



How Fast Can We Patch

<https://people.freebsd.org/~dch/talks/eurobsdcon2026/>
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Gotta Go Fast



- Changing Landscape
- The Patch -> Patched Pipeline
 - What takes time?
 - Where can we go faster?
- FreeBSD Security/RelEng team process
- Evolving Posture on a Commercial FreeBSD project
- Discussion



The AI Apocalypse



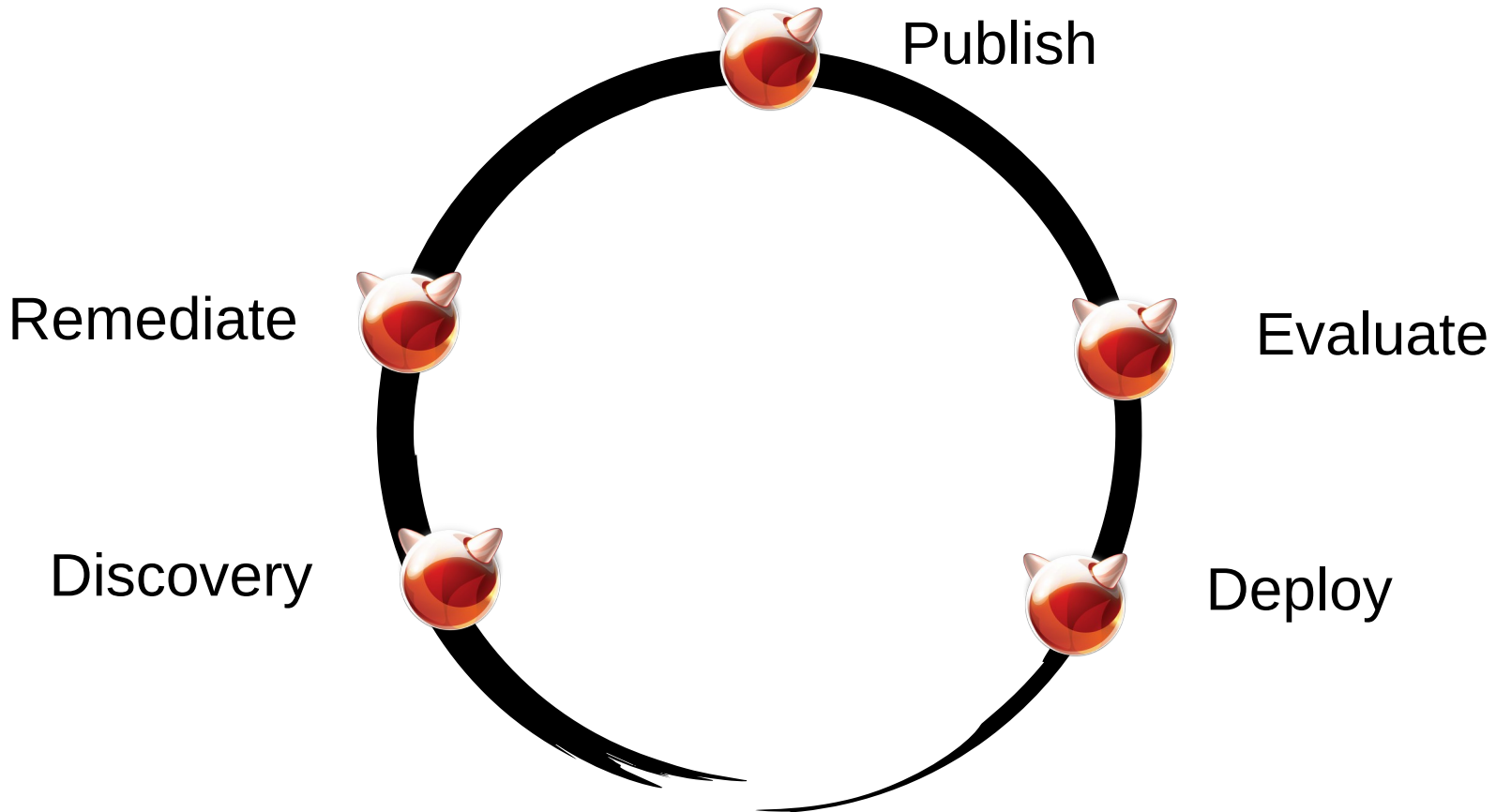
A Call To Action



- BSDCan 2026: LLMs are eating our security lunch
- Responsible Disclosure is Dead
- TTD (Time to Discovery)
- TTRE (Time to Reverse Engineer)
- TTDW (Time to Discovery in the Wild)



