

# Hidden Conflicts in Software-Defined Networks

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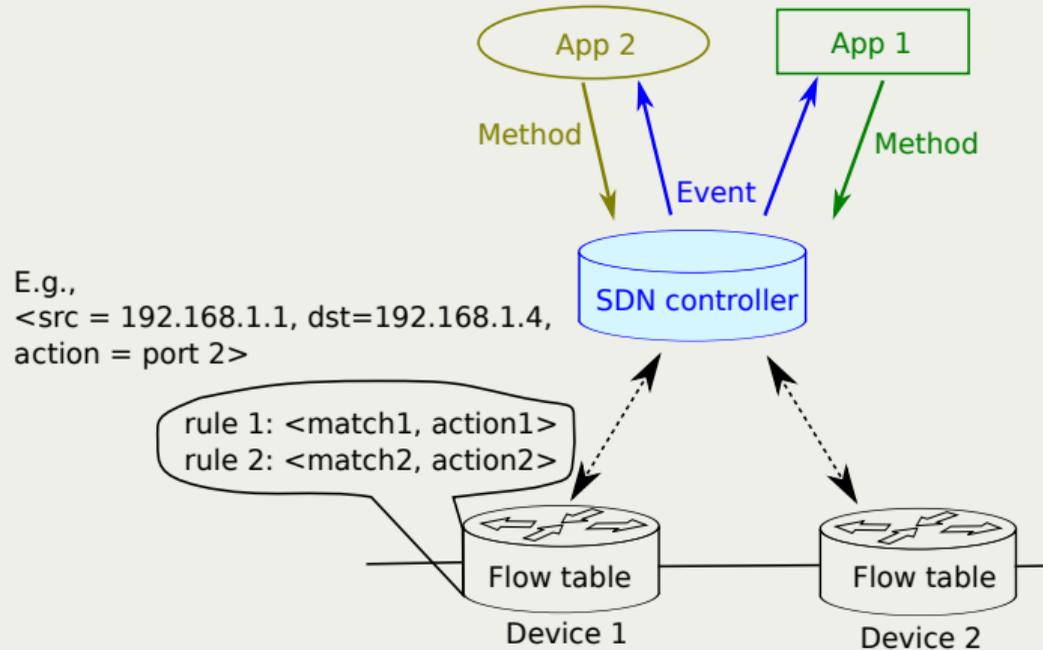
ACOMP 2019

