



Running an IETF Hackathon

draft-ietf-shmoo-hackathon

IETF 112 – SHMOO WG
November 12, 2021

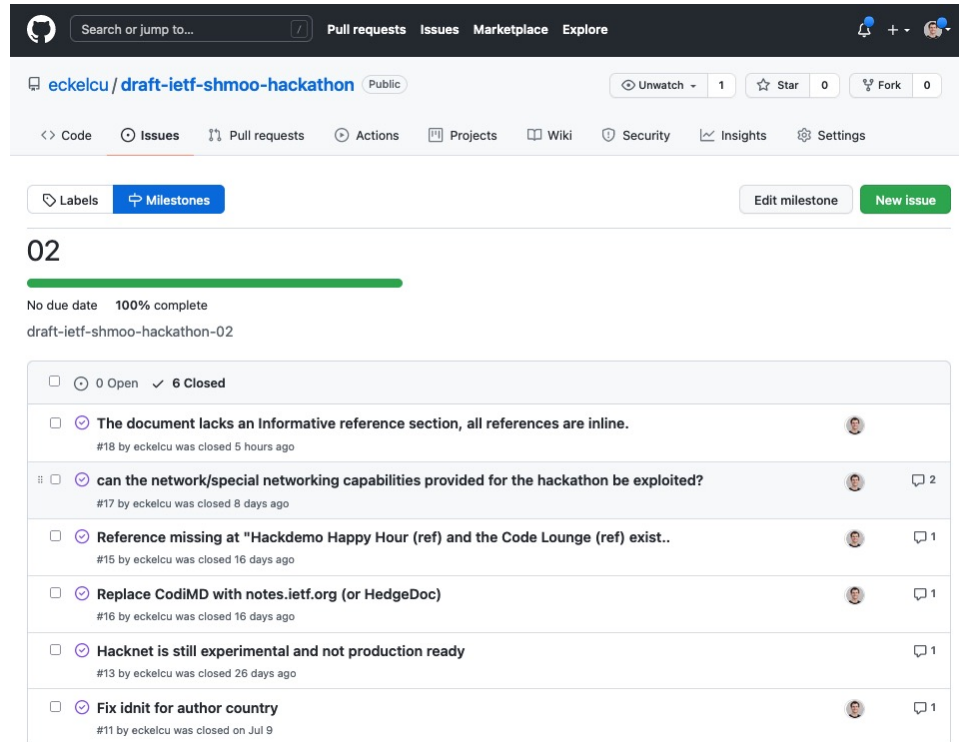


Abstract

- 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



The screenshot shows the GitHub interface for the repository 'eckelcu / draft-ietf-shmoo-hackathon'. A milestone titled '02' is selected, showing a progress bar at 100% complete. Below the milestone, a list of six closed issues is displayed, each with a title, a description, and a 'Closed' status. The issues are:

- The document lacks an Informative reference section, all references are inline.** #18 by eckelcu was closed 5 hours ago
- can the network/special networking capabilities provided for the hackathon be exploited?** #17 by eckelcu was closed 8 days ago
- Reference missing at "Hackdemo Happy Hour (ref) and the Code Lounge (ref) exist..** #15 by eckelcu was closed 16 days ago
- Replace CodiMD with notes.ietf.org (or HedgeDoc)** #16 by eckelcu was closed 16 days ago
- Hacknet is still experimental and not production ready** #13 by eckelcu was closed 26 days ago
- Fix idnit for author country** #11 by eckelcu was closed on Jul 9

Remote networking via HackNet is experimental

```
draft-ietf-shmoo-hackathon.md
```

```
@@ -352,7 +352,7 @@ The NOC has graciously met the needs of the Hackathon since its inception and co
```

```
352
```

```
353   ### Remote Networking
```

```
354
```

```
355 - 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>.
```

```
352
```

```
353   ### Remote Networking
```

```
354
```

```
355 + Online only meetings present both a personal networking
challenge and a computer networking challenge. The NOC came
to the rescue for the latter with an experimental mechanism
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. 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?

```
draft-ietf-shmoo-hackathon.md
```

@@ -456,7 +456,7 @@ The practices described in this document have been established, used, and refine

```
456
457 # Security Considerations
458
459 - None.
```

```
456
457 # Security Considerations
458 +
459 + [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.
```

```
460
461 ## Privacy Considerations
462
```

Informational References section missing / links are inline only

```
draft-ietf-shmoo-hackathon.md
```

@@ -24,8 +24,106 @@ normative:

24		24
25	informative:	25 informative:
26		26
27	-	27 + SURVEY:
28	-	28 + title: "IETF 107 Hackathon Participant Survey"
		29 + target: "https://www.surveymonkey.com/results/SM-9HLRXN8M7/"
		30 +
		31 + IETF-108-HACKATHON-WIKI:
		32 + title: "IETF 108 Hackathon Wiki"
		33 + target: "https://trac.ietf.org/trac/ietf/meeting
		/wiki/108hackathon/"
		34 +
		35 + IETF-RUNNING-CODE-SPONSOR:
		36 + title: "IETF Running Code Sponsor"
		37 + target: "https://www.ietf.org/about/support/#running-code/"
		38 +
		39 + REMARK:
		40 + title: "remark GitHub repository"
		41 + target: "https://github.com/gnab/remark/"

Next steps

- Please review [draft-ietf-shmoo-hackathon-02](#)
- Reference handling may need additional improvements
- Otherwise, ready to progress

Thank you!



I E T F