





The ASWF Continuous Integration (CI) Working Group is tasked to investigate and deliver tools, procedures and services used by ASWF projects in their development process, including:

- Revision control
- Build toolchains
- CI build environments
- Testing
- Packaging and distribution

Continuous Integration WG Mission Statement (cont) SOFTWARE



- Provide a forum for the exchange of ideas between individuals interested in all aspects of the tooling and processes involved in software development, building and distribution
- Nothing we do is prescriptive, projects are free to adopt or not, and are encouraged to share infrastructure with other ASWF projects.

Administrativia

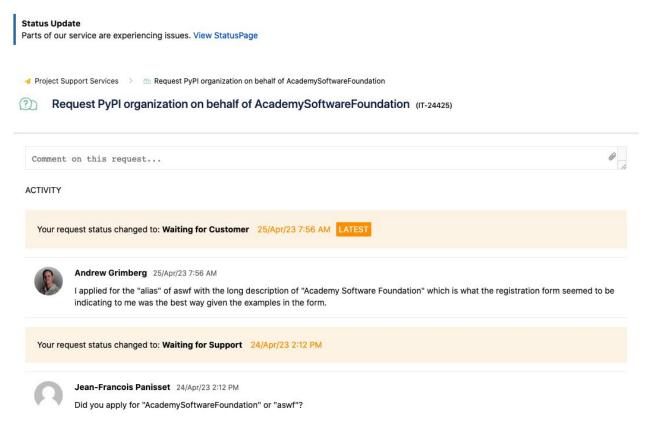


- One meeting a month, off cadence from TAC (next is May 24th at 13:00 Pacific Time)
- On average 8 attendees over last 12 months, lots of repeat visits
- Meeting minutes in repo: <u>https://github.com/AcademySoftwareFoundation/wg-ci/tree/main/meetings</u>
- Slack Channel: #wg-ci 245 members, reasonable traffic volume, enough to help fill meeting agenda, a good place to share an interest in tooling





- #wg-ci for general discussion
- Linux Foundation Release Engineering Helpdesk: https://jira.linuxfoundation.org/plugins/servlet/desk
- GitHub Permissions
- Secrets Management
- External Integrations
- ...



Limitations of GitHub-hosted Free Runners

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- Time limits, concurrent jobs limits
- Minimal hardware (2 cores, 7 GB, 14GB disk)
- x86 only, no ARM / M1 options
- No GPU acceleration (OCIO test suite)
- Projects need more CPU/memory (OpenVDB) and longer build times (clang, Qt full builds)
- "Self" hosting is possible, but tricky to do reliably
 - Don't want expensive runaway cloud instance
 - Watch out for abuse ("expensive" build events)
- AWS CodeBuild
 - On demand access to larger instances, Linux GPU
 - Per minute pricing
 - OCIO GPU test suite





ASWF Enterprise GitHub Organization

- Higher limits on free GHA minutes, concurrent jobs
- Larger, for pay runners:
 - \$1,500/month pre-authorized

Used by OpenVDB, aswf-docker for builds that wouldn't

complete

Informally managed

- Early access to GPU runners
 - Windows and Linux
 - Used by OSL (I think?)
 - Not yet charged
- No ETA yet for Apple Silicon

Size (vcpu)	Memory (RAM)	Storage (SSD)
4 cores	16 GB	150 GB
8 cores	32 GB	300 GB
16 cores	64 GB	600 GB
32 cores	128 GB	1200 GB
64 cores	256 GB	2040 GB



Testing

- CTest for C++ projects, pytest for Python (examples)
 - 80% code coverage requirement for CII Silver
- Linting / Static Analysis
 - CII badge requirement
 - clang-tidy (OpenEXR, OSL)
 - pytest --pylint
 - SonarCloud (org-level secret)
- Dynamic Analysis / Fuzzing
 - Google OSS-Fuzz for OpenEXR
 - Valgrind
- Limitations of GitHub-hosted runners
- How will we test GUI apps? (ORI, MaterialX, OpenCue...)