Patch Faster Everywhere All The Things



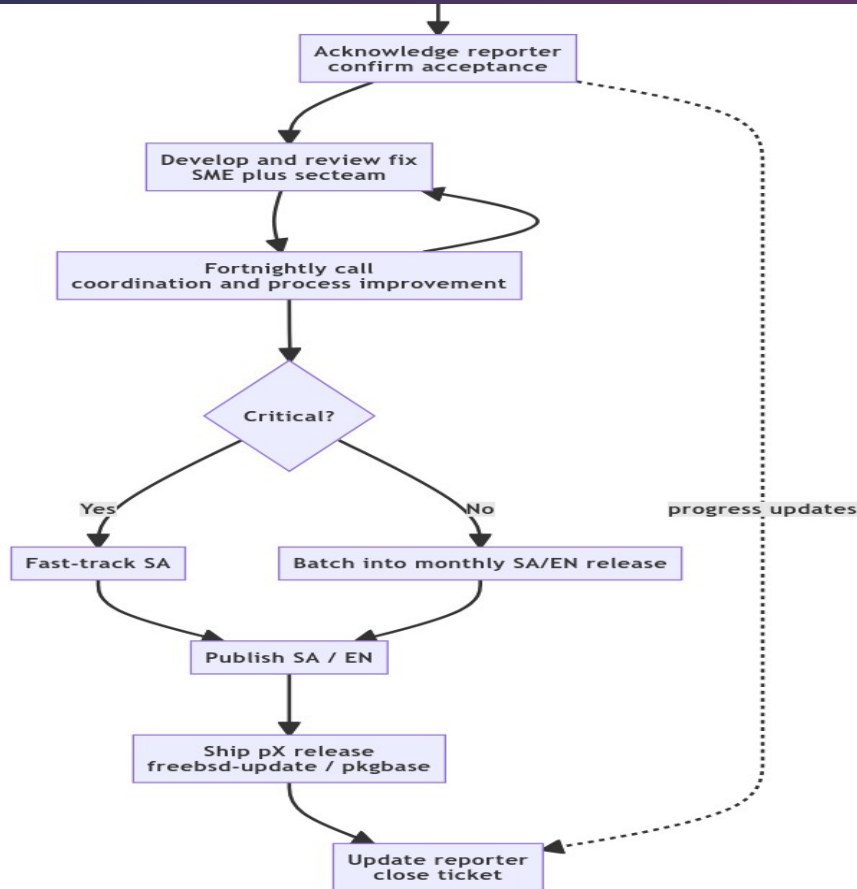
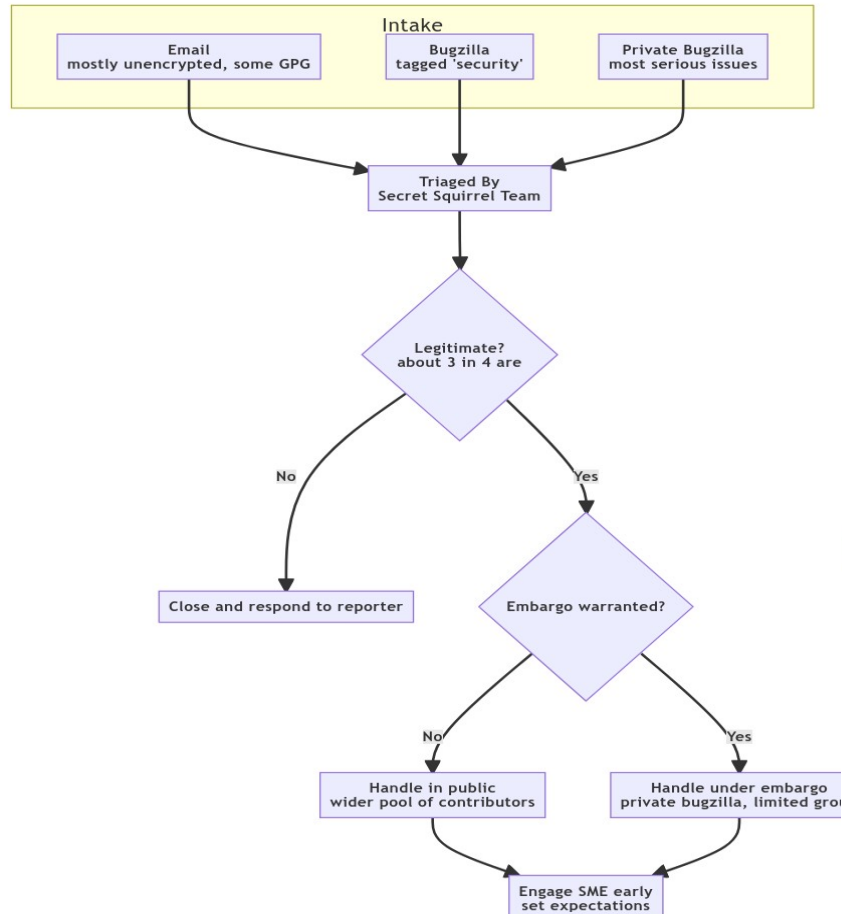
SecTeam@ Steps



