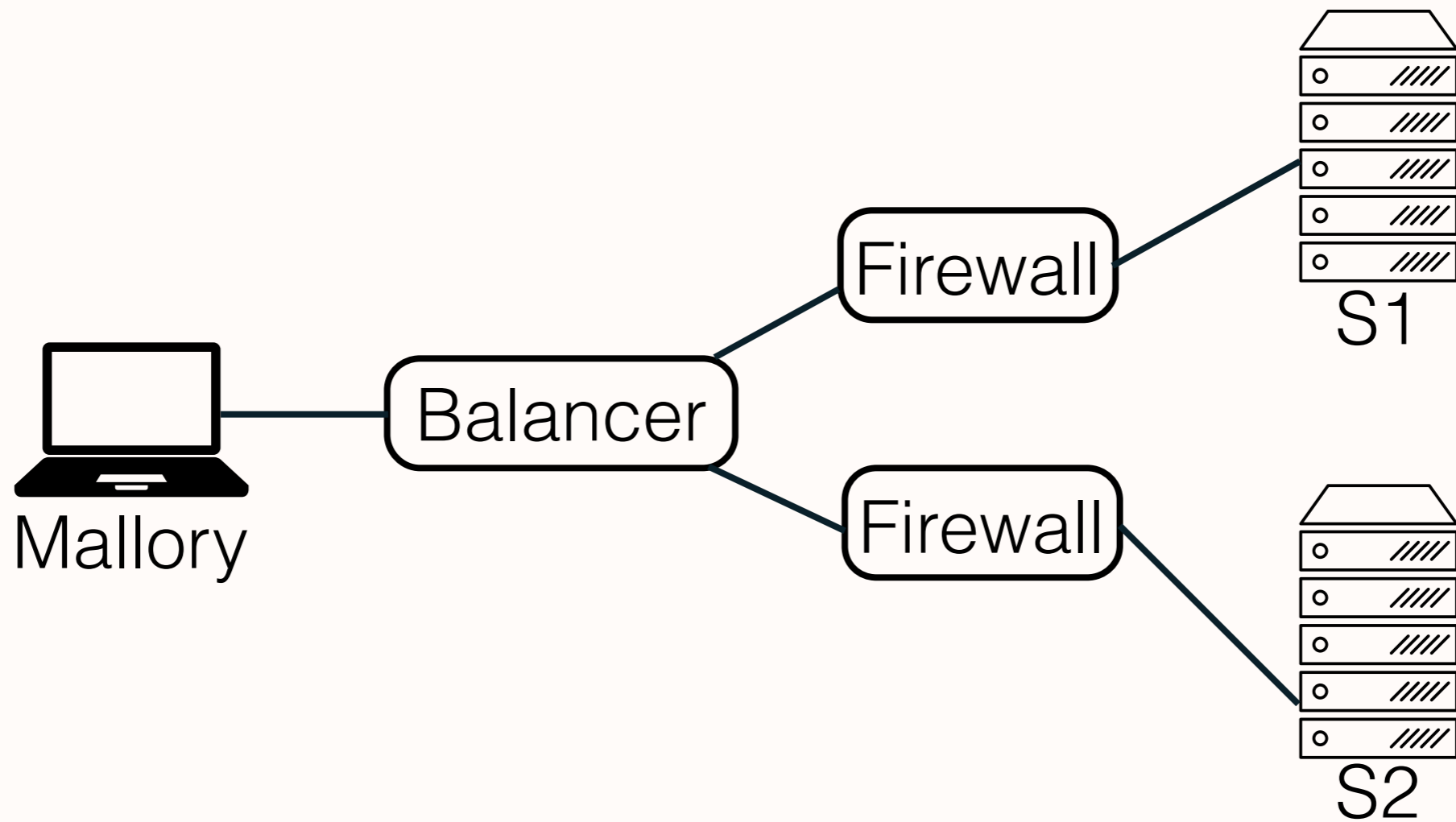
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Can S2 receive packets of type T from Mallory?

