### 

#### Golang Automatic Remediation

Daniel Rodriguez & Marek Denis | NIE/NetPE | Dublin



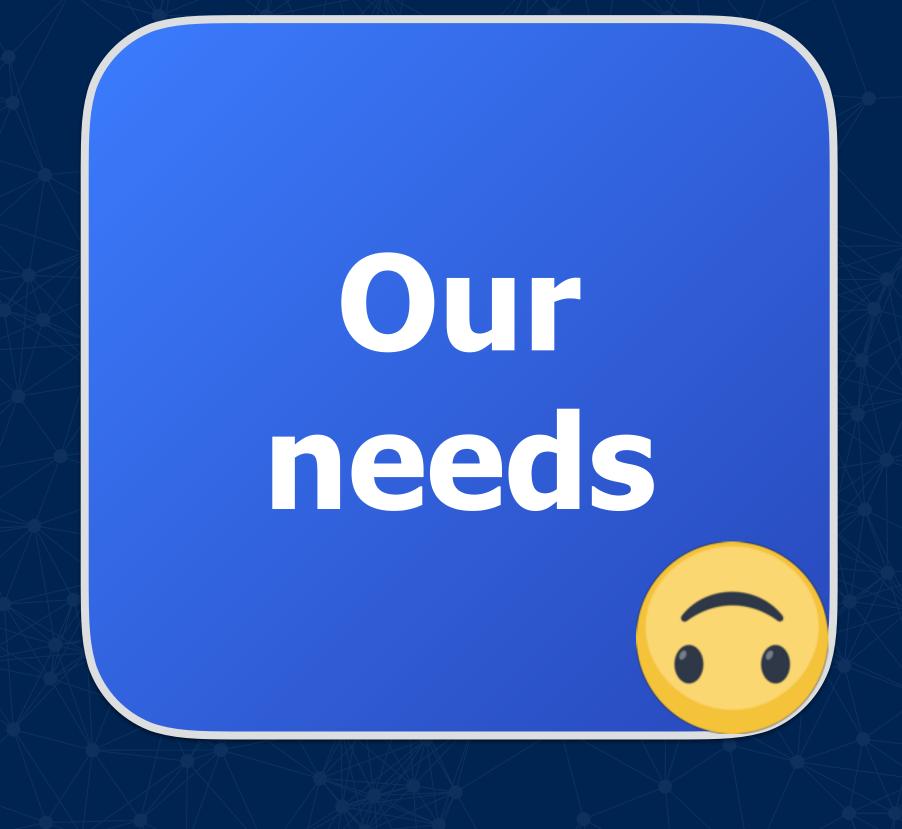


# Execution framework for the Network



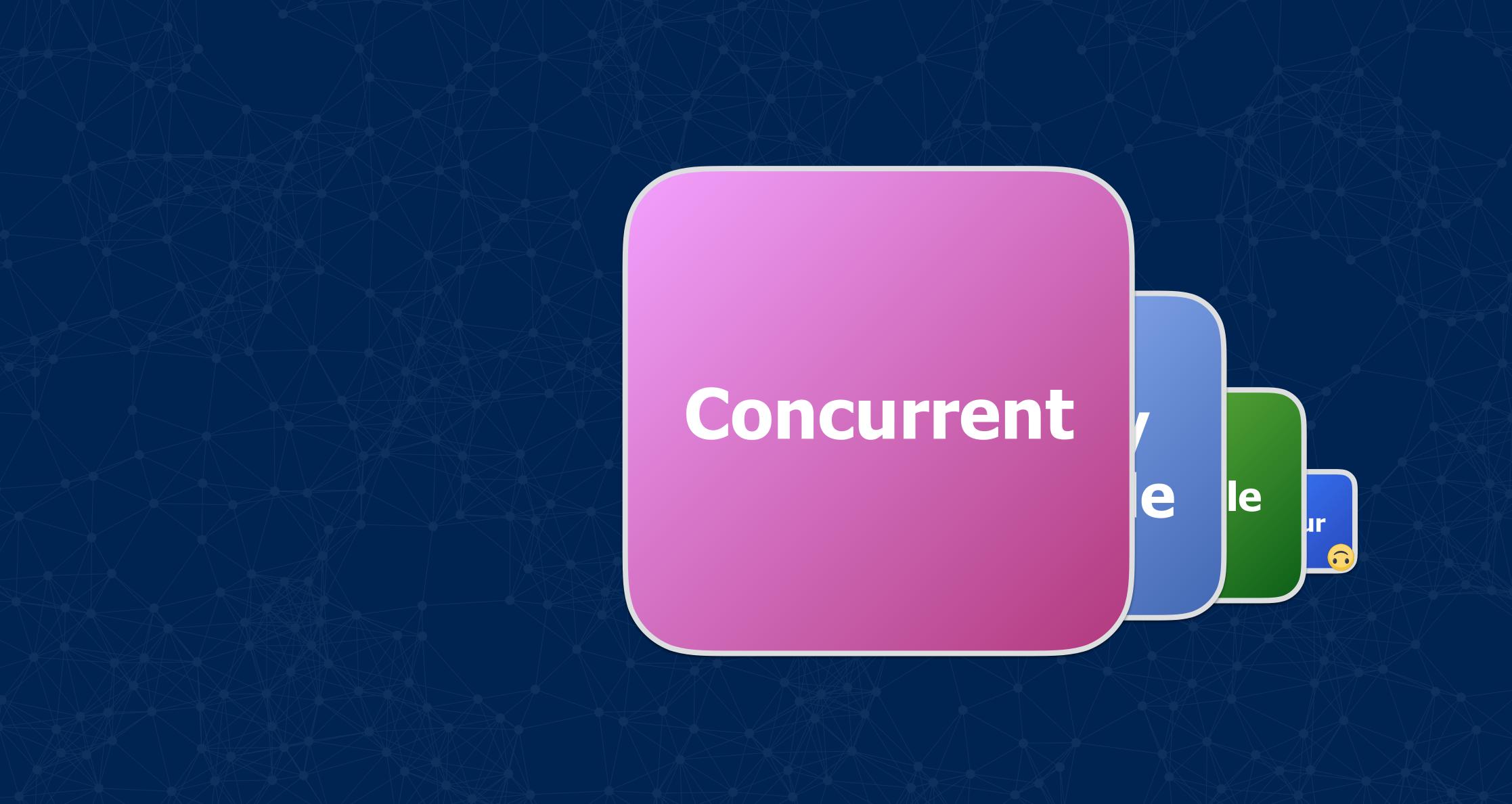


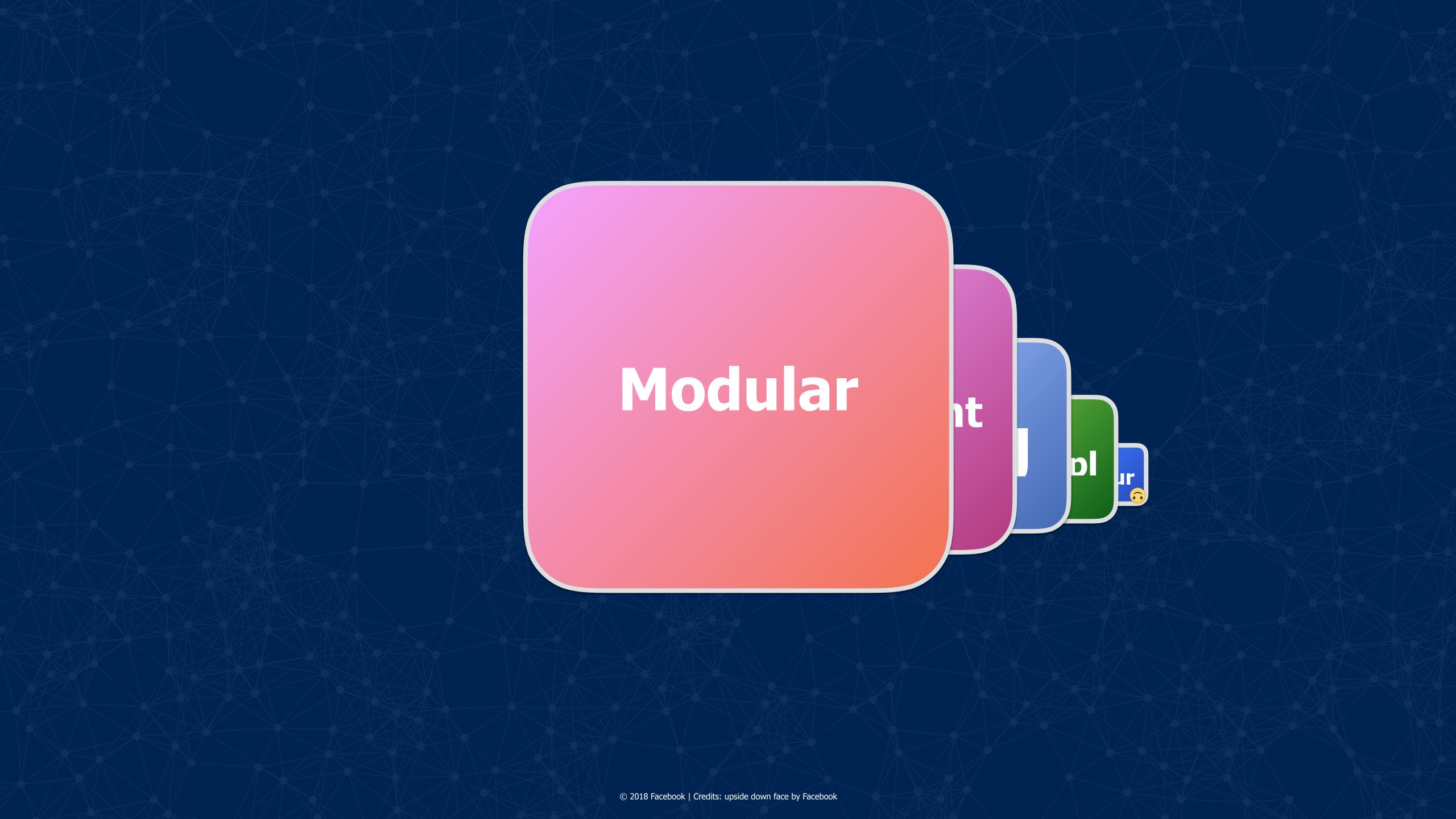




