

Chunked, Compressed, & Cloud-native
N-dimensional arrays

Lightning Talk @ NumFOCUS
Summit 2023

Sanket Verma

Community and OSS @ Zarr



@MSanKeys963

Zarr Community

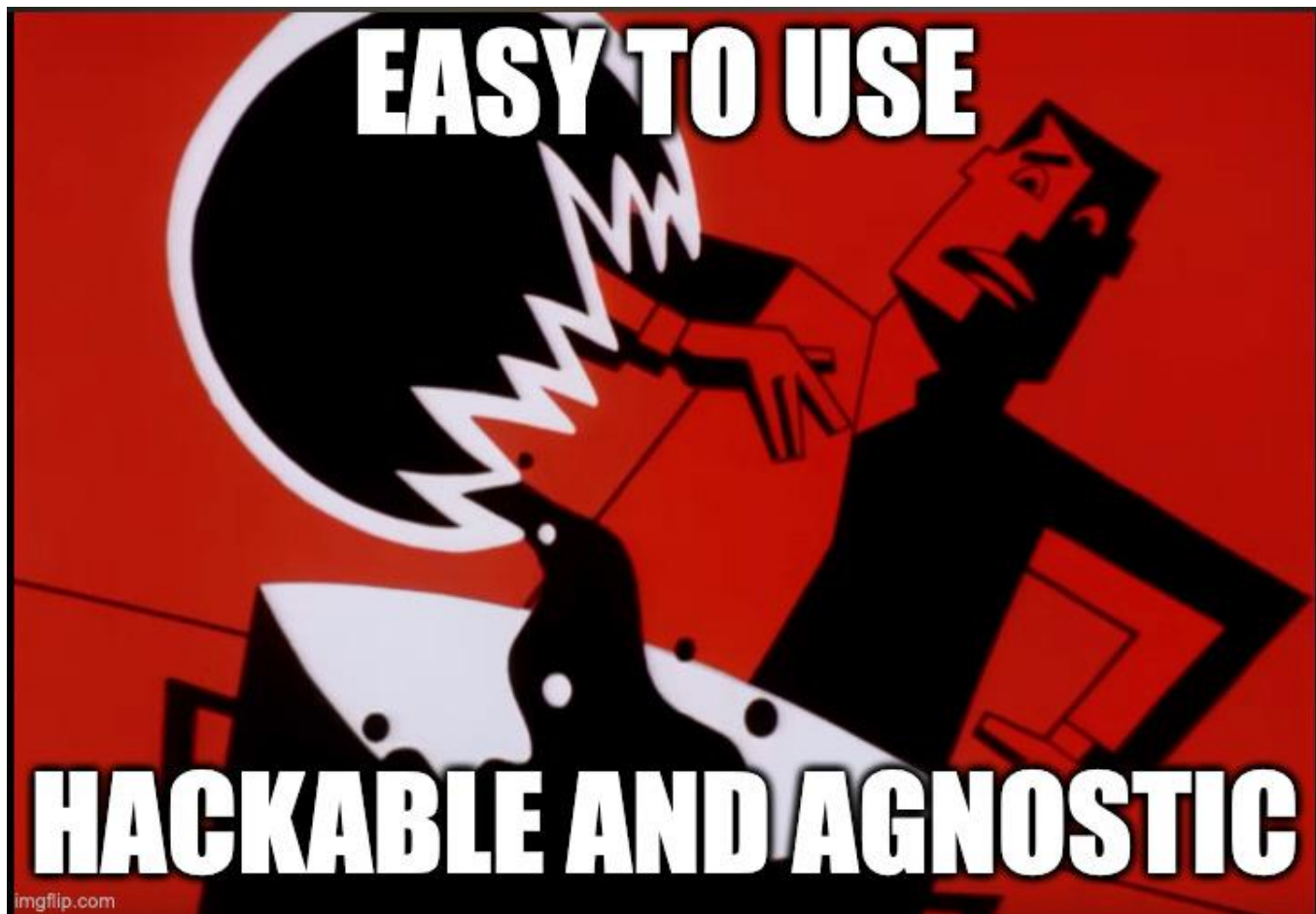






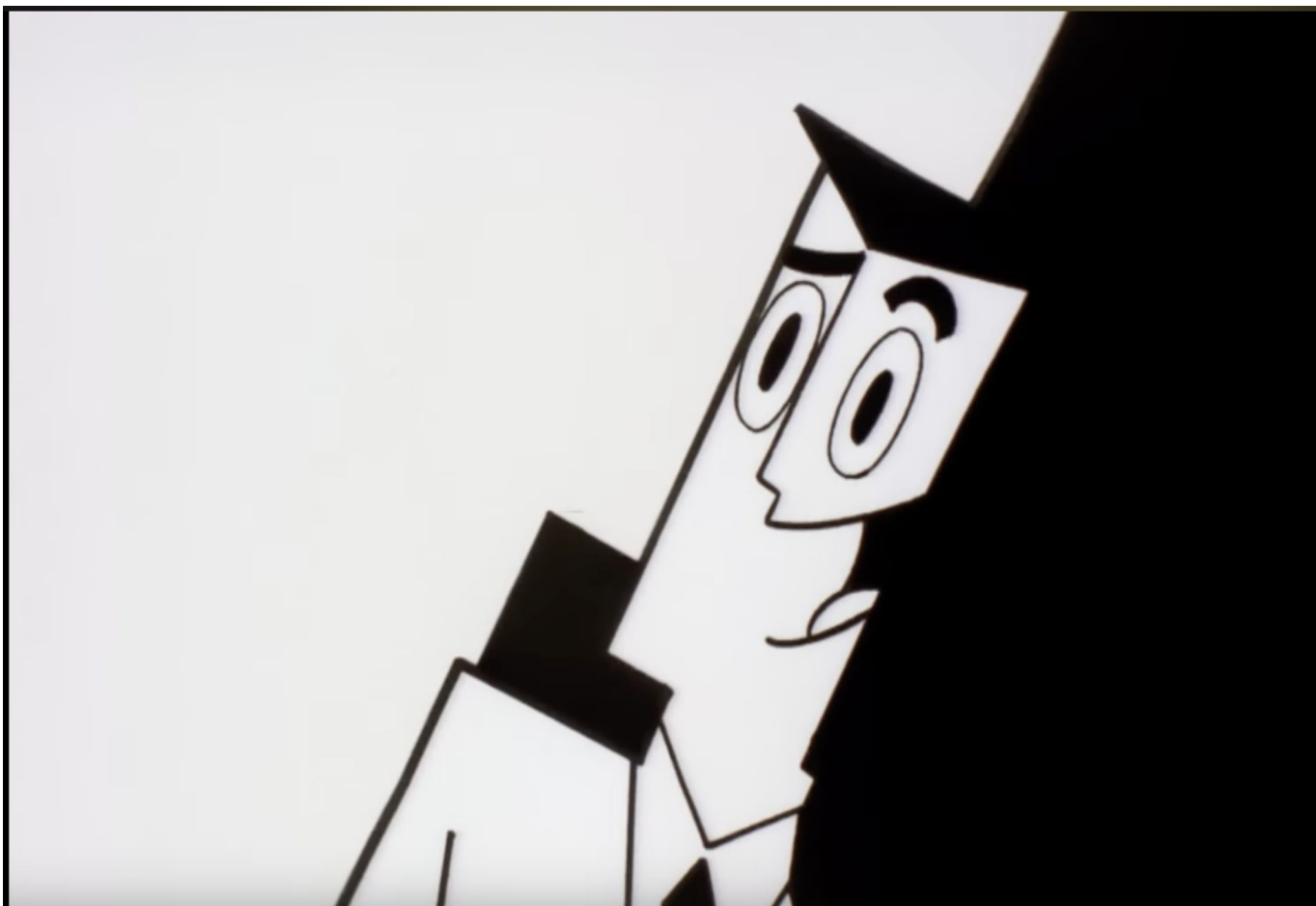
imgflip.com













We have a large and diverse active community!

