University at Buffalo
Center for Computational Research

Ohio Supercomputer Center

VIRGINIA TECH

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SCAG Quarterly Meeting – April 30, 2020

30 April 2020 -- Agenda

Item 0: Any concerns / updates from SCAG members they want to share
Item 0.5: PEARC canceled, SC uncertain (virtual). Future meeting options?

➢ Discussion of PLATFORM release schedule and SCAG meetings (15 min)

➢ **Discussion of proposed set of metrics to assist in prioritizing feature requests (20 min)**

➢ 1.8 features – See Trello (15 min)

➢ **2.0 feature inclusion discussion – See Trello (30 min)**

➢ Restructure how apps are found on the OOD help page (5-10 min)

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The development team has been more reactive. The need to be more proactive with eye to roadmap.

Questions:
- ✓ Assuming sites want to do major upgrades no more than annual. Is that true?
- ✓ Does this make sense in terms of an upgrade cycle?

- Jan 31
  - feature release announcement - prioritization of minor and major releases for the year
- April 30
  - progress update
- July 15
  - MINOR RELEASE PEARC -- community features release minor version 1.8 or 2.1
  - progress update - feature slippage, issues, etc
  - feature requests
- Nov 10
  - MAJOR RELEASE
  - SC (proposal features releases major version 2.0 or 3.0)
  - draft roadmap discussion on features for next releases

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Proposed set of metrics to assist in prioritizing feature requests

1. Proposed metrics to assist in prioritizing feature requests:
2. What is the source of the feature? The proposal? The community? Both?
3. What is expected client impact?
   a. What percentage of current installed base will use the feature?
   b. Is this an important new market? (e.g., cloud, Nvidia DGX)
   c. Is this an important site we want to engage with?
   d. Does it advance mission for OSC/UB/VT?
4. Feasibility
   a. How much work has been done?
   b. How much work remains?
5. Do we have resources available? Where? At OSC, at UB at VT?
6. Project sustainability (technical debt)
   a. Does it make the project more stable, more accessible to develope

Examples

1. https://github.com/OSC/ood_core/issues/172 was considered low client impact (because it only affected a small subset of PBSPro and SGE users) but feasibility was EASY and its source was community request so we did it.

2. https://github.com/OSC/ondemand/issues/356 was medium-high impact (Chrome browser users), community requested, but feasibility was MEDIUM-HARD so we pushed to back to 1.8.

For 1.7 ended up asking a short set of questions for each item:
- Is it in the proposal?
- Is it community requested?
- What is the scope of the client impact?
- Does it open a new market?
- How feasible is it to implement?
- Does it impact project sustainability?

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https://trello.com/b/ksr1g141/open-ondemand-ideas-and-dev

Questions or Reprioritization?

For 2.0 make sure we have:
- ✓ Deprioritized based on feedback
- ✓ Added features based on feedback
- ✓ Common understanding on relative priority
- ✓ Captured any new feedback
- ✓ List of members wanting inclusion in design discussions

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App discovery and sharing

➢ Many members, users, admins have commented on app discovery and sharing

➢ PROPOSAL: Restructure how apps are found on the OOD help page

➢ Move https://osc.github.io/ood-documentation/master/install-ihpc-apps.html to the top level section.

➢ Organize by app, not institution; detail page/section per app with links

    Examples
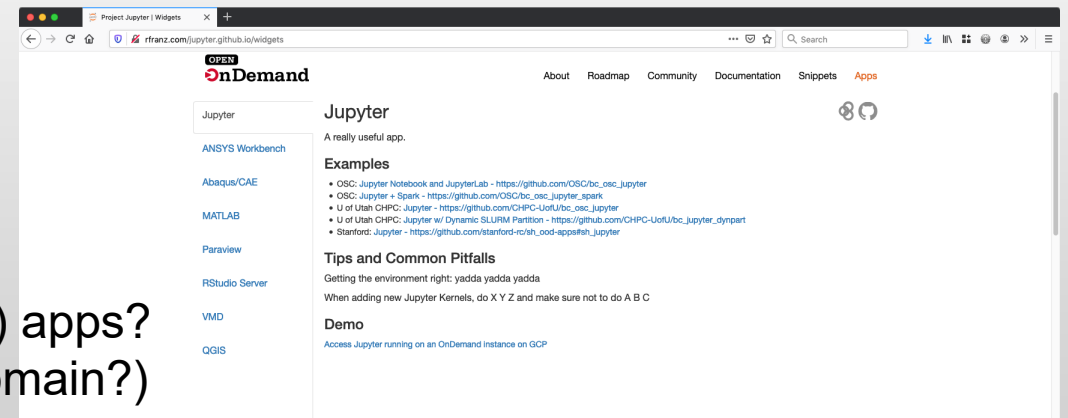   https://jupyter.org/widgets (top level)
        https://grafana.com/grafana/plugins

Question:
    How does the community want to discover (and share) apps?
    Browse? Search? By what criteria? (name, science domain?)

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Questions?

- Additional thoughts?
- Comments?
- Next meeting – TBD, coincident with PEARC20

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