



# Continuous Integration and Delivery at NSIDC

**Julia Collins** 

National Snow and Ice Data Center Cooperative Institute for Research in Environmental Sciences, University of Colorado, Boulder, CO UCAR SEA 2014 7 April 2014

# The Goal

# Continuous integration and Continuous delivery



### **Definitions**

Continuous integration: Merge changes frequently into shared code base (and run unit/integration tests) to catch conflicts early.

#### Requires:

- \* Code repository
- \* Automated build (build all commits)
- \* Automated tests
- \* If fail, fail fast

# **Definitions**

Continuous delivery: A software development discipline where you build software in such a way that the software can be released to production at any time.

http://martinfowler.com/bliki/ContinuousDelivery.html

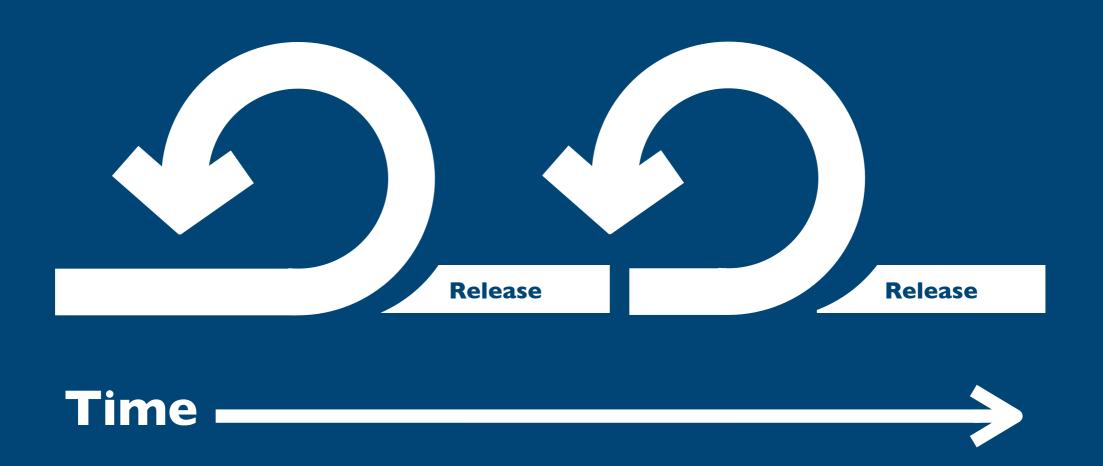
# **Definitions**



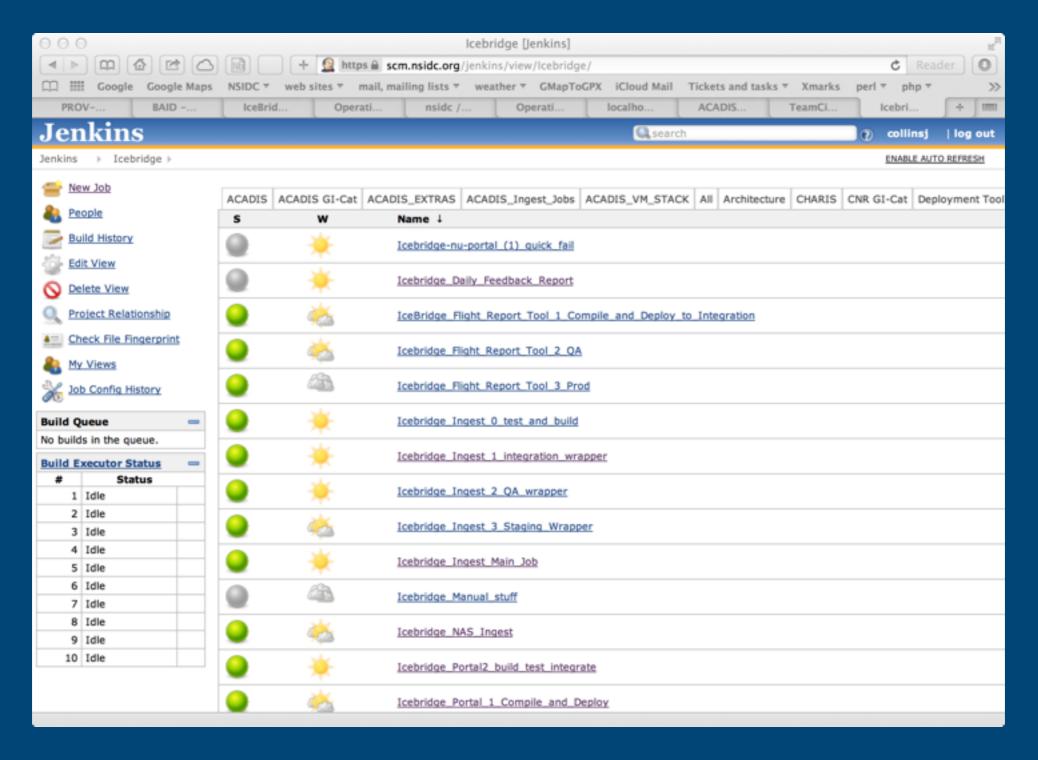
http://continuousdelivery.com/2010/08/continuous-delivery-vs-continuous-deployment/

