

# Trilinos Release Improvement Issues

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# Trilinos Release Improvement Issues

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- Branch early vs. branch late
- Release-related testing
- Improved release processes
- Improved release-related activities
- Managing late release branching

See:

[Trilinos/doc/DevGuide/TrilinosSoftwareEngineeringImprovements/\\*.tex](#)

# Branch Early vs. Branch Late

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- Last minute changes before a release \*always\* happen:
  - End of FY deliverables
  - Porting work
  - “Cleaning up” (code, documentation, etc.) ..
- Reasons to branch as late as possible:
  - Difficulty merging changes between branches
  - Results in reduced testing of all types (APP Trilinos Integration, nightly testing, etc.)
- Reasons to give some time between branch and release dates:
  - Buffer for portability problems (3 days should be plenty)
  - Allow for new non-release development activity to continue?
    - => No: These are rare and can be done on a temp local git branches
- Mitigation strategies for problems with late branching
  - => Stay tuned ...

# Release-Related Testing

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- Create release-like tarballs every night:
  - Mark non-release packages
    - Add a release/non-release column in TriinosPackages.cmake
  - Disabling and excluding non-release code
    - PACKAGE\_EXCLUDE\_FROM\_RELEASE(...).
  - Do installation testing using release-like tarball
    - Untar release tarball (not from working dir)
    - Do installation testing procedure:
      - Build and install headers and libraries
      - Configure tests/examples against installed headers and libs
- Perform this testing every night
  - Different enable configurations
  - Just one platform should be enough
- Come release time you are ready to go!

# Improved Release Process

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- Avoid branching until just days before initial release (3-4 days)
- Minimize the changes on the release branch (just change one file)
  - Change Trilinos\_version.h and that is it!
- Auto package versioning  
return "MyPackage in Trilinos" TRILINOS\_VERSION;
- Minimize changes for minor releases
  - Major bugs only

- **Tasks to complete before the release branch is created**

- Implement all functionality for the upcoming release
- Keep all documentation and examples for “up to date”
- Do all code “clean ups”
- Define files/dirs to exclude from next release tarball,
- Promote “Experimental” Code to “Stable” Code weeks before branch date
- Add new test platforms weeks before branch date
- Keep “Stable” code in a releasable state
- Perform ports and acceptance tests with Trilinos Dev (APP tests).
- Create the release branch only a few days (3 days max) before putting out release

- **Tasks to complete after the release branch is created**

- Change the version in Trilinos version.h. (All other logic is automatic)
- Fix serious defects only
- (Optional) Final round of ports and acceptance tests against APPs
- Create the final tag.
- Release the code as the auto-generated tarball.
- Fix other bugs and do minor releases

- Incremental refactoring
  - Develop a new feature “under the hood”
  - Okay to release but users still will not use
  - See “Daily Deployment” in “Extreme Programming: 2<sup>nd</sup> edition”
- Disable new features
  - Just exclude the key files from the release tarball
- Temporary local git repositories
  - Big changes incompatible with the imminent release

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