

ISAAC SHEFF

BROGRAMMING LANGUAGES

BROGRAMMING LANGUAGES

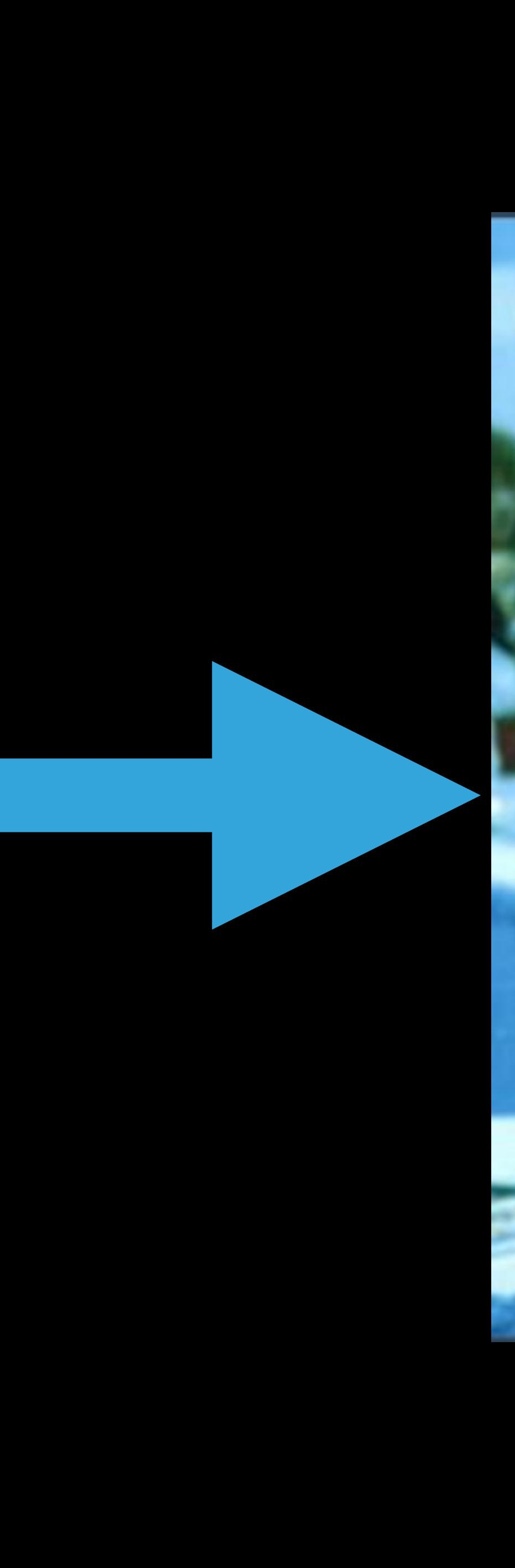
