# **BIER Plugin: Nitrogen: Release Plan**

# Contents

- Introduction
- Release Deliverables
- Release Milestones
- Externally Consumable APIs
- Expected Dependencies on Other Projects
- Expected Incompatibilities with Other Projects
  Compatibility with Previous Releases
- Themes and Priorities
- Requests from Other Projects
  Test Tools Requirements
- Other

#### Introduction

In the Nitrogen release the BIER project is aimed to support some functionalities with respect to BIER-TE configuration and managment. It is compatible with BIER functionalities in Carbon release.

### **Release Deliverables**

Name	Description	
BIER/BIER-TE BierMan Manage	Manage BIER and BIER-TE Topology information and configuration of the BIER domain.	
BIER/BIER-TE Channel Manage	Manage channel information and configuration received from multicast flow overlay protocol(BGP/PIM/MLD).	
BIER/BIER-TE Service Manage	Manage the BIER and BIER-TE proceduce between controller and BFR nodes which using netconf protocol.	
BIER-TE PCE Manage	Manage BIER-TE paths information and compute the optimal paths from BFIR to BFERs.	
BIER/BIER-TE Driver	Provide south-bound netconf interface for BIER and BIER-TEit has implemented standard interfaceietf-bier and ietf- bier-te.	

#### **Release Milestones**

• Offset: 2

Milestone	Offset 2 Date 2	Events			
M0/M1	6/21 /2017	<ul> <li>Nitrogen Simultaneous Release Open</li> <li>1. Contact Freeze <ul> <li>Projects must have declared intent to participate in Simultaneous Release</li> <li>Projects must have elected their Project Leads and specify a Test Contact</li> <li>Participating Projects must have published a candidate Release Plan for public comment (Release Plan Tem</li> </ul> </li> <li>2. Note: the date for M0 will be at least one day after the TSC approves the Nitrogen release plan.</li> </ul>			
last call for project proposals	6/28 /2017	<ol> <li>This is the latest date a project proposal can be sent to the project-proposals list and still have the required two week public comment period before its project creation review at the last TSC meeting before the M2/M3/M4 milestone. Project proposals submitted after this date will not be able to become formal projects by M2/M3/M4 and thus will not be able to participate in the Nitrogen release.<sup>3</sup></li> </ol>			

M2/M3/M4	7/14	API Freeze: See more information in the definition above.
	/2017	Note that the release plan includes details about negotiating inter-project dependencies, expectations, and incompatibilities.
		<ol> <li>Plan Freeze         <ul> <li>Participating Projects must have declared their final Release Plan with all sections fully completed.</li> <li>Projects that need extra configuration or resources other than those available in the OpenDaylight Cl Infrastructure must have opened helpdesk tickets to add them.</li> <li>Project checklist completed (for all projects, not just new ones).</li> </ul> </li> <li>Projects must specify whether they plan to use OpenDaylight Cl Infrastructure for system test in recommended to use the OpenDaylight Cl Infrastructure unless three is some HW or SW resource that cannot be installed there. Projects must specify whether they plan to use OpenDaylight Cl Infrastructure of system test results in a timely fashion after release creations, e.g., weekly, RC, and formal releases.</li> <li>Project must get acknowledged from all projects that it depends on.</li> <li>Flant list of externally consumable APIs defined and documented         <ul> <li>Projects must take for each TENTATIVE API they have (fa my) whether they are formally planning to deliver it.             <ul> <li>If not projects must take the API must be informed so that they can take corrective actions.</li> <li>Externally consumable APIs are available at beta-quality</li> <li>All inter-project dependencies are reavialable at beta-quality</li> <li>All inter-project dependencies are reavialable at the Karal Step-by-step guide</li> <li>Any feature spositories containing features intended for release must be added to the main features xml file in the thergatory stupp type theighbuld regroup-step guide</li> <li>Any feature repositories containing features intended for release must be added to ut in the milestone readout. These features will have additional requirements defined for the documentation requirements section above).</li> <li>Free transe t</li></ul></li></ul></li></ol>
M5	8/1/	Code Freeze (hur fives only from here as defined above)
M5	8/14 /2017	<ul> <li>Code Freeze (bug fixes only from here as defined above)</li> <li>1. Stability branch, i.e., stable/nitrogen, must be cut and local project versions bumped on master to avoid overwriting Nitrogen SNAPSHOTS <ul> <li>Follow steps 1–4 from the instructions on cutting stability branches</li> <li>Note: Branch cutting will occur sometime between offset 0 M5 and offset 2 M5 and may be either staggered by offsets or done all at once. See TSC meeting minutes from 7/9/2015 item 5.ac.</li> </ul> </li> <li>2. String Freeze (all externally visible strings frozen to allow for translation &amp; documentation)</li> <li>3. Documentation Complete: Only editing and and enhancing should take place after this point.</li> <li>4. Feature Test Complete <ul> <li>Stable features should fulfill quality requirements listed in definitions section</li> <li>Projects must run at least one basic automated system test job for each top-level feature and several automated system test jobs including functionality, cluster, scalability, performance, longevity/stability for each stable feature<sup>4</sup>.</li> </ul> </li> </ul>
	M2/M3/M4	M2/M3/M4 7/14 /2017 M5 8/14 /2017

