LArSoft stakeholders meeting

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Today's agenda

- Integration framework
 - Patrick Gartung
- Experiment reports / input
 - LBNE
 - uBooNE
 - LArIAT
 - ArgoNeut
- Optimization
 - Gianluca Petrillo
- Release procedures
- AOB

Release procedures

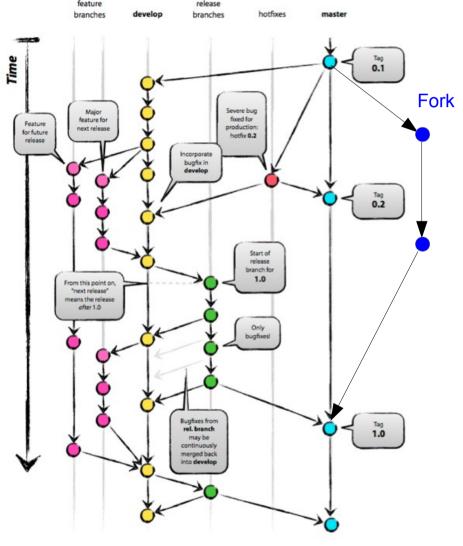
- Naming / tagging conventions for production releases
 - Currently tagging with vX_YY_ZZ
 - Using the usual convention:
 - X = "major" release version
 - YY = "minor" release version
 - ZZ = "patch" version
 - Treating weekly integration releases as a patch
 - Have not defined a policy for deciding when to increment X or YY
 - Production releases
 - Typically targeted for a particular experiment
 - Passes some level of validation this makes them special

Release procedures

- Naming / tagging conventions for production releases
 - Do we need a simple means to distinguish production releases from others?
 - One suggestions: change the starting letter, eg, ubX_YY_ZZ, lbX_YY_ZZ
 - Pro
 - Easy to see which releases are "special"
 - Con
 - Multiple naming schemes might just add confusion
 - Have discussed this idea before. Would like to resolve it now.
- Experiment builds
 - Expect these will be needed after LArSoft releases
 - Want a formal mechanism for transitioning

Release procedures

- Patches to production releases
 - Changes that are limited in scope to the code in a release
 - Use git flow hotfix
 - First hotfix applied recently
 - Treated like a branch this time
 - Tagged with v1_00_04_ub01
 - Will avoid this in the future if possible
 - Basic procedure
 - Originator creates hotfix branch
 - Publish after testing
 - Release manager merges, etc.
 - Communication protocol
 - Open a ticket to request release
 - Release manager will open a subsequent ticket for experiment release manager 5



On-going work

- Off-site nightly builds
 - Scripts updated to allow nightly builds on remote machines (ie, anything other than the reference build on-site)
 - Local configuration file needed
 - Not yet deployed.
- Librarians
 - Expect to make formal request to experiments soon
- Architecture issues
 - Plan to discuss selected topics at uBooNE offline retreat.
 - Tickets open for some of them
 - Detld enum, random number seed service, Bezier track, fcl file dependencies. etc.