**UPS KT from Dublin team part 6 (AWE)**

October 17, 2022, 10:33AM

1h 9m 53s

started transcription

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** joined the meeting

 **Kruti Kallola Mohanta** joined the meeting

 **Jelena Maksimenko (CPL Solutions)** joined the meeting

 **Halyna Hladkivska** joined the meeting

 **AB# Mishra** joined the meeting

 **Deepak Kunwar** joined the meeting

 **Team Room DUBLIN-PLACE/A3014 (8)** joined the meeting

 **Dina Helal** joined the meeting

 **Yashasvini Rathore** joined the meeting

 **Dinesh Vijayakumar** joined the meeting

 **Kush Mishra** joined the meeting

 **Kruti Kallola Mohanta** left the meeting

 **Halyna Hladkivska** 0:30  
Can you see my screen?

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 0:31  
Yep, Yes.

 **Halyna Hladkivska** 0:34  
Yay awesome uh so today, the session topic is AWE overview.  
So we're going to cover a little bit. What is AWE terminology technology stack and what Dublin in particular is working on so that you know which questions are?  
I I related more or less to our area and maybe about future topics. We could discuss.  
So anyway at the very first slide this is picture from our Dublin Office.  
And yeah, this is the agenda so regarding the agenda. Feel free to ask any questions and if you want to.  
And investigate the topic a little bit further also feel free or stop me at any point and we can discuss or any early comments about the agenda.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 1:36  
No, I think.

 **Halyna Hladkivska** 1:36  
All right, let sorry.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 1:41  
We're good.

 **Halyna Hladkivska** 1:43  
Awesome so let's start so first of all you probably saw this slide already.  
And.  
Sectioning.  
So this is where AWE is located in the organization so as you can see AWE is.  
Uh my dark strator that takes care of various stages of the release starting from the source source. Services like the code flow and build packaging and all the way to the publishing and all the stages up to the release so AWE orchestrator.

 **Yashasvini Rathore** left the meeting

 **Halyna Hladkivska** 2:31  
Umm it takes care of all of this So what do you say AWE has mentioned this is the orchestration component that we are managed the release in a touchless fashion?  
So usually users do not directly interact with AWE portal. It is done through track. It we provide them. The API, so that they can use our data and all of the approvals are happening through track.  
But but also we have records and AWE so there are quite a ton of interactions and here you can see also various stages of the release.  
Uh so this is similar to what you saw previously in the slide.  
Uh at the different components that are happening. So when we speak about Dublin team. It's actually pretty interesting. We started a bit with the packaging.  
Uh Java packaging work so but it was before, I joined the team, so Alexey was working on packaging and a few other people, but now you're more focused. We switched our focused to publishing more so Dublin team is like you can ask questions probably about these two and we can have further discussions so this would be.  
Uh probably the primarily topics to discuss also we are working on approval sibbit.  
Uh as it is related to publishing but yeah, this can be discussed separately.  
Any questions, so far.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 4:12  
Yes, one question does AWE have any role in the download and install in measure and report.

 **Halyna Hladkivska** 4:22  
And now I'm not aware of this. This is as mentioned before this is not what usually our team is working on.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 4:31  
OK.

 **Halyna Hladkivska** 4:31  
This might be handled through other teams, so about measure and report. I did see some older components. I think about the this measuring and reporting part. I never took a look at this code so maybe that's a follow up question like if we have anything about this measure and report so measure and report. It might be better looked at track. It so if you saw after the update goes to retail.  
There are some checks with the users they can't media check as well to see if everything is alright I personally never encountered this in day-to-day work so usually it's another thing to be fair. But we can always ask the Redmond team. Maybe there is component that we're not aware of.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 5:18  
Sure.  
Sure.  
What I understand is download and install is done mainly by the UPS team update platform team?  
And measure and report is.  
It's basically the Telemetry that is recorded by the client and reported by data team which I think falls under.  
PRT.  
I got them at them You know.

 **Halyna Hladkivska** 5:49  
Umm not sure about this, let let's follow up on this separately.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 5:54  
OK sure.

 **Halyna Hladkivska** 5:55  
I will let you know if I learn any man formation, I will ask around so.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 6:01  
OK.

 **Halyna Hladkivska** 6:01  
But yeah, our team is mainly focused on this too, and sometimes the approvals. Yeah, we, we don't usually work on this so it's.  
Uh but I will let you know if I find anything.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 6:15  
Yeah, the room has the hand up.

 **Halyna Hladkivska** 6:18  
OK.  
Yeah, please go ahead.

 **Team Room DUBLIN-PLACE/A3014 (8)** 6:21  
Yeah, yeah, I just want to mention that yes, you understanding is correct, it's not.  
Uh completely it will slow it's just overall flow, so measuring the point that by traffic team. It's it's right, but.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 6:33  
Uh OK.

 **Team Room DUBLIN-PLACE/A3014 (8)** 6:37  
Ohh, if something is happening if something is detected right. It goes back to AWE something usually has to be redone. Respin retriggered, so it's kind of closed loop feedback loop and it goes through it away. The This is the way to read this diagram. But yeah, this. This is more and this diagram that it'll be does so earlier.  
That's the way to think about it.

