Research

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- 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?