

COE

Welcome to COE

- [Welcome to COE](#)
- [Introduction](#)
- [Project Information](#)
- [Getting started for users](#)
- [Information for developers](#)
- [Information for committers](#)
- [List of all subpages and other information](#)
- [Documentation](#)
- [Release Planning](#)
- [Release Notes](#)

Introduction

COE(Container Orchestration Engine) project aims at developing a framework for integrating Container Orchestration Engine (like Kubernetes) and OpenDaylight.. In the the first phase, COE would provide following support --

- Deployment type 1 - Container only (Baremetal based)
 - **Development of Kubernetes CNI Plugin for Opendaylight - Done**
 - **Development of CNI Northbound for bare metal deployment - Done**
 - **Integration of COE and Netvirt**
 - **Pod 2 Pod - L2 and L3 support - Done**
 - **Service Support - In progress**
 - **NetConf Support - In progress**
 - **Integration with NetworkServiceMesh - TBD**
- Deployment type 2 - VM and Container (mixed workload)
 - **Kuryr integration - Done**
 - **Usecase testing of VM and container networking - Done**
 - **Multihost networking support - Done**

Project Information

[Project Proposal](#)

[Git patches and reviews](#)

[Jenkins](#)

[Weekly Meeting Minutes](#)

Getting started for users

[COE Intro Slide - ODL Summit 2016](#)

[COE Overview](#)

[COE Setup Guide](#)

[COE Netvirt Guide](#)

[Kuryr K8S Integration](#)

[COE CNI Specification](#)

Information for developers

Committers typically do not review changes with build failures; it is the Gerrit Owner's responsibility to get them to build. If you're facing build issues you don't know how to solve, email the coe-dev list asking for help (don't just wait and expect committers to notice your proposed change and help you fix its build).

Project Facts

Project Creation Date: January 05, 2017

Lifecycle State: Incubation

Type: App

Primary Contact: Prem Sankar G <pgopannan@luminanetworks.com>

Project Lead: Prem Sankar G <pgopannan@luminanetworks.com>

Committers:

- Prem Sankar G - pgopannan@luminanetworks.com Gerrit-ID gpremsankar
- Faseela K - k.faseela@gmail.com Gerrit-ID faseela.k
- Andre Fredette - anfredette@gmail.com
- Frederick Kautz - fkautz@redhat.com
- Sam Hague - shague@redhat.com
- Mohamed ElSerngawy - m.elserngawy@gmail.com Gerrit-ID mserngawy

IRC: [#freenode.net](https://freenode.net) #opendaylight-coe

Mailing List: coe-dev@lists.opendaylight.org
Archives: [mailing list archives](#)

Meetings: See [Community Meetings](#)

Repository: git clone <https://git.opendaylight.org/gerrit/coe>

Jenkins: [jenkins silo](#)

Gerrit Patches: [code patches /reviews](#)

Bugs:

- [open bugs](#)

Feel free to email the coe-dev list after 1 week of no movement on a (green ticked build passing) Gerrit.

Information for committers

We do not "self merge" our own changes, but add other committers as reviewers. The first reviewing committer will +1, the second reviewing committer will +2. Any other committers can merge proposed changes with at least x2 +1 from contributors.

The one exception to the rule is that we allow self merging critical changes required to unblock broken builds.

If you've been added as a Reviewer to a change you don't feel comfortable reviewing, or don't anticipate to have the time to review within say 1 week, then you may want to remove yourself from the review, ideally with a short comment, to signal that to the owner, so that he can find others willing to review (or make changes to significantly simplify or further extensively document and re-add), instead of "doing nothing" and letting reviews "linger" for too long with no action.

We aim to [review all pending Gerrits which have passed Verify and have no merge conflicts \(and only those\)](#) in the weekly meeting. We ignore pending Gerrits which are not Verify.

List of all subpages and other information

[COE Project Proposal](#)

[Coe: Oxygen: Release Plan](#)

[Coe:Oxygen Release Plan](#)

Documentation

Getting Started for Users

Getting Started for Developers

Requirements

Release Planning

Release Notes