 **Halyna Hladkivska** 7:03  
All right now also forgot to mention a few things so also we like to think about AWE S. The intelligence system as well as it works in the touchless fashion, so I have an references a child's recording you can learn a little bit more. The history, so previously there was less automation. There was a lot of manual job from release managers and various teams but AWE automated. A lot and there is a history behind it, so if you didn't watch a child's recording.  
Either recommend it's in the references and it's pretty often mentioned.  
Umm so also AWE has a lot of information about the releases. So we know how to create the bootstraps. The correct place we will mention what play is.  
So this is something to just start with looking at AWE.  
Now also there is another interesting terminology going on around in in WWE so we have such thing as left hand side and right hand side you will hear it. A lot and you might be asked like OK, guys, which part of AWE are you onboarding tool.  
And so left side is something that's happening before BVT complete right side is right after BVT complete this is like the split that we agreed to.  
So the left side is more about building packages generating the payload this flow and right side is about further steps so after some initial validation passed on the left side. This is right side which is you know publishing approvals going live.  
So the all the activities that happen after the packages are generated and passed through the very basic automated validation.  
Now, about Dublin. Currently we are focused on the right side on the publishing as mentioned before and we rarely look at the left side. As of now, so in Redmond. There is also strong split so this could be an interesting question to ask and you know you might want to know where your team stands in terms of left hand side versus right hand side because you're very likely be asked about this.  
Do you know by the way which what area you will be onboarding to?

 **AB# Mishra** 9:38  
I think I remember we were going to work on the left hand side mostly.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 9:38  
Bye.

 **Halyna Hladkivska** 9:42  
Ah that's interesting.

 **AB# Mishra** 9:43  
Yeah.

 **Halyna Hladkivska** 9:46  
All right sounds exciting.  
Any questions, so far.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 9:57  
The BBT that you're talking about is the validation, which PRT team in CPC does right.

 **Halyna Hladkivska** 10:05  
Yeah, it's actually mentioned on the next slide.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 10:08  
OK.

 **Halyna Hladkivska** 10:09  
Uh so as we mentioned the 50 completed is quite an important event. So the there is a set of the events that AWE gets from packaging. BVT is one of those important ones. So this is when AWE kicks off plays for those that have used the package artifacts.  
So you so place probably in awe before and this happens.  
On the PC complete event also when we manually create a play in AWE. I can show you later. How to do this BVT complete is.  
Uh imitated in a way so.  
Are we can also create place manually? But yeah ability? Complete this one of the important events from packaging and one of the important events in that we E over all.  
So as you can see also there are a few more terms that I wanted to touch on so let's say the release. Ticket is quite an important entity so this is just a record of what happened in with the update in awe in particular.  
So also how the release ticket is getting pretty created. We have the playbook, which is the set of rules and a playbook consists of various plays per update type so play will be quite a major instance as well. So let's say for each product. Update type branch. There will be a separate play and then when we create the play. The place would consist of stages and the most atomic one will be activity.  
I can show you this on the portal if we want or if you saw before we can just skip this.  
Now let's see it in any case, maybe you will see something new. So, just in case let me show you in the portal.  
So.  
The way I like to view place is here.  
Has anybody showed you this tab the playbook?

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 12:21  
Have see.  
I think the Dublin room has their hand up.

 **Halyna Hladkivska** 12:28  
All right, yeah, please go ahead.

 **Team Room DUBLIN-PLACE/A3014 (8)** 12:31  
Yeah, I just wanted to double click clean is doing pretty good job explaining the flow. But since it kind of tripped us couple of times before, so busy completed is the kind of contract between PRT team and in this case, UPS team. All SSD team is in general, so all the stuff that we are talking about plays playbooks only relevant when package is available.  
So nothing like AWE historically only took care of the.  
Workflow.  
Of the pipeline static from package availability and basic verification, which is done by Pvt team.  
Time went by, and ate we now is doing way more.  
Then only play orchestration.  
Is the builder castration code flow activities package kick off and all this kind of stuff so it's kind of?  
True.  
Pretty different components in one in one system.  
That's why beauty completed is so crucial all the activities that healing is going to show you only starts when package is available, so AWE is being notified about package availability.  
Help it it makes sense even though portal only show your play.  
Most a lot of components only show you how plays running a lot of stuff is actually happening before that, it's either. PRT team is doing its job, generating the package or AWE actually did quite a lot to make the spec available to the system.  
So it's kind of a little bit counterintuitive, but those are things are happening in parallel.  
Anything to add here feeling as somebody help has helped up.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 14:26  
Yeah.

 **Halyna Hladkivska** 14:28  
So.  
You summed up very well.  
I will show us a few plays.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 14:35  
There's another handler.

 **Halyna Hladkivska** 14:36  
OK.  
Yes, please.

 **AB# Mishra** 14:38  
Yeah, I so I have a question related to this playbook, so how this playbook is related to intent because I can see all this information that is coming from intent also right the product release type payload information. So is there something that uses intent internally to list out all the stage or in the stage is completely wrong.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 14:38  
Maybe.

 **Halyna Hladkivska** 14:52  
Yeah, yes, so that.  
OK, yeah, so uh this is called the product so this is probably what you meant we have number of various products. We have quite a few win tents. If you know just this is various versions of win 10 this one. I'm showing is on long term support and this is called RS5I think someone recording conventions. Some of those plays how we name them.