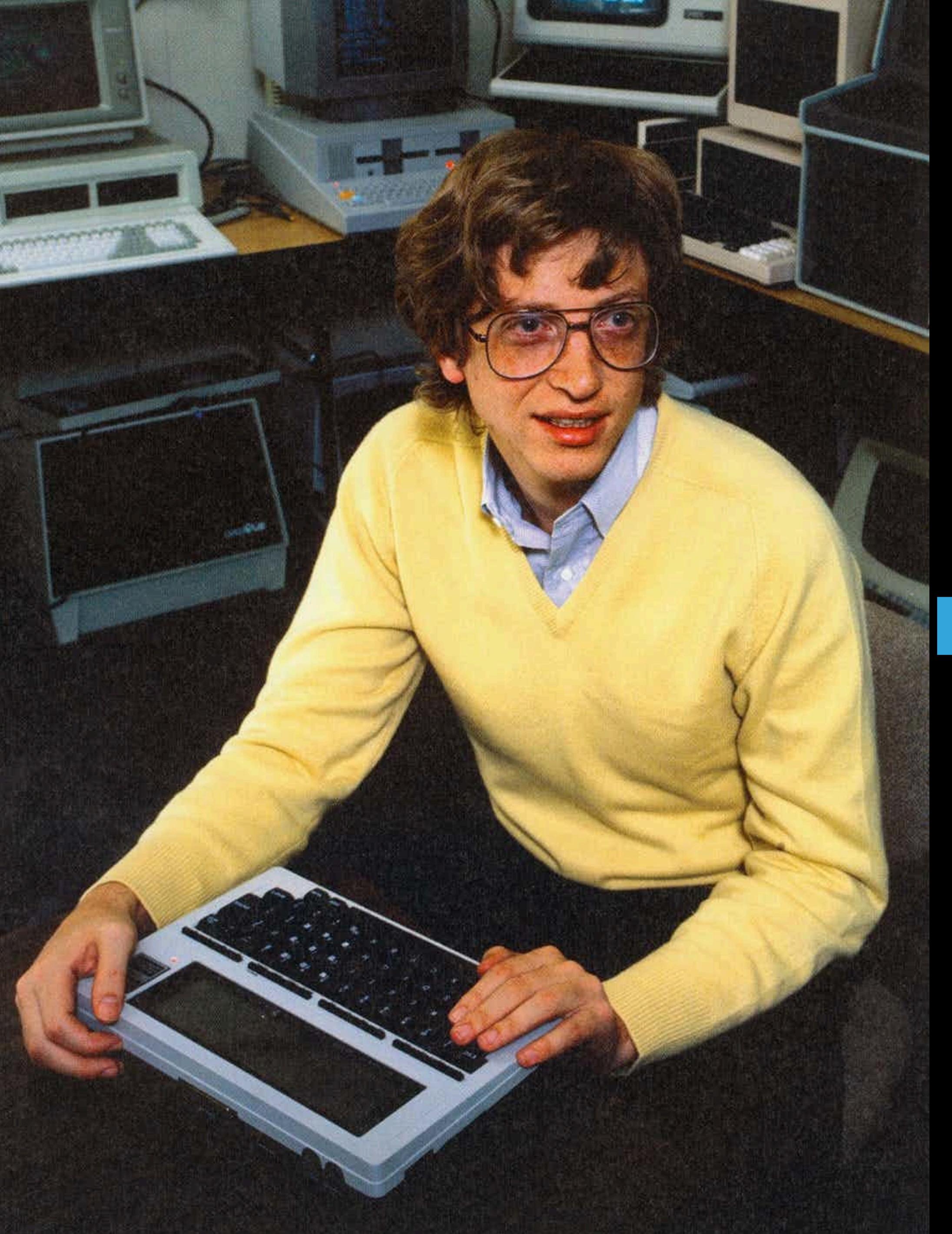
WANT TO BRO DOWN AND CRUSH CODE?





