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Supported Projects: AIMS, ESGF, UV-CDAT and PCMDI
Quarterly Report for October 1, 2017 – December 31, 2017

Quarter Accomplishments:

CMOR
- Release CMOR 3.2.8 on November 8th.
  - Fix source_id check.
  - Change Standard to CMIP 6.2 in Controlled Vocabulary
  - Add type to set_variable_attribute API in Python
  - Add history template for obs4MIPs and other non-CMIP6 projects
  - PrePARE
    - fix _FillValue and missing_value validation in variable attribute
    - change regex to validate license
    - change "http://" to "https://" in further_url_info
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- Release CMOR 3.3.0 on December 16th.
  - Accelerate file validation by PrePARE from 2s to 0.1s (IPSL request)
  - Fix PrePARE/CMOR memory issue where table references were not dynamically assigned
    ([MOHC request](#))
  - remove fixed double array to dynamic double due to the number of objects increasing
  - Optimize PrePARE file validation speed to reduce validation operations
  - Call `Cdunif.so` library directly instead of `cdms2`
  - "long_name" variable attribute is no longer being validated by PrePARE ([CERFACS request](#))
  - Update "license" REGEX to allow "/" at the end of URL (GFDL request)
  - Update "Conventions" REGEX to allow "CMIP-6.0" up to the current "CMIP-6.2" release
  - Update grid tables
    - Remove standard_name to vertices_latitude and vertices_longitude for CF-1 and CMIP-6.2 compliance

- Update CMOR3 tables using Martin Jukes' database as notified.
  - 01.00.16 (Septermber 15th)
  - 01.00.17 (December 13th)
  - 01.00.18 (November 27th)
  - 01.00.19 (December 21st)

CDMS

- Install CDMS documentations in Read-the-docs.
  - http://cdms.readthedocs.io/en/cdmsdocsmerge/
- Work on adding Visuspy support to CDMS.
- Can read data from visuspy branch, metadata is still missing
- Finalize OSX python 3 port.
- Fix ESGF authentication on OSX.
- Fix cdtime comparison issue for VCS.
- Add Python 3 to continuous integration on github for TravisCI(Linux) and CircleCI(Mac OSX).

Next Quarter's Roadmap
- Finalize CMDS documentations.
- Fix PrePARE and CMOR3 new issues.
- Continue to fix numerous CDMS issues (72).
- Give support to CMOR users.

I was on vacations from December 27th 2017 to January 3rd 2018.