 **AB# Mishra** 15:12  
Umm.  
Umm.

 **Halyna Hladkivska** 15:24  
Ohh so.  
Umm.  
This is just the products that we have and some of them are on different support so, based on what I remember from those sessions is that 18 is the year or nine is the the months roughly speaking can't win 10 is the version of Windows in this particular case and how display book is related.

 **AB# Mishra** 15:41  
Umm.

 **Halyna Hladkivska** 15:48  
So let's say we have them.  
Some grouping by release by product update type and branch type.  
And let's say be release is the security release that this is an important one and let's say. I want to create a Windows 101809 play. They usually are created for each security release. They will be created. And I also say OK. I want the cumulative security update type I will later show a little bit what it is but.  
And we might cover it if you want as well. A bit and also the branch type is down level. So we have a number of various branches anyway. You can also spend a bit of time. Just looking into this place and then when I clicked view play.  
I will see how this play looks like so some activities are will go ahead. Some activities are just not applicable.  
But you can just have some idea how the play will look like So what will happen. So we have bootstrap and so this will be.  
Uh before or any play is created we have some common.  
Uh.  
Activities that have to be done before the play is created and before we start consuming packages and start.  
Uh publishing them so we have, we have to complete some general bootstrapping like let's say create release proposal or create update proposal. Some draft and improve help content tasks so this is happening before the BVT complete let's say.

 **AB# Mishra** 17:28  
That's

 **Halyna Hladkivska** 17:31  
Umm and you know just general metadata for the ticket. I can explain a little bit more in more details and then we have this after the bootstrapping we have this more.  
Uh more related to the place so let's say package ingestion. It will be a stage and then we have under package ingestion ingest package and in just payload. This is part of the movie 6. I think the natachee on this in one of the first sessions as well, what the movie 6 flow is.  
Also, an interesting way to investigate this is to just look at the release.  
So you can also create play from here.  
Umm but let's not do this just yet and let's take a look at the release. So we currently had the 10B release just finished.  
And we will be able to find and number of things here, so let's say. Let's take a look at this. Windows 101809 the how the actual release looks like so some of the main entities will be this.  
So.  
Then.  
There is a bit of history, about cumulative.  
Uh.  
And unified so this will go hand in hand for some of the releases.  
We can discuss it maybe in the separate session because it will take some time to discuss unified and so the updates are cumulative so let's say cumulative security. It means that we will take the previous update and add new security fixes on top of them. So just traffic explanation. Maybe if somebody from Dublin wants to explain what community is in a different words that would also be welcome.

 **Team Room DUBLIN-PLACE/A3014 (8)** 19:20  
But I I want to just to make sure that sounds your question because the question was how release intent is related to playbook and play.

 **AB# Mishra** 19:32  
Yeah.

 **Team Room DUBLIN-PLACE/A3014 (8)** 19:36  
So release intent realistic. It is release intent realistic. It is nothing else, but a collection of attributes saying what you want to release when to what audience.  
Uh for what product.  
And some some other stuff.  
It just it just an intent and once package that is applicable to this intent is available play is being kicked off so play is a collection of steps as Helena was explaining in order to make this intent happen make this intent reality.  
Let's make any sense.

 **AB# Mishra** 20:13  
Yeah, yeah, so does that mean play always happen after the package is created BVT complete or it just from the start also.

 **Halyna Hladkivska** 20:22  
Before the package completed we have bootstrapping so.

 **AB# Mishra** 20:25  
OK.

 **Halyna Hladkivska** 20:25  
They have some release shadow so let's say. Let's discuss the classical case so this RS5 or Windows 10 for this case. This is a scheduled release. So we have a schedule and based on the schedule. We say OK. This is the time to create the release for Windows 101809 and this is being created in awe.

 **AB# Mishra** 20:44  
Mm-hmm.

 **Halyna Hladkivska** 20:47  
Uh so at the very beginning. We will start with this release initialization or we call. It also bootstrapping so there are various activities happening here since this is this particular update type. There will not be so this will be published as part of this unified so roughly speaking, so bootstrap happens and then we fill out some basic information with this and send some basic notifications and then after bootstrap has started this is when we are consuming this BVT completed.  
So as you can see, there are different package versions, so this all were actually bvt completed notifications so this is when the packaging kicks in. So let's say there was package version 12. We can just take a look at the details a bit so you can find this. But in the packaging portal by the job ID, so let's say this package was generated and it automatically kicked off the play.  
By BVT complete event notification does this answer your question.

 **AB# Mishra** 21:51  
Yep, Yep, Yep.  
Understood.

 **Halyna Hladkivska** 21:55  
All right any questions here before we go move on.

 **Team Room DUBLIN-PLACE/A3014 (8)** 22:00  
Yeah. Let me because there is.  
Let let me ask you a question. Yes, how many for each lesson that.  
How many packages we really want to release?  
They masking I just hit him how many.

 **AB# Mishra** 22:20  
Well.  
I believe for sure, so one.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 22:24  
One for each media type language population.

 **AB# Mishra** 22:29  
One should be for each intent so I remember that, from intent is basically like on this like which product we need to use which last known gold packages known gold packages. We need to use so I believe it should be one for each and then.