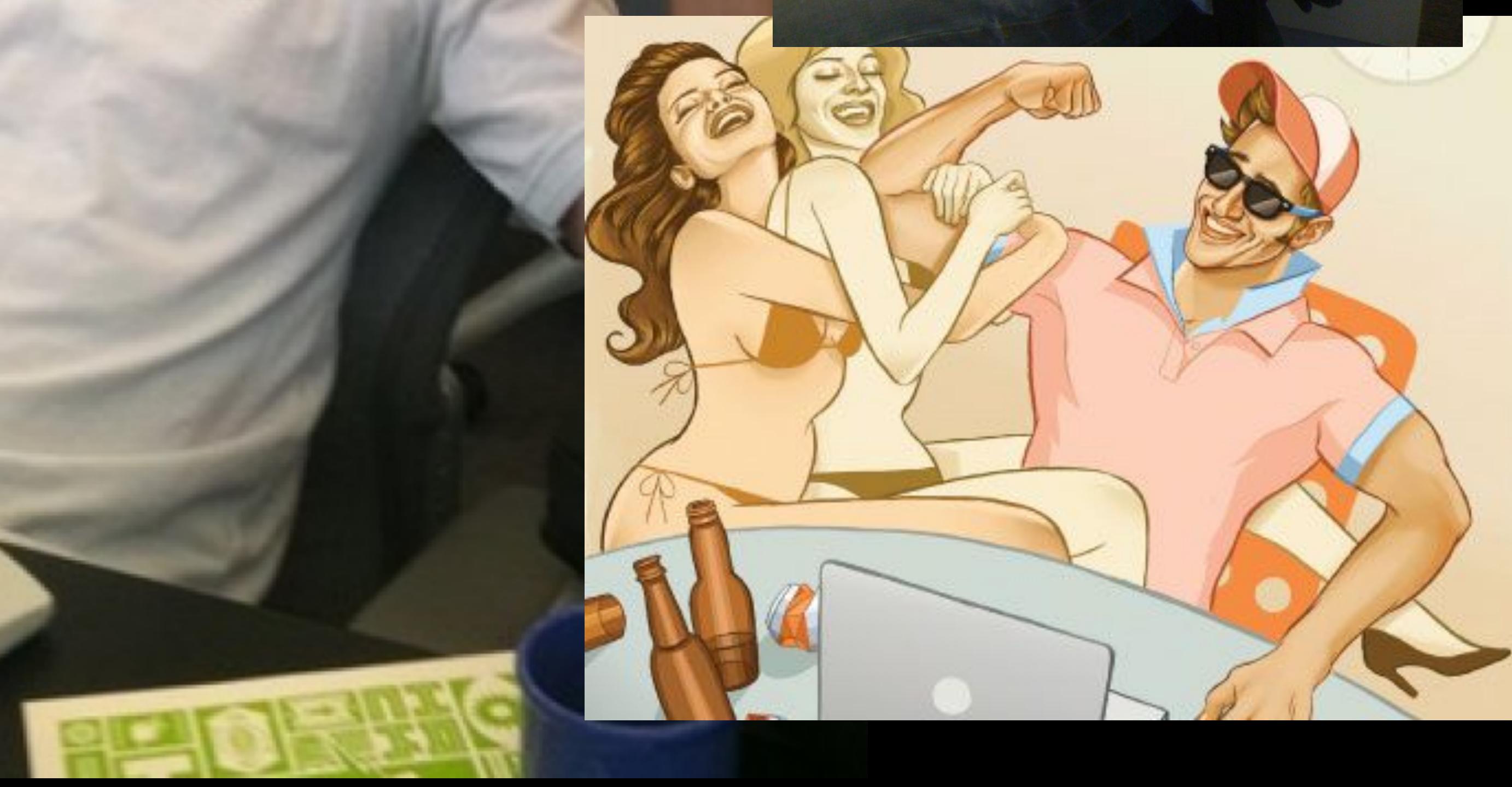
