Current experience with the gLite release process

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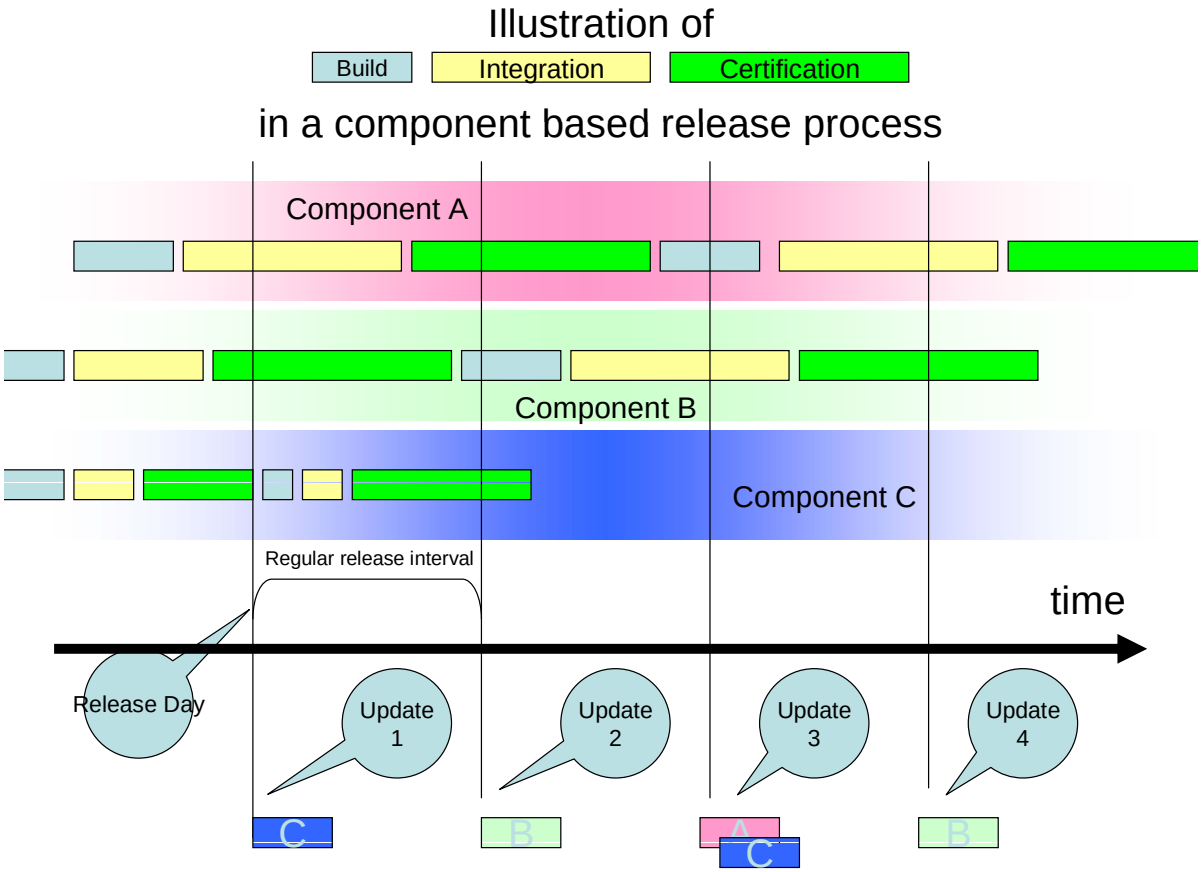
EGEE and gLite are registered trademarks