RC0	N/A	<ol> <li>The build for RC1 will start at 23:59:59 UTC         <ul> <li>At the start of the build for RC0, all stable/nitrogen branches will be locked and only release engineering staff will be able to merge patches and will only do so for patches that fix blocking bugs.</li> </ul> </li> <li>During the RC process, regular, e.g., daily, IRC meetings will take place to identify and address issues</li> <li>During the RC process, blocking bugs will be tracked in bugzilla and a common spreadsheet</li> </ol>					
RC1	N/A	<ol> <li>The build for RC1 will start at 23:59:59 UTC</li> <li>All stable/nitrogen branches will remain locked and only release engineering staff will be able to merge patches and will only do so for patches that fix blocking bugs.</li> <li>During the RC process, regular, e.g., daily, IRC meetings will take place to identify and address issues</li> <li>During the RC process, blocking bugs will be tracked in bugzilla and a common spreadsheet</li> </ol>					
RC2	N/A	<ol> <li>The build for RC2 will start at 23:59:59 UTC</li> <li>All stable/nitrogen branches will remain locked and only release engineering staff will be able to merge patches and will only do so for patches that fix blocking bugs.</li> <li>During the RC process, regular, e.g., daily, IRC meetings will take place to identify and address issues</li> <li>During the RC process, blocking bugs will be tracked in bugzilla and a common spreadsheet</li> </ol>					
RC3	N/A	<ol> <li>Participating Projects must hold their Release Reviews, including User Facing Documentation.         <ul> <li>The release review should be based on the Sample Release Review and should point to release notes based on mple Release Notes.</li> </ul> </li> <li>The version suffix for RC3 will be -Nitrogen instead of -Nitrogen-RCX or -Nitrogen-RCX-<timestamp> so that the build can be released if it is found to be free of blocking bugs.</timestamp></li> <li>The build for RC3 will start at 23:59:59 UTC</li> <li>All stable/nitrogen branches will remain locked and only release engineering staff will be able to merge patches and will only do so for patches that fix blocking bugs.</li> <li>During the RC process, regular, e.g., daily, IRC meetings will take place to identify and address issues</li> <li>During the RC process, blocking bugs will be tracked in bugzilla and a common spreadsheet</li> </ol>					
Formal Nitrogen Release	N/A	<ol> <li>Formal Nitrogen Release         <ul> <li>NOTE: The build to produce the formal release artifacts is likely to occur before 5/25/2016.</li> </ul> </li> <li>After the release, except for projects that have opted-out, the release engineering staff will apply the release patch to the stable/nitrogen branch and bump versions.         <ul> <li>Note: Any patches merged to stable/nitrogen after the auto-release build that produces the formal release artifacts, but before the release patch and version bumps are applied will have to be reverted and re-applied after the release and version bump patches. This shouldn't happen in Nitrogen as the stable/nitrogen branches will have been locked since RC0.</li> </ul></li></ol>					
SR1 (Service Release 1 aka Nitrogen.1)	N/A	<ol> <li>First Service Release for Nitrogen. NOTE: This date is provisional, but will not move earlier. Please note, event based Updates (security/critical bugs) are distinct and may occur at any point.         <ul> <li>To allow time for testing, a release candidate will be built before the service release and projects are expected to not merge patches except for blocking bugs between that time and the actual service release.</li> <li>Blocking bugs will be tracked via bugzilla and a spreadsheet.</li> </ul> </li> <li>After the release, projects MUST apply the release patch to the stable/nitrogen branch and bump versions. Unless a project opts out, this will be done automatically by the release team after the release.</li> <li>Note: Any patches merged to stable/nitrogen after the auto-release build that produces the formal release artifacts, but before the release patch and version bumps are applied will have to be reverted and re-applied after the release and version bump patches.</li> </ol>					
SR2 (Service Release 2 aka Nitrogen.2)	N/A	<ol> <li>Second Service Release for Nitrogen. NOTE: This date is provisional, but will not move earlier. Please note, event based Updates (security/critical bugs) are distinct and may occur at any point.</li> <li>To allow time for testing, a release candidate will be built before the service release and projects are expected to not merge patches except for blocking bugs between that time and the actual service release.</li> <li>Blocking bugs will be tracked via bugzilla and a spreadsheet.</li> <li>After the release, projects MUST apply the release patch to the stable/nitrogen branch and bump versions. Unless a project opts out, this will be done automatically by the release team after the release.</li> <li>Note: Any patches merged to stable/nitrogen after the auto-release build that produces the formal release artifacts, but before the release patch and version bumps are applied will have to be reverted and re-applied after the release and version bump patches.</li> </ol>					

