



Enabling Grids for E-sciencE

Software Quality Metrics

Oliver Keeble – SA3 EGEE-II final EU Review Cern 08-07-2008

www.eu-egee.org







- Software process
- Tools and tracking
- Metrics
- Improving software quality

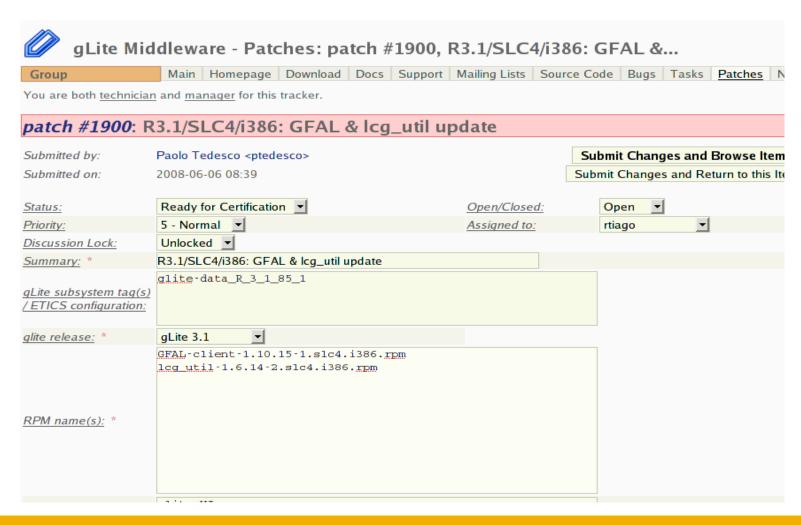


Software process

- We operate a continuous program of updates to gLite
 - On average one set of updates is released per week
- Services and components are updated individually
- This process incorporates a number of QA checkpoints, including a full certification stage
- The process works on Patches, self consistent sets of changes to the middleware stack
- The process is recorded in a number of standard documents:
 - MSA3.2 & 8 : Process document
 - MSA3.5: Test plans
 - MSA3.7: Developers' guide
- Metrics can be found at:
 - Software process monitoring:
 - http://glite.web.cern.ch/glite/statistics/PatchStatistics.asp
 - Defects and new features:
 - http://glite.web.cern.ch/glite/statistics/BugStatistics.asp



Based on the Savannah project at CERN





A gLite 3.1 update announcement

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Patch #	Description		
1648	sl4/i386 New torque 2.3.0-snap.200801151629.2cri and Maui 3.2.6p20-snap.1182974819.8		
1708	R3.1/SLC4/i386: glite-AMGA_oracle metapackage		
1782	VOMS Admin Server 2.0.14.1 & VOMS Admin Client 2.0.7.1 & VOMS Admin Interface 2.0.2.1		
1787	VOMS server configuration update (multiple bug fixes)		
1802	New version of lcg-info to support multiple BDII endpoints in LCG_GFAL_INFOSYS		
1854	New yaim to fix the bug #36982 in WMS patch 1726		
1874	Fix for rpm conflicts in gLite 3.1 update 25		

Service updates

Priority	Service	Version	Details
Normal	glite-TORQUE_client	3.1.4-0	Details
Normal	glite-AMGA_postgres	3.1.6-0	Details
Normal	glite-LB	3.1.1-1	Details
Normal	glite-VOBOX	3.1.13-0	Details
Normal	glite-VOMS_oracle	3.1.11-0	Details
Normal	glite-WMS	3.1.2-0	Details
Normal	log-CE	3.1.10-0	Details
Normal	glite-AMGA_oracle	3.1.1-0	Details
Normal	glite-TORQUE_server	3.1.4-0	Details
Normal	glite-VOMS_mysql	3.1.11-0	Details
Normal	glite-WN	3.1.15-0	Details
Normal	glite-UI	3.1.15-0	Details

Acceptance criteria

 At each stage in the Patch release process acceptance criteria are imposed

Build (ETICS)

Reports and codebase analysis

Certification

- Documentation checks
- Deployment tests
- Functional tests
- Stress tests (on demand), ageing tests