Reachability Invariants

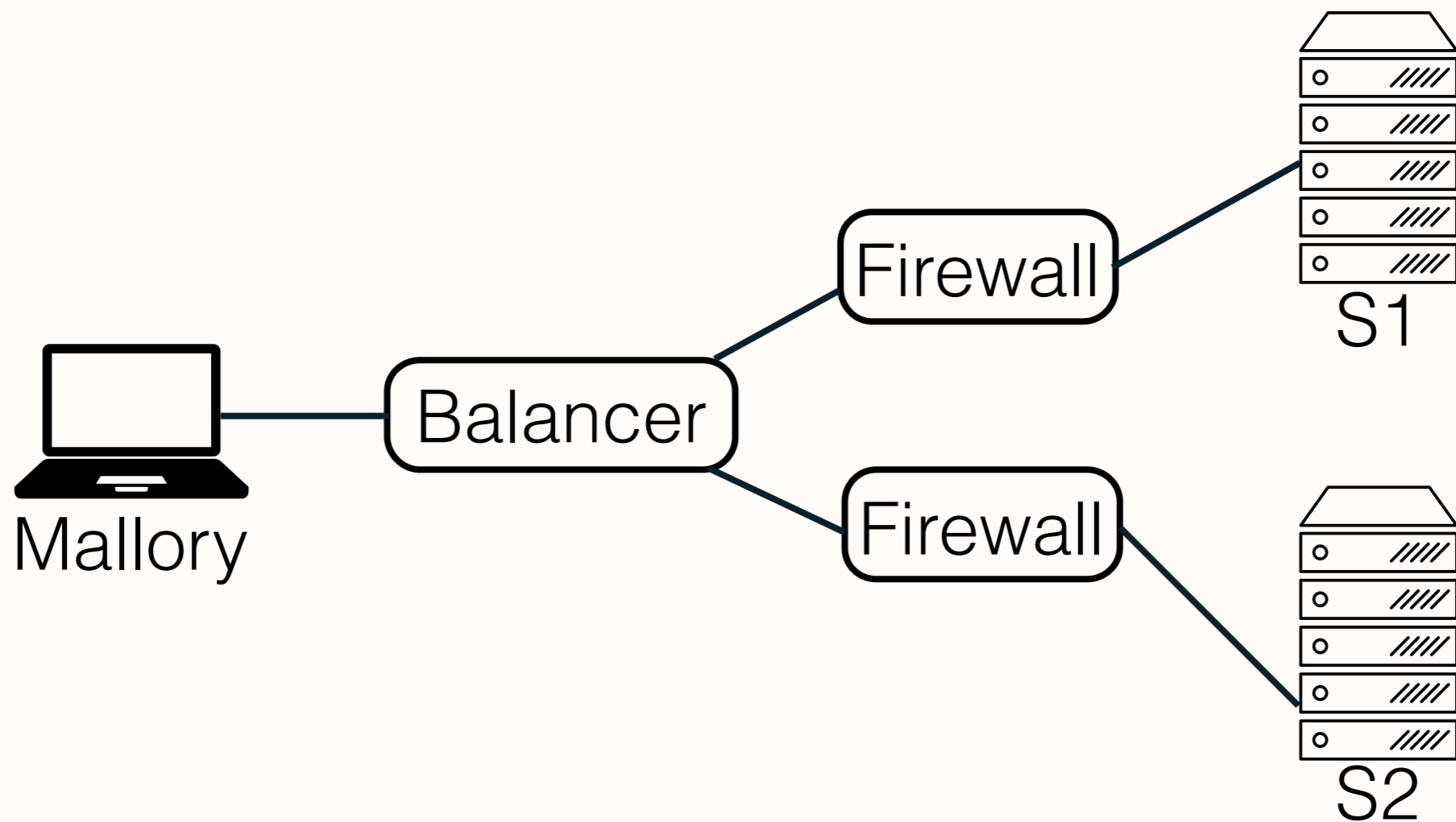
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Can S2 receive “infected” packets from Mallory?

Reachability Invariants

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Can S2 receive packets from Mallory without a connection?

Abstractions for Invariants

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- How these types are determined in a network varies
 - Invariants should not depend on these details

Network Verification Today

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HSA, Veriflow, NetKAT, etc.

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- Firewalls: Verify firewall configuration.

Fang, Margrave, etc.

Existing Assumptions/Limitations

Switches

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- **Immutable**, functionality only changes with new rules.
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Violated by many middleboxes

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Verification of Mutable Networks

- Naive approach
 - Verify a program equivalent to the entire network.