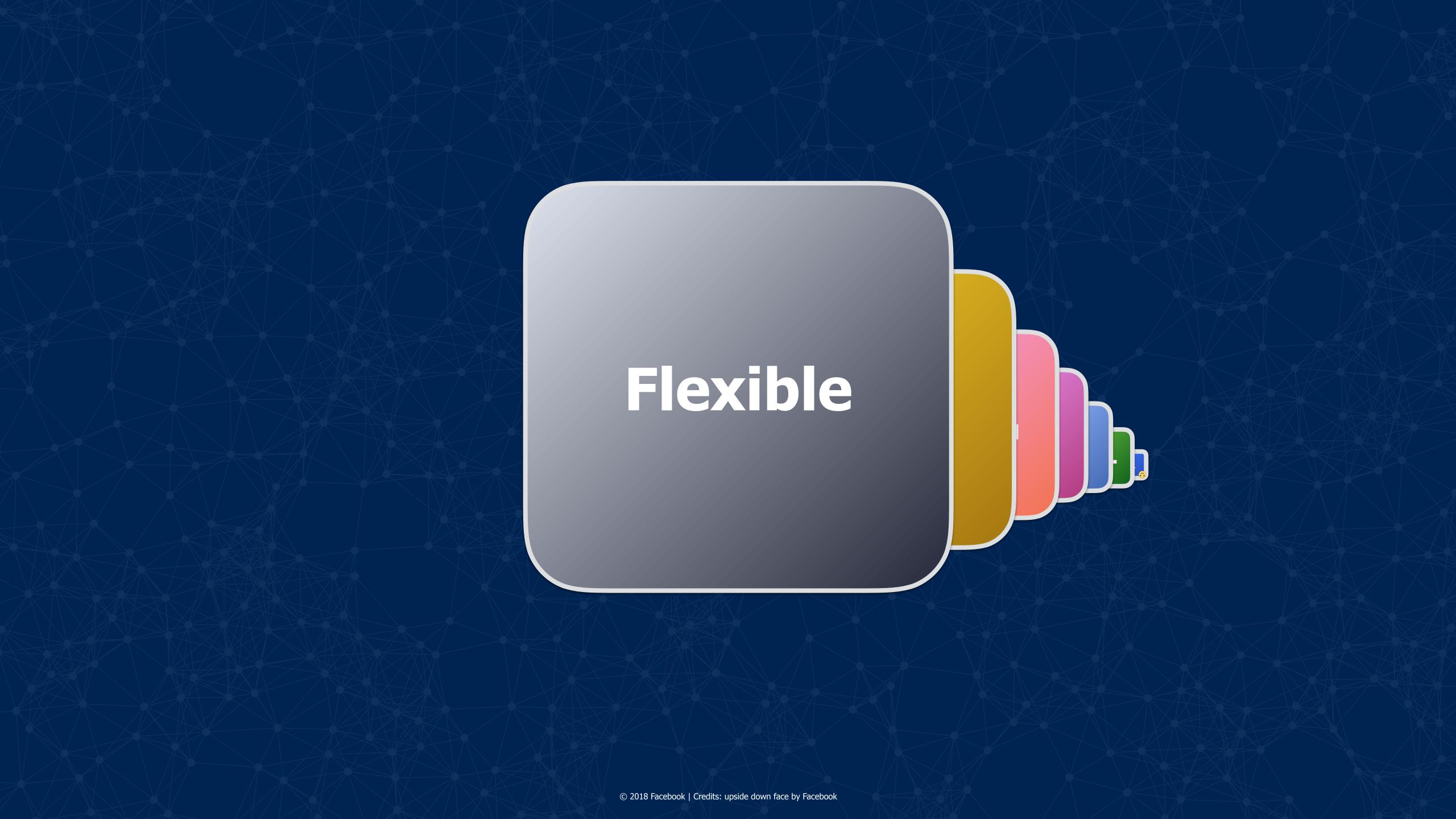
# Simple architecture eds

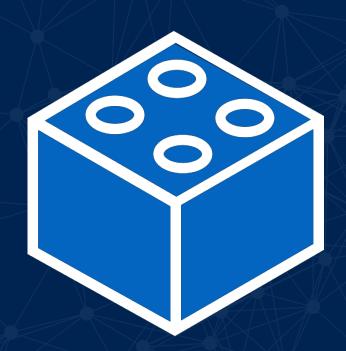






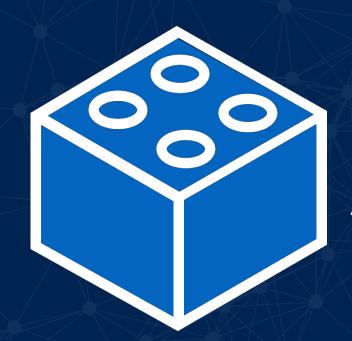






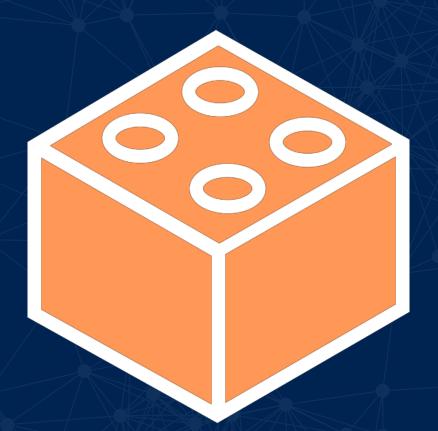
**Syslog processing** 

Act on certain syslog



