# Network administration is complicated and error-prone.

- Code in many languages runs on diverse hardware.
- Policy enforcement must scale over large networks.
- Tenants have diverse needs and usage patterns.

## Networks lack unified abstractions.

- Target a single type of device or platform.
- Assume a single point of control.
- Disconnect between intended policies and actual implementation mechanisms. For example: "Ensure that all web traffic traverses a firewall" vs. "Match HTTP traffic & forward out switch port 4"

# Merlin: Specify policies in a highlevel language that is compiled to low-level code for network devices.

### Policies may be:

- Partitioned into components for network devices,
- **Distributed** for finer grained enforcement,
- **Safely delegated** to tenants for network federation.

## Examples

### Bandwidth Guarantees

ipSrc = 10.1.1.1 and ipDst = 10.1.1.2 and  $ipProto = 0 \times 06$  and tcpDst = 50060 ) -> .\* at min(100Mb/s)

### **IP Multicast Control**

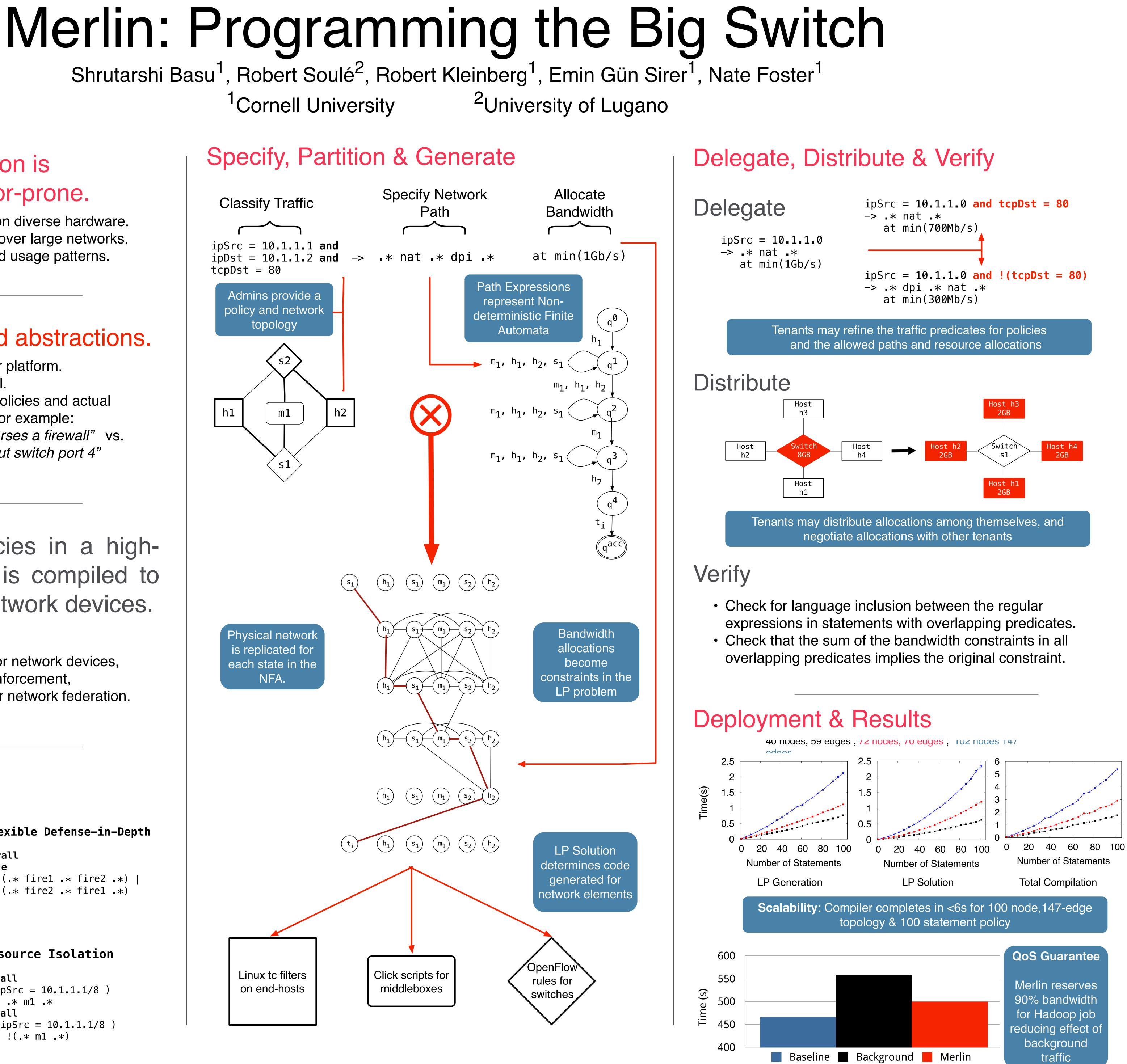
forall ( ipDst = 224.0.0.1 or ipDst = 224.0.0.2 or ipDst = 224.0.0.3) -> compress .\* at max(10Gb/s)

### Flexible Defense-in-Depth

forall true -> (.\* fire1 .\* fire2 .\*) | (**.**\* fire2 **.**\* fire1 **.**\*)

### **Resource Isolation**

```
forall
(ipSrc = 10.1.1.1/8)
-> .* m1 .*
forall
( !ipSrc = 10.1.1.1/8 )
-> !(.* m1 .*)
```



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