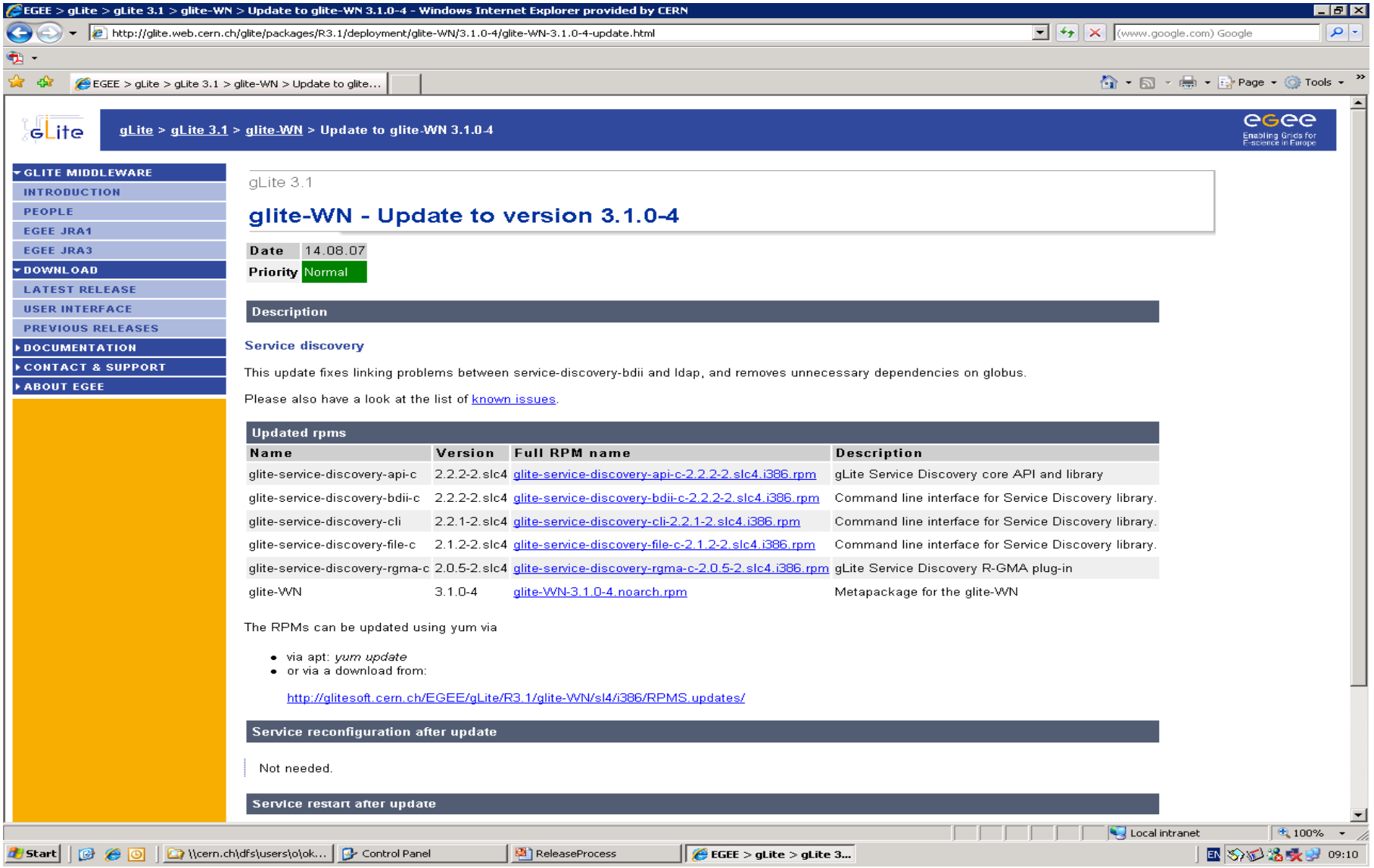
What are we talking about?

- **A ‘gLite release’ is something we do every week.**
  - There are no more ‘big bangs’
  - Process operates on patches
    - Even gLite 3.1 services are being introduced gradually
  - Updates are released to PPS and production
    - Typically including up to 5 patches
  - Currently maintaining 2 releases
    - gLite 3.0 == SL3 == VDT 1.2
    - gLite 3.1 == SL4 == VDT 1.6 + ETICS build system
  - New gLite 3.1 services are being handled using as much of the existing process as possible
    - Addition of a ‘preparation’ phase before the formal process
    - Once this is over, the result will be plugged into the process like any patch