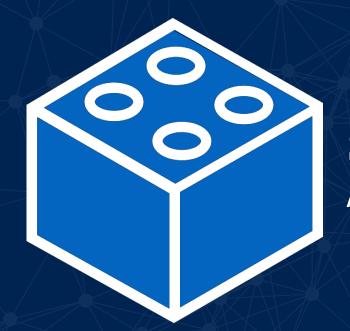
**Syslog processing** 

Act on certain syslog



**SNMP Processing** 

Act on certain SNMP traps



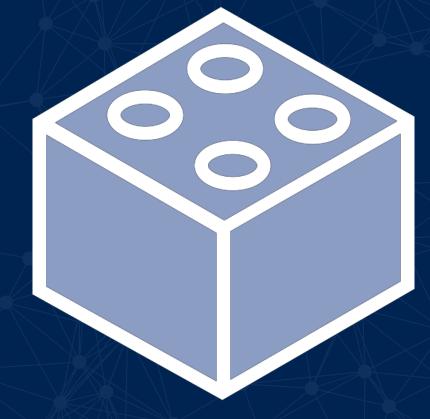
#### **Syslog processing**

Act on certain syslog



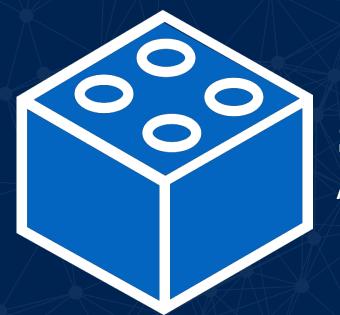
