Multi-Path TCP
  ▶ cope with malicious peers (e.g. join/prio flooding)
  ▶ improve testing capabilities (packetdrill)

Development work
  ▶ Multi-Path TCP upstreaming effort
  ▶ nf tables / nft (the frontend tool to add filters, packet classification etc).
  ▶ performance improvements (esp. wrt. cpu bug mitigations)
Open Questions

- behaviour of existing networking APIs w. MPTCP
  - getsockname.peername
  - connect & connectx
  - setsockopt (e.g. TCP_CONGESTION)
- any shortcomings in Linux that should be addressed?