



Code Ownership

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Useful feedback loops

- Submission process gives feedback relevant to your area
- Tests reliably fail if the software performs incorrectly
- Issues in the project should feed back to codeowners

How code owners work

Teams (cilium/community)

- Define membership, ladder

Content repo (cilium/cilium, ...)

- CODEOWNERS file
 - Textual description of scope
 - Define teams by file

Main branch Owners

cilium/cilium:main

- Scripting / Linters to ensure every file is owned. No fallback
- Feature groups
 - policy, clustermesh, ...
- Structure / Guidance groups
 - CI, docs, github-sec, ...
- Component groups
 - agent, datapath, ...

Example scopes (cilium/cilium)

- **policy** (*feature group*)
 - Mostly Go, but also specialized knowledge
 - Core logic, APIs, unit testing (`pkg/policy/`)
 - Datapath boundary (`bpf/lib/policy.h`)
 - E2E testing (`cilium-cli/connectivity/check/policy.go`)
 - Docs (`Documentation/security/policy/`)
- **docs-structure** (*guidance*)
 - Advising on best practices for consistent docs writing
 - Infrastructure (`Documentation/`)
 - Combined ownership for individual files

Discussion: Team attributes

- Group size
- Technical skills
 - Familiarity
- Reviews
 - quality, consistency
- Tech Debt
- Test coverage