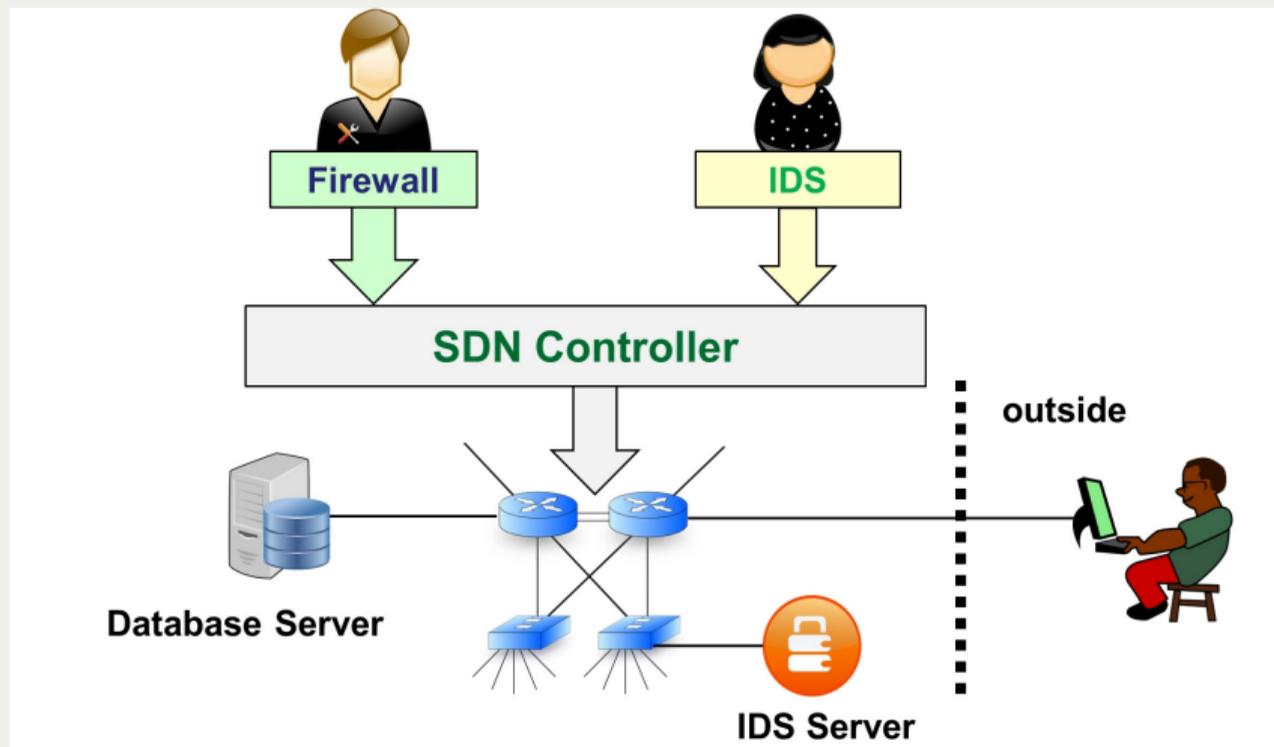




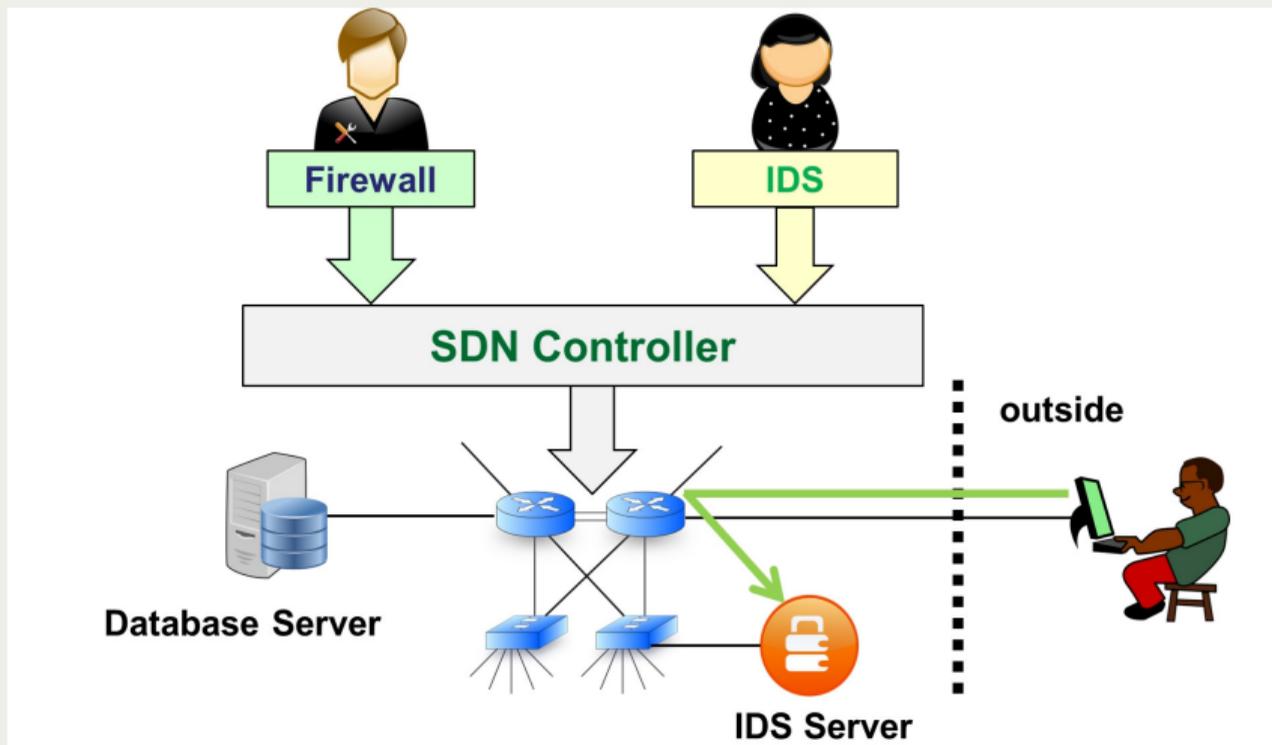


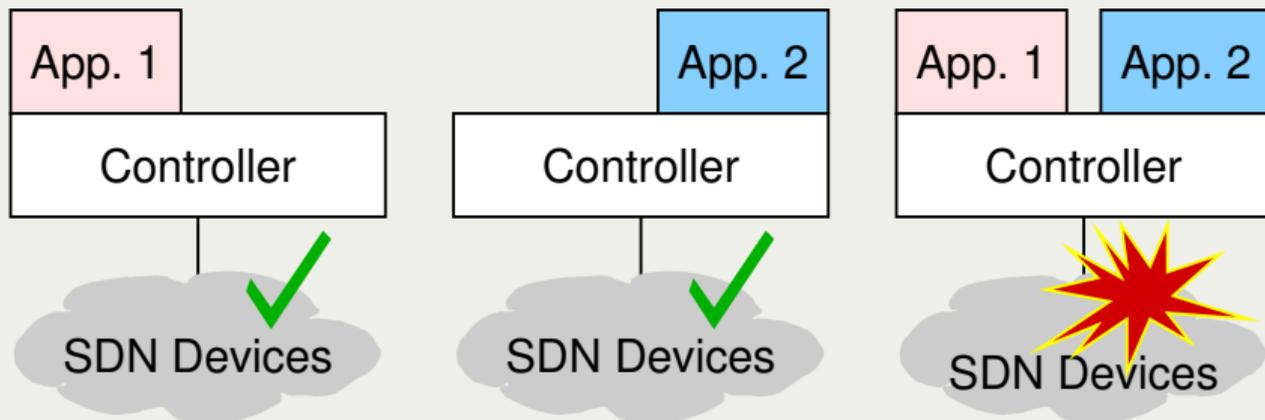


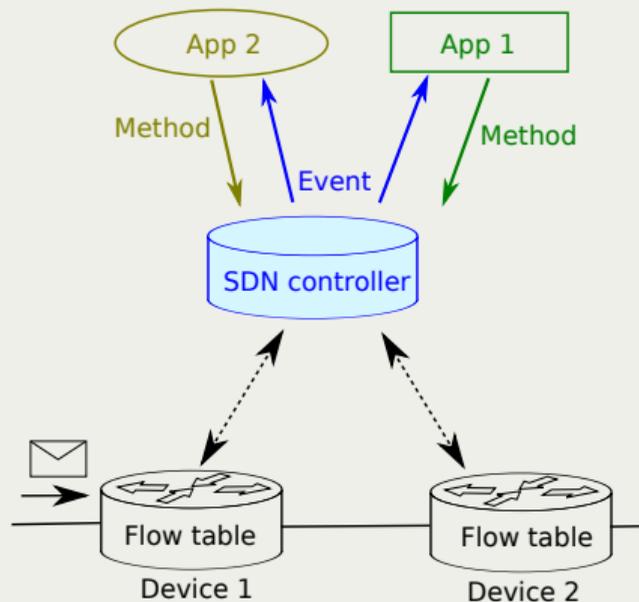


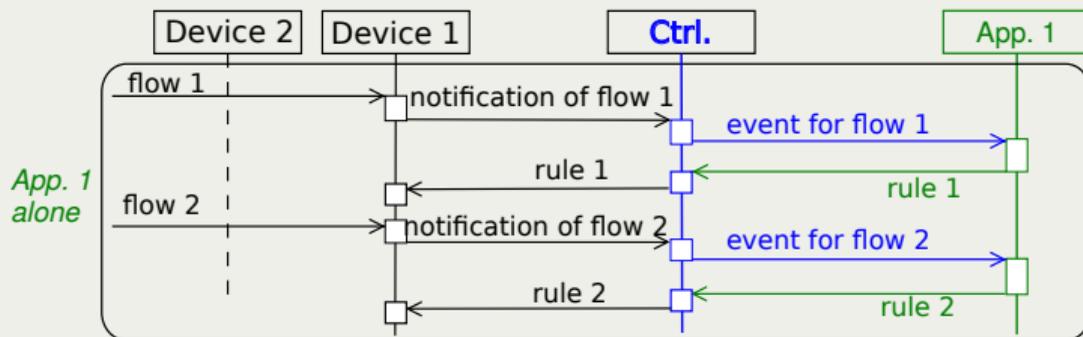












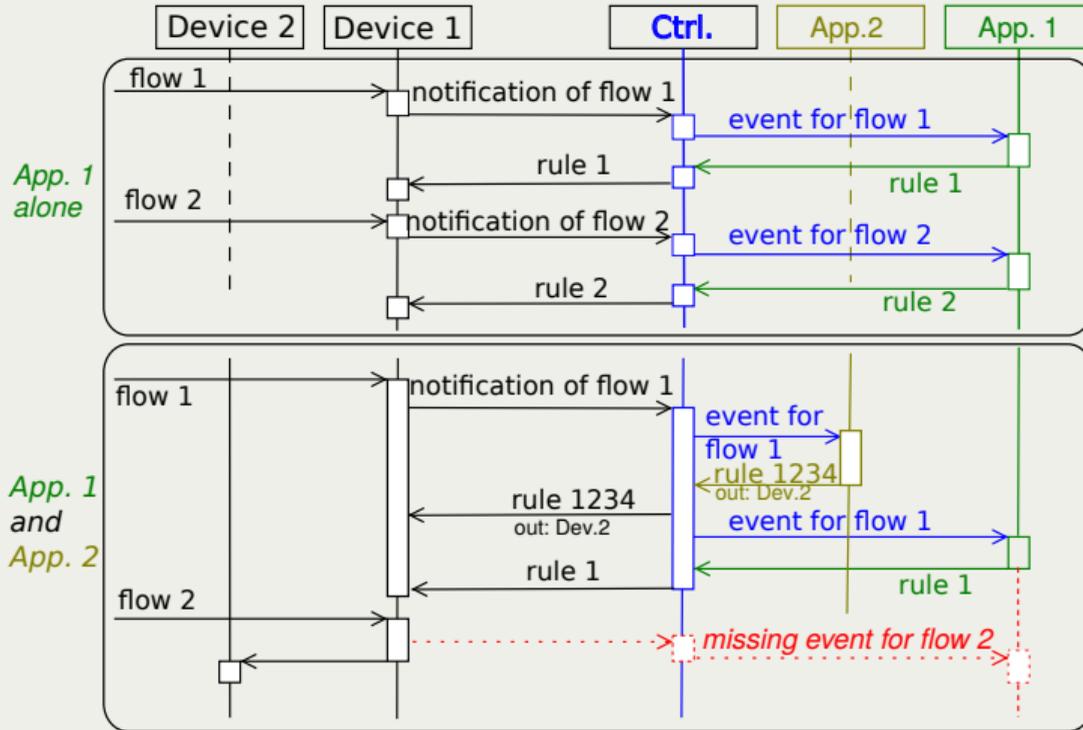
rule : <match, action>

Example:

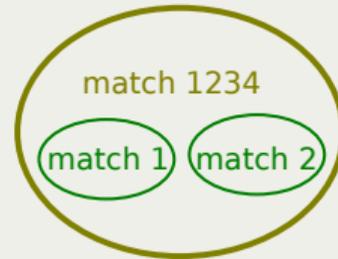
rule 1: <src = 192.168.1.1, dst = 192.168.1.4, action=port 1>

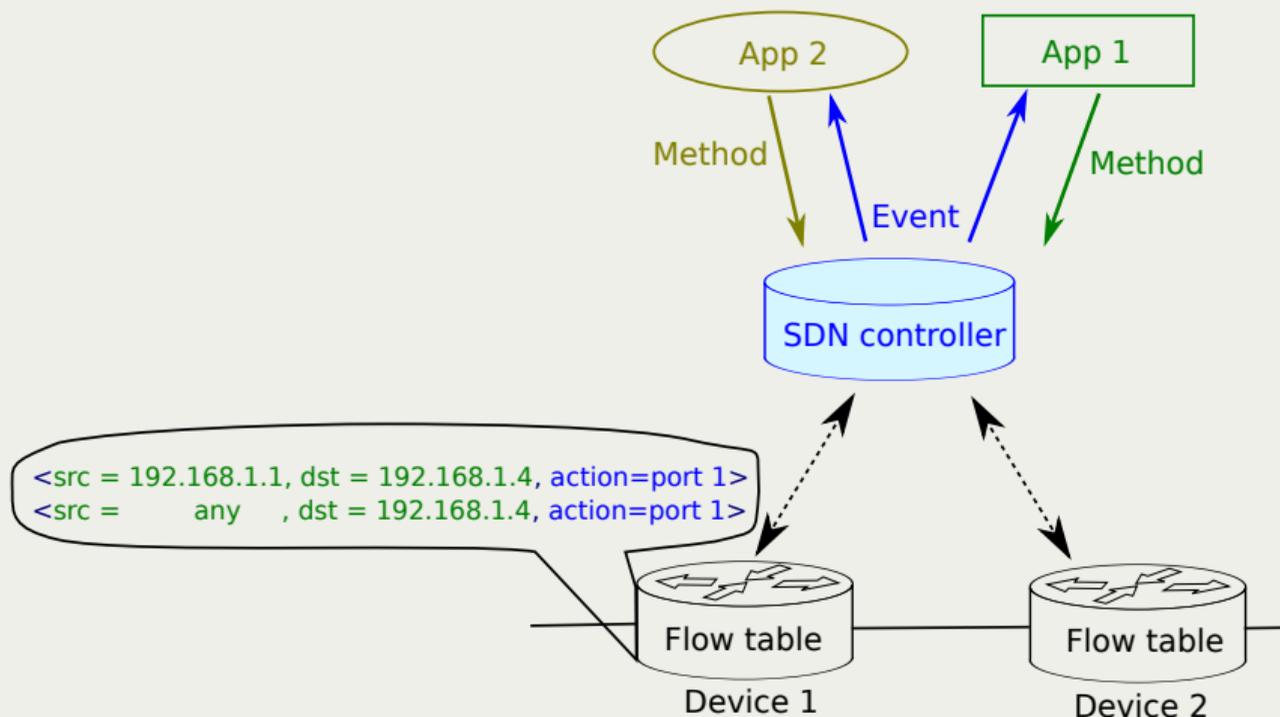
rule 2: <src = 192.168.1.2, dst = 192.168.1.4, action=port 2>

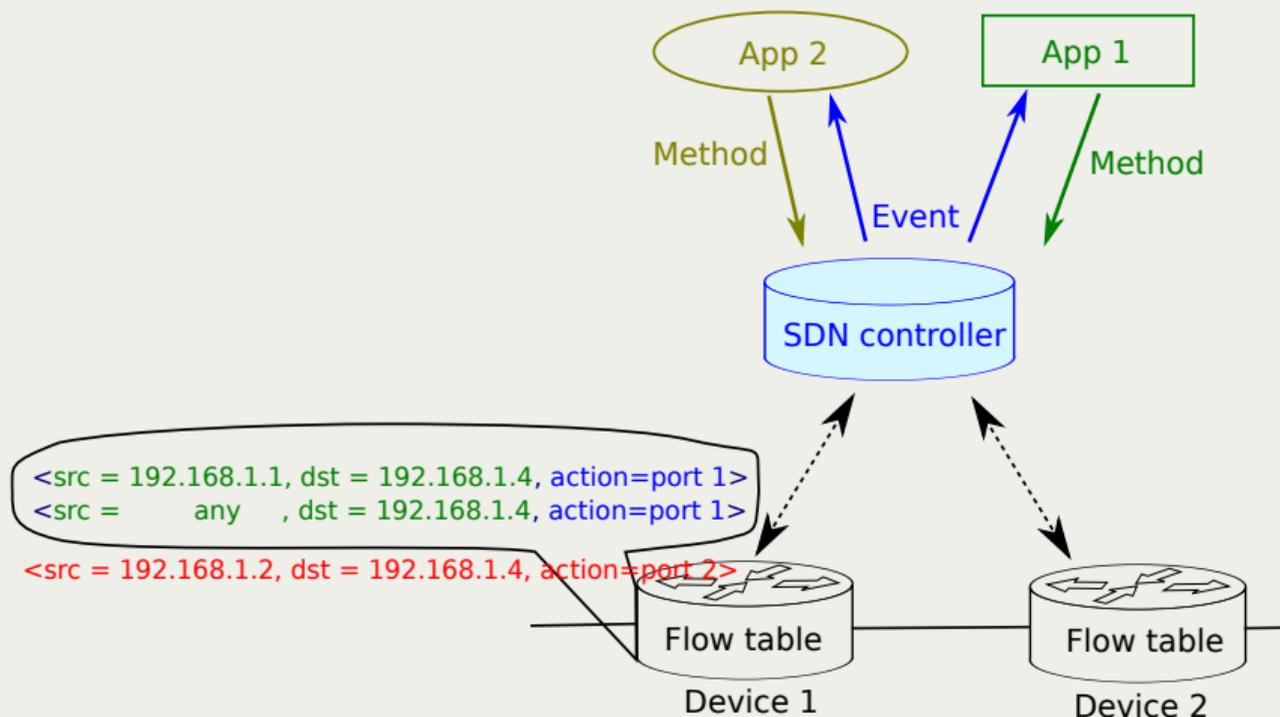
rule 1234: <src = any, dst = 192.168.1.4, action=port 1>



rule : <match, action>







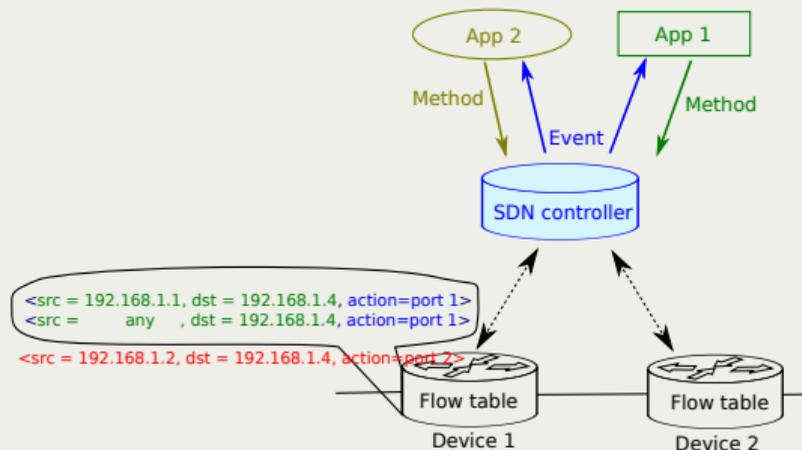


## Properties:

- causes are hidden, flow table alone reveals no problem
- requires insight into the mechanics of the control plane

