



Lustre Release and Weekly Testing Overview

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Lustre versions

- Production release
 - > Major release (such as 1.4.0, 1.6.0, 1.8.0)
 - > Minor release (such as 1.4.12, 1.6.4)
 - > Latest production releases: 1.4.12 and 1.6.4
- Maintenance release
 - > Latest maintenance releases: 1.4.11.1 and 1.6.4.3
- Beta release (pre-release version)
 - > Latest beta releases: 1.6.4.52 and 1.7.91

Lustre branches

- Base branch
 - > b1_4, b1_6 and HEAD
- Release branch
 - > Named as “b_release_{production release number}”
 - > Latest release branches: b_release_1_4_12 and b_release_1_6_4
- Development branch
 - > Named as “bmajor_minor_project[_feature[_developer]]”
 - > Such as b1_8_gss, b1_6_dir_ra, b1_6_scjody_12411

Lustre testings

- Release testing
 - > Against production and maintenance release candidates (RC) tagged from release branches
- Weekly testing
 - > Against beta releases made from base branches
- Feature testing
 - > Against development branches

Lustre release testing

- Old test cycle (before May, 2007)
 - 1) RMG submits release testing request to ltest automated testing system through Buffalo “testing requests” web page.
 - 2) ltest builds Lustre and runs a suite of tests automatically on Boulder test cluster and sends test results to Buffalo.
 - 3) QA team vet the test results on Buffalo, update old or open new bugs on Bugzilla, and send release testing status matrix to RMG and Beaver team.

Lustre release testing (contd.)

- New test cycle (since May, 2007)
 - 1) QA team create release test plan against the upcoming RC and get the test plan reviewed by the RMG.
 - 2) RMG creates an RC tag (e.g., v1_6_4_RC1 for version 1.6.4) and submits build requests to LBATS system to build the packages for all of the supported platforms announced in lustre/ChangeLog.
 - 3) RMG creates a release testing tracker which blocks the release tracker in Bugzilla and notifies QA team that a release candidate is available for testing.

Lustre release testing (contd.)

- New test cycle (contd.)
 - 4) QA team schedule test cluster time and manually run tests following the release test plan.
 - 5) QA team vet and send test results to Buffalo, update old or open new bugs on Bugzilla, and update the testing status matrix in the release testing tracker.
 - 6) RMG determines whether a new RC testing is needed. If yes, then go back to the test cycle step 1); else, marks the release testing as complete.

Lustre release testing (contd.)

- Release test plan
 - > Test items (what's to be tested?)
 - Fixed bugs and new functionalities, which are recorded in lustre/ChangeLog and Inet/ChangeLog
 - > Test types and suites (what tests to be performed?)
 - Functional/Acceptance testing (acceptance-small test suite)
 - Performance testing (IOR, PIOS, Metabench, Compilebench, LST)
 - Stress testing (low-memory, multi-client-per-node+lozone/IO/Simul)
 - Interoperability/Upgrade/Downgrade testing

Lustre release testing (contd.)

- Release test plan (contd.)
 - > Test matrix

Lustre 1.6.4 (tag v1_6_4_RC2) manual testing matrix:

<u>QE</u>	<u>Platform</u>	<u>acc-sm</u>	<u>PIOS</u>	<u>Metabench</u>	<u>Simul</u>	<u>Connectathon</u>	<u>Interop</u>
jack_chen	SLES10/x86_64	TEST[1]	TEST[3]	TEST[3]			TEST
yep	SLES9/i686	TEST			TEST[4]		TEST
chenzheng	RHEL4/x86_64	TEST[2]				TEST	TEST
wangyb	RHEL5/ia64	TEST[1]			TEST[1]		TEST
yujian	SLES10(vanilla 2.6.18)/x86_64	TEST[1]				TEST[1]	TEST

[1] - Run test on patchless client.

[2] - Run test under low memory (client 300M, server 500M).

[3] - Run performance test on 1GigE network covering the following scenarios:

- * Native Lustre
- * NFSv3 over Lustre
- * NFSv4 over Lustre

[4] - Run test with file system quotas on.

Lustre release testing (contd.)

- Latest Lustre releases
 - > 1.4.12, released on 2008-02-08
 - > 1.6.4.3, released on 2008-03-07
- Upcoming Lustre releases
 - > 1.4.13 – current focus on more than 10 blockers
 - > 1.6.5 – current focus on 19 blockers
 - > 1.8.0 – July, 2008

Lustre weekly testing

- Test target
 - > Beta releases made from b1_6 and HEAD base branches
- Test cycle
 - 1) QA team track the Lustre code changes via “lustre-cvs” list and submit build request to LBATS system to build the packages for one of the supported platforms.
 - 2) QA team schedule test cluster time and manually run acceptance-small tests on the selected platform.
 - 3) QA team vet and send test results to Buffalo, update old or open new bugs on Bugzilla, and update the weekly testing trackers (bug 14045 for b1_6, bug 13174 for HEAD).

Lustre weekly testing (contd.)

- Current status
 - > Ye Peng (Yep) is responsible for b1_6 testing
 - > Chen Zheng (Thunder) is responsible for HEAD testing
 - > Bi-weekly or tri-weekly testing in reality
 - > Very important for tracking the quality and stability of the base branches

Issues and proposals

- Issue:
 - > Production release test cycle takes very long time due to the following issues:
 - Release branch is unstable (e.g., 4 RCs for Lustre 1.6.4)
 - Insufficient test cluster restricts QA team running tests in parallel
- Proposal:
 - > Focus on the weekly testing against base branches and the feature testing against development branches
 - > After the Jackie and Frankie test clusters are ready, QA team could run tests in parallel to a large extent
 - > Automating the test process to cut down time and human cost

Issues and proposals (contd.)

- Issue:
 - > Some apparent performance or functional regressions against the new releases are found by the customers
 - Such as bug 14353(perf regression), bug 14437(func regression)
- Proposal:
 - > QA team need learn widely that how the customers use Lustre via “Lustre-discuss” list, bugs filed by customers, etc., and improve the test plan accordingly
 - > Add more test scenarios into the release testing (such as failover testing with two real nodes, continuous scale testing on Frankie)

Issues and proposals (contd.)

- Issue:
 - > Currently, the release test plans and test reports are not formal and public
- Proposal:
 - > Improve the test plan according to some standard test plan template (such as IEEE Std 829)
 - > Improve the performance test report referring to some standard template or good sample (such as Lustre benchmarking report on Cray XT4)
 - > Make them public and get feedbacks from the consumers



Thank You!
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