 **Team Room DUBLIN-PLACE/A3014 (8)** 22:42  
Yeah, for each release ticket. We are releasing basically one text. You want to release just one for each architecture architecture orders right.

 **AB# Mishra** 22:50  
Yeah, yeah for each architecture? Yeah.

 **Team Room DUBLIN-PLACE/A3014 (8)** 22:52  
So this is in ideal world like in an ideal world. We just want to have one package for each reason intent for each architecture and release it and we are done.  
Unfortunately, wall does not like this and this is what Jelena is explaining here.  
We have different package versions right so something got fixed something was discovered package was created package went.

 **AB# Mishra** 23:12  
Mm-hmm.

 **Team Room DUBLIN-PLACE/A3014 (8)** 23:18  
As far as it goes through the pipeline some only to build some only to packaging. Some only to some validation programs like maybe T upcoming part MTP so package went.  
As far as it could, but that's what it wasn't good enough. Maybe package has not all the fixes. Maybe something else has been discovered various reasons, but we need another package.  
Like.  
What life is like this we, we, we just need another damage?  
Another package means means another BVT complete notification.

 **Yashasvini Rathore** joined the meeting

 **Team Room DUBLIN-PLACE/A3014 (8)** 23:57  
Right This is why we have those package version, we would like to have only one but it almost never happens.  
In majority of the cases they will be different package versions that goes through our pipeline.  
Each package version is called Chong like chart is very overused charm. Even even in our world. But on either. W side child means another version of the package that has to be processed through the pipeline.  
No as Halyna just showed for each reason tent, some activities has to happen only once.  
No no matter how many charts how many package versions, we have.  
Some stuff has to happen only once, there in Italy is intent.

 **AB# Mishra** 24:47  
Yeah.

 **Team Room DUBLIN-PLACE/A3014 (8)** 24:47  
And this sorry go ahead.

 **AB# Mishra** 24:50  
No no yeah.  
Pixels.

 **Team Room DUBLIN-PLACE/A3014 (8)** 24:51  
And this is being taken care of by.  
What was the name?  
Umm release an installation, yes, Linda goods bootstrap right.  
Something that has to happen only once.  
If you do it and once no matter how many future chords, we might expect and then.  
Please happening for each and every tour when we say play usually what we mean is new package version is available and this is what Jelena is showing here.  
But but ideally we want only one. It just the wall is not that simple, doesn't make any sense.

 **AB# Mishra** 25:33  
Yeah, yeah, it does clear lots of things thanks.

 **Team Room DUBLIN-PLACE/A3014 (8)** 25:39  
Thank you.

 **Halyna Hladkivska** 25:42  
Alright anything else we wanted to discuss before uh moving on my dear. I wanted to discuss a bit technical side or do you want to discuss a bit more about?  
Terminology or any anything else but what we previously mentioned.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 26:04  
So how are these days in my life?

 **Team Room DUBLIN-PLACE/A3014 (8)** 26:04  
And then there's calendar for drilling into and it's very important stuff thank you.

 **Halyna Hladkivska** 26:10  
Sorry that there was a question as well.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 26:12  
Yeah, I mean, uh who creates this place. The the arms and do they manage maintain right when the URL happens or or I? Mean life cycle for a plane playbook?

 **Halyna Hladkivska** 26:25  
So yeah, the there are different types to create different ways to create plays and release tickets so.  
Let's say as I mentioned before there is a for the most classical case. There is the schedule. So we know that OK for be release. There is the mechanism that say, we have to create display on this day, so this is based on the schedule.  
Unless things change this is all handled by the other system called big van.  
Umm so, based on the schedule that we know that OK this release ticket has to be created on this day.  
The play is created.  
And through the release manager, as far as I remember and only the most generic activities that are common to the realistic. It will be executed like bootstrap release and at the very beginning. We will not really have plays in some situations so at the very beginning. We only start the list. In the shared and then when there is also another process in a different team, the packaging team.  
Not PRT team as you also name it so this team is working separately on generating packages and doing BVT validation so let's take a look at this very first package.  
So let's say this is important to look into the system. It maybe you saw it, but let's recap anyways. I often take a look into the system so let's say that I copied the job ID, so I copied this package job ID and let's find it in the portal so as you can see this is this package and the PRT team.  
Via auto launcher service apparently they generated this package and also after the package was generated you can check the logs and everything. So some artifacts were generated. There was also this BVT as well. The package validation and after this package validation was successfully completed. We received BVT complete so at this time once the they send us Pvt. Complete AWE creates the play.  
So this play version one was created when we received the BVT complete for this package does this answer your question.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 29:03  
Yeah.

 **Halyna Hladkivska** 29:04  
Yeah, also we progress a little bit further so there are certain rules which update types to create based on this. BVT complete or based on some other events, so let's just not dive into those Woods just yet.  
Do you can have a separate exercise of creating a realistic it?  
Umm there is a child's recording and there are also a number of materials. But if you want. We can also create the release. I can create it live, then release ticket and the BH environment. If you want? Is there something we are interested in so that we have some hands on experience.

 **Team Room DUBLIN-PLACE/A3014 (8)** 29:44  
Can you talk about payload monitors?  
Here, as well feline, I think still Egypt.

 **Halyna Hladkivska** 29:47  
OK let's not dive there. Let's not dive there because it will just let's one thing at a time. I just don't think it's.