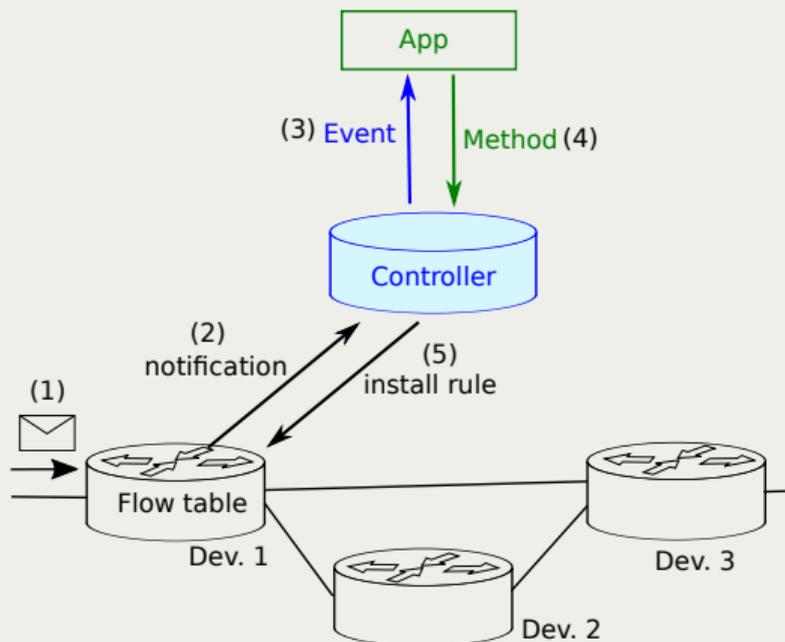
## Consequences:

- suppression of events
- application failure



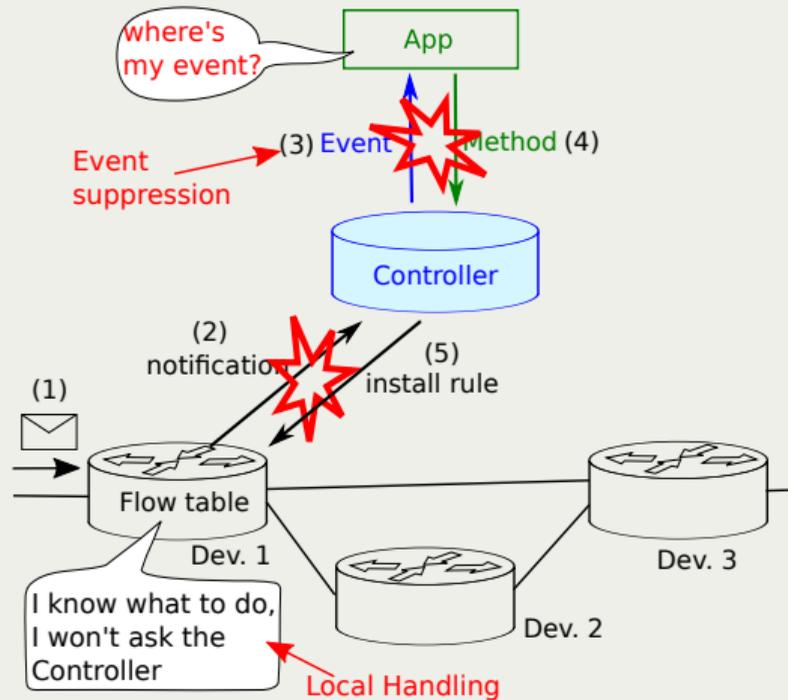


1. Event suppression by local handling
2. Event suppression by changes to paths
3. Action suppression by modification of packets
4. Undue trigger
5. Tampering with event subscription



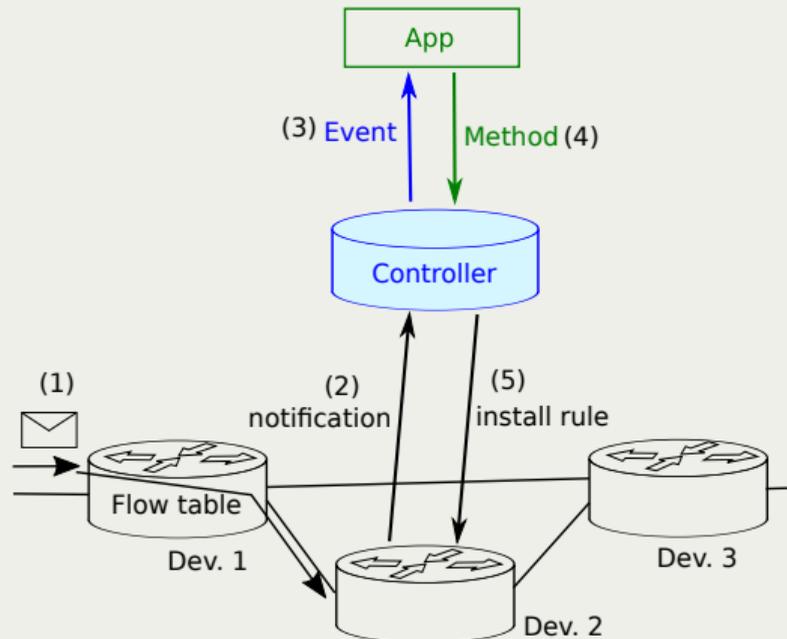


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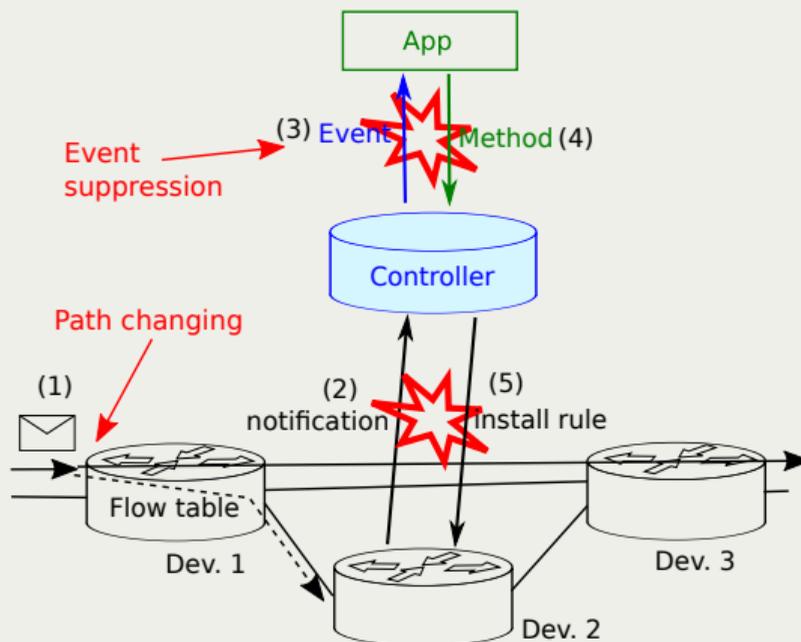




