Running an IETF Hackathon
draft-ietf-shmoo-hackathon

IETF 112 – SHMOO WG
November 12, 2021
Abstract

- IETF Hackathons encourage the IETF community to collaborate on running code related to existing and evolving Internet standards.
- This document provides a set of practices that have been used for running IETF Hackathons.
- These practices apply to Hackathons in which both in-person and remote participation are possible with adaptations for Hackathons that are online only.
Progress since IETF 111

• WGLC
  – September 30 – October 13
  – Lots of positive feedback
  – Some issues raised

• Issues entered in GitHub
  – Tracked as milestone 02
  – 6 issues, all are closed

• draft-ietf-shmoo-hackathon-02
  – Posted Wednesday, November 10
Remote networking via HackNet is experimental

Online only meetings present both a personal networking challenge and a computer networking challenge. The NOC came to the rescue for the latter with remote networking options to join the IETF network while attending a meeting remotely. This evolved into what is now known as [HackNet] (https://hacknet.meeting.ietf.org/), a global Layer 2 VPN designed to support IETF protocol development across teams within the IETF Hackathon. A limited set of devices for connecting to HackNet are supported. In addition to layer 2 connectivity, a subset of the networking capabilities available at in-person meetings are available. Both the set of devices and the set of networking capabilities are expected to expand and evolve over time. HackNet is generally available between IETF meetings. Support is available via email to <ticket@meeting.ietf.org>.

However, it is important to note that HackNet is still an experiment and not a production service. Best effort support is available via email to <ticket@meeting.ietf.org>.
Can HackNet be exploited?

The practices described in this document have been established, used, and refined.

- None.

+ [HackNet](#remote-networking) enables Hackathon participants to join the IETF network while attending a meeting remotely. The intent is for those connecting remotely to have as open a network as possible, just like those connecting to the IETF network at an in person meeting. A user must have a datatracker account to access HackNet and is expected to respect it just as they are expected to respect the IETF network at an in person meeting. If HackNet is exploited, it is addressed as an exploitation of the IETF network would be at an in person meeting.
Informational References section missing / links are inline only
Next steps

• Please review draft-ietf-shmoo-hackathon-02
• Reference handling may need additional improvements
• Otherwise, ready to progress
Thank you!