 **Team Room DUBLIN-PLACE/A3014 (8)** 29:55  
But I think it's related to the question about how realistic have been created based on what information.

 **Halyna Hladkivska** 30:01  
But some are created just western schedule. I can uh OK. I I did create a page on how the release tickets are created on.  
Uh in OneNote.  
So there are.  
Actually, different ways, but the most classical way is actually based on the schedule. So this is payload monitor is later development and.  
It takes a bit of time to discuss later developed.  
So this is the beige I created based on the knowledge that I my collected so.  
There is the way to create realistic gets automatically based on the schedule. So some of the examples. The unified cumulative unless this changed are created automatically via the shadow from Big Bang.  
There are some movements around so this information might not be actual so there might be a bit of movement. We also do have payload monitor So what Alexey mentioned is we have the payload queries. So we have some items in ADO and then based on this. We just check if there were any bugs related to this update type or if there were any features and based on this we use this payload monitor also to.  
Track if there was anything new so this is some of the example of this query. So we see that there was a bug for Windows 11 for 7B and you know, there is also a way to explore this using this portal. There are some common queries.  
So other ways will be by partner teams in some cases or also in some cases. It happens manually. I think Dina mentioned the last time that Ed is created manually in case I understood it correctly. This might be the only update type that is created this way or so, yeah, this is the ways to create release tickets. I know of.

 **AB# Mishra** 32:09  
If I may add I have some understanding on that, So what I understood is basically like we have a one release calendar that contain all the information about that? Which product we need to release and what's are their dates dates are borrowed from the Microsoft Teams team and we have one release ticket logical app basically so it actually keep monitoring that release calendar and whenever the IT finds a date like let's say some we are targeting some release for particular day minus 35 days so whenever the dead.  
Condition match. It actually go ahead and automatically submit a release ticket for it into the system and that actually I believe kick off the playbook.

 **Halyna Hladkivska** 32:49  
Yeah, that sounds like currently Dublin team doesn't usually work on this so a child might be your guy for this question I would say.

 **AB# Mishra** 32:58  
Uh.

 **Halyna Hladkivska** 33:01  
Umm alright any other things we want to do, we want to go ahead and create the realistic? Did you see this happening already?  
And did you see how the?

 **Team Room DUBLIN-PLACE/A3014 (8)** 33:17  
Killing you drop ceiling you drive whatever.

 **Halyna Hladkivska** 33:21  
No, I'm I'm asking because I'm not sure what the experience for IDC team, so did you see how how?

 **Team Room DUBLIN-PLACE/A3014 (8)** 33:22  
Gives this.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 33:24  
Yeah.  
And important we can see.  
Yeah, yeah, we can see that there, you can see that.

 **Halyna Hladkivska** 33:32  
I didn't hear so did you see already how this is created in the portal.  
OK, it looks like you didn't because I.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 33:39  
Yes, we've

 **Yashasvini Rathore** joined the meeting

 **Halyna Hladkivska** 33:43  
To be disruptive song.  
Now let's quickly create So what I want the most classical way will be to for RS5 to create cumulative security update.  
So this is PPE portal so important is just to not to do this in production so this is clearly PP.  
And I can see the I can view the play and from this view, I can create release.  
So the interesting thing is when I create release for this particular play and update type of offer. This particular product and update type. But there are some rules in awe. And it will automatically create the Unified.  
And the uh let's release the card for me.  
And then all I all I need to do is I can also put the cabin number in case I want but it's not exactly necessary for testing so I can just click submit so this is how I create manually it. It happens automatically based on the release schedule, but there is also a way to test so this is what's happening.  
Might take a bit of time for all the validations to pass so it checks under the hood if there are already release tickets for this criterion so if there are and there might be so it will not allow me to create the play.  
That's actually checked for this manually.  
Yeah, we actually have the realistic yet so this will not be created.  
Umm let's actually stop it and.  
See if we can create something else.  
Yeah, you can do for 12:00 PM.  
Alright so here it is it created or 12 beam and I just wanted to show you what's being created straight away before BVT complete starts and?  
Let's refresh this page.  
And as we can see, there were no updates for Windows 101809 and just by creating one realistic it for cumulative security. We have now 3, cumulative security unified and OS realistic cut.  
And let's just take a look at the fuel just what happened just by doing this, it cost release initialization.  
And there are certain activities that cut started or even completed.  
Alright anyway, uh the place uh are uh we can imitate BVT complete because we will not receive BVT packages just by starting place. So this will imitate BVT complete so as you see the information that we need is.  
This packaging confirmation I will share the some of the examples on how to do this in the portal that.  
I created a document for how to do this for 1809.  
I want to move on a bit to the more technical side.  
So for this one. Maybe it's better to discuss a child's recording uh so but this is the high level of the overview of the release controller.  
I will probably just better discuss a bit of the text. Stack just to follow up on some of the discussions here.  
You're so.  
Ah this is some of the examples of what we do in AWE, so that as you know the AWE name it. Uh it is automated. Workflow engine and this was given particularly because we do use workflows so.  
Ohh this is an example of some of the workflows so this is XAML files as you can see. And here we just have the rules on how to in which order to start the activities. So this is a nice way to view the place and just to view how they should be progressed. What should be executed in parallel, which dependencies are so this is also how we automatically kick off the activity, so let's say the previous activity completed.  
Now we know that we need to publish to this audience. After this activity is completed, so this is how we know in the based on the workflows.  
And this is Windows Workflow Foundation.  
So some other interesting thing is that we also use service fabric.  
So here you can see that we have a number of applications.  
And this is how it deployed this is from the local host and there are ways to view the service fabric for the main application. I usually don't do this stuff.  
Uh so that this is the way to split the responsibilities and imitate the and make use of microservices or some version of Microservices is by this using the service fabric.  
Which is also the important part of our technology is the key vaults so this is the view of my key vault secrets. So this is some of the you will have to all create the key vaults when setting up the environment. And here you may have noticed that we have the service connection as well as the service bus connection. So this can tell you a little bit about how the code is structured so we have them.  
Uh services that are being created so let's say with packaging. We have service, and we communicate via this.  
And how to connect to the service. It's stored using the key vaults similar for service bus service bus in as an important part of how we communicate so let's say for BVT completed message. This is sent using service bus and here you can find in the key vaults.  
Uh the connection details.  
Wallace and those are important part of the service bus as mentioned before so this is service bus explorer and for this particular picture. It shows the release management one.  
Umm that we use for testing in particular, so here you can see that I don't have any new messages in my service bus subscription.  
Yeah, I think that's about it for the tag. I wanted to quickly overview and see if you have any questions, so far any other questions.  
No, I can't see what's going on in the chat.