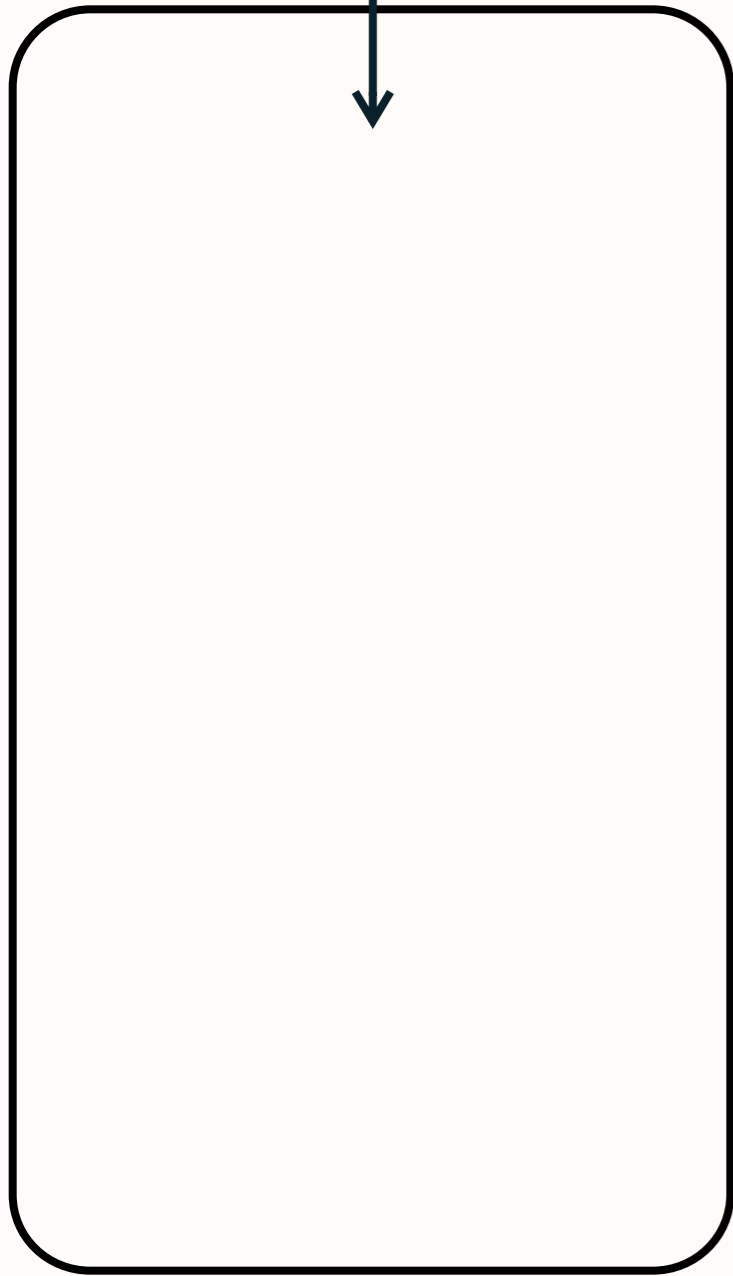
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 - Large, proprietary code bases (Bro ~102K lines of code).
- Scalability is crucial
 - Networks contain several 1000 middleboxes or more.

