

EGI-InSPIRE

DMSU Overview

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DMSU

- Deployed Middleware Support Unit
 - SW by different vendors no support stack shared between them
- 2nd level support for middleware products in EGI
 - Resolve issues where middleware defects are suspected
 - Actual bugs
 - Configuration issues
 - Missing or incomplete documentation
 - Issues submitted through GGUS
 - ... other fora monitored, matters of interest "transtlated" to GGUS
- Requirement assessment (occasionally).
- Wiki: https://wiki.egi.eu/wiki/EGI_DMSU



Issue Analysis and Assignment

- "Mid-depth" analysis of all incoming issues
- Request additional information from the original requester
- Try to replicate the issue
- Decide if it is a SW fault or a configuration/usage issue:
 - Suspect bugs:
 - Decide/confirm which component is at fault
 - Check if the issue is already being addressed by vendor
 - Reassign ticket to appropriate 3^rd level SU
 - ... or file a bug report with external vendor
 - Configuration/usage issues:
 - "Educate" the requestor
 - Update DMSU Knowledge Base with new isues https://wiki.egi.eu/wiki/Middleware_issues_and_solutions
- Determine priorities



Ticket Followup

- To be discussed in-depth, just basic principles here
- High priority tickets (Top Priority, Very urgent)
 - SW providers under SLAs need to specify target dates beginning to end monitoring by DMSU feasible
- Low priority tickets (*Urgent*, *Less Urgent*)
 - Forwarded to 3rd level SUs to handle "at their leisure"
 - Supposed to be revisited by the DMSU at some point



Workload Sharing

- Two roles in DMSU: Assigners and Resolvers
 https://wiki.egi.eu/wiki/DMSU_People_Institutes
- Assigners:
 - Weekly duty rotation to achieve high availability
 - Wide area of expertise
 - Initial processing and evaluation of incoming issues
 - Invite appropriate experts to address complicated problems
 - Weekly meetings to revisit all open issues in the DMSU queue (tuesdays)
- Resolvers:
 - Deep knowledge in their field, including knowledge of product internals and source code
 - Relatively low commintment in terms of effort
 - "last resource" before going to 3rd level