



Project Structure

Rich Graham

Consensus Model

- Strive for consensus
 - Goal: **PREVENT THE FORKING PROBLEM**
 - Interests groups formed around specific topics
 - Components used as a way to explore alternatives
- Regular periodic meetings (every 2-3 months) for several days for technical collaboration
- Weekly coordination telecons

Release Process

- Goals:
 - Provide well tested and production hardened snapshots
 - Prevent the “forking” problem
 - Document release

Release Branches

- Branches are created for each major release
 - Branch 1.0 (initial release)
 - Branch 1.1 (first production release). Branch tagged last week, qualification starting
 - Branch 1.2 targetted for early August (SC'06 release)
- Open Issues:
 - Release frequency
 - Content of each release

Release Frequency

- Major releases:
 - TBD - 1.1 and 1.2 have dates set
- Minor release:
 - TBD

How long do we maintain a branch ?

- TBD
 - Need default policy, as well as ways to accommodate special needs
 - Want to prevent “forking”

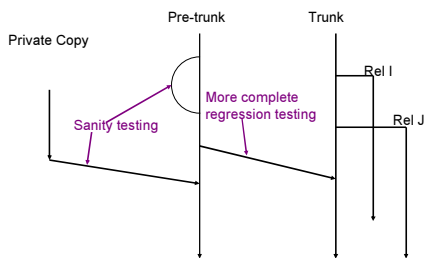
Major Release Process

- Set release date
- Create release branch
- Appoint 2 release managers (also responsible for minor releases)
 - 1.0 - Jeff Squyres & Tim Woodall
 - 1.1 - David Daniel & Jeff Squyres
 - 1.2 - ?
- Create written test plan
- Track progress on test plan and adjust scope, if need be

Major Release Process

- Document new release
 - New features
 - Major bug fixes
 - Known issues
- Release :-)

Repository



Repository Access

- Requires either organizational or personal signed 3rd party agreement
- Private copies: No restriction
- Pre-Trunk and Trunk : section of code gatekeepers (2)
 - Requires code review
- Release branch: Release managers
 - Requires code review

IP and License

- IP is owned (by law) by the creators of the IP
 - The 3rd party agreement states that you own the IP for code you contribute
 - Create clear IP "audit trail"
- License: BSD style
 - Can't contribute code with license that will contaminate the repository (such as GPL)
 - Keep the repository unencumbered