Modeling Middleboxes



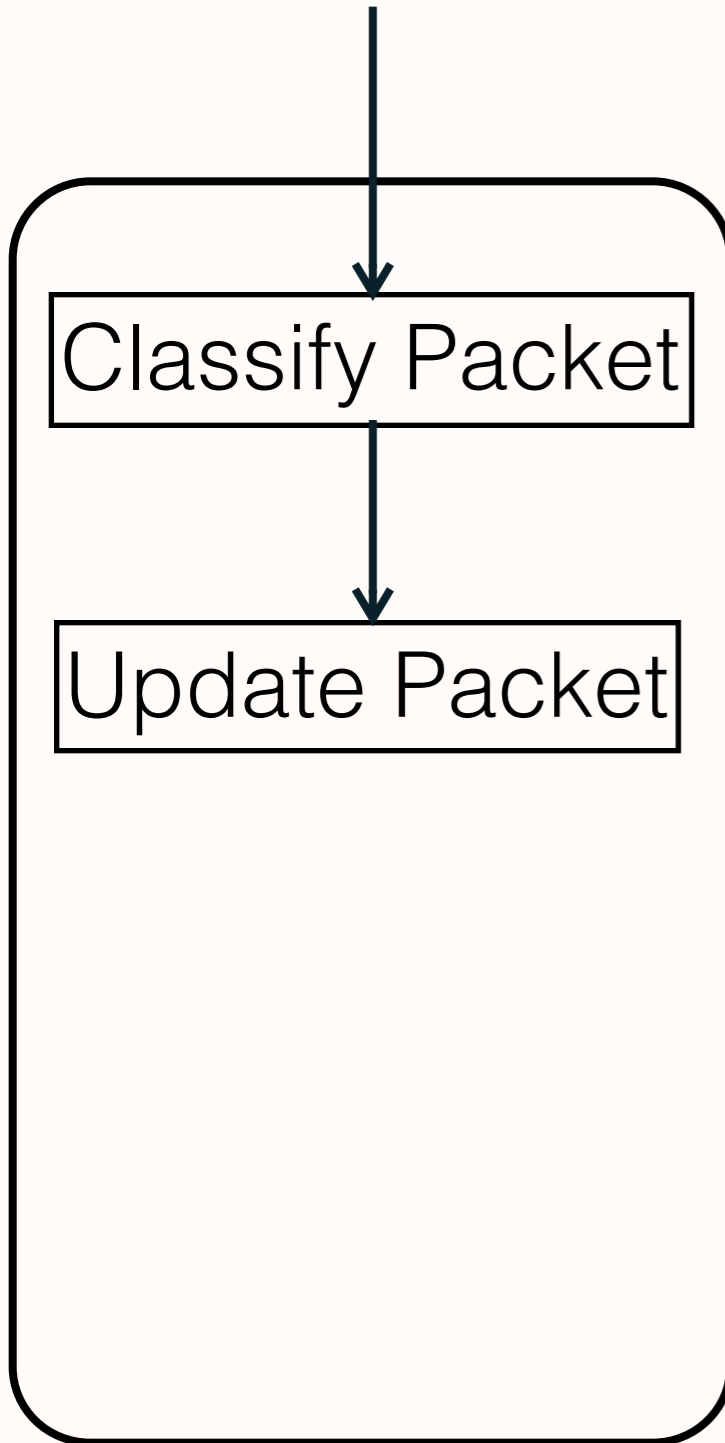
Modeling Middleboxes



Classify Packet

Determines what application sent a packet, etc.
Complex, proprietary processing.