#### **SNMP Processing**

Act on certain SNMP traps



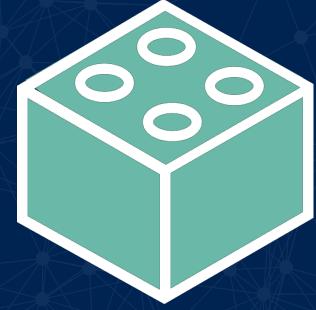
#### **Audits**

Code that evaluate the state of a device



**Syslog processing** 

Act on certain syslog



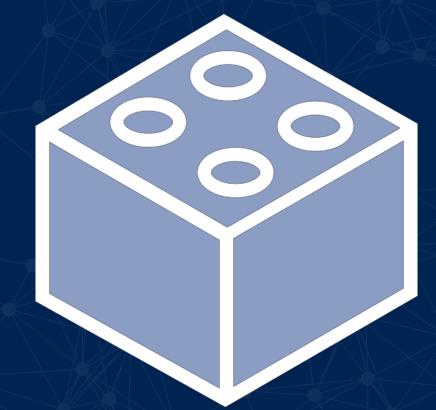
Job/remediation

Simple self-contain jobs, that modify the state of a device



**SNMP Processing** 

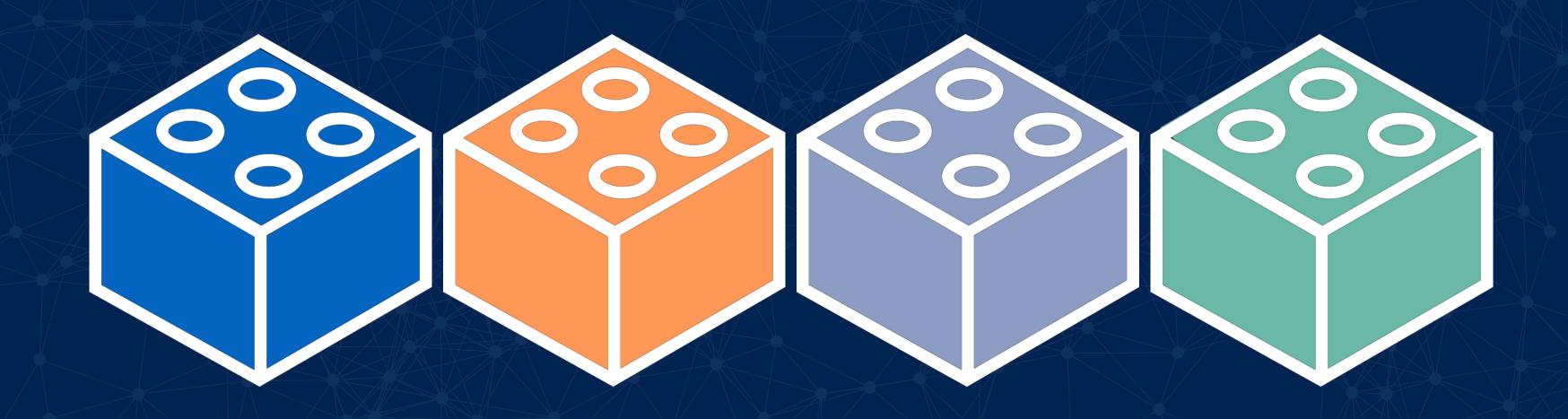
Act on certain SNMP traps



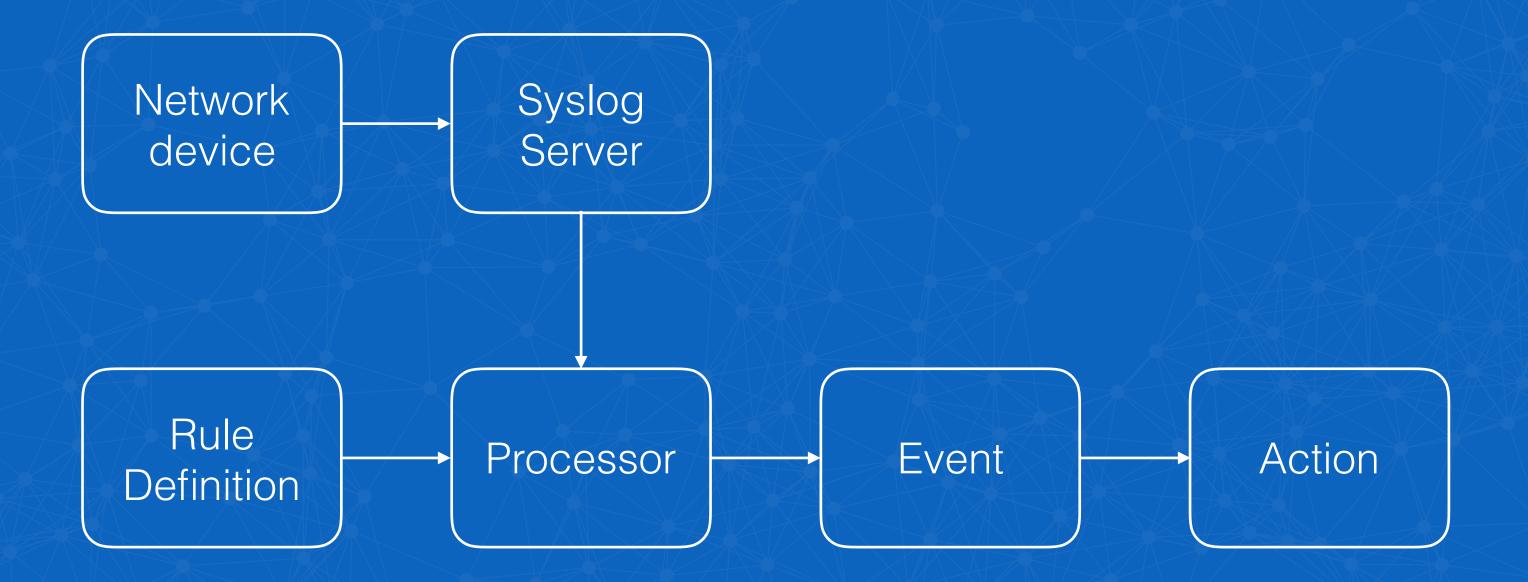
**Audits** 

Code that evaluate the state of a device

