Agenda – Grid Operations Meeting – 06 December 2010:

1 - Information (Mario) :

gLite 3.1 patches in "Ready for production" will be released soon (this week):

#4115	x86_64	glite-SE_dcache_info 3.1 SL4 x86_64	3.1.0 Update 68
#4114	ia32 (i386)	glite-SE_dcache_info 3.1 SL4 i386	3.1.0 Update 68
#4112	ia32 (i386)	glite-SE_dcache_pool glite 3.1 SL4 i386	3.1.0 Update 68
#4111	x86_64	glite-SE_dcache_pool glite 3.1SL4 x86_64 (amd64)	3.1.0 Update 68
#4109	x86_64	glite-SE_dcache_srm 3.1 SL4 x86_64 (amd64)	3.1.0 Update 68
#4108	ia32 (i386)	glite-SE_dcache_srm 3.1 SL4 i386	3.1.0 Update 68
#4106	ia32 (i386)	glite-SE_dcache_nameserver_chimera 3.1 SL4 i386	3.1.0 Update 68
#4105	x86_64	glite-SE_dcache_nameserver_chimera 3.1 SL4 x86_64 (amd64)	3.1.0 Update 68
#3882	ia32 (i386)	L&B 1.10, SLC4, 32-bit	3.1.0 Update 68

gLite 3.1 patches in "Staged Rollout"

#4521	x86_64	R3.1/SLC4/x86_64: LFC_mysql v1.8.0-1
#4520	ia32 (i386)	R3.1/SLC4/i386: LFC_mysql v1.8.0-1
#4519	x86_64	R3.1/SLC4/x86_64: LFC_oracle v1.8.0-1
#4518	ia32 (i386)	R3.1/SLC4/i386: LFC_oracle v1.8.0-1
#4517	x86_64	R3.1/SLC4/x86_64: DPM_disk v1.8.0-1
#4516	ia32 (i386)	R3.1/SLC4/i386: DPM_disk v1.8.0-1
#4515	x86_64	R3.1/SLC4/x86_64: DPM_mysql v1.8.0-1
#4514	ia32 (i386)	R3.1/SLC4/i386: DPM_mysql v1.8.0-1

gLite 3.2 patches in "Staged Rollout"

#4532	gLExec version 0.8	**NO EA**
#4473	R3.2/SL5/x86_64: DPM_disk v1.8.0-1	MK-01-UKIM_II
#4472	R3.2/SL5/x86_64: DPM_mysql v1.8.0-1	MK-01-UKIM_II
#4471	R3.2/SL5/x86_64: LFC_oracle v1.8.0-1	**NO EA**
#4470	R3.2/SL5/x86_64: LFC_mysql v1.8.0-1	**NO EA**

glite 3.1 components: there are no EA team doing the staged rollout, and are in this state for 3 weeks.

glite 3.2 components: there are no EA team doing the staged rollout for the LFC and glexec.

It has been decided on the proposal from the glite integration team coordinator and the SW release manager (TSA1.3), NOT to release any component that did not underwent the staged rollout test.

As such, any of the previous components that where not tested WILL remain in this state for as long as it takes, until some EA team does staged rollout on them, so they will not be released into production.

There are 2 patches of the glite 3.1 series which are "on hold", the lcg-CE and glite-CLUSTER. There has been some discussion on the release of this version of the lcg-CE which now depends on having the new node type glite-CLUSTER, and implying some major modification to the yaim configuration, and introducing a rather high number of new variables.

Operational tools: new version of NAGIOS (update 7) now under staged rollout:

https://rt.egi.eu/rt/Ticket/Display.html?id=626

2 - Information about operational tools (Emir) :

3 - COD issues (Malgorzata, Luuk)

    Reminders:

    1. Since 1.12 org.bdii.Freshness is critical - can raise alarms on
Operational Portal.

    2. Since 1.12 new version of COD escalation procedure is in force
https://wiki.egi.eu/wiki/Operations:COD_Escalation_Procedure.

    3. Availability/Reliability report for November is now available
(GGUS:64892) and COD has started to collect explanations for poor
performance - deadline is set to 10 working days since the ticket was
created.

    4. NGI creation procedure catch up (GGUS: 63562). Still some action needed from:
- NGI_BY GGUS:64890
- NGI_CH GGUS:63608
- NGI_DE GGUS:63606
- NGI_HU GGUS:63932
- NGI_AT GGUS:63604
- NGI_NDGF GGUS:63562