# **Development Context**

Iterative development with frequent feature releases



# Jenkins (was Hudson)

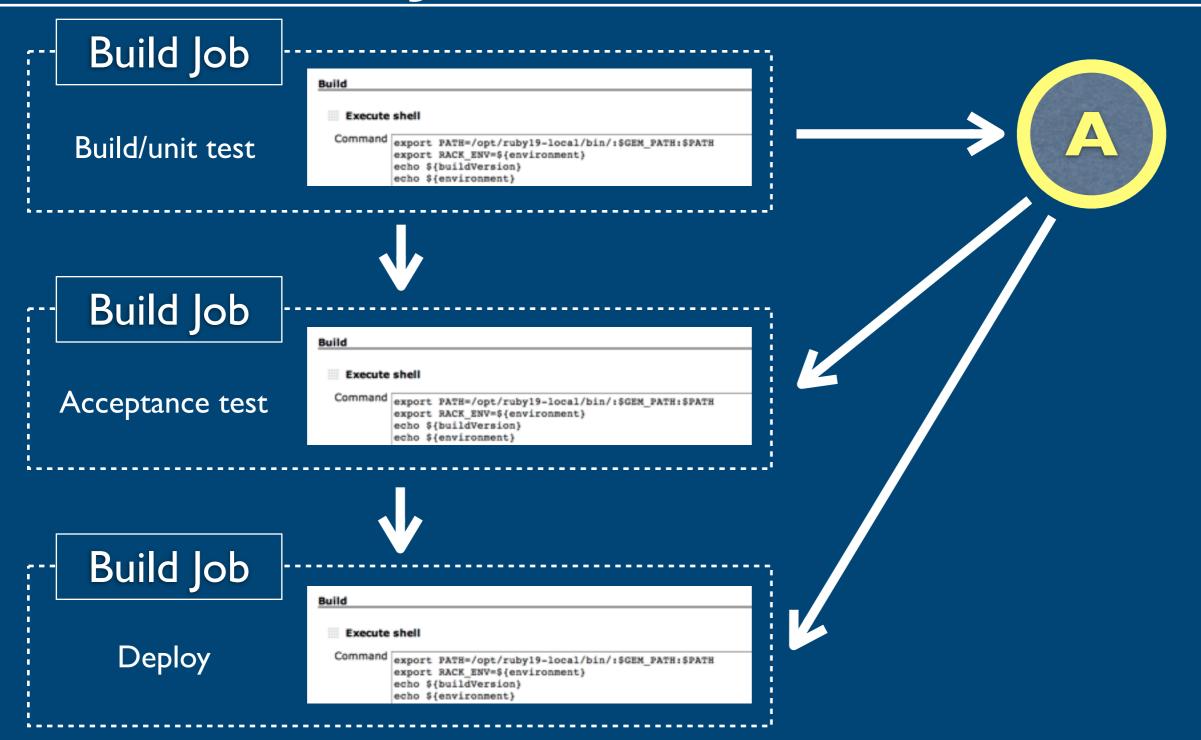


# Jenkins

Open source (MIT license)
Core installation great for running scripts
Can run on a schedule, poll SCM for changes
Can be extended via plugins. Many (many many)
plugins already exist.

Cons: Plugin developers not necessarily writing with other (unrelated) plugin behaviors in mind.

# Jenkins Build



# **Another definition**

"Artifact"

The by-product of the build; the testable entity

tar file

jar file

SCM tag or revision number a running virtual machine