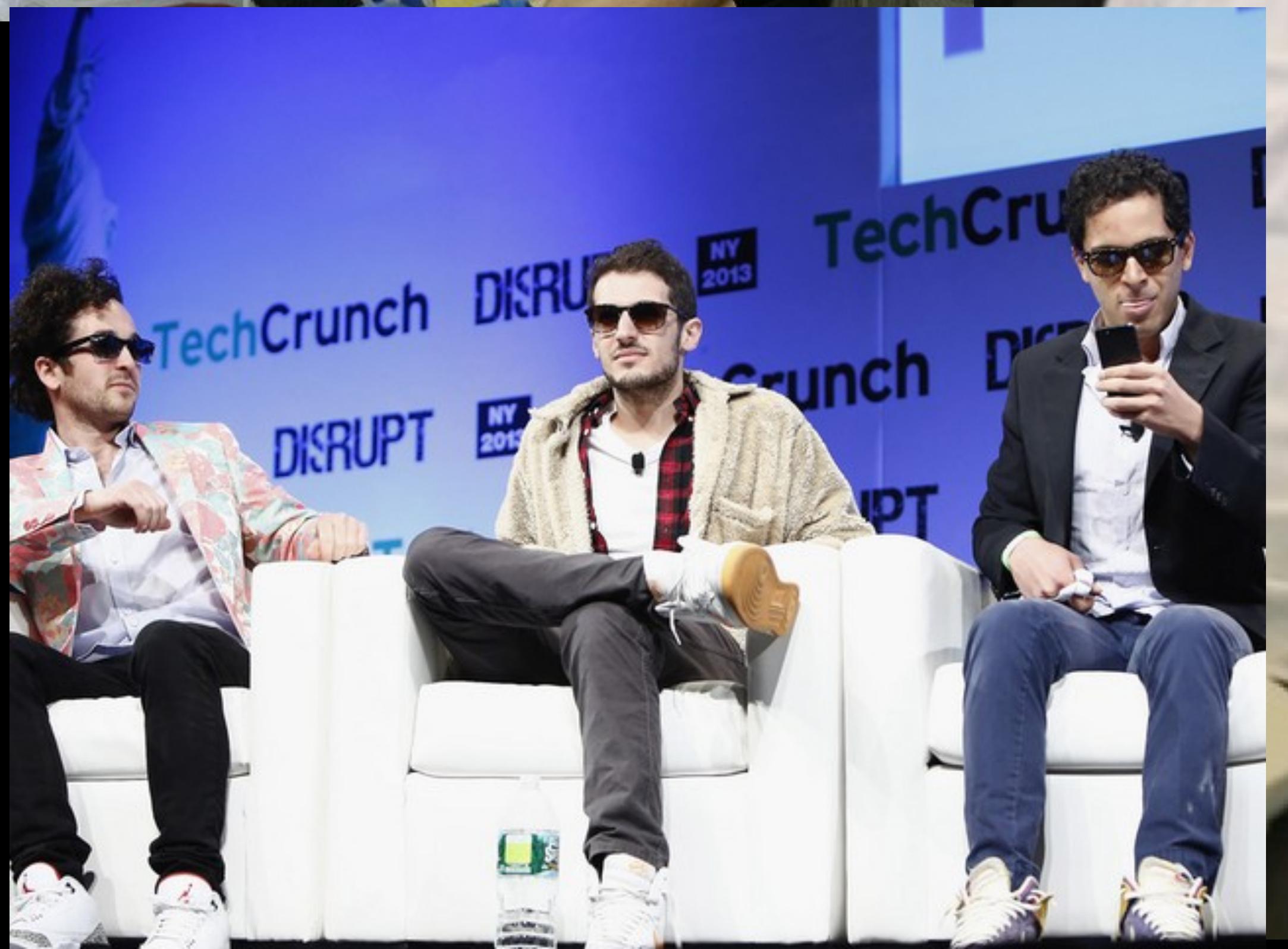