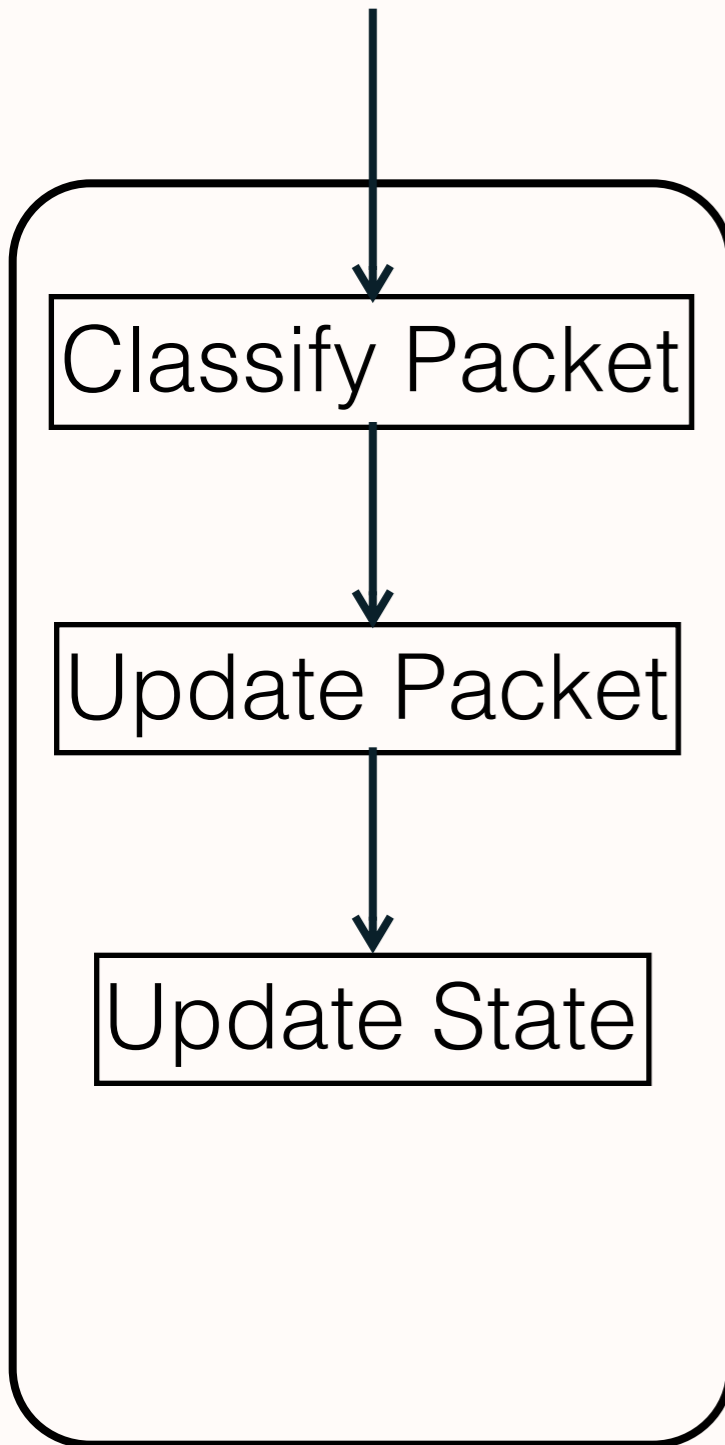
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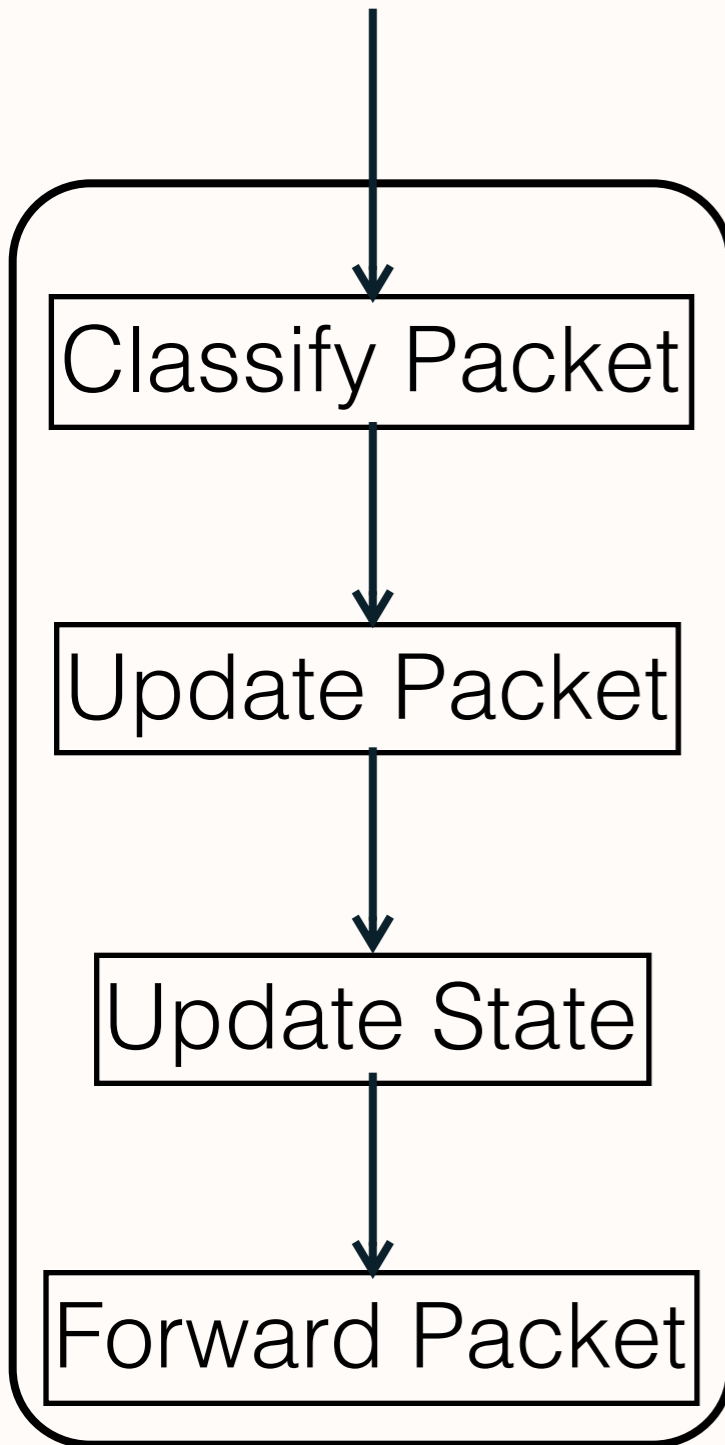