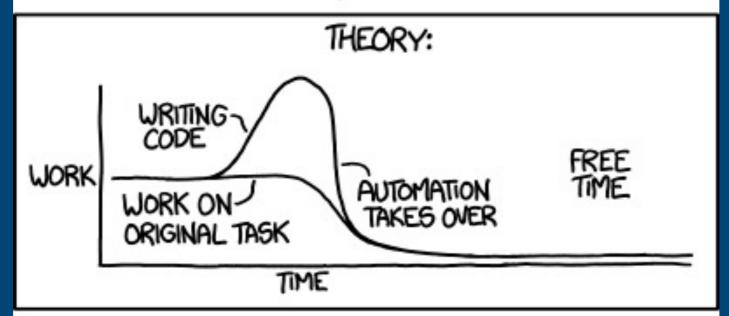
# **Artifacts**

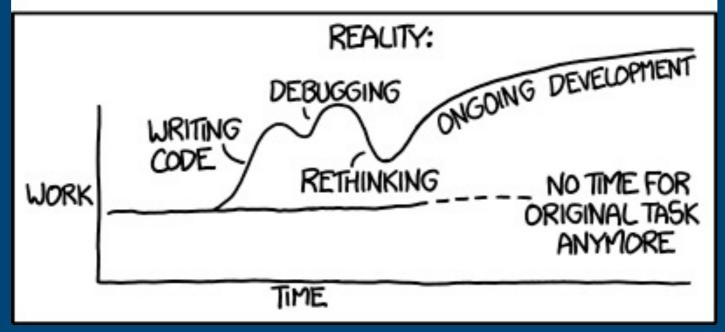
#### We had no artifact repository

- \* Solution: Roll our own
- \* Result: Overhead added to job configurations to support the artifact handling

# One day you look around . . .

"I SPEND A LOT OF TIME ON THIS TASK.
I SHOULD WRITE A PROGRAM AUTOMATING IT!"





# But really, automation is good

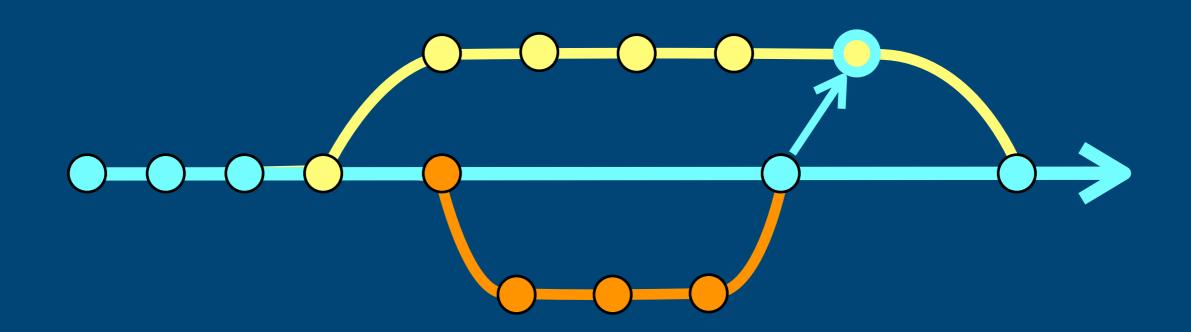
- \* Consistent steps, no matter who's running the build
- \* History and reproducibility
- \* Build configuration conveys information about application environment and structure