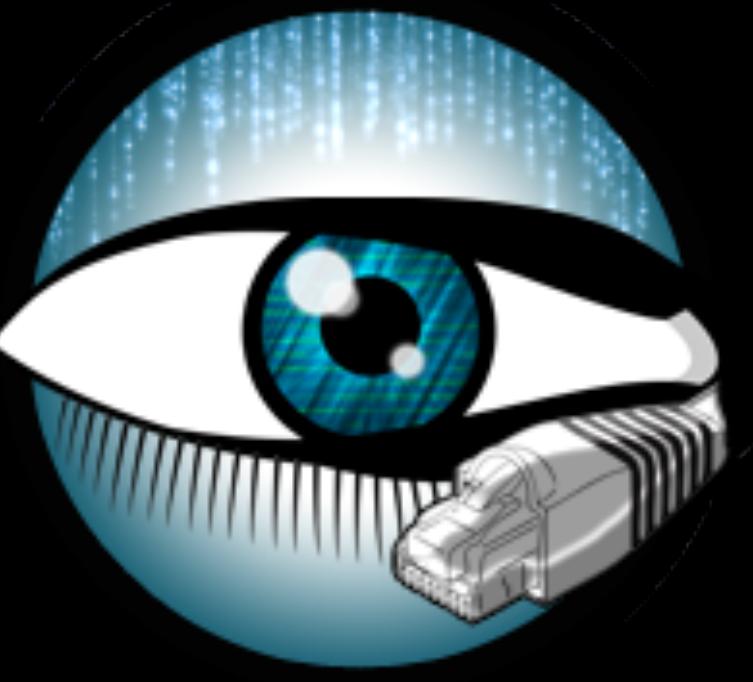




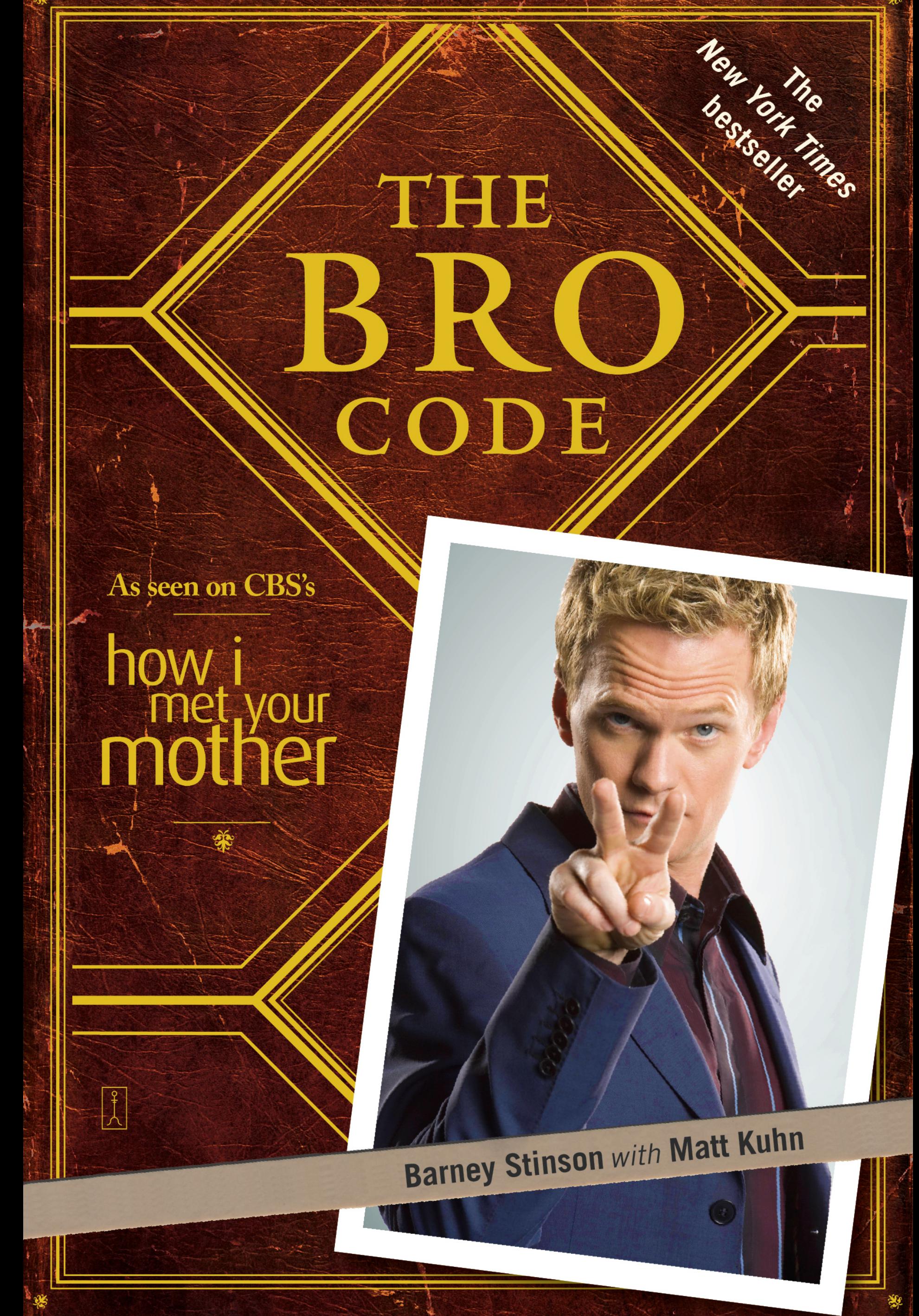








The Bro Network Security Monitor (brolog)



BROGRAMMING LANGUAGES

PLAN



BROGRAMMING LANGUAGES

CRUSH CODE?



BROGRAMMING LANGUAGES

PERFORMANCE



CouchDB

Perform like a pr0n star

Matt Aimonetti

Golden Gate Ruby Conference

BROGRAMMING LANGUAGES

PERFORMANCE



BROGRAMMING LANGUAGES

PARALLELISM



BRO CORE

SHOTS

...