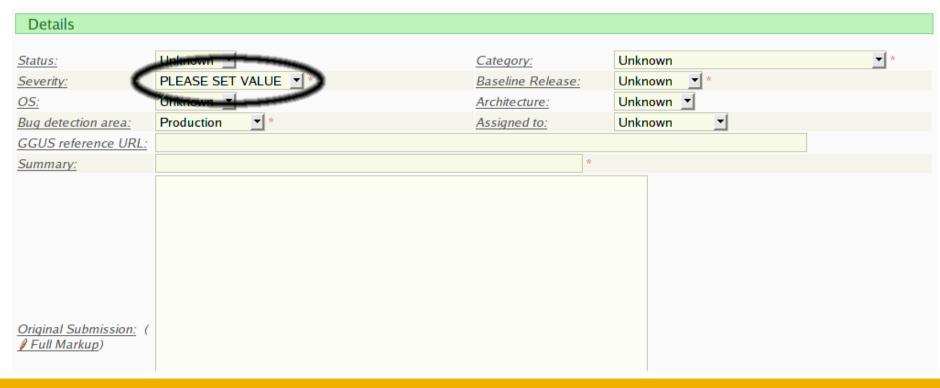
PPS service

 Exposes the updates to other deployment scenarios and realworld workflows



Defect Tracking System

- As with Patches, based on the Savannah project at CERN
- Used also for feature requests.
- Allows defects to be associated directly with the changes which fix them
- Stats are primarily based on the data in this system

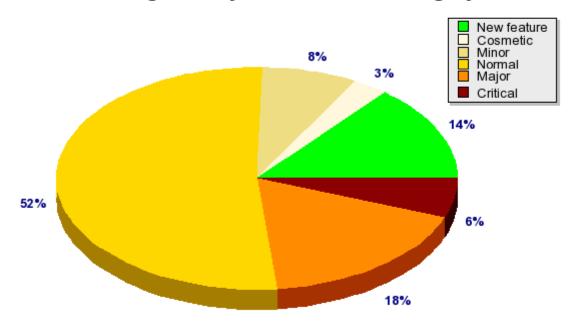




Defects and change requests

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Bug severity distribution for category 'all'



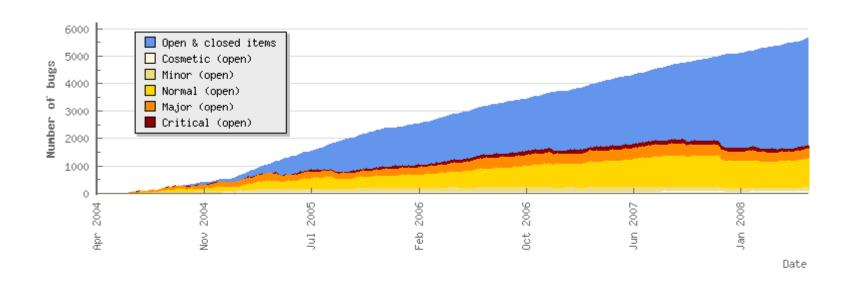
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Defect Trends

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Open vs closed bug history

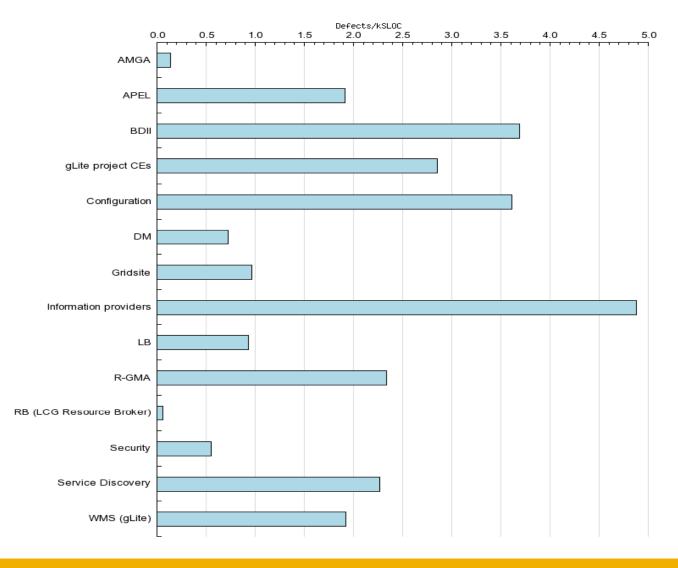




The Defects/kSLOC Chart

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Defects per kSLOC



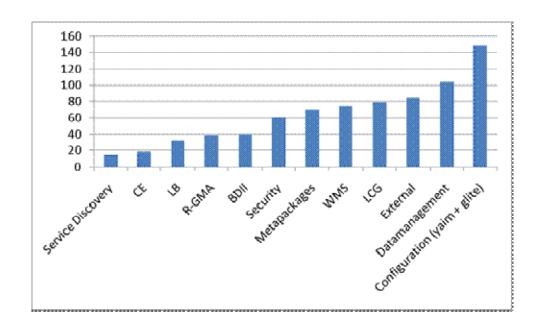
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Component release density