#### Use cases



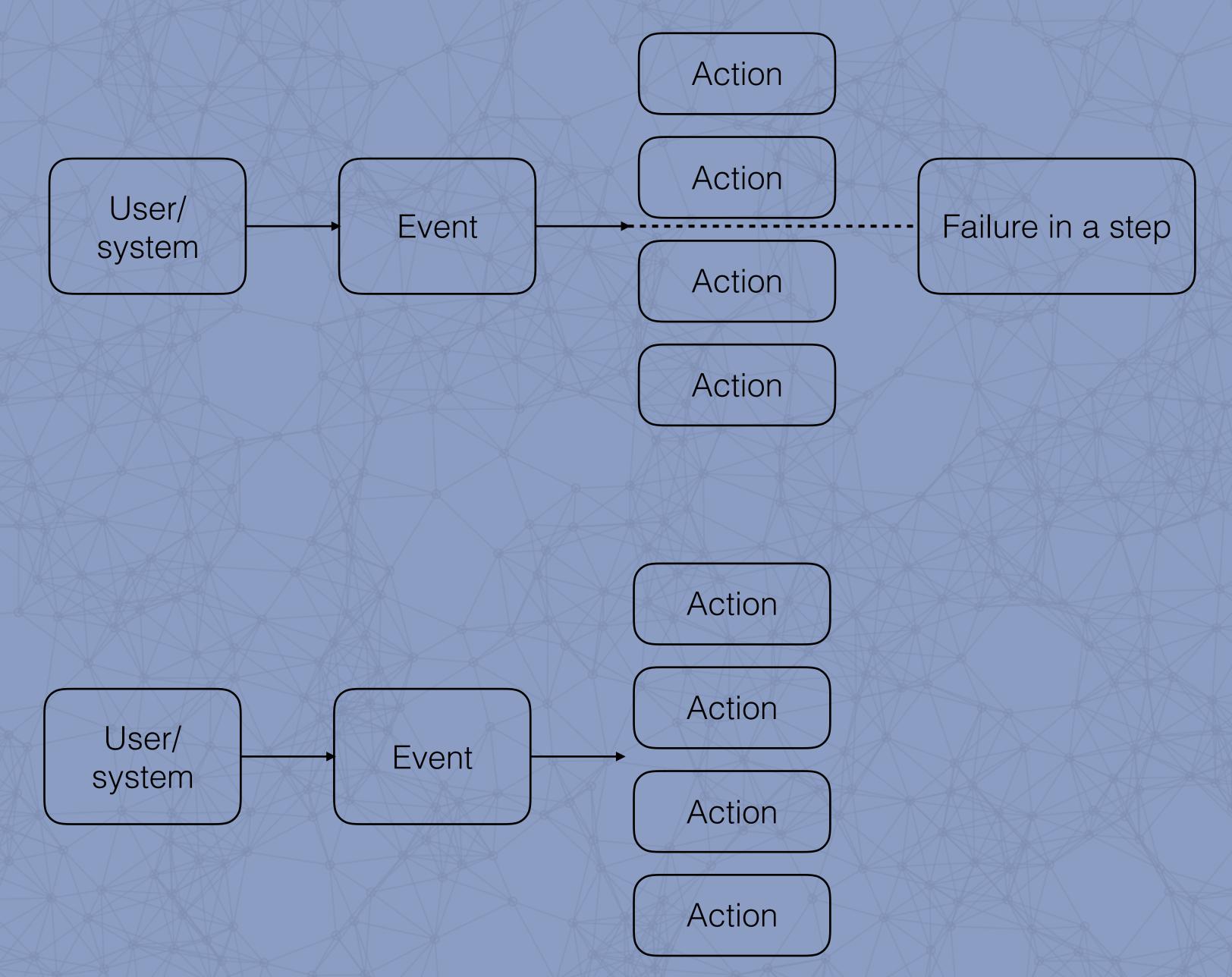
### Simple Syslog Matching



## Checking the state

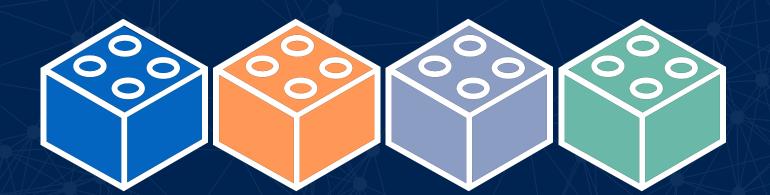


### Execution Workflow



#### GOAR: Go automatic remediation

https://github.com/facebookexperimental/GOAR