Stage	What happens	Who
Intake	Reports arrive via email (mostly unencrypted, some GPG) and Bugzilla tickets tagged <code>security</code>	secteam mailbox rota
Triage	Validate the report, assess severity, decide embargo vs. public	secteam core
Engage	Pull in the subject-matter expert (SME) as early as possible; acknowledge the reporter	secteam + SME
Coordinate	Fortnightly call for status, decisions, and process improvement	secteam
Fix	Develop and review patch, with SME	SME + secteam
Publish	Batch Security Advisories (SA) / Errata Notices (EN), roughly monthly	secteam
Ship	Cut <code>-pX</code> releases via <code>freebsd-update</code> / <code>pkgbase</code>	secteam + releng



SecTeam@ Has Us Covered



Dedicated Security Staffing



- FreeBSD Foundation provides ongoing Engineering Support
- Alpha-Omega Project contributed 6+ months of funding
- Linkage with Anthropic for “secret bugs”



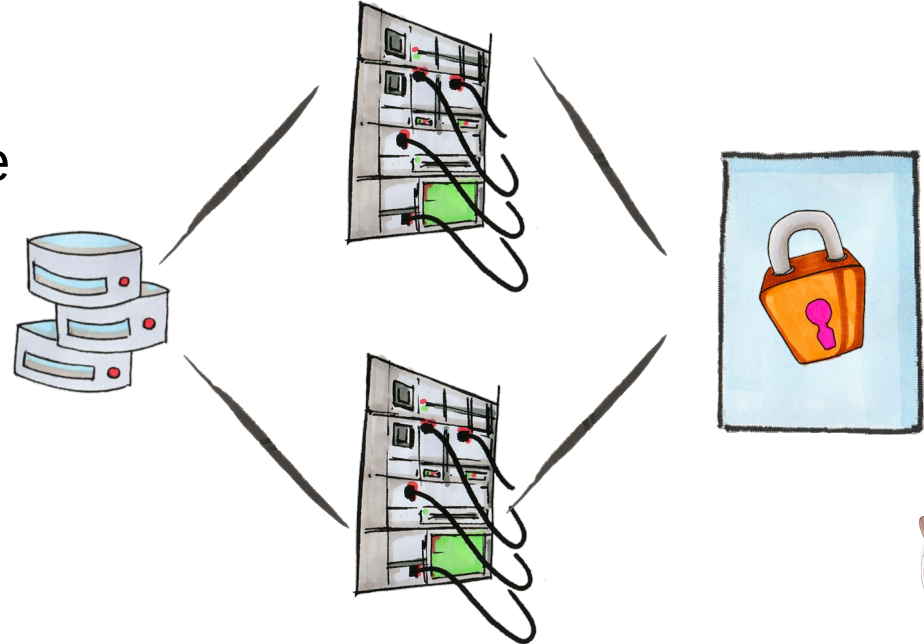
Patching The Enterprise



Refactor the Chaos



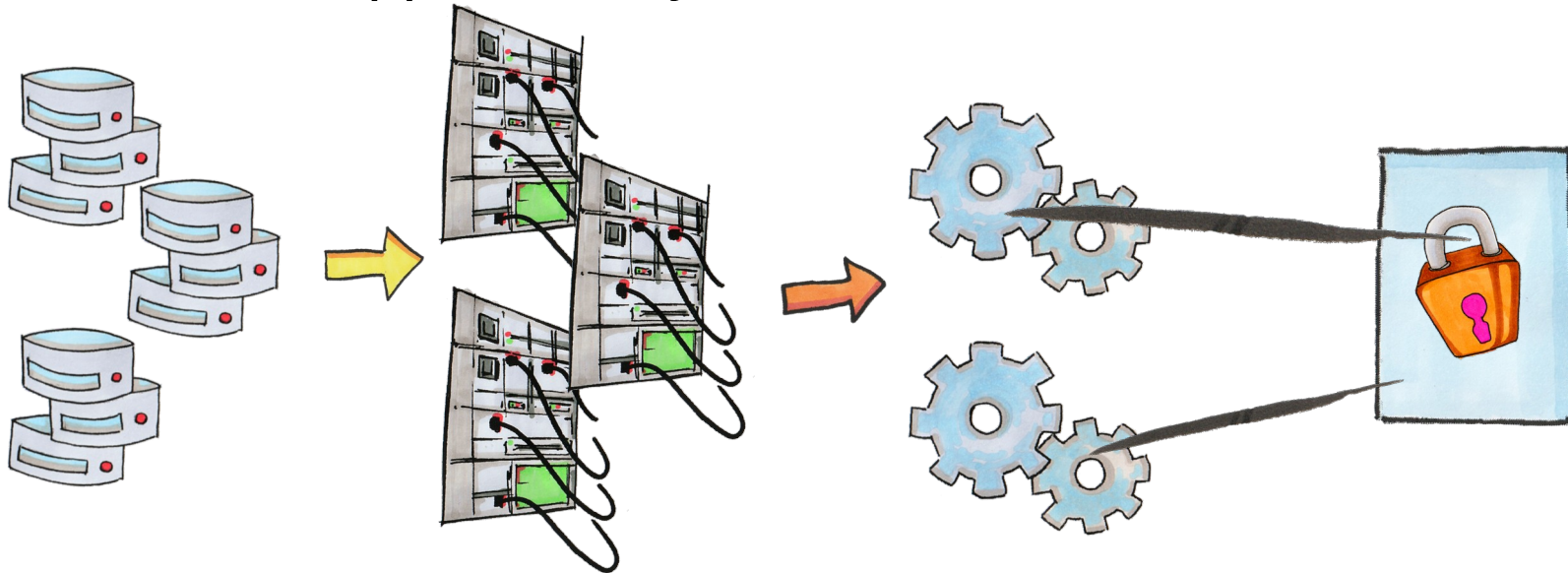
- Chaos
 - Unpatched EOL 14.0
 - Partially resilient infrastructure