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Could be simple (remember packets)
or complex (update many hash tables).

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Oracle: Specify data dependencies and outputs

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Outputs

Is packet **infected**.

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Is packet **infected**.

```
if (infected) {  
    infected_connections.add(packet.flow)  
}  
  
if (packet.flow not in infected_connections) {  
    forward (packet);  
}
```

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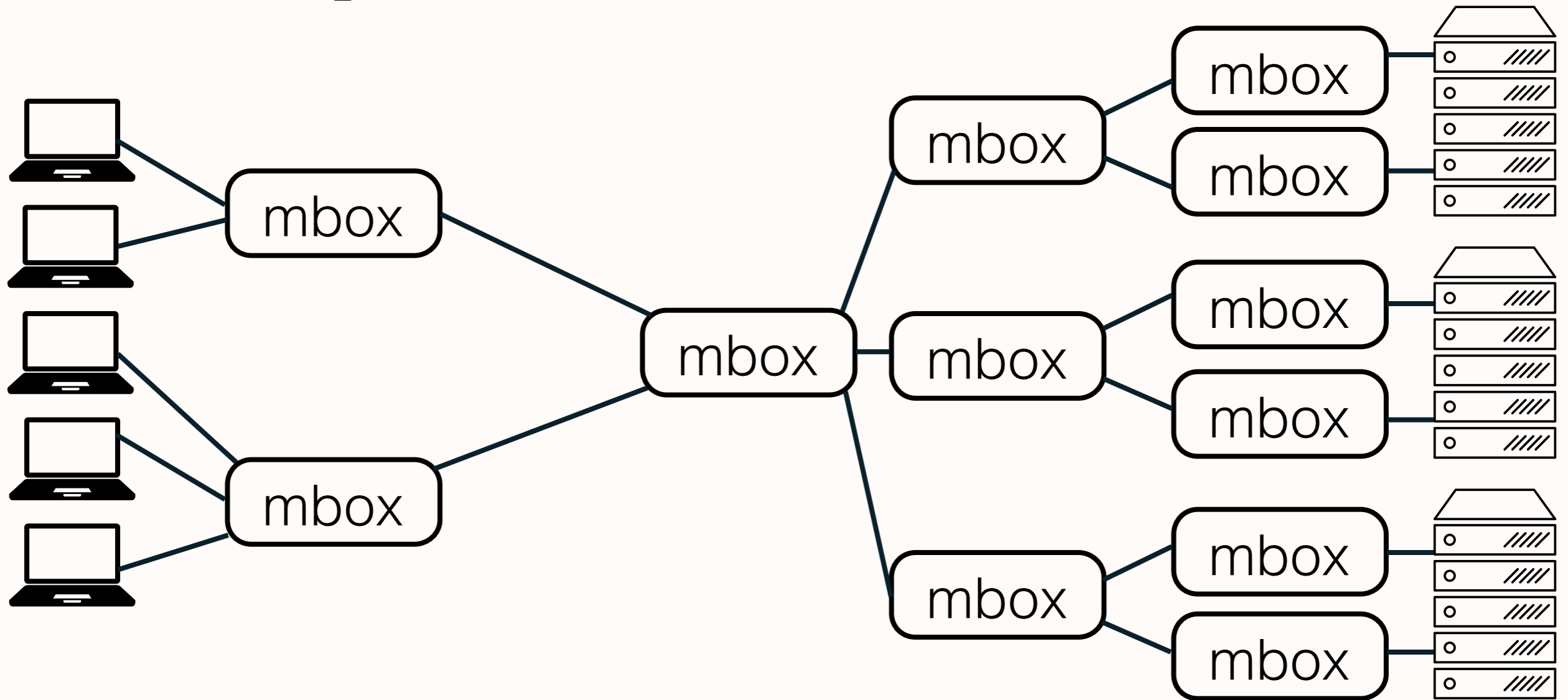
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- This enables “compositional verification”