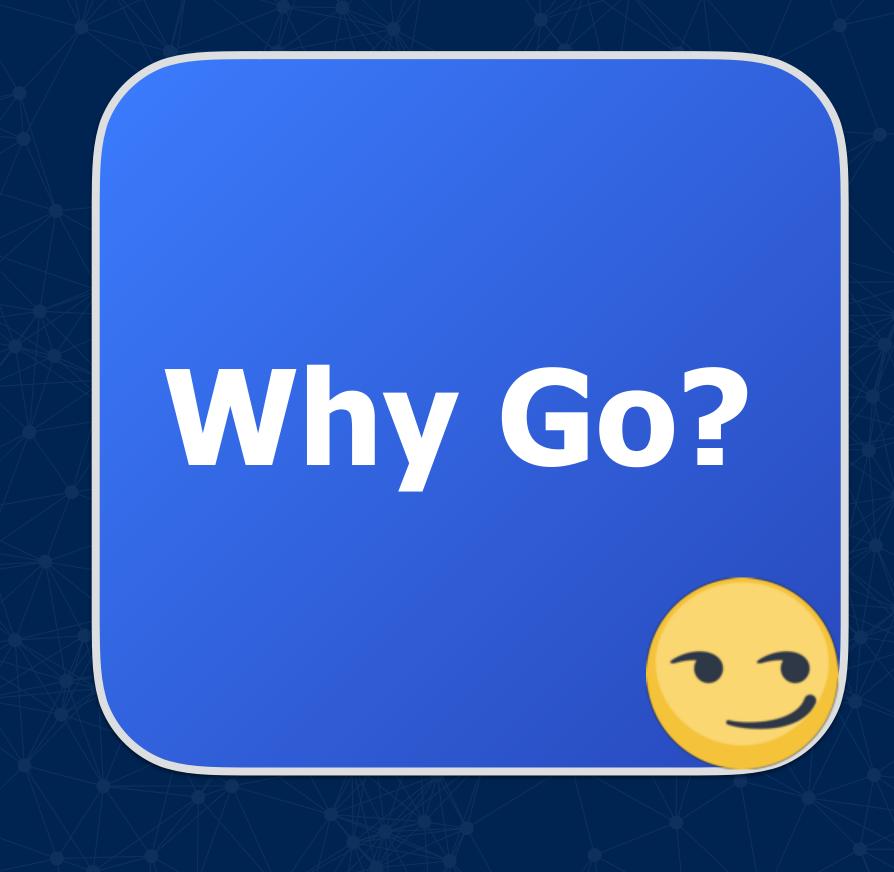








Simple language with basic building blocks



Portability and speed



Easy, simple and efficient concurrency

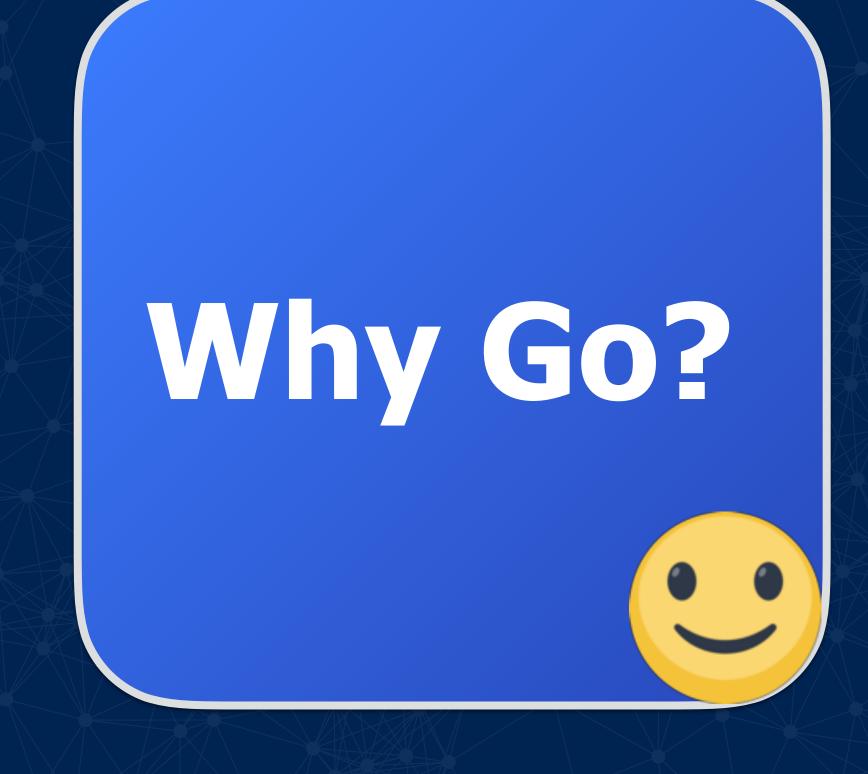




Safe language with "forced" error checking

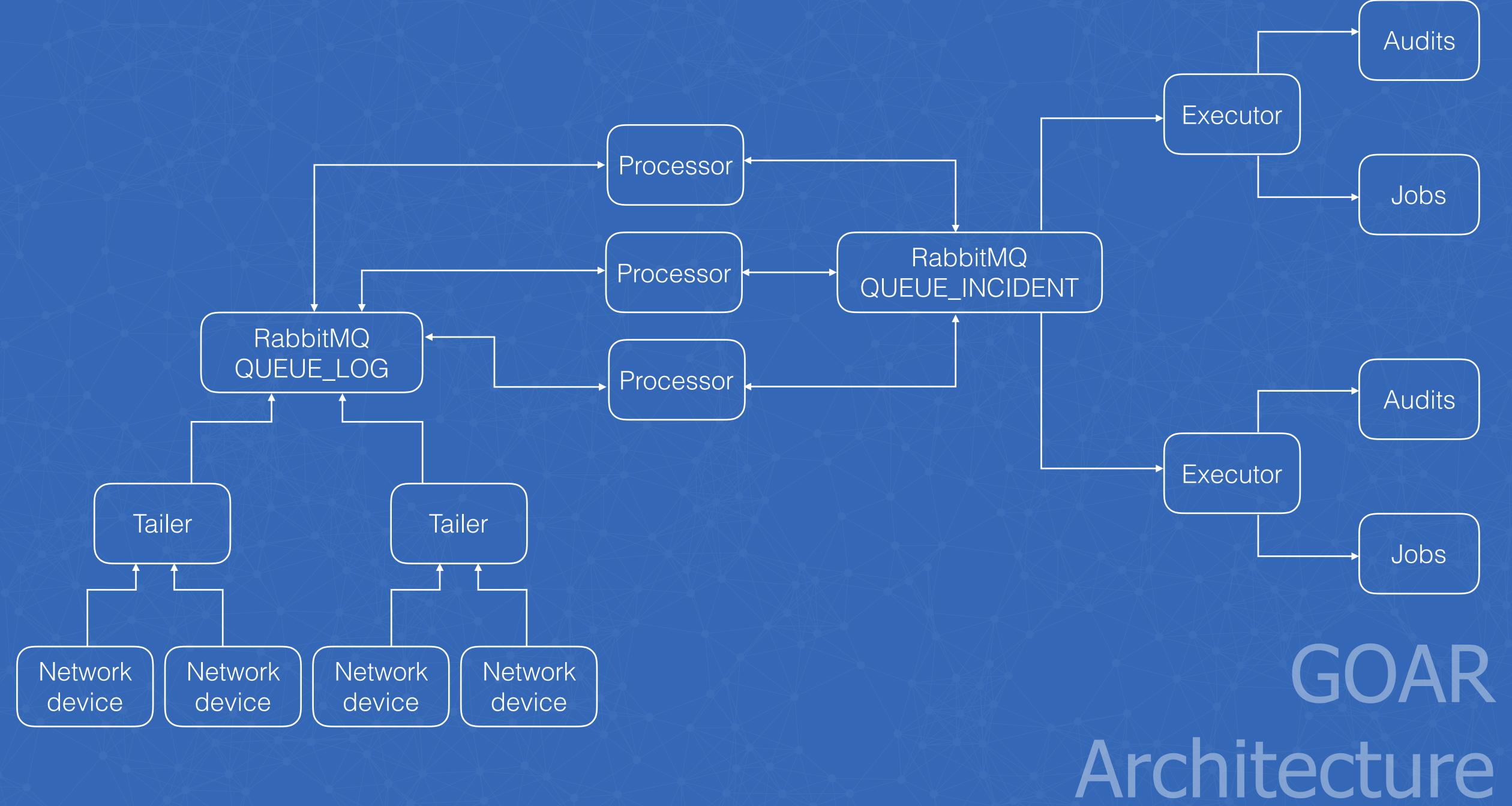