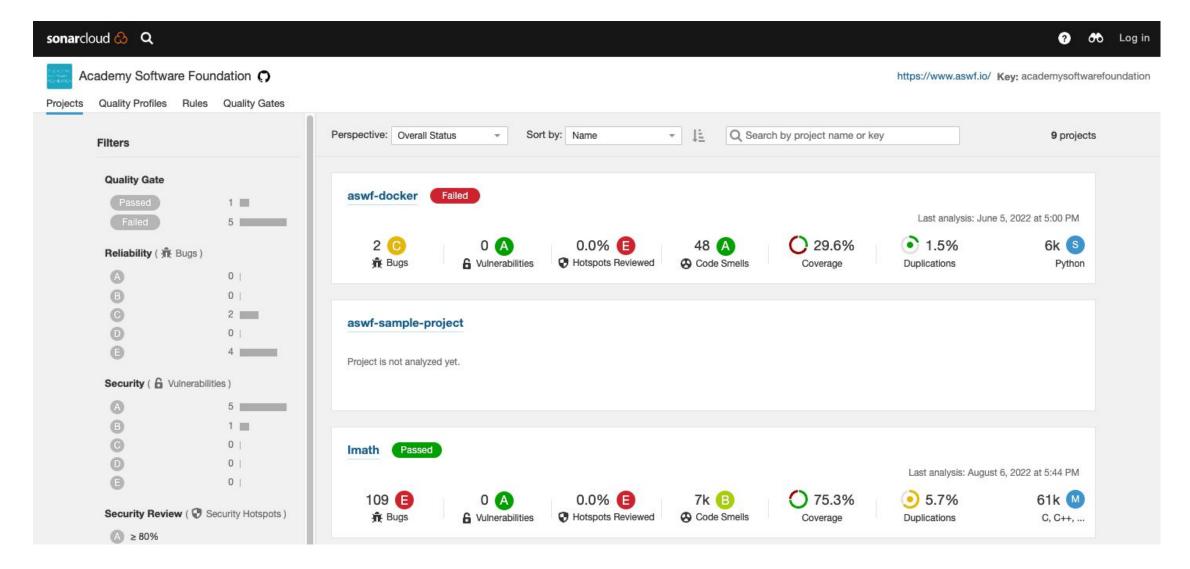








Sample ASFW Projects on SonarCloud



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Packaging and Distribution

- Python and PyPI
 - OpenTimelineIO builds Python wheels as part of CI
 - Organization level support from PyPI announced, we are signed up for "AcademySoftwareFoundation" and "aswf"
 - Expertise to be shared in #wg-ci
- Paid Docker Hub account for Docker containers
 - No throttling on downloads of aswf-docker containers
 - Available to all projects (GitHub org level secrets)
- JFrog Artifactory
 - https://linuxfoundation.jfrog.io/artifactory/aswf-conan/
 - Conan packages from aswf-docker, supports other formats
 - Eventually package binaries (app installers ORI)





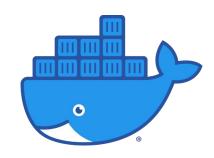




The aswf-docker Project

https://github.com/AcademySoftwareFoundation/aswf-docker

- Created by Aloys Baillet
- Yearly implementation of the VFX Reference Platform
- Hierarchy of layered containers:
 - aswf/ci-base has tools and most prerequisites
 - aswf/ci-openexr is used to build OpenEXR
 - aswf/ci-vfxall has everything pre-built
- Used by most ASWF projects to build in a controlled environment with all required dependencies
- VFX2022 based on CentOS 7.9, leverages RedHat Developer Toolset for newer tools
- Clang also included





The aswf-docker Project (cont.)

- Includes CUDA, OpenGL
 - Can be used to run GPU accelerated test suites
 - Can be used to run entire applications
- Can be used to build "difficult to build" open source projects on CentOS 7 by providing updated dependencies and tools
- Pushed to paid for, unthrottled account:
 - https://hub.docker.com/u/aswf
 - but 4+ GB vfx-all container can still take a while to pull...
- 600K pulls from Docker Hub across versions!



The aswf-docker project: work in progress

- Support for Conan package manager
 - Create Conan packages from build results
 - Push to JFrog Artifactory repository
 - More granularity for clients consuming packages
 - More applicable to Windows and macOS
 - aswf-docker/packages/conan/recipes/
- VFX Platform 2023 support
 - New set of ASWF and non-ASWF components for CY2023
 - Move from CentOS 7.9 base to Rocky Linux 8.x
 - Based on NVIDIA cuda containers (cudagl no longer maintained)
 - Very close...
 - Should make future base distro changes "simpler"

The aswf-docker project: what's next

- /* ACADEMY SOFTWARE FOUNDATION
- Support for new ASWF projects: ORI, OIIO, OpenFX...
- More components repackaged as Conan packages
- Contribution from Foundry: set of Conan recipes they are using internally to package open source components, will make available soon.
- VFX 2024: transition to EL 9?
 - Not explicitly required by VFX 2024
 - EL8 AND EL9? Maybe worth a poll
 - QT6.5
- Windows container support
 - Containers have limitations on Windows, but should be possible to build equivalent set of containers
- macOS support (easier with Conan)





Documentation

- ASWF Confluence instance, available to all projects and WGs that want a Wiki
- Paid ReadTheDocs instance (gets rid of small ad / supports the project)
 - Starting to be used by OpenRV
 - Projets already using RTD can keep using their own instance



OpenSSF (Open Source Security Foundation) Badging F Requirements Discussion

- Significant effort to discuss and analyze requirements in context of our projects
- Aim to produce recommendations / additional information around requirements
- Some of it is being fed back to OpenSSF project
- Work needed to extract from several months of meetings notes into a usable form
- CI WG happy to help projects that have questions about OpenSSF requirements for project graduation



Thank you!

- Don't hesitate to ask if your project needs infrastructure you don't currently have, CI WG may be able to help, or another project may have already solved the problem
- If your project has an interesting piece of infrastructure, CI WG wants to hear about it, maybe it can be generalized / benefit others