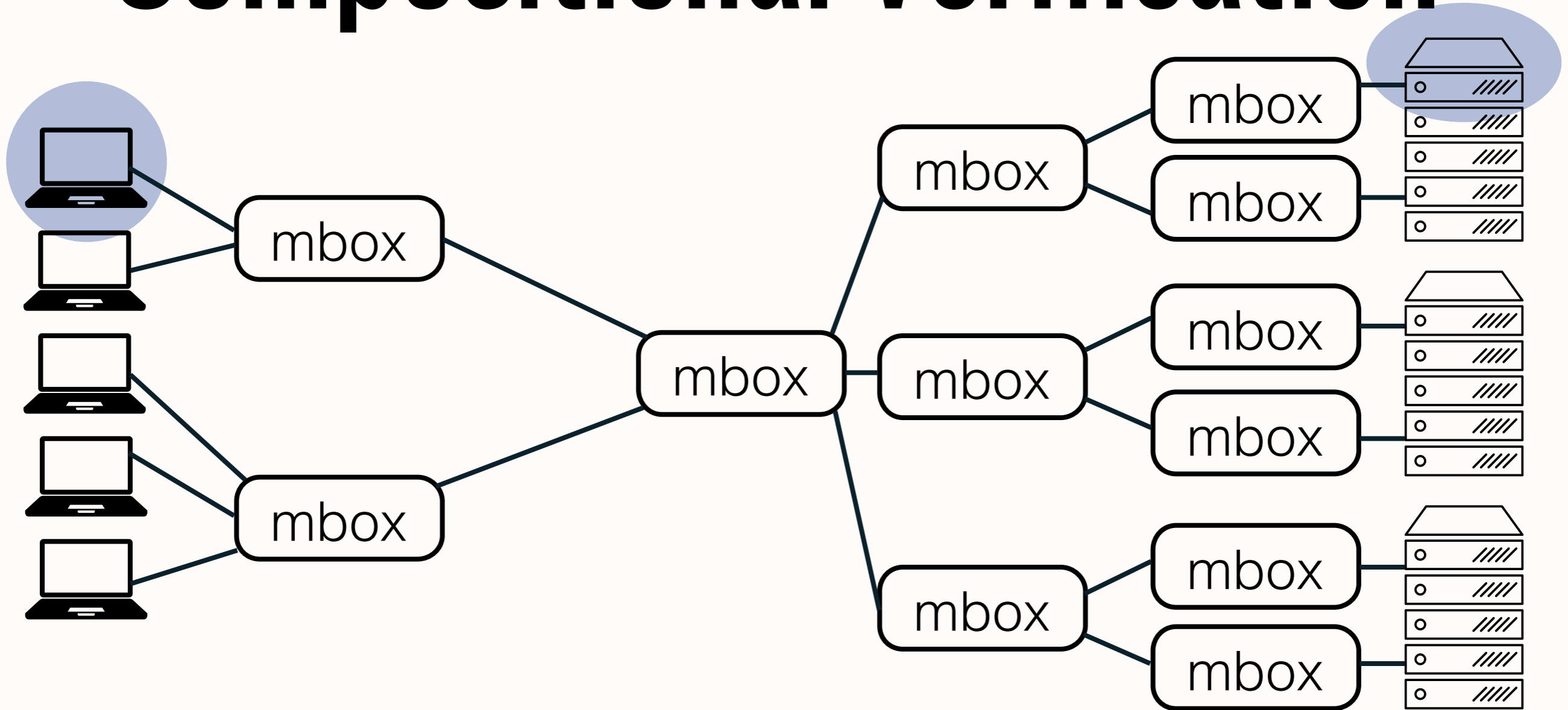
Scaling Verification

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 - State is partitioned between “flows.”
- This enables “compositional verification”
 - 30,000 middlebox networks verified in 5 minutes

