

RIPE



The role of open source in
industry hackathons and how
to best serve their communities

Roundtable Discussion



RIPE

Combine Open Source with Standards

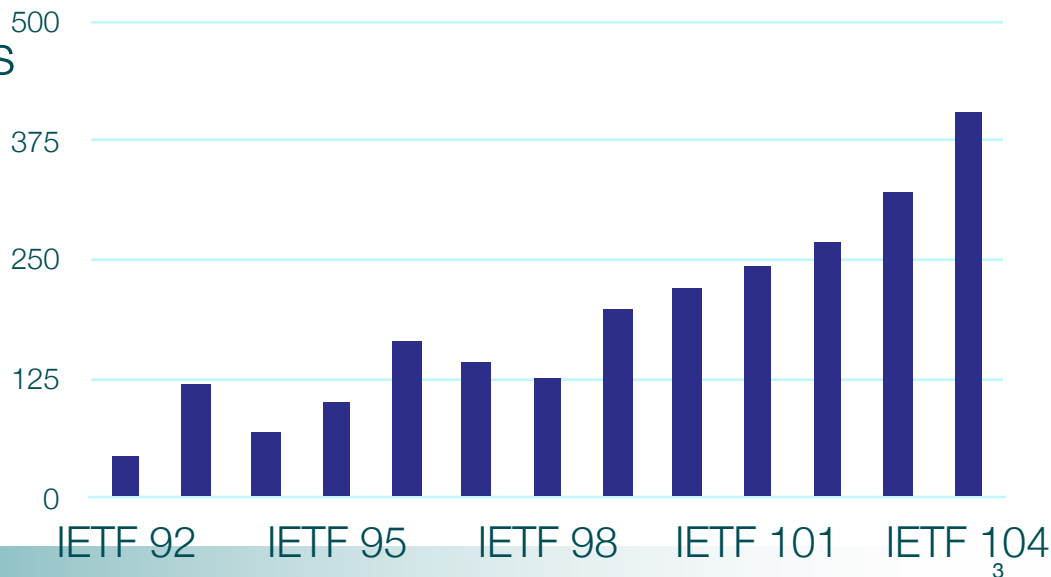
- Bring speed and collaborative spirit to open source to standards
- Validate correctness and completeness of evolving specifications
- Add support for key standards to open source projects
- Speed adoption by providing usable code along with standards

IETF Hackathons

- Advance pace and relevance of IETF standards
 - Flush out ideas, feed back into working groups
- Attract developers, universities
 - Team newcomers with veterans
 - Reduce time to meaningful contribution
- Collaborative event



Participants



How They Work

- Free and open to everyone
- Anyone can “champion” a project
- Projects related to existing/ evolving IETF standards
- Many small teams
- Open source preferred
- Weekend before/at start of IETF meeting
- Coffee, lunch, dinner, provided
- Close doors at 10pm

Technologies and Champions

Champions are individuals familiar with a given technology who have volunteered to help get others get up and running with that technology.

Champions should:

- ♦ *Before the Hackathon:*
 - ♦ Update wiki with details about their project
 - ♦ Share ideas and any preparation materials or requirements with potential attendees via the hackathon list



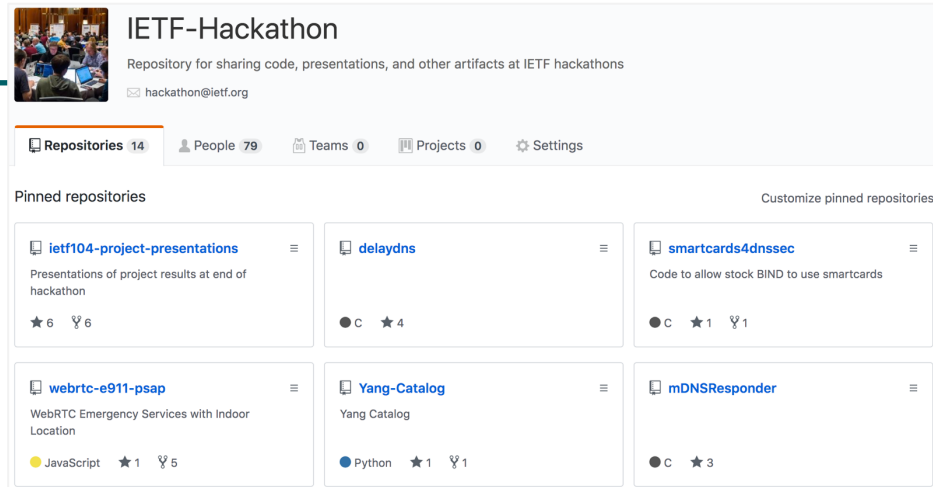
Sharing Results

1. What problem you tried to solve?
2. How you planned to solve it?
3. What you achieved?

Things to highlight

- Lessons learned
- Feedback to working group
- First time IETFers
- Open source, other SDOs