But...👁👁

We needed a
structured way to
solicit and ***process***
the feedback!

zarr.dev/zeps

[home](#)[active ZEPs](#)[ZEP0000](#)[draft ZEPs](#)[template](#)[implementations council](#)[ZEP meetings](#)[join the community](#)[Zarr Homepage](#)[active ZEPs](#) / [ZEP0000](#)

ZEP 0 — Purpose and process

Author: Sanket Verma ([@MSanKeys963](#)), Zarr

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Status: Active

Type: Process

Created: 2022-14-03

Discussion: <https://github.com/zarr-developers/governance/pull/16>

What is ZEP?

ZEP stands for Zarr Enhancement Proposal. A ZEP is a design document providing information to the Zarr community, describing a modification or enhancement of the Zarr specification, a new feature for its processes or environment. The ZEP should provide specific proposed changes to the Zarr specification and a narrative rationale for the specification changes.

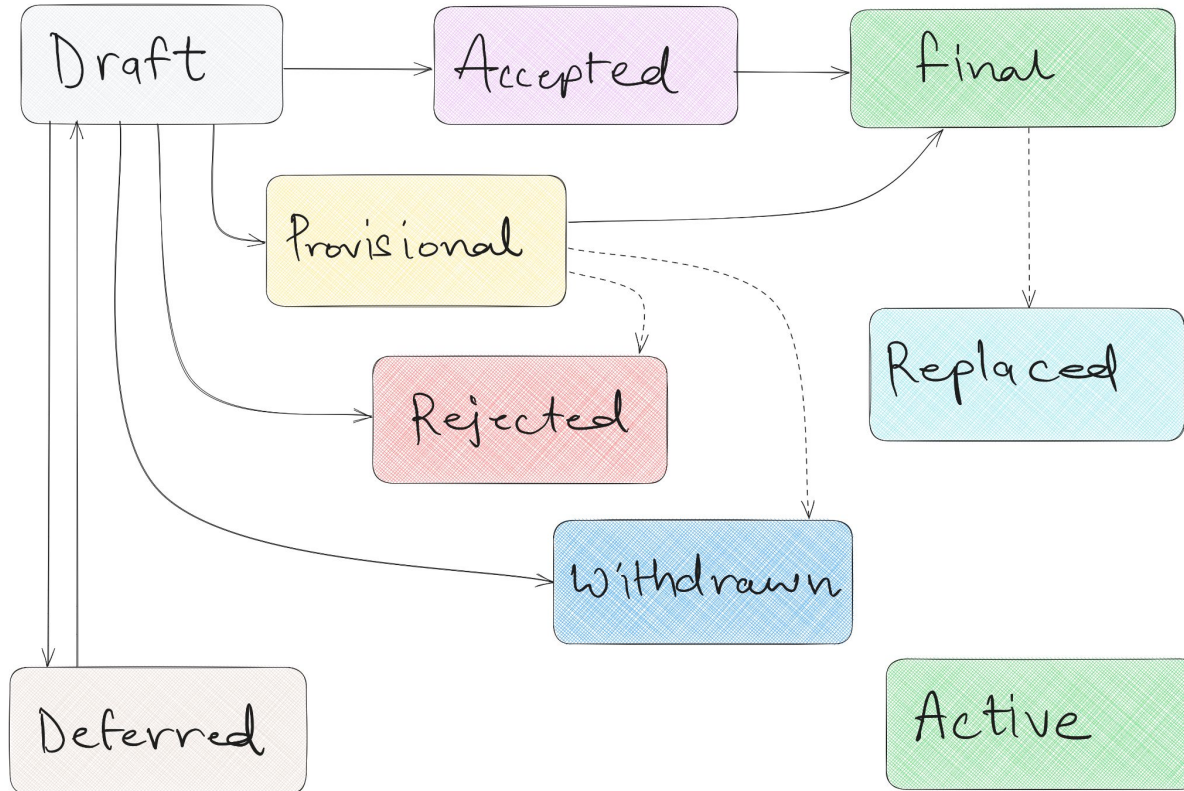
We intend ZEPs to be the primary mechanism for evolving the spec, collecting community input on major issues and documenting the design decision that has gone into Zarr. In addition, the ZEP author is responsible for building consensus within the community and documenting dissenting opinions.

Because the ZEPs are maintained as text files in a versioned repository, their revision history is the historical record of the feature proposal.

