Path Aware Networking: A Bestiary of Roads Not Taken
(draft-dawkins-panrg-what-not-to-do-00)

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From PANRG first meeting at IETF 99

● Oliver Bonaventure lead-off presentation
  ○ We have a lot of experience with path awareness over the last decade
  ○ We have very little experience with getting path awareness deployed

● What we decided in the room
  ○ This stuff is mostly research, so propose a research group (done)
  ○ We need to write down what we've learned (and Spencer finally started)
draft-dawkins-panrg-what-not-to-do-00 is only a start

- 00 draft submitted
- Includes rules of engagement
  - We don't need to describe every idea, but we need to learn every lesson
  - Please contribute subsections from your own experience
  - Please send github pull requests to do that
  - Requested format for contributions is in Section 3 of the draft
  - Please send comments to the mailing list
- Spencer described his own … learning experience (TRIGTRAN)
  - There is no shame in describing your learning experience!
  - This stuff was research, even if we were trying to engineer it
What Spencer's contribution looked like (-00 sec 4.2)

- A short description of 2002-era TCP timer behavior problems
- A short description of what was tried to improve things
- A short description of why that wasn't deployed
- Lessons learned (summary)
  - Can't add complexity if you don't take complexity away
  - Trusting unauthenticated triggers to slow down is fine. Not to speed up!
  - If you need support in the network, operators will want to bill for that