



# Overview of the Middleware Unit activities

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# Upcoming changes



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  - specific needs driving development priorities
- middleware development **inside**
  - full control
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## EGI era

- **broader** application portfolio
  - diverse needs
  - more difficult priority balancing
- middleware development **outsourced** to external entities
  - no “EGI middleware” brand
  - flexible competitive scheme
  - need for very precise specifications

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## UMD Roadmap

- **principal development plan**
- evolving in time (EGI-InSPIRE deliverables)
- for users: what to expect
- for providers: what to develop

# Involved players

## Middleware Coordination Board

- representation of users, operations, and software developers
- collect and prioritise high-level requirements
- **strategic** decisions body
- **endorse or reject** UMD Roadmap updates

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- provide **repository** and support tools
- provide 2nd line support
  - pool of experts
  - issue investigation
  - interim bugfix releases (emergency only)

## Involved players (3)

### Software providers

- react to user requirements with proposed developments
- deliver the agreed components
- provide negotiated 3rd line support (SLA)

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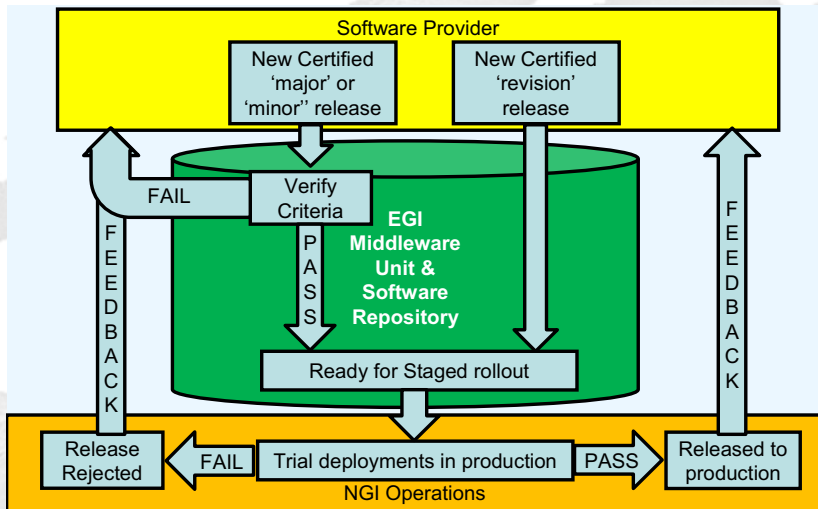
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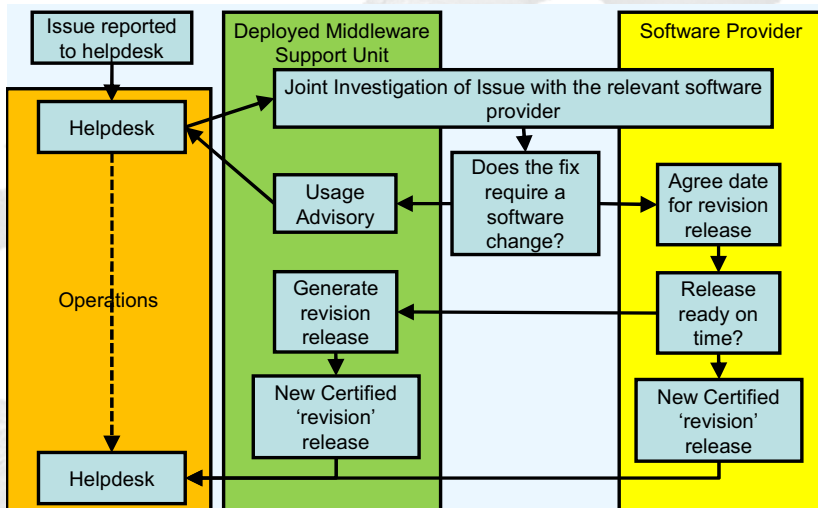
### EGI operations

- participate in extensive beta-testing
- run the software :-)

# Release process



# Software issue resolution



# Summary

- achieve and keep long-term balance among
  - user requirements
  - operations needs
  - software providers capabilities
- more emphasis on precise specifications and their verification
- SLAs with providers
- assumed trust in provider's quality assurance
- sane competition and flexible environment