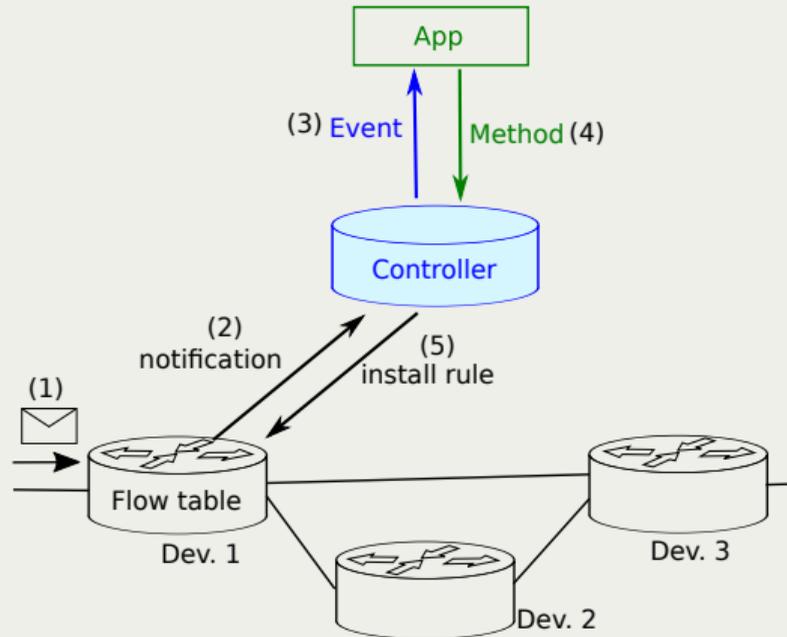
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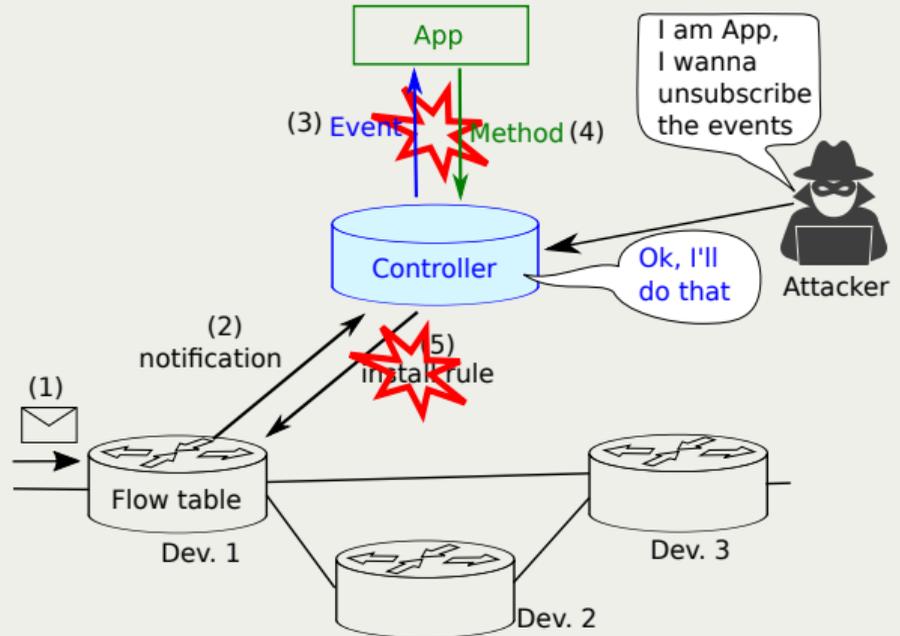


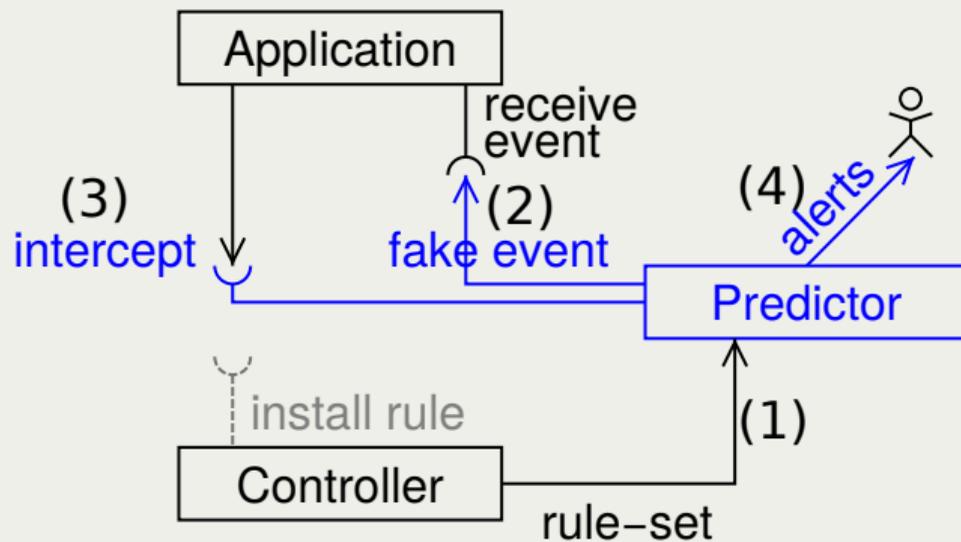
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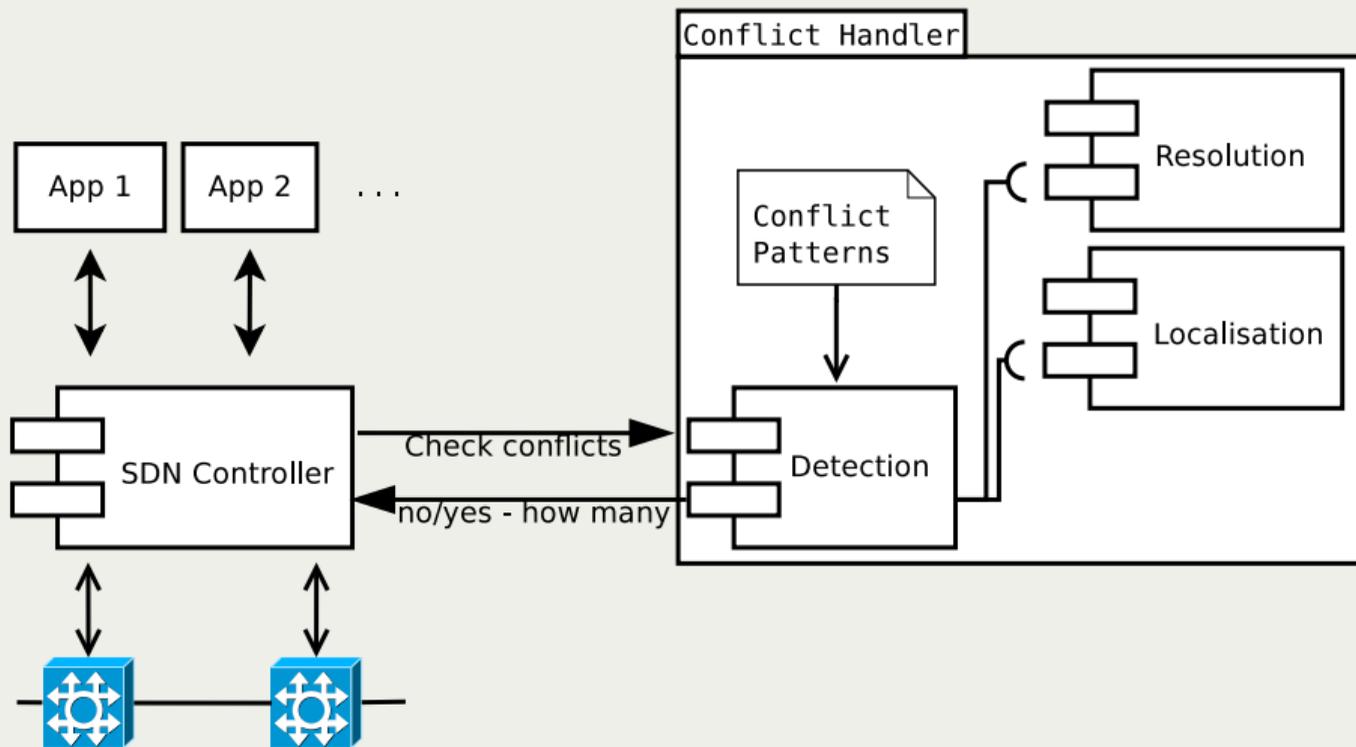