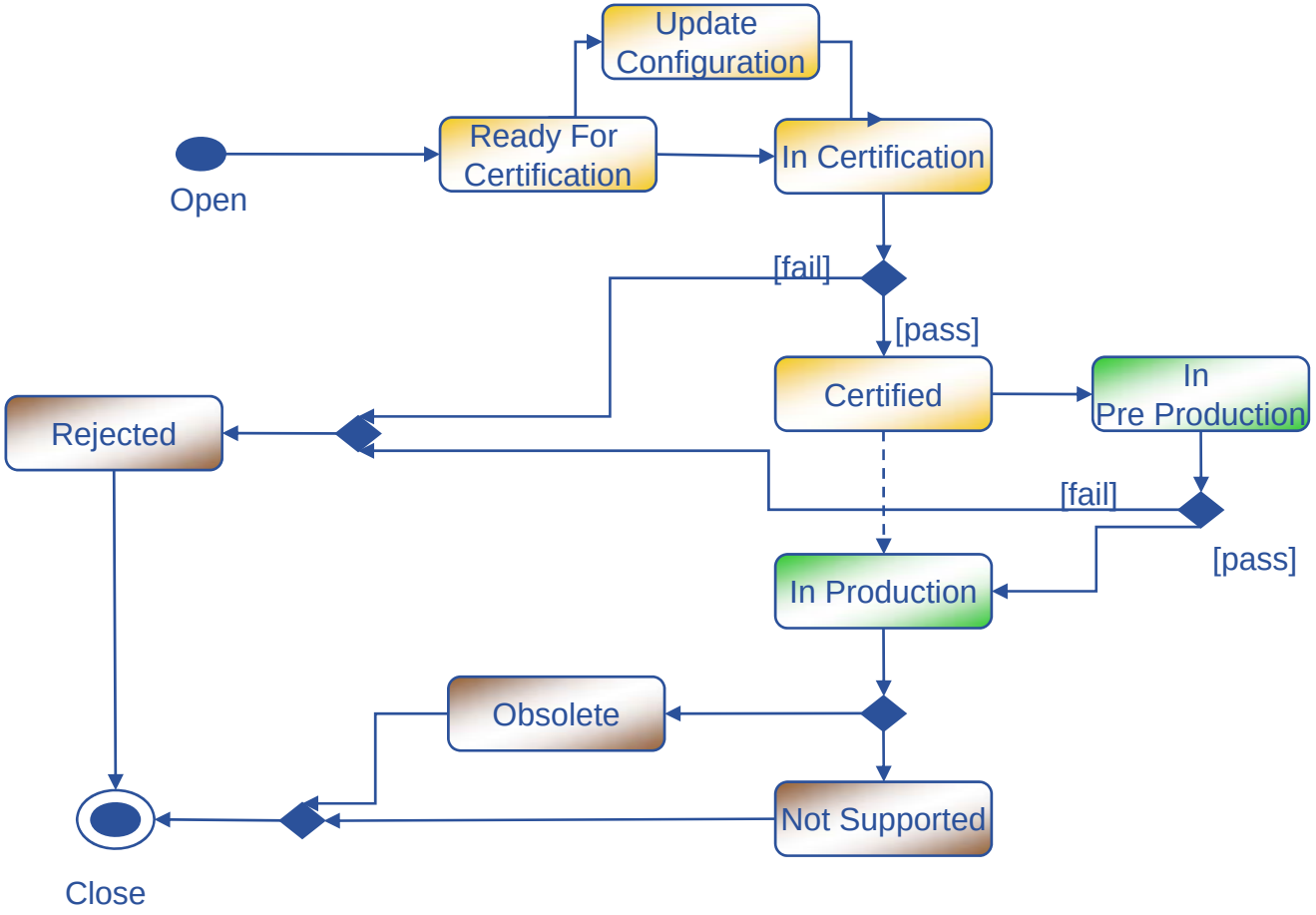
Component based process



A typical update



The patch process



Has XXX been released yet?

