## OpenSFS Community Development WG Telecon

# OpenSFS Community Development WG Telecon July 6, 2011

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#### **ACTION ITEMS**

- Pam Hamilton is going to meet with the Board before 7/20/11 to bring support proposal to attention of key stake holders.
- Chris Morrone ping the developers mailing lists to question when the best date/location/topics are for the Deep Dives.
- Lustre-release GIT is backing up JIRA, saved in XML in case it goes away we are having a hard time creating a live back-up.

#### DISCUSSION

#### **FUNDING**

Pam - Our path forward is to see if we can drum up enough interest among the key stake holders so that any member of OpenSFS will support putting out a contract for the purpose of supporting a conical release and all the employees that go along with that.

Kevin - I ran the lustre business for about 4 years and it is about a \$10million run rate. I don't know if there is ever going to be enough money coming through OpenSFS to support that release.

Pam - We outlined a \$2million base amount to support this release and that is just the base which is augmented by sites doing testing etc.

Kevin - It is just that \$2 million is a fraction of the actual run rate.

Pam - What are you defining under the run rate?

Kevin - Overhead, salaries, insurance, development, test-beds, etc.

Chris - I don't think that OpenSFS is going to shoulder the whole burden especially development, this is a community project, which anyone can participate in.

Kevin - How do you participate?

Chris - None of the OpenSFS members are confused as to how to participate. Where is your confusion to support OpenSFS? Put your development branches out on the internet, post your questions on the list-serves

Kevin - Well there is not a standard test-rig for Lustre, is there?

Chris - Yes there is.

Kevin - I got the impression from Eric Barton that it is under development

Chris - It will always be under development.

Pam - Vitaly is on the Lustre 2.1 calls so he is participating.

Kevin - We all agreed (Eric Barton and I) that we need a standard process for development.

Chris - There is a standard process, it's on the wiki, go read it.

Kevin - I am raising a flag that needs to be vetted.

Pam - And your flag is that there is not a standard way to test?

Kevin - Yes there is not a standard test-rig and we offered to pay for it, but Whamcloud would not sell it to us so we are developing it. Do we have a plan yet? No of course not, we got to do that, do we have intentions to do this in public, of course.

Chris - I think this is a pretty bad claim for an open-source project, that you are trying to buy Lustre assets.

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Kevin - We are taking a lot of leadership from Whamcloud. We are trying to help fund Whamcloud, this was one way to give them some revenue, but they would not take it. They don't have it built to a point where they could actually fund it.

Chris - It means that their test-rig is not a product they want to sell. They have made it clear that they have every intention of making it all available and anyone who wants to plug in and test it can and we have done that.

Pam - It sounds like Whamcloud and Xyratex are in the same place...

Chris - Whamcloud has webpages up and results posted and is engaging the community.

Pam - Kevin, are you just saying that they are not far enough along for Xyratex so you are going to do it alone?

Kevin - Well the test-rigs at Oracle are inaccessible.

Chris - We have been developing Lustre for 10 years without constant use of these test-rigs, I appreciate these test-rigs and we should develop them they are good, but this doesn't preclude anyone from getting involved right now.

Cory - Kevin, what do you think about Hyperion?

Kevin - We are in discussions about using it right now.

Pam - It is a hard-ware environment and it is on you the vendor to use whatever image/software you want to test. I think Kevin, we are still in agreement that we have to help fund the conical release.

Kevin - Absolutely, but I am just raising the flag that we will never have the funds to pay for it and it is going to take more resources than the organization has.

Chris - I should also make clear that when you do development work in any patch, it will never be sufficient to just get accepted. Each patch has to be reviewed by knowledgeable people to land it. There are procedures in place to work on what needs to be coded.

Kevin - We have individuals who could review this code.

Chris - Are they doing that and if not why not?

Kevin - I know Nikita and Nathan have done architectural reviews and they are working with Eric Barton and our CEO, but I don't know what unit reviews they have done.

Chris - I can probably find out on Gerret, but you should get your tech guys on here because this is about development.

Pam - I think getting your developers on this call would be good. I have not gone out to all the key funders to talk to them about funding a release but my plan is to get on the agenda of the OpenSFS board next week

#### LUSTRE BACK-UP

Justin - We have the Lustre-release GIT backing up JIRA, we are just saving it in XML in case it goes away we are having a hard time creating a live back-up.

#### **DEEP-DIVE TALKS**

Pam- We had had this idea to do a developer deep dive, we kicked around this idea, we threw out a potential date for mid-september, and one idea was to pick a hub airport and then we could also simultaneously have a webcast and then have those videos posted on our website. What format would everyone like to pursue?

Chris - 2 days, 4 topics?

Cory - We should discuss what the topics are, and what are the most important topics that the groups want.

Pam - Is there something from the Development Contract?

Cory - We know that you guys are interested in OFS and we are instructed in ButterFS

Chris - I think we should focus on things that are already existing, a lot of that work is not developed yet. I would like to take some existing areas of 2.1. ButterFS is not production ready for a few years, so we will not learn lots about what is going on with it right now.

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Pam - I think this is bringing up the issue of what we want to accomplish, do we want to look out into the future or the current corporate knowledge of the existing Lustre?

Chris - I have not had the chance to looked into client IO, and I would like to learn about that.

Cory - I second that.

Pam - So Client IO rewrite. CLEO

Alex - The difference between 1.8 and 2.1, at the beginning to have some summary of what is different between the two. And something looking forward that is not implemented but kind of requirement gathering, to have some bridge between clients and developers.

Pam - So maybe the last session could be a looking forward discussion.

Chris - Maybe as people have designs that they have flushed out reasonably well and they want to run it past developers.

Pam - So we have 3, we need 1 more. Let's go ahead and leave one slot open

Chris - I will discuss this on the developers mailing list and see what other folks have for other ideas.

Pam - Then we will flush out 4 sessions and a possible location. Chicago worked out really well in January, so that would be fine with me. That is good progress there. Does that date work for everyone on this call?

Chris - I will float the date/location on the developer mailing list too.

Pam - on July 20th, our next call i will report how the board accepted our idea for supporting a conical release.

Alex - We should have something monthly that is on skype/telecon or video, so that those in Europe can connect, so if there are some resources for Europeans. EVO bridges to skype in Europe.

END OF CALL.