{

...

...

...

...

...

...

...

}



BLOCK RECURSIVE OBJECTS

...

```
bro = BRO {
```

...

...

...

...

...

...

...

```
}
```

...



BRO CORE

WINGMAN

```
...  
bro = BRO {  
    dude = wingman(...)
```

}



BRO CORE

WINGMAN

...

```
bro = BRO {
```

```
    dude = wingman(...)
```

```
    brah = wingman(...)
```

...

...

...

...

...

```
}
```

...



BRO CORE

KOLLECTIVE EXECUTION GROUPS

```
nattielite = KEG { 12 bytes }
```

```
bro = BRO {
```

```
    dude = wingman(...)
```

```
    brah = wingman(...)
```

```
    ...
```

```
    ...
```

```
    ...
```

```
    ...
```

```
    ...
```

```
}
```



BRO CORE

KOLLECTIVE EXECUTION GROUPS

```
nattielite = KEG { 12 bytes }
```

```
bro = BRO {
```

```
    dude = wingman(...)
```

```
    brah = wingman(...)
```

```
    redcup1 <- nattielite(...)
```

```
    redcup2 <- nattielite(...)
```

```
...
```

```
...
```

```
...
```

```
}
```

```
ho = HO { cassandra(...) }
```



BRO CORE

KOLLECTIVE EXECUTION GROUPS

```
nattielite = KEG { 12 bytes }
```

```
bro = BRO {
```

```
    dude = wingman(...)
```

```
    brah = wingman(...)
```

```
    redcup1 <- nattielite(...)
```

```
    redcup2 <- nattielite(...)
```

```
    redcup2++
```

```
    ...
```

```
    ...
```

```
}
```

```
...
```



BRO CORE

KOLLECTIVE EXECUTION GROUPS

```
nattielite = KEG { 12 bytes }
bro = BRO {
    dude = wingman(...)
    brah = wingman(...)
    redcup1 <- nattielite(...)
    redcup2 <- nattielite(...)
    redcup2++
    nattielite.BEERRUN(redcup2)
}
```

...

...



BRO CORE

HUGE OBJECTS

```
nattielite = KEG { 12 bytes }
bro = BRO {
    dude = wingman(...)
    brah = wingman(...)
    redcup1 <- nattielite(...)
    redcup2 <- nattielite(...)
    redcup2++
    nattielite.BEERRUN(redcup2)
}
```

...

...



BRO CORE

HUGE OBJECTS

```
nattielite = KEG { 12 bytes }
bro = BRO {
    dude = wingman(...)
    brah = wingman(...)
    redcup1 <- nattielite(...)
    redcup2 <- nattielite(...)
    redcup2++
    nattielite.BEERRUN(redcup2)
    ho.interact(...)
}
```

```
ho = HO { cassandra(...) }
```



BRO CORE

CRUSH CODE

```
nattielite = KEG { 12 bytes }
bro = BRO {
    dude = wingman(...)
    brah = wingman(...)
    redcup1 <- nattielite(...)
    redcup2 <- nattielite(...)
    redcup2++
    nattielite.BEERRUN(redcup2)
    ho.interact(...)
}
```

```
ho = HO { cassandra(...) }
```