 **Team Room DUBLIN-PLACE/A3014 (8)** 42:28  
The diagram clean that you skipped you think it's a thought once for the current discussion. We need to, we might need to follow up on this, this guy? Yeah.

 **Halyna Hladkivska** 42:35  
Uh.  
No, I don't think we need to follow up on this. It's just there is the recording from Achal. So I copied this from the Achilles recording, so he talks about it and if a child's recording if we didn't watch this recording. Yet it might be worse. Just watching the recording. So I just don't want to repeat but we can go over the diagram. Also, it's a bit outdated and they don't have any more recent versions so.  
Uh there will.

 **Team Room DUBLIN-PLACE/A3014 (8)** 43:05  
I.

 **Halyna Hladkivska** 43:07  
Yeah.

 **Team Room DUBLIN-PLACE/A3014 (8)** 43:08  
Then I'll go ahead Sir.

 **Halyna Hladkivska** 43:10  
Well, I mean, if we want we can discuss it's just it's already there is already recording for it.

 **Team Room DUBLIN-PLACE/A3014 (8)** 43:14  
Yeah, I just wanted to point out that we kind of even though we have discussed this diagram. We kind of.  
Uh walked through it already there's an ideal lease and dev OPS portal and tragic communicate. St we cover it. There is a different version of the packages that are being created and different version of play that are being round and there is control that takes care of that. We count this as well. And there are a couple of more components that I've interacted with the different adapters or plays.  
That we have covered in advance but we kind of touched on.  
Majority of the functionality without calling that the entities that are responsible.  
Uh.  
For this functionality and each of these is a.  
That service public service risk control is a service that is manager Service plan manager service in service in the service fabric terms.  
Cleaner kind of explains the whole diagram.  
Raise you without actually calling a spade a spade.

 **Halyna Hladkivska** 44:21  
Yeah, well the interesting thing about this diagram is that how things changed so let's say Telemetry adapter is gone. By now, so things really change. One pub adapter. It's just yet another adapter and we are also moving away from it. And so just something to keep in mind that things really change fast and this documentation gets old pretty quickly.

 **Team Room DUBLIN-PLACE/A3014 (8)** 44:22  
Then there is very little.

 **Halyna Hladkivska** 44:47  
Umm but yeah, other than this. I think I covered some details at least and there is already recording from a child so that might just better be to watch this, but we can cover shall we cover this is there interest or.  
Shall I just go and talk about them. I also wanted to just talk what we are working on in Dublin team. You might have seen some of the projects. Maybe not all.  
OK anyway since this is Dublin onboarding. I think it's better to just speak about the projects that we are working on and just to touch base and maybe see OK if there is interest in some of the topics. We can just cover it in some of the next session, so this will be very, very high level just to show a little bit and maybe raise some interest.  
So package cloud migration. It was one of the first projects from Dublin. I personally didn't work on it that much, so I maybe some minor things here and there.  
So this is some of the diagram of communication between various systems here, you can see PRT one pub W how it all aligns.  
And not sure how up to date. It is, but All in all, so there was this package cloud migration. And there was the old system called package servicing and then there was newer system created for package cloud so there was the migration.  
Moving from those systems.  
Between those systems four general improvements.

 **Team Room DUBLIN-PLACE/A3014 (8)** 46:43  
I could talk a little bit about this guy.

 **Halyna Hladkivska** 46:43  
Also.

 **Team Room DUBLIN-PLACE/A3014 (8)** 46:45  
I don't know.

 **Halyna Hladkivska** 46:46  
My my idea is to cover high level and then discuss if we want to cover any of those projects in more details. In future sessions, so because we wouldn't have time we only have 10 minutes left.  
Or do we want to cover it now about package cloud migration?

 **Team Room DUBLIN-PLACE/A3014 (8)** 47:00  
I I just just one minute, just to give a context about package cloud migration. And this is very, very typical project for UPS team in general, this is what happens if.