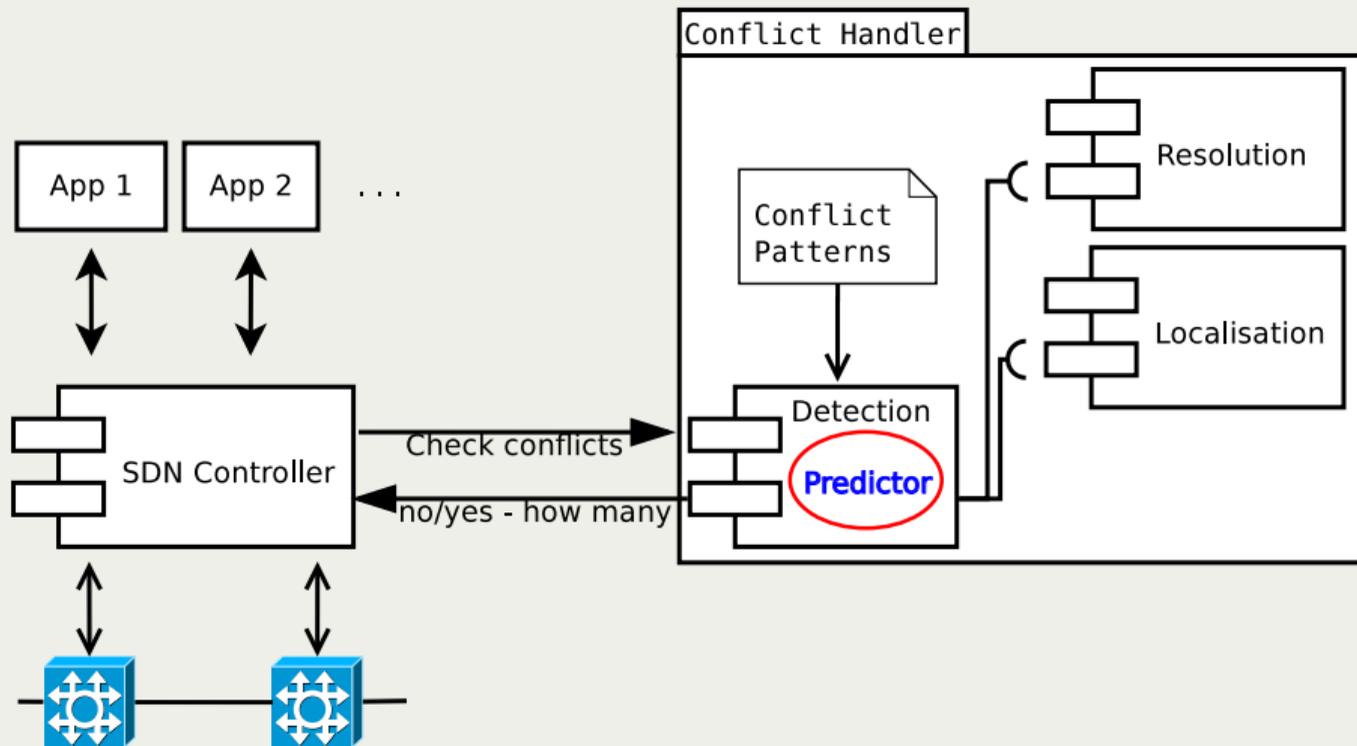


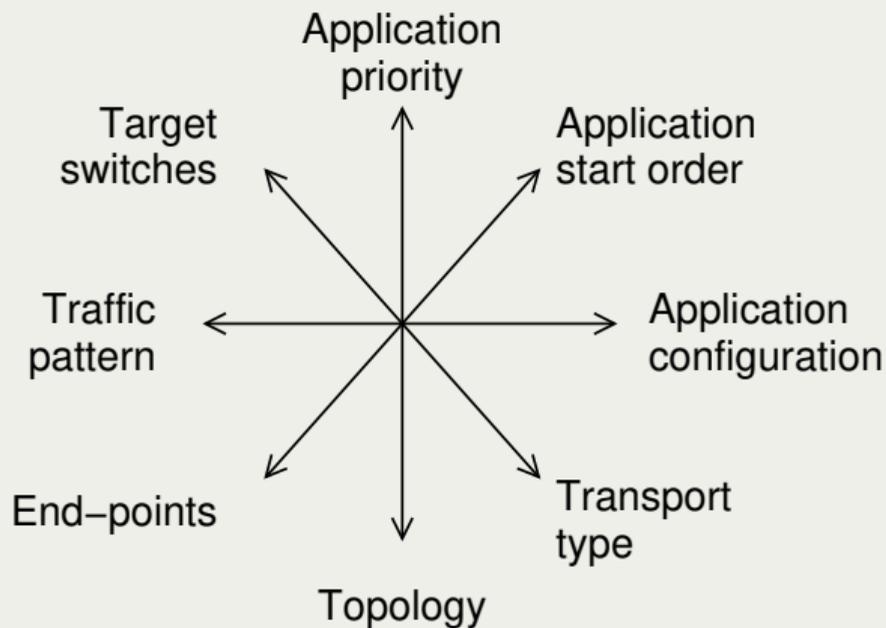
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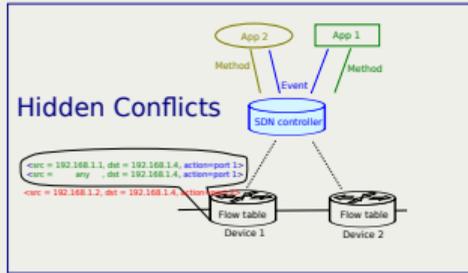






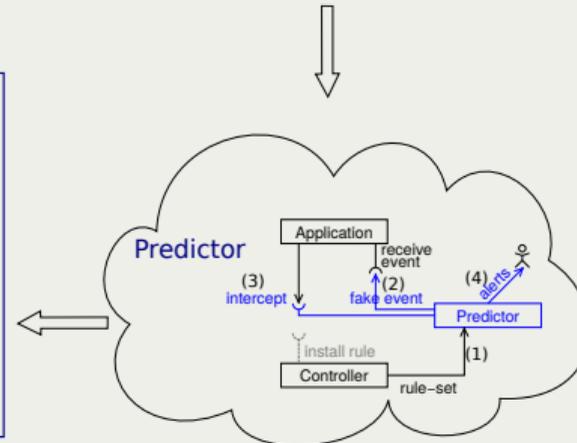
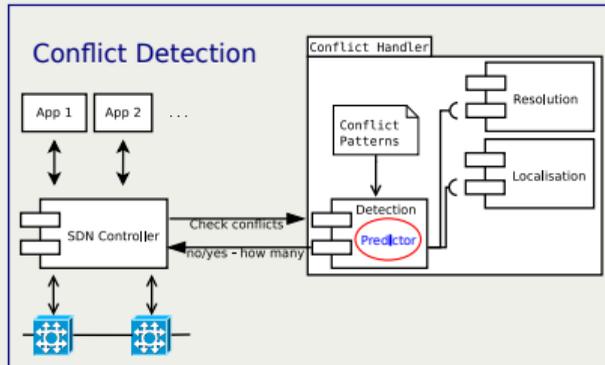