# Meanwhile . . .

#### Moving from svn towards git

- \* Bitbucket repositories
- \* Take advantage of git workflows

# **Branching Strategies**



Master (trunk): Always in deployable state

Feature A

Feature B

Merge master into Feature A

# Many jobs, one build server

- \* Applications using different versions of same language or libraries
- \* Conflict between projects needing upgrades vs. those frozen at a particular version
- \* Would like option to build, test and run applications on different OS than default

# The Wish List

#### Feature workflow:

- \* The ability to build/test/approve a feature branch.
- \* The ability to merge master into a branch prior to build/test.
- \* The ability to merge all successfully integrated (built/ tested) feature branches into master for review within the QA environment.
- \* The ability to push the local master (with all approved feature changes) to origin/master on the remote repository, along with tags indicating released code.

# The Wish List

### **Build and deployment:**

- \* The ability to create multiple build environments to satisfy different application needs for language versions and supporting libraries.
- \* A continuous build environment that produces/ manages deployment-ready artifacts, including managing the state of approval (or not).
- \* Deployment: Ops must be able to identify the approved artifact(s) and run the required steps for deployment.
- \* Deployment: Ops must be able to easily roll back to a previous release.

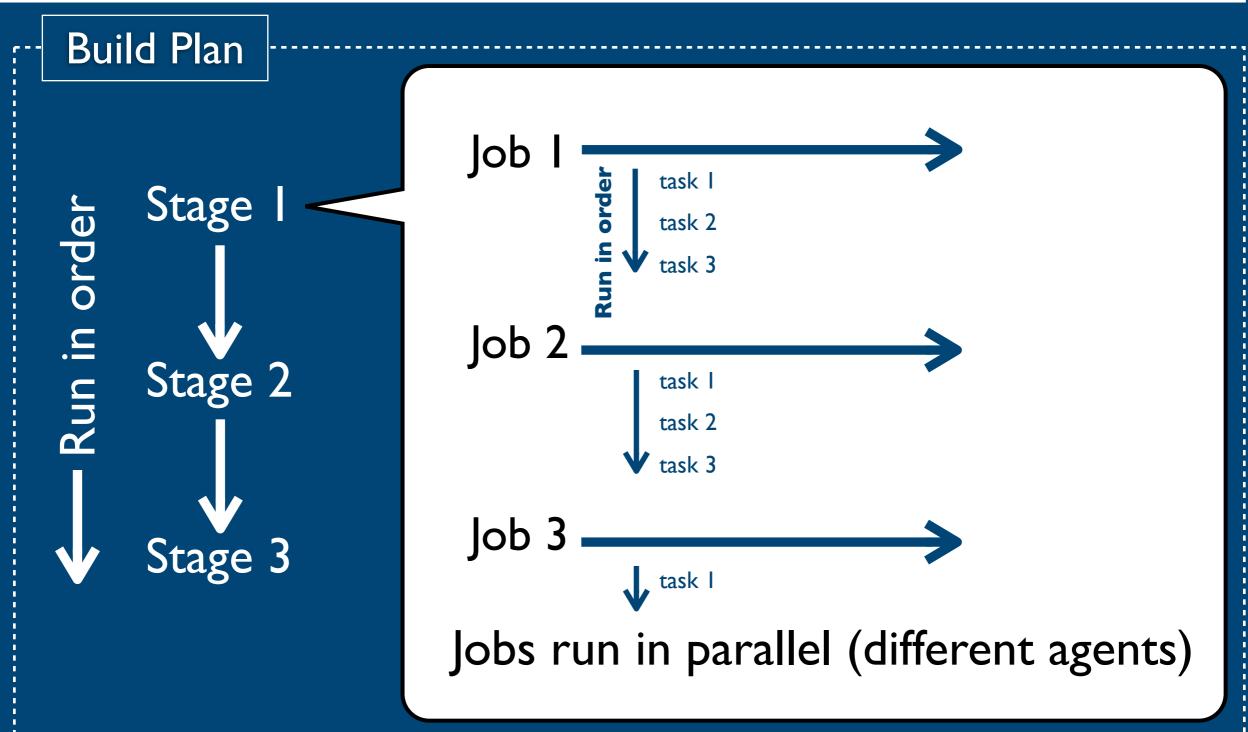
# Road Map

- \* Stick with Jenkins, OR
- \* Transition to a different build server

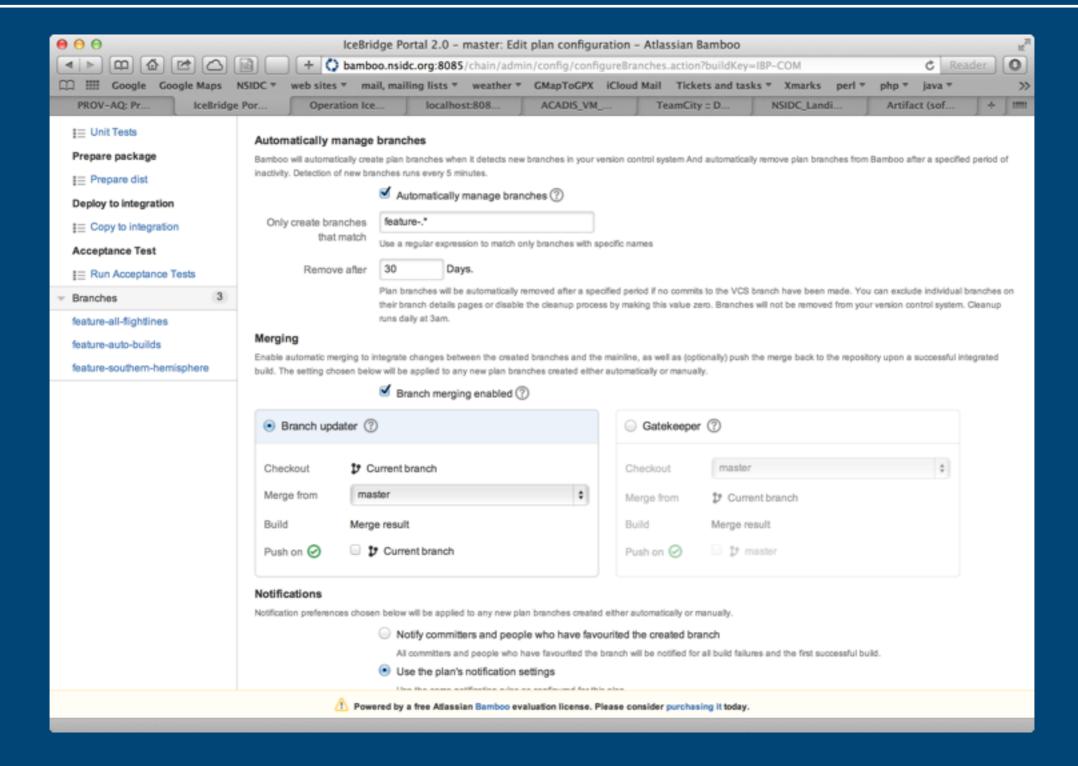
# Jenkins in the future

- \* Use existing plugins to provide needed functionality (artifact handling, master/slave implementation for multiple build agents)
- \* Contribute to plugin development
- \* Move in-line shell commands to application task runners (remove redundancies)