Stage 1



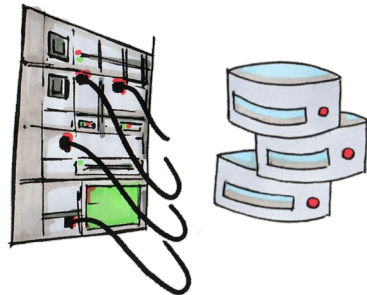
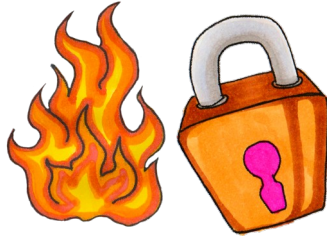
- Containerise the applications for independent updates
- Automate per-server patch process
- Restructure app & DB layers into failover or LB cluster



Stage 2



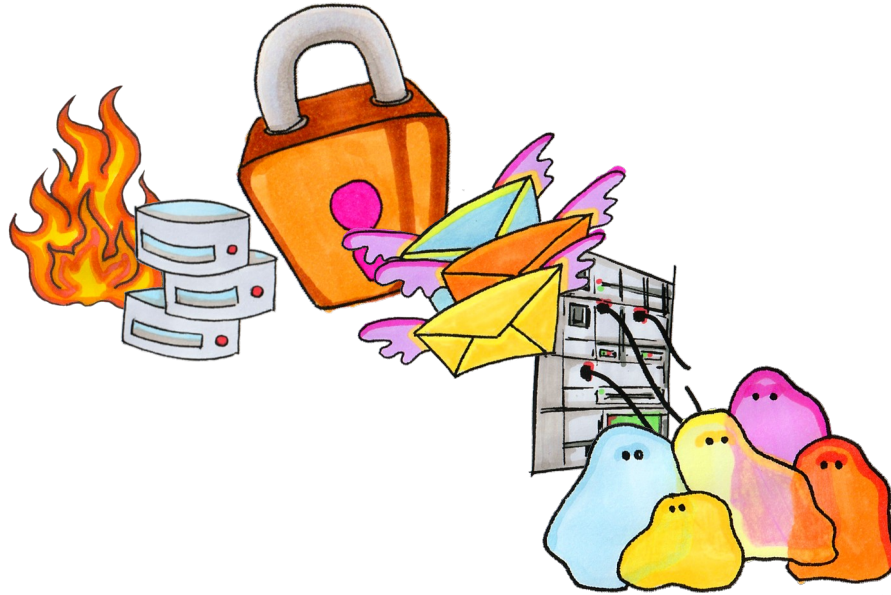
- Classify all Servers
- Patch By Class
 - Internet facing
 - Adjunct services
 - Backend services
 - Application services



Stage 3



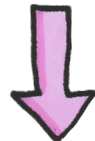
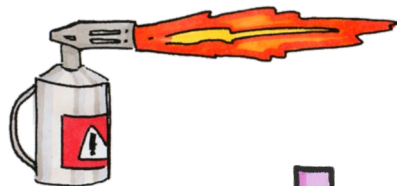
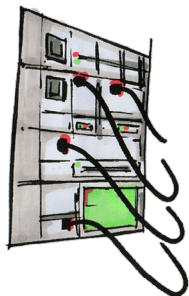
- Demo
- Future
- Go Faster
- Dangerous Mode



Discussion







WRITES

LEADER

FOLLOWER

READS