## Causes

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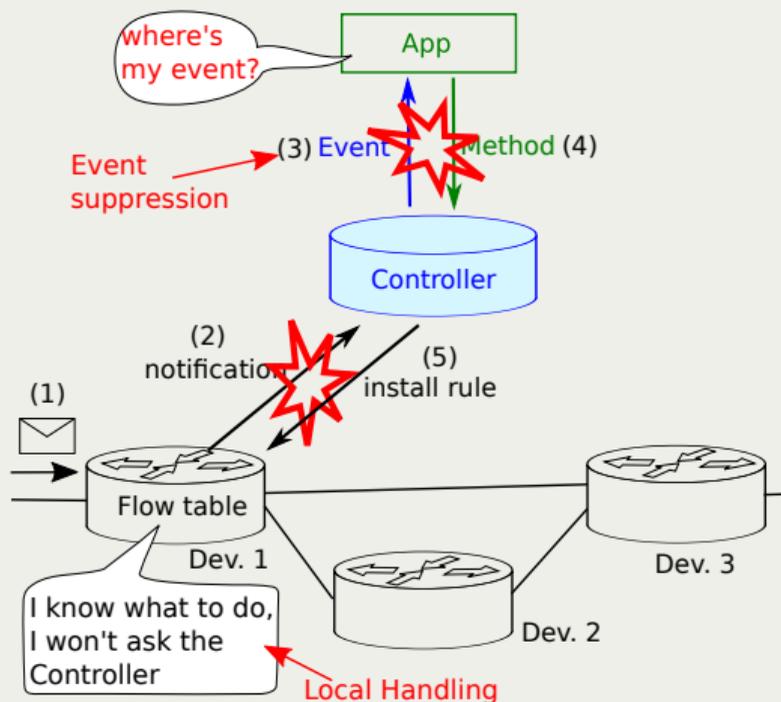






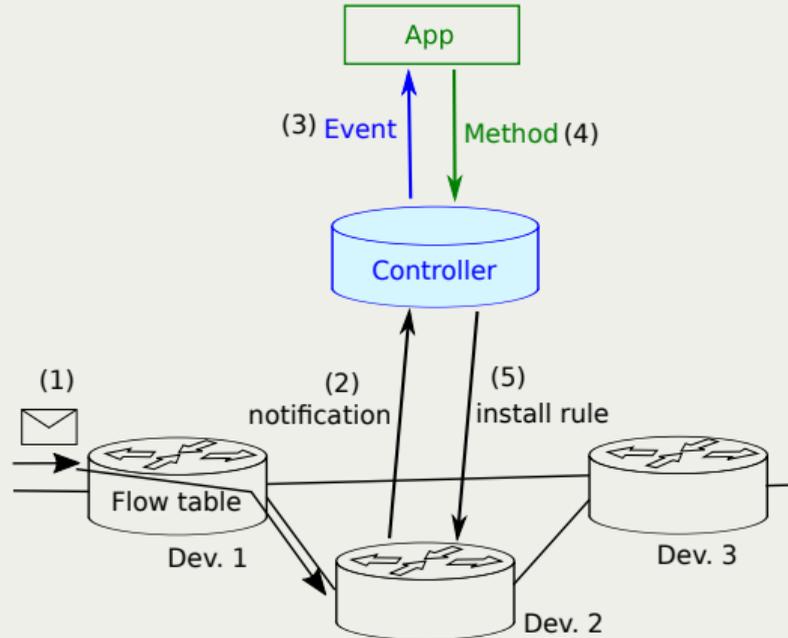
compare with iptables, ip routings, different mechanisms

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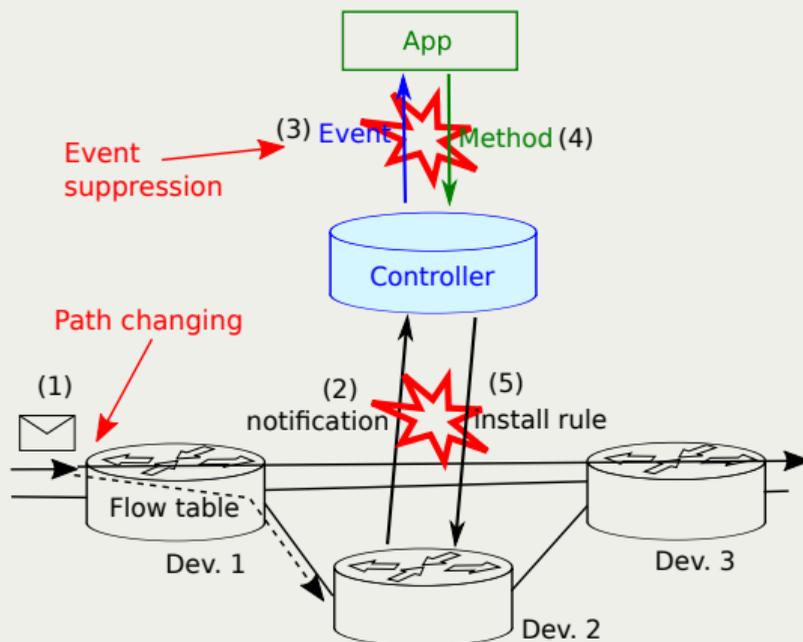




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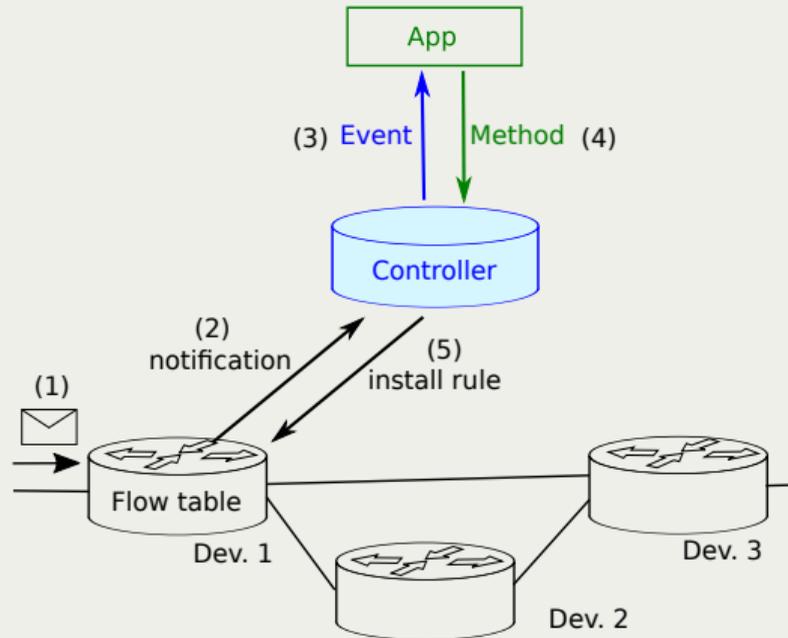