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Patches released per service



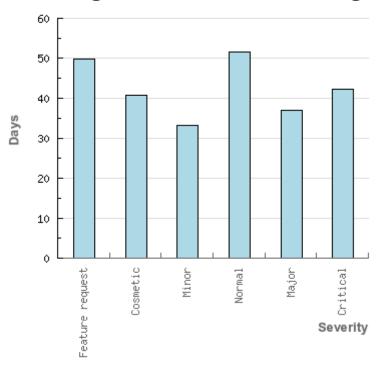


Meantime to release a fix

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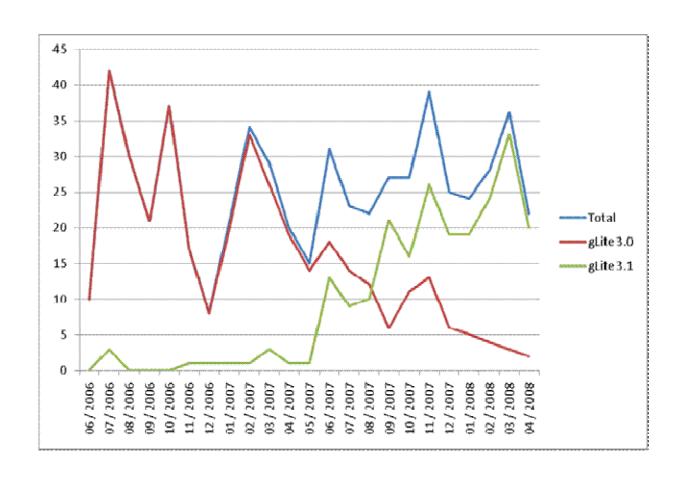
Only bugs released via a patch

Average time to fix / release a bug





Patches released over time

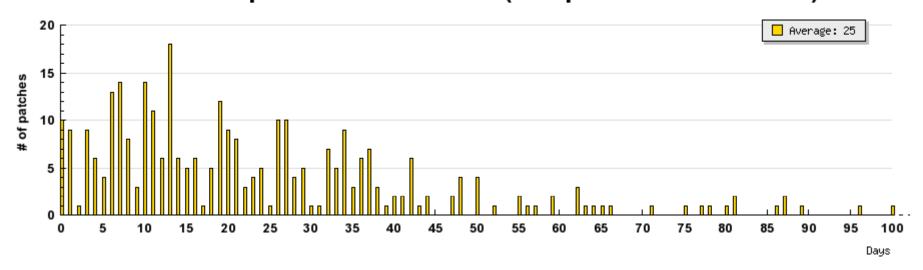




Time spent in certification

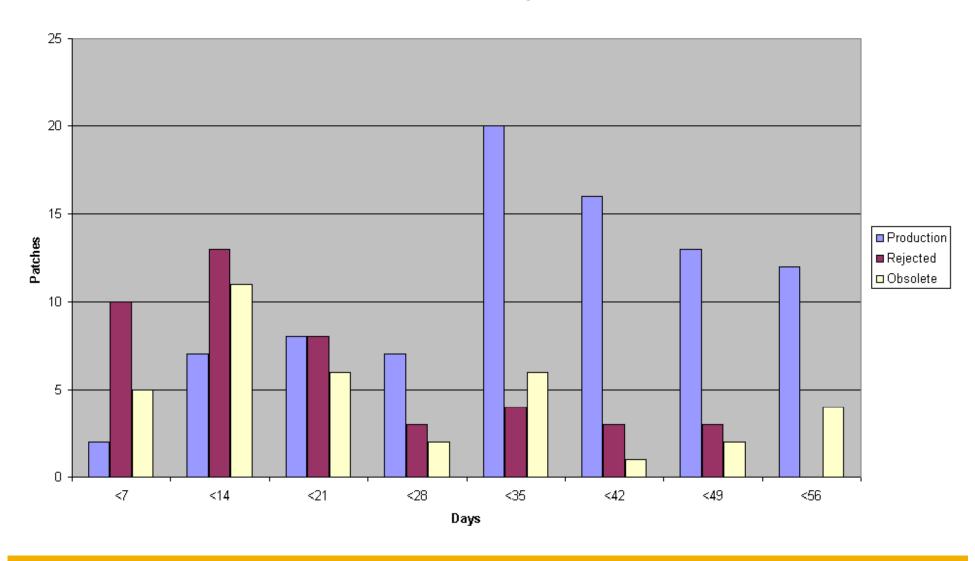
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Total time spend in certification (323 patches considered)