Garbage collection

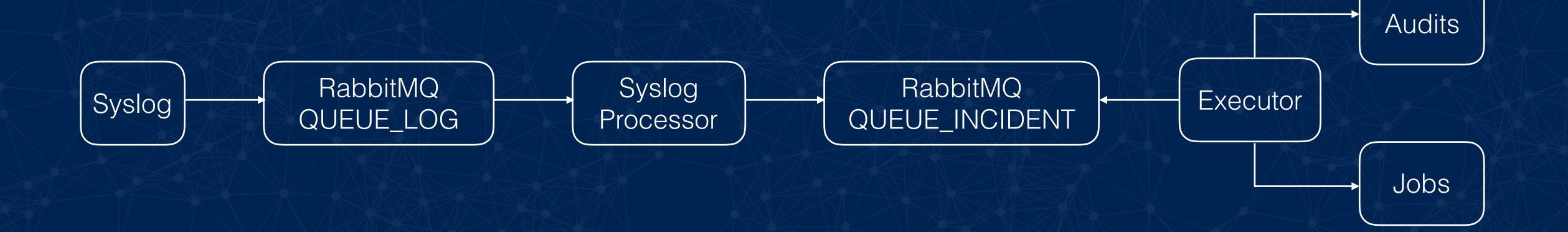


Statically typed

### GOAR Architecture

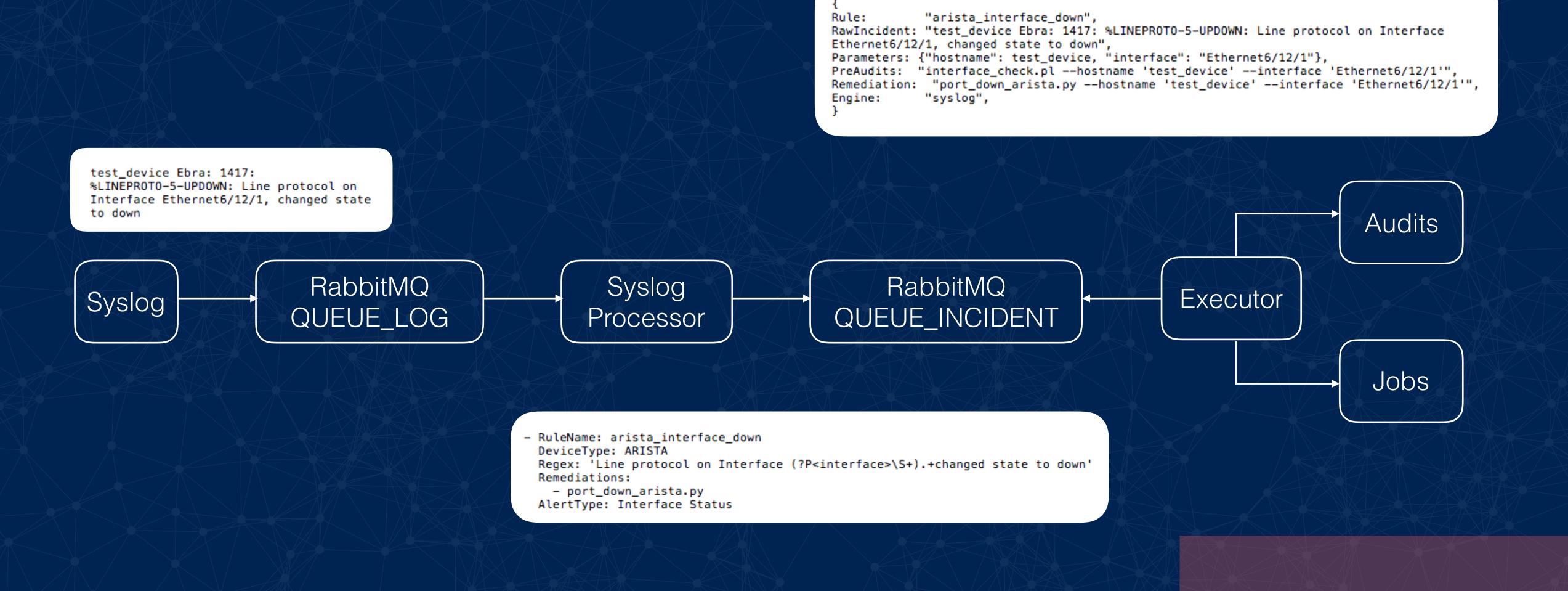


# GOAR Common pipeline



### Common pipeline





DRAFT



### The audit call



### Configuration of device