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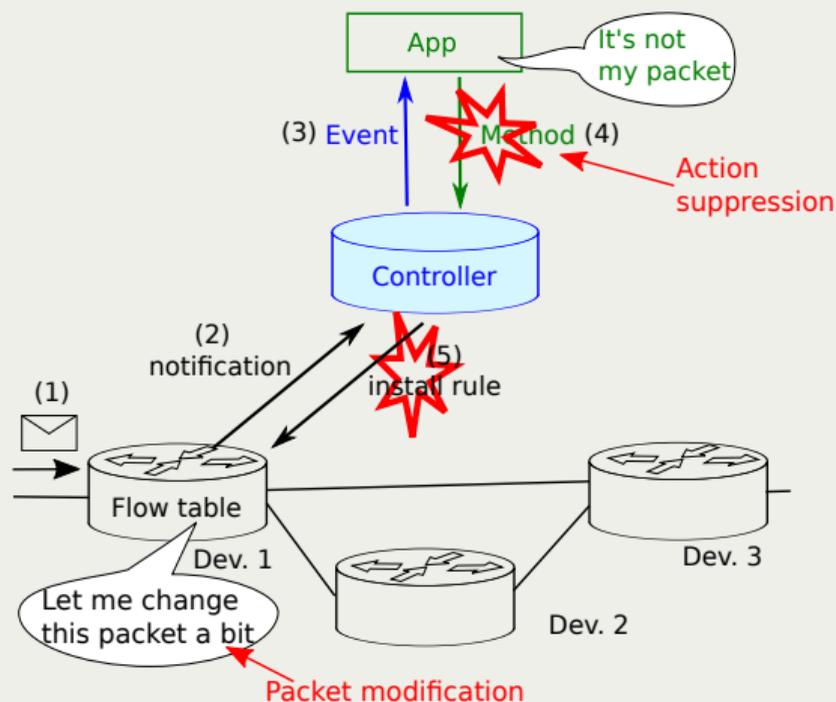


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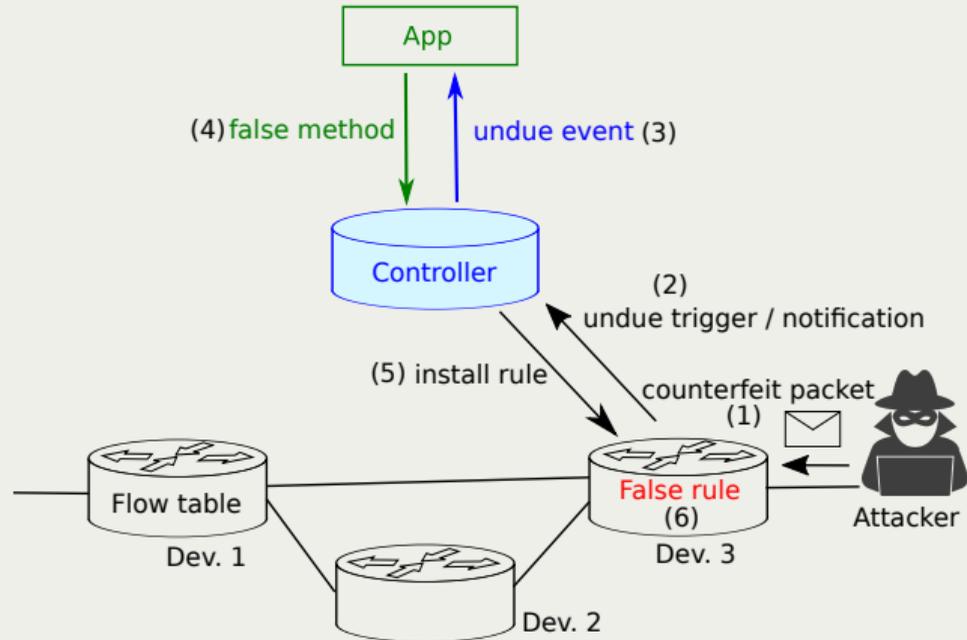


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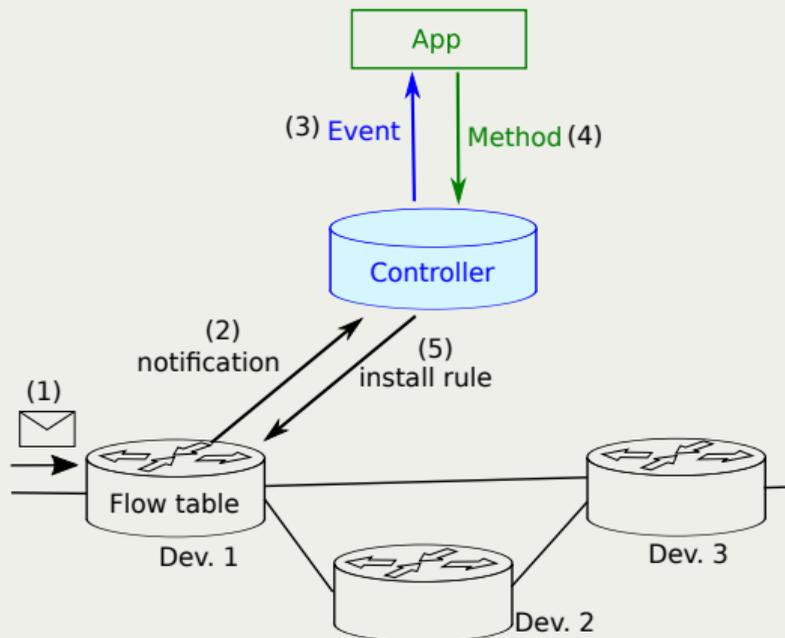




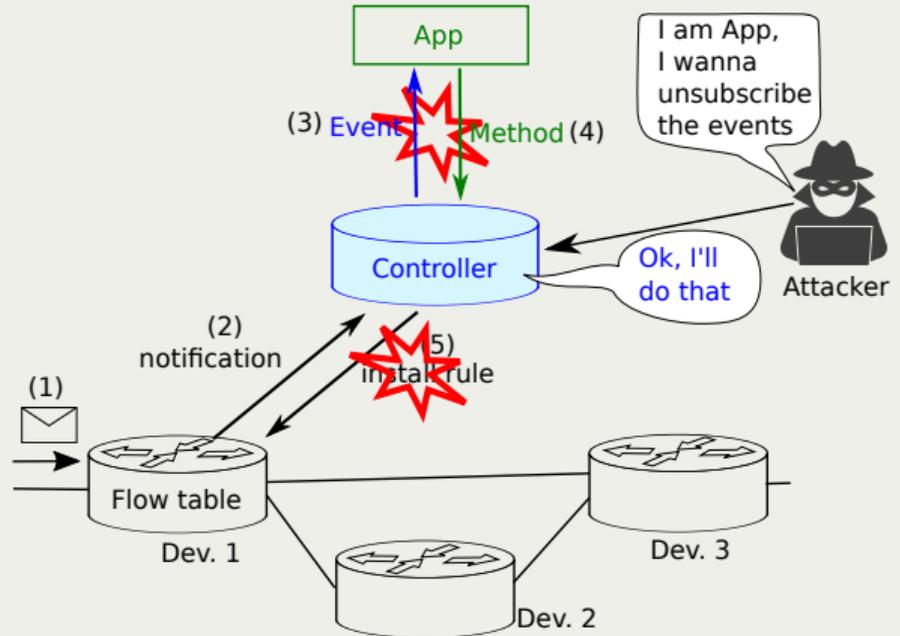
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- existing conflict classes: generalization, redundancy...
- new conflict class: hidden conflict
- hidden conflicts' causes and a speculative method to detect them.