WHERE:

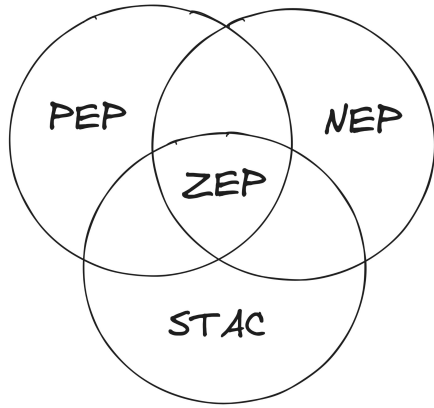
- Developers refer to contributors and maintainers of the project
- User(s) refers to an individual or group of individuals or the broader community using the project in any way.

ZEP Flowchart ↗↖↔



How we did it?

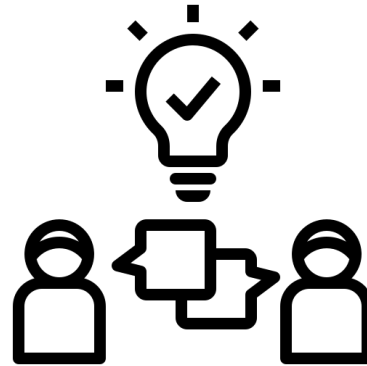




Lots of Reading



Previous Experience



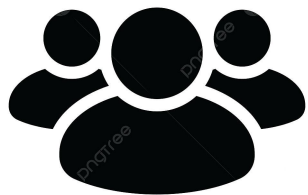
Understanding the needs of the community

Braindump

ZEP Inception Blog post



How do we adopt a ZEP?



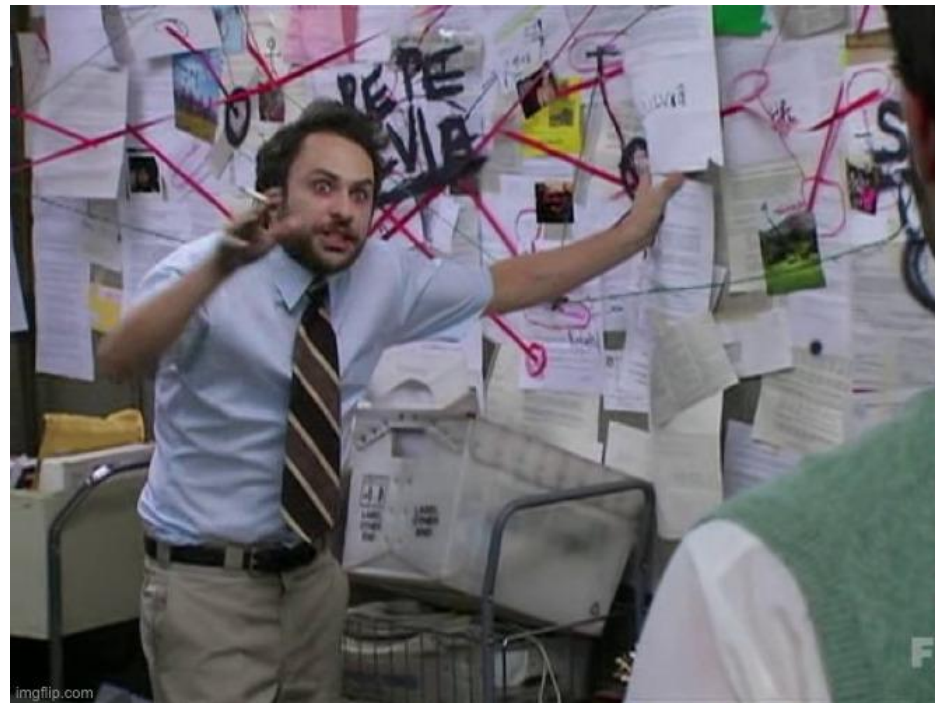


Submitted ZEPs

- ZEP0001 - V3 Specification (Accepted)
- ZEP0002 - Sharding Codec (In-voting phase)
- ZEP0003 - Variable Chunking
- ZEP0004 - Metadata Conventions
- ZEP0005 - Chunk-level accumulation



Work in progress! 👷



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Thank you! 🙏