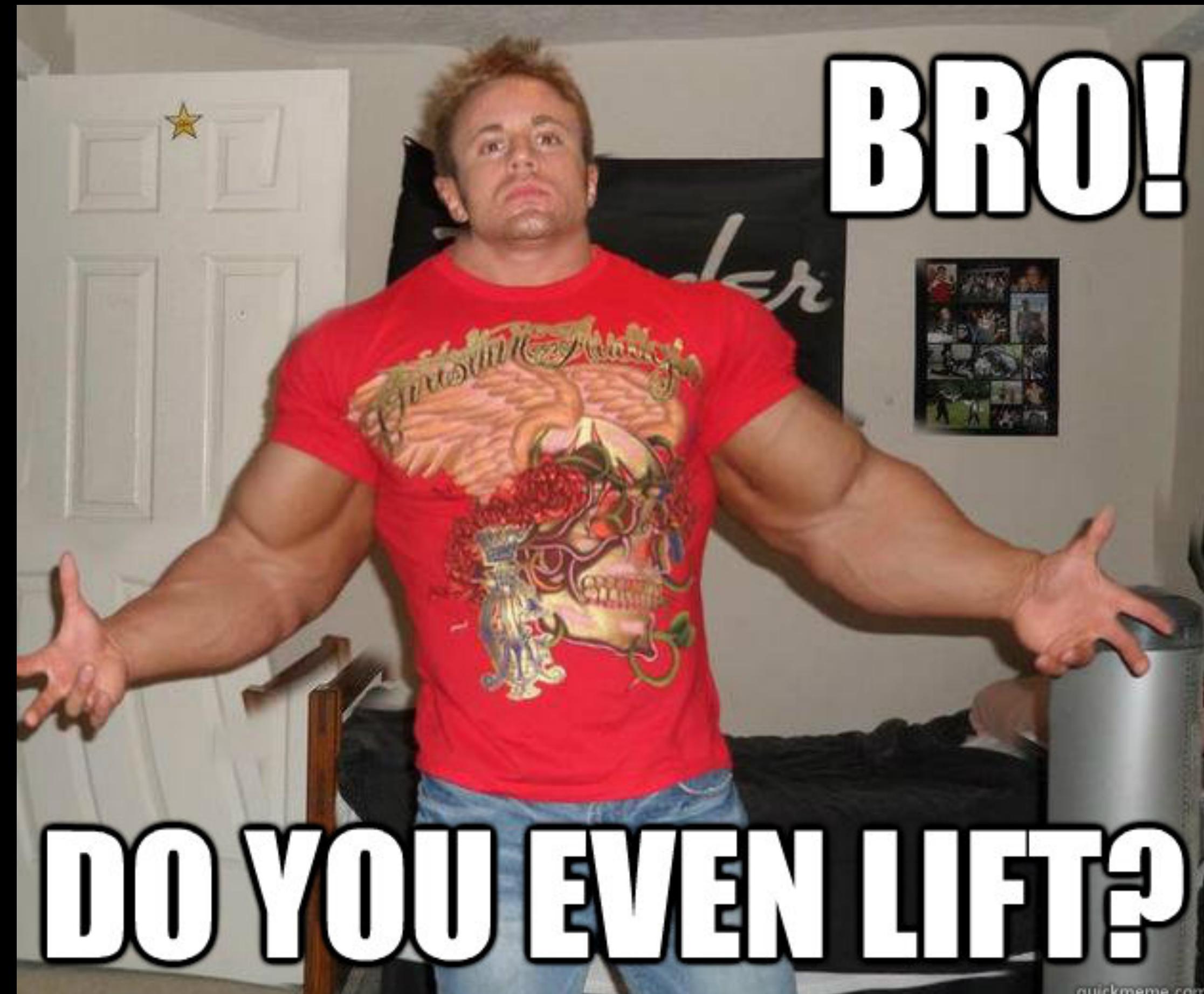


BRO CORE

CRUSH CODE

```
nattielite = KEG { 12 bytes }
bro = BRO {
    dude = wingman(...)
    brah = wingman(...)
    redcup1 <- nattielite(...)
    redcup2 <- nattielite(...)
    redcup2++
    nattielite.BEERRUN(redcup2)
    ho.interact(...)
}
```

```
ho = HO { cassandra(...) }
```



CRUSH CODE

```
nattielite = KEG { 12 bytes }
bro = BRO {
    dude = wingman(...)
    brah = wingman(...)
    redcup1 <- nattielite(...)
    redcup2 <- nattielite(...)
    redcup2++
    nattielite.BEERRUN(redcup2)
    ho.interact(...)
}
```



```
ho = HO { cassandra(...) }
```

CRUSH CODE

```
nattielite = KEG { 12 bytes }
```

```
bro = BRO { 0xB16B00B5 }
```

```
ho = HO { cassandra(...) }
```



BROGRAMMING LANGUAGES

Code you can crush.