3 minute time limit



Hackathon @ AIS



- Goals

- Build technical capacity around networking standards
- Deployment of existing and evolving IETF standards
- Encourage contribution to standards process

- Projects related to IETF work

- Network Programmability (YANG/NETCONF/RESTCONF)
- Intelligent Transportation Systems (IPWAVE)
- Measuring DNS using RIPE Atlas
- Secure NTP
- IPv6



How They Work

- Modeled after IETF Hackathon
- Free and open to anyone, but ...
- Participants selected from large pool of applicants
- Expenses covered for “fellows”
- Organizers lead projects
- Small number of large teams
- Two days near end of African Internet Summit
- Teams present results at end

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RIPE NCC Hackathons - Goals

- Contribute useful tools to community
- Bring together different people/skills
 - operators, researchers, students
- Provide feedback to RIPE NCC
- Make new connections
- Have fun!

Limited number of attendees



Previous Topics

- RIPE Atlas
 - visualisation & tools
- IXP tools & code sprint
- Network operator tools
- DNS measurements
- IPv6
- Quantum Internet
- RPKI deployment



Other Important Things

- Good coffee and food
- Celebrate results
- Facilitate collaboration
- Follow-up on success stories
 - see challenges later
- T-shirts!

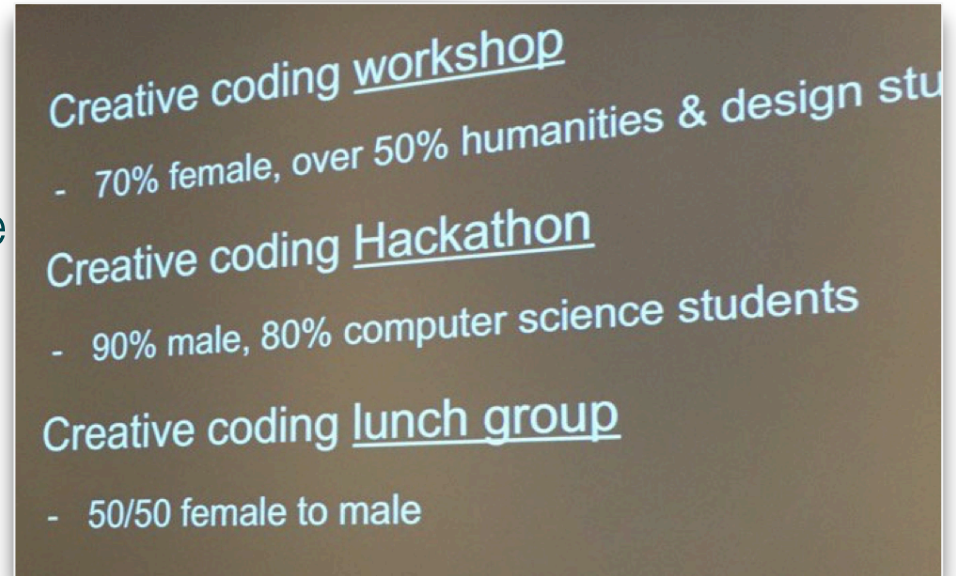


T-shirts!



Challenges

- IPR
- Make best use of results
 - “not-invented-here” syndrome
- Scaling
 - limited vs. open participation
 - next to event vs. stand-alone
- Connotations of “hackathon”
 - facilitate diversity and inclusiveness
- Openness vs. cost/constraints



References

- Hackathon reports and calendar on [RIPE Labs](#)
- Most recent one:
 - [Highlights from IETF 104 Hackathon](#) (by Charles)
- Reach us at labs@ripe.net

Tell us what topics you would like to work on next:

- [Hackathon Topics Poll](#)