



the dice project


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Infrastructure Unit 2012T2 Report

Reports for previous periods can be found [here](#). There's also an archive of all Units' reports linked from the [CEG wiki front page](#).

The Infrastructure Unit now has 3 FTE members. The first row of the table below shows the amount of the Unit's time in fractional-FTE terms given to each activity; this is also shown in the pie-chart. The second row shows time as a fraction of total available Unit personpower, ignoring holidays, illness and the like. The remaining rows show corresponding figures from previous periods for comparison (note that these will not necessarily sum to 100%, as columns with completed projects have been omitted here).

Summer and other ad hoc holidays had their usual effect in this T2 block. In particular, development time was down slightly, while the Unit's other activities remained at around their usual levels.

	Account mgmt	Data clean	DB feeds	SL6	OpenLDAP upgrade	KDC upgrade	Doc update	misc dev	Ops	Personal dev	Meetings	Mgmt	Misc	Holidays ill, etc.
12T2 FTE	0.04	0.00	0.00	0.39	0.08	0.00	0.05	0.45	0.66	0.14	0.23	0.10	0.23	0.61
12T2 %	2%	0%	0%	16%	3%	0%	2%	19%	28%	6%	10%	4%	10%	
12T1 %	4%	2%	3%	11%	2%	1%	-	17%	25%	5%	9%	4%	11%	
11T3 %	1%	2%	2%	1%	3%	-	-	10%	39%	5%	10%	6%	11%	

The Unit's individual [Development Projects](#) are given separate buckets. In the current period there was no significant work undertaken on behalf of other Units.

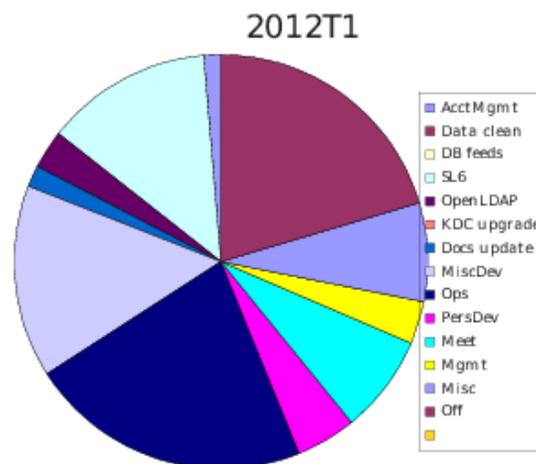
The following projects continued through this period:

- [Account management \(Prometheus\)](#) and its associated sub-projects:
 - [Account reconciliation](#)
 - [Migrate to new database feeds](#)
- [SL6 server platform work](#)
- [KDC upgrade to 1.9 \(and KDCs to SL6\)](#)
- [Upgrade LDAP master and slaves to OpenLDAP 2.4](#)

The following projects were started in this period:

- [Documentation update](#)

Other small-scale and non-Project development has been lumped together as "miscellaneous development". This includes all aspects of the Unit's work where the existing code or equipment base required to be enhanced for some reason, even where this arose as a result of some operational or some other requirement. In the current period this included:



- SNMP, DNS and routing component changes required as a result of upstream version changes
- A few network management changes prompted by the SL6 upgrade though not really belonging in that time bucket
- A small number of network management changes required as a result of firmware upgrades
- Some LDAP changes required as a result of upgrading to a later version
- Some miscellaneous Prometheus changes which don't really fit in any of the project time buckets
- Sundry other small-scale changes, improvements and enhancements

Overall the Unit gave over 1.01 FTE to development work, which is 34% of its available time for the period. This is down slightly on our normal levels, due to holidays as our other ongoing activities stayed around their usual levels. In the current period the main project work was concentrated on the SL6 upgrade, which is now almost complete.

"Operations" covers everything to do with the day-to-day running of the Unit's services, together with any reconfiguration which did not require development work. In the current period this was again spread pretty evenly across all the Unit's responsibilities.

"Meetings" includes all meetings not specifically attributable to some other bucket. In particular, it includes attending Operational and Development meetings, as well as Unit meetings and extra-Informatics meetings. CEG meetings are bundled as "management", as are convening the Operational meetings by rotation.

Looking Ahead

The SL6 upgrade has continued to form a substantial part of the Unit's T2 work. Almost all our servers have now been upgraded, with only the KDCs and some of the LDAP servers remaining to be done. We note that the co-location of the AFSDB servers with the slave KDCs results in dependencies on other Units, with inevitable consequential delays and complications in scheduling upgrades.

The account lifecycle situation continues to cause us concern. It is looking increasingly likely that we will have to devote some development time to reimplementing the missing code fragments.

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