Issues

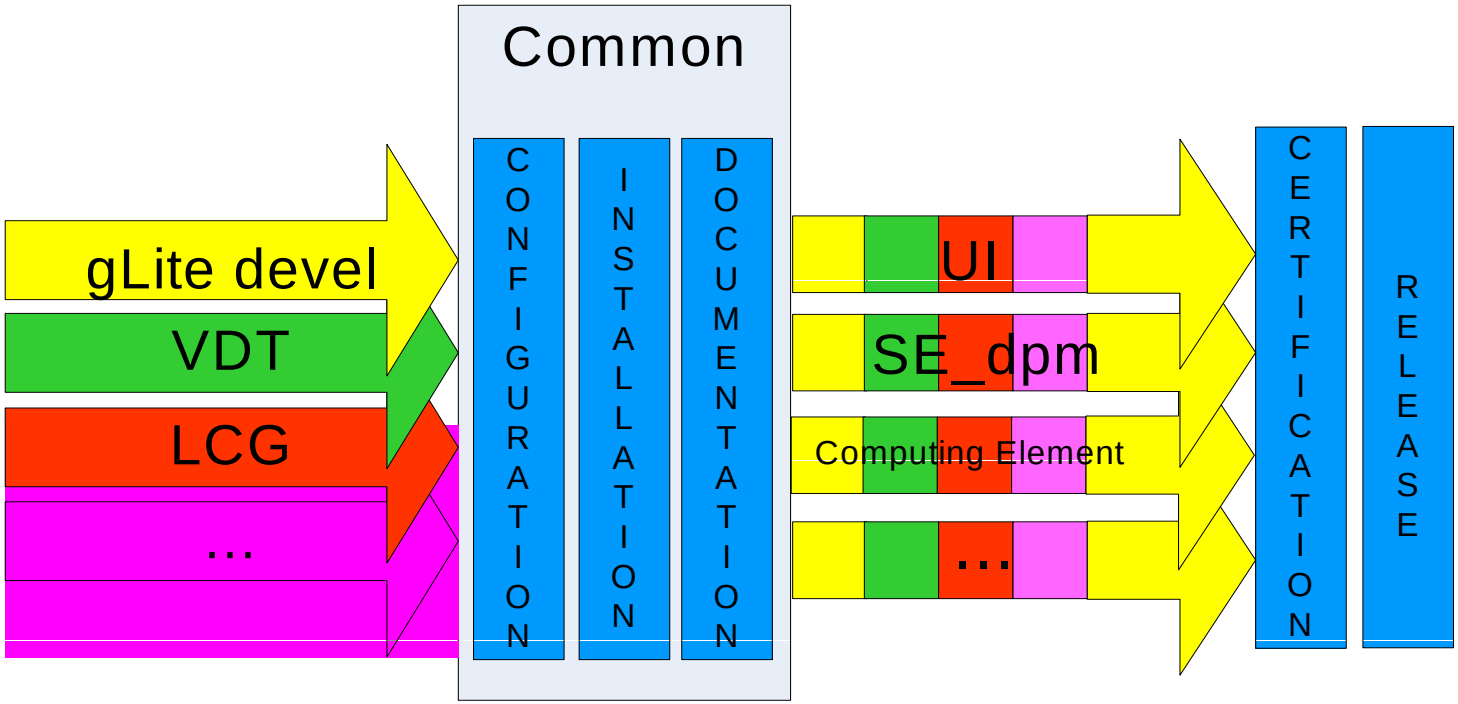
- **The raw material**
  - Complex, interdependent, varying maturity
  - Certification and Testing are often conflated
  - We have a responsibility not a choice to release a component
    - Cannot choose components only on the basis of stability
  - But we represent the only route to deployment in many cases
    - FC6 and Firefox 1.5
- **Service introduction**
  - How to handle new services
  - Acceptance criteria
  - Incubation
  - Experimental services / PPS

SA3 resources

- **Resources**
  - ~30 FTEs
    - test writing, testbed management, information system, configuration, testing, certification, integration
  - Assuming 60 Changers (JRA1 + LCG, VDT etc)
    - Changers/Testers ~ 5
    - Changers/Integrators ~ 10
- **Scaling**
  - Patches are very ‘parallelisable’
  - Partners help to provide better coverage of deployment scenarios
  - We have no spare capacity in order to be responsive – something else gets dropped
  - Supporting 3.0 while creating 3.1 has been difficult
    - Some overlap in support is inevitable

The 3 ‘Integration Points’

- **Process**
  - ‘Integration points’ introduce delays and extra dependencies
  - Important changes can be delayed by trivial ones
  - Doesn’t change throughput, but affects latency
  - Node types should not be infinitely recombinable



Issues

- **Repositories**
  - Management scripts now working well
    - Treat ETICS as a ‘build factory’
    - An ETICS project definition has no deterministic relationship to a release definition
  - AA repo
- **Testing**
  - Test coverage
  - Historical records
- **Documentation**
  - We’ve come a long way, but maybe info is not presented most effectively
    - Particularly deployment/rollout advice
- **Configuration**
  - Some ‘split’ yaim 4 modules have already been released
  - Hope this will improve responsiveness
- **We will soon have to deal with 64bit issues**
  - This will mean 3 platforms simultaneously
  - 64 bit nodes will need 32 bit libraries installed simultaneously
  - Once a service is released for 3.1, the 3.0 equivalent will not attract all updates and will ultimately be phased out.