Patch Latency

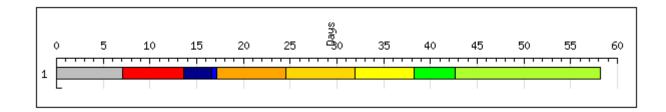
Patch Latency





Average lifetime of patch states

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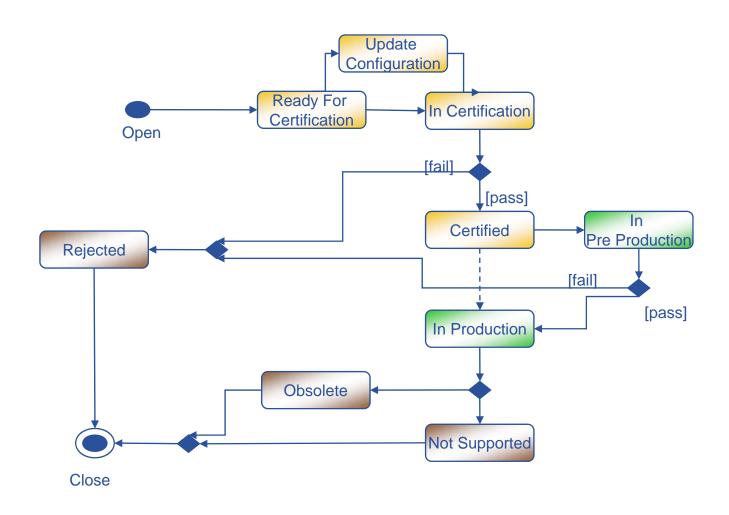
Improving software quality

- Automating the testing and certification procedures will continue, with the aim of making as much testing available to the developers as possible
- EGEE-III collocates testing manpower directly with the developers, reducing overheads
- Formalisation of regression testing
- Optimise reporting and release process to be maximally responsive
- Programmatic interface to savannah
- Many metrics are now available in realtime and serve as monitoring tools for the release process



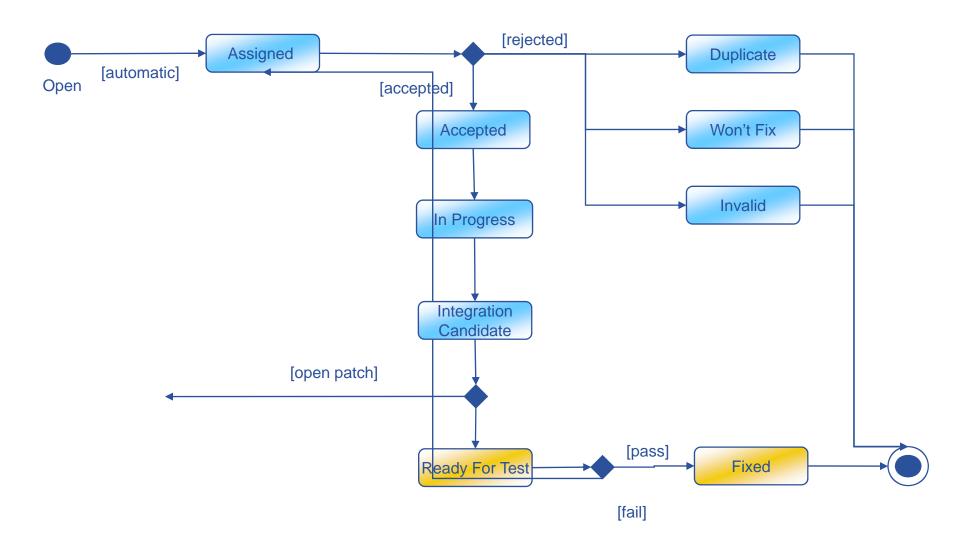
Number of lines / sub-system

Patch lifecycle





Defect Tracking Cycle





Build infrastructure

- gLite uses the ETICS build infrastructure
- To produce a release candidate we require;
 - Remote build (thus a known environment)
 - Locked configuration (for repeatability)
 - Permanently stored build logs alongside artifact
- Build configuration is centrally maintained by the integration team
- Developers can build against this and perform initial tests on their release candidates



Test Reports

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