 **Halyna Hladkivska** 47:03  
OK.

 **Team Room DUBLIN-PLACE/A3014 (8)** 47:15  
Client that's either way, you can be guessed with changes in this case parity was moving to cloud and they changed the way they present information about packages to any of their clients.  
To any system that interacts with the PRT.  
So the project was across the board to change the way.  
Clients to packaging system departing system. Uh get gets information about the packages it. It wasn't only either way, it was all the other system track it.  
But and system beyond SSD so they change the interface. They changed the way they communicate information about packages. They change the way how you can access the package and that's the crux of the project.  
He little project and we space is like this something is changing on the client side.  
And PRT on the producer side, PRT is being the main producer of the packages and somebody has to.  
Ohh be adapted and adopted for this change. That's very, very typical configuration project.  
That's kind of the crux of it.  
Sorry go ahead.

 **Halyna Hladkivska** 48:28  
Yes, yet another project also Alexey is would be a good person to talk about it as well. So we onboarded the new type of.  
I artifacts in the way so we'll have content agnostic ingestion for .net and this content. Agnostic Ingestion, actually the payload does not involve PRT team at all. This is an alternative way to provide payload for AWE.  
Uh so there was a collaboration with various teams as well with the net team with track. It team for this changes.  
Umm and this is some of the diagrams on how the virus systems are communicating.  
Uh so I shared a bit of information about this before about content. Agnostic injections so this is the way that we are creating the payload by partner teams, so and you can see the link here. So I will share this with you. Afterwards, as well, and also please. Feel free to add more information. Let's say about release.  
Creation and release calendar if you have this information as well.  
But yeah, this is created by partner team is this what I mentioned about content agnostic. Ingestion also there is some documentation about this on how to set up guide because it requires separate setups since this is not the most common flow.  
Yet another project that we were working on is the movie 6 next Gen migration. I think we touched on this before, so we had one pub classic activities and we still have them currently on prod and we are on boarding. The movie 6 next. Gen activities alongside with one pub classic so currently what we are trying to achieve. And this is current work is that we are going to discontinue the.  
We want activities the classic ones for Windows 101809 and we will enable instead. The next Gen activities and it will be published through the next Gen pipeline so but this was covered before. Let me know if we want to separate session on this and my bills interesting to talk about this with one pop team.  
Uh diff generation, I think also Mustafa mentioned this before, so this is happening after the updates went live.  
Umm in in this case, we want users to be able to upgrade from Windows 10 to Windows 11. For instance, and this is where the diff generation comes into play. There was a lot of communication going on with the media creations team as well as a few more partner teams like BVT team.  
And one pub team which is our and so we region facilitated in switching from older system, which required a lot of toil first maintaining and to switch to the newer system, which does this which generates this chunks. This is after the release happening and it generates this diffs and we can upgrade this way from Windows 10 to Windows 11 or?  
Like from different versions of Windows 10.  
As you repeat it's Mustafa may be can talk uh. I'm not sure if you talk already. This is the projects that we are currently in.

 **Team Room DUBLIN-PLACE/A3014 (8)** 52:01  
Sorry if you could you go back one slide 30 not maybe I can give an example about the discount of different?

 **Halyna Hladkivska** 52:12  
I don't understand the question.

 **Team Room DUBLIN-PLACE/A3014 (8)** 52:18  
Mustafa asked me to raise the team room hand. That's what I did, and I muted. You accidentally so let me explain this by example? What is the difference between the cumulative updates. One assume that you have bought a new piece on January and with some latest Windows version, which is published in January, 1st with.  
So you opened your computer and you installed the latest one be releases and then you shut down the computer and open in the December and you see that you have 12 beer releases.  
Rather than the old previous ones, so you installed the latest one which is the 12 bin.  
And there is another.  
Uh name Windows version is available let's say one.  
Uh they branded.  
Did Chinese different between the SU-1 because let's think about that?  
We have to write the releases for a year and for even releases. We have some disabled in one package and we have enabled for auto ones in the packages.  
If you install the latest one, it is not optimized what diff generation will update Gen provides that we have a base RTM and we have latest LSU and combine it and make.  
That.  
Optimized build and we we produce a from the targeting fund so we have optimized difference package from the resource build and let's say public target build so that's why this is this importance is coming from.

 **Halyna Hladkivska** 54:22  
Here.

 **Team Room DUBLIN-PLACE/A3014 (8)** 54:24  
Do you have any question about this general update Gen or any other thing?  
I think we can make it another session if you if there is a there is a need right.

 **Halyna Hladkivska** 54:38  
Yeah, yeah, so for this one, I just wanted to have very, very high level overview and then if there is interest. We just schedule a follow up session that's correct.  
Yeah, as you've be is another project that Dublin is acquiring so currently there is another person working on this prashanth in particular, and there is a transition going on so Mustafa is taking over this as EVP.  
Project so this is publishing to yet another ring and Mustafa if you want to add any comments here.