SR3 (Service Release 3 aka Nitrogen.3)	N/A	<ol> <li>Third Service Release for Nitrogen. NOTE: This date is provisional, but will not move earlier. Please note, event based Updates (security/critical bugs) are distinct and may occur at any point.</li> <li>To allow time for testing, a release candidate will be built before the service release and projects are expected to not merge patches except for blocking bugs between that time and the actual service release.</li> <li>Blocking bugs will be tracked via bugzilla and a spreadsheet.</li> <li>After the release, projects MUST apply the release patch to the stable/nitrogen branch and bump versions. Unless a project opts out, this will be done automatically by the release team after the release.</li> <li>Note: Any patches merged to stable/nitrogen after the auto-release build that produces the formal release artifacts, but before the release patch and version bumps are applied will have to be reverted and re-applied after the release and version bump patches.</li> </ol>
SR4 (Service Release 4 aka Nitrogen.4)	N/A	<ol> <li>Fourth Service Release for Nitrogen. NOTE: This date is provisional, but will not move earlier. Please note, event based Updates (security/critical bugs) are distinct and may occur at any point.</li> <li>To allow time for testing, a release candidate will be built before the service release and projects are expected to not merge patches except for blocking bugs between that time and the actual service release.</li> <li>Blocking bugs will be tracked via bugzilla and a spreadsheet.</li> <li>After the release, projects MUST apply the release patch to the stable/nitrogen branch and bump versions. Unless a project opts out, this will be done automatically by the release team after the release.</li> <li><i>Note:</i> Any patches merged to stable/nitrogen after the auto-release build that produces the formal release artifacts, but before the release patch and version bumps are applied will have to be reverted and re-applied after the release and version bump patches.</li> </ol>

# Externally Consumable APIs

Short Name	Description	Type (at M2)	Type (at M3)	Type (release)	Contract	Supporting Code
BIER/BIER-TE BierMan	BFR nodes & BIER-TE topology configuration and storage	Tentative	Provisional	Stable	bier-topology. yang	bierman
BIER/BIER-TE Channel	BIER-TE channel configuration and storage	Tentative	Provisional	Stable	bier-channel. yang	channel

# Expected Dependencies on Other Projects

• controller,mdsal,NETCONF,YANGTOOL,DLUX,odlparent,BGPCEP

# Expected Incompatibilities with Other Projects

None

#### Compatibility with Previous Releases

None

#### Themes and Priorities

- Karaf4
- Blueprint only Activation
- Fewer Bundles/Greater code organization
  MDSAL based realm

# **Requests from Other Projects**

None

#### **Test Tools Requirements**

None

#### Other

N/A