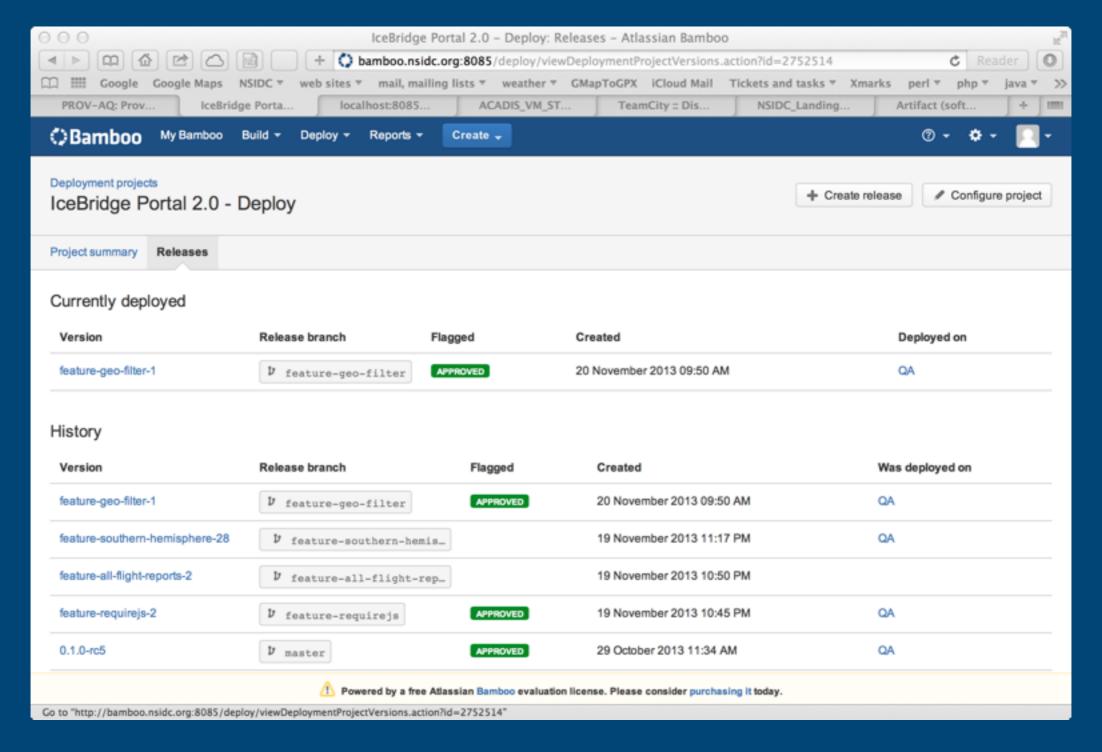
# Bamboo (Atlassian)



### Bamboo



#### Bamboo



## The Critical Facts

#### Jenkins: "free"

#### **TeamCity**

- \* Free edition: 3 build agents, 20 build configurations
- \* \$299: ladditional build agent, 10 additional configs
- \* \$1999+: Enterprise options

#### **Bamboo**

- \* Hosted vs. local options
- \* \$10: No remote agents, 10 jobs
- \* \$800: I remote agent, unlimited jobs
- \* \$2200: 4 remote agents, unlimited jobs

### **Lessons Learned**

- \* Build configurations tend to proliferate.
- \* With some effort, Jenkins can support many requirements.
- \* It's not just using the right tool, it's how you use it.

#### References

- Jenkins: http://jenkins-ci.org
- TeamCity: http://www.jetbrains.com/teamcity/
- Bamboo: https://www.atlassian.com/software/bamboo
- CI: http://martinfowler.com/bliki/ ContinuousDelivery.html
- CD: http://continuousdelivery.com/2010/08/ continuous-delivery-vs-continuous-deployment/

Julia Collins collinsj@nsidc.org