 **Team Room DUBLIN-PLACE/A3014 (8)** 55:14  
The.  
So or doesn't come here for.  
I see OK my name is our dances is partner so we have some security updates verification program.  
Uh what it's used for is previously the updates for the.  
Uh before listening to general once they are published to their partners, which which which aims to get into.  
I tested the environments with the latest let's say updates before going to.  
Uh public.  
Previously, they used some work work portal based ones.  
And updates are manually copied to the collaborative and then they?  
Colon the packages or updates to the there. WSD machines or servers this is another.  
What age error prone and also let's say This is Money?  
The technical parts, some guys and all of them are maybe much, much portion of our being done by money rather than the this one is you being.  
Yep.  
In in in transition phase rather than publishing the updates in a a local environment or local shares the aim was to publish in the update packages to the cloud. One Azure BLOB storage and then partners get the updates from the Azure. BLOB storage to do they on Azure. BLOB storages and then moving to the updates to the WSUS. This is the basic deal all?  
Or the project about.  
Thank you.

 **Halyna Hladkivska** 57:08  
That just in time do we have any last minute questions.  
Yeah, I I did forget one more OK and you go, yeah, go ahead.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 57:16  
Yes. Sorry.  
Yes, that on the ongoing project Sir. I don't see baby migration. So are you doing pay me at migration for AWE as well, or is it is already done.  
I'm asking because our do we need a PME credential to login to or work on AWE.

 **Halyna Hladkivska** 57:44  
Ah, there is the PME migration happening. Now we did not do that. Much changes on AWE side, so I think Dina can mention the one pub efforts. But Yes, the PME migration is real so actually the last slide. I accidentally switched and forgot about the slide. So I was working on the sassy or I migration and this was part of the PME migration as well, but regarding the more general PME migration this.  
The main point of contact here is Antonio so he is in USA.  
But we didn't do work here in Dublin for this except for the migration, which is technically part of this premium migration does this answer.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 58:32  
OK.  
Yes.  
And another thing is that on this slide of package cloud migration. There is something called USL what USL and is it part of AWE or me pub.  
Because it was in your media.  
USN.

 **Halyna Hladkivska** 58:51  
Umm Alexey can you answer this question.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 58:55  
Yes, it's hurting you.

 **Team Room DUBLIN-PLACE/A3014 (8)** 58:58  
Yeah, I I think it's an old name for something. Maybe it's just based. Even I'm the old name for test base. It is just one of the publishing channels and diagram probably not up to date.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 59:12  
OK.

 **Team Room DUBLIN-PLACE/A3014 (8)** 59:13  
That's that that's my understanding at least.

 **Halyna Hladkivska** 59:13  
Yep.  
Yeah, we don't use this term anymore, but it's difficult to find up-to-date diagram. So it could be a follow up action item to have more up-to-date diagrams at least for the important parts? Yeah.

 **Team Room DUBLIN-PLACE/A3014 (8)** 59:28  
It's all all names.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 59:33  
Thank you that's from my side.

 **Halyna Hladkivska** 59:36  
Yeah, thank you.

 **Team Room DUBLIN-PLACE/A3014 (8)** 59:38  
Since we are time and this kind of concludes our original idea about the series of sessions. We wanted to make so I'm I'm gonna be.  
In a listening mode, then it will be right now and we we can go deeper in any systems that we work with or and any flows that we engaged.  
We can cover other parts in more details or maybe there is something that you guys want us to go over.  
Uh so I walk in my head on this and let's.  
Let's find out the most useful.  
A piece of information that's Ireland for you guys.  
This is kind of what we have in mind originally.  
And then you can cover different flows.  
And then different and servicing models that were involved in in building attached on the.  
Uh content bank must injection that is being used for the bank powership for example, or standalone pipelines all.  
Can you migration that we involved for Father Services, the typical model? Find more common ground so let's let's think about it. Let's find it.  
Most useful information that.  
We can continue with, but that's that's kind of concludes. The original the original plan and we can go in deep dive into it on the East Helena.  
I mentioned a couple of Times Now we can do that as well.  
But let's really focus and think what might be.  
And the most useful here.  
Sounds good.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 1:01:25  
Yep can yes.

 **Team Room DUBLIN-PLACE/A3014 (8)** 1:01:29  
OK and thanks lots, Helena for hosting this session very good content since log any any last minute questions before we wrap up.  
Pop up.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 1:01:47  
I'm

 **Team Room DUBLIN-PLACE/A3014 (8)** 1:01:47  
Cool thanks a lot for your time. Thanks a lot everybody for joining talk to you.

 **AB# Mishra** 1:01:52  
Thanks, everyone. Bye.

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** 1:01:52  
Thank you thank you. Thank you all the same.

 **Team Room DUBLIN-PLACE/A3014 (8)** 1:01:53  
And I have a nice evening guys.

 **Halyna Hladkivska** 1:01:55  
Thank you.

 **Team Room DUBLIN-PLACE/A3014 (8)** 1:01:56  
Thanks.

 **Dina Helal** left the meeting

 **AB# Mishra** left the meeting

 **Kush Mishra** left the meeting

 **Halyna Hladkivska** left the meeting

 **Jelena Maksimenko (CPL Solutions)** left the meeting

 **Team Room DUBLIN-PLACE/A3014 (8)** left the meeting

 **Deepak Kunwar** left the meeting

 **Yashasvini Rathore** left the meeting

 **Conf Room HYD -CAMPUS 2/28 (13) Bandipur Priority** left the meeting

 **Kruti Kallola Mohanta (WSD)** joined the meeting