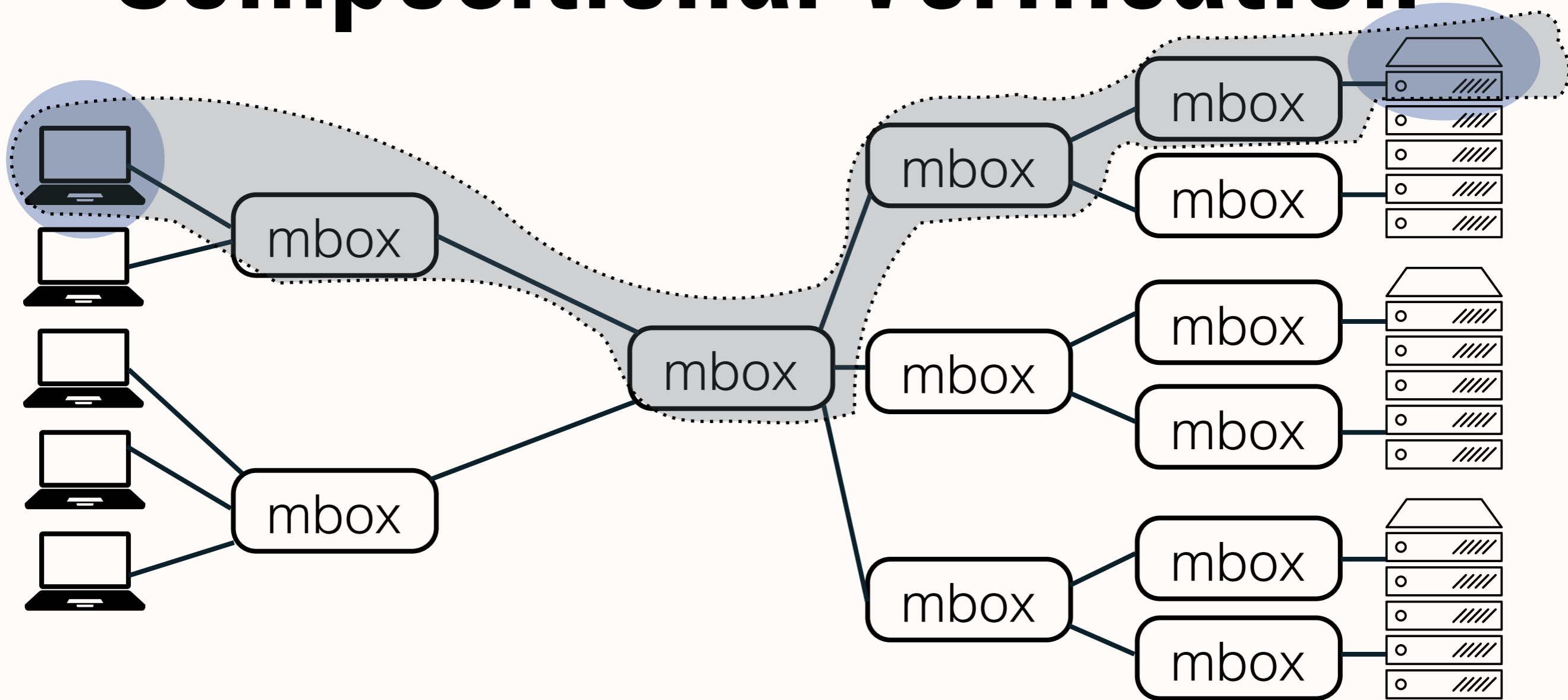
Compositional Verification



Compositional Verification



Compositional Verification



- Invariants talk about pairs of hosts.
 - When flow-parallel, need-only verify path.

Conclusion

- Real networks:
 - Contain mutable middleboxes.
 - Used to enforce rich connectivity invariants.
- Network verification needs to evolve to handle this.
- Several challenges
 - Right level of abstraction for specifying middleboxes.
 - Scalability, by leveraging compositional verification.
 - Future: Tractability of verification.

Backup

Does State Mutation Matter

- Do we even need to look at state evolution?
 - Check invariant for all possible states.
 - Approach used in tools like Margrave.
 - # of states is small (just whether connection established).
- False positives, some states may never occur.

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$conn(a \rightarrow b)$ Connection started by a to b.

Requires a to send packet to b, and b to respond

Can a packet from 'a' reach 'b'?