IETF Hackathon

IETF 96, July 16-17

Berlin, Germany

Goals

- Running Code ([RFC 6982](#))
- Open Source
- Speed and Relevance of Standards
- Collaborate and Learn
- Have Fun
- Cookies!
- and BEER!!!

Note Well

- Any submission to the IETF intended by the Contributor for publication as all or part of an IETF Internet-Draft or RFC and any statement made within the context of an IETF activity is considered an "IETF Contribution". Such statements include oral statements in IETF sessions, as well as written and electronic communications made at any time or place, which are addressed to:
  - The IETF plenary session
  - The IESG, or any member thereof on behalf of the IESG
  - Any IETF mailing list, including the IETF list itself, any working group or design team list, or any other list functioning under IETF auspices
  - Any IETF working group or portion thereof
  - Any Birds of a Feather (BOF) session
  - The IAB or any member thereof on behalf of the IAB
  - The RFC Editor or the Internet-Drafts function
- All IETF Contributions are subject to the rules of RFC 5378 and RFC 3979 (updated by RFC 4879).
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- A participant in any IETF activity is deemed to accept all IETF rules of process, as documented in Best Current Practices RFCs and IESG Statements.
- A participant in any IETF activity acknowledges that written, audio and video records of meetings may be made and may be available to the public.

IPR and Code Contribution Guideline

- Hackathon participants free to work on any code
- Rules regarding that code are what each participant's organization and/or open source project says they are
- The code itself is NOT an IETF contribution
- Discussions, presentations, and demos done as part of the hackathon are the same type of IETF contributions as those made in working groups; therefore, the usual IETF copyright and/or IPR disclosure rules apply

Collaborate on Code
https://github.com/ietf-hackathon

- Git/GitHub commonly used for open source projects

- Getting started:
  - Install Git on laptop https://help.github.com/articles/set-up-git/
  - Join Hackathon repo https://github.com/ietf-hackathon
  - Fork a project, or the repo, to work on an existing project or add a new one https://help.github.com/articles/fork-a-repo/
  - "Follow" team members and "watch" project(s) https://help.github.com/articles/be-social/

- More info: http://gitref.org

https://github.com/ietf-hackathon

Agenda - Saturday

- 09:00: Room opens - Pastries and coffee
- 09:00: Posters of all technologies on display
- 09:30: Hackathon kickoff
- 09:45: Form Teams
- 12:30: Lunch
- 15:30: Afternoon break - Snacks provided
- 18:30: Progress check and sharing
- 19:00: Dinner
- 22:00: Room closes and is locked

Agenda - Sunday

- 09:00: Room opens - Pastries and coffee
- 12:30: Lunch
- 13:30: Hacking stops, prepare brief presentation of project
- 14:00: Project presentation to other participants and judges
- 15:00: Recap and suggestions for improvements
- 15:30: Awards presented, prizes given
- 16:00: Hackathon ends

Judging Criteria

- Advance pace and relevance of IETF standards
  - Bring speed and collaborative spirit of open source software into the IETF
  - Flush out ideas, feed into WG session
  - Produce sample code/reference implementations
  - Create useful utilities
- Attract developers, young people to IETF
  - There's cool shit at IETF
  - #IETFhackathon, #IETF96

Prizes

Hackathon Corner in IETF Lounge

- Designated area in IETF lounge
- Monday – Friday
- Space to gather
- Continue work on hackathon projects
- Work on running code in general

Bits-N-Bites

- Table for Hackathon Projects
- Show off what you did
- Thursday, 19:45– 21:45
- Wintergarten/Pavillion
- Food and drinks

#IETFhackathon Photo Contest

- Best IETF Hackathon Photo
- Post to Twitter
  #IETFhackathon
  #IETF96

Project Role Call

- ACTN – Abstraction and Control for TE Networks
- BGP-Flowspec / BGP-LS
- DNS / DNSSEC / DPRIVE / DANE
- I2RS – Interface to Routing System
- IPv6 Identifier Locator Addressing
- IoT Bootstrapping for Noobs with EAP-NOOB
- LMAP – Large Scale Measurement of Broadband Performance

- Media Address Resolver Service (MARS)
- NETVC – Internet Video Codec
- PCE-based Central Control
- SCTP and WebRTC Datachannels
- SFC – Service Function Chaining
- TLS 1.3
- YANG / NETCONF /RESTCONF
- WebRTC / NUBOMEDIA / Kurento

Questions?

Let's Get Hacking!