



# UXL CI Responsibilities

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# UXL's CI State of Play

- CI is a requirement to move expected repositories to the UXL Foundation
- Some basic CI exists (page deployments etc)
- The CI requirements for projects to confidently accept public contributions is documented [on GitHub](#)
- A board for tracking open items on projects is also [on GitHub](#)

# Codeplay's Role So Far

- Aaron Dron has been acting as GitHub Organisation administrator
- Codeplay has been taking the lead to document how to set up CI for UXL projects, and set up some initial infrastructure
- Codeplay has hosted some physical hardware that was to be used by the foundation
- Codeplay has been working with the likes of Arm to obtain more runners for projects

# Codeplay is stepping back from these activities

- Aaron is no longer able to act as the GitHub organization admin
  - Robert Cohn stepped away from his UXL role a while back
- The hardware Codeplay was setting up will no longer be available
- The activities for documenting and establishing CI will cease
- We are seeking individuals or organizations to hand over these activities to

# UXL CI Requirements

- Hosted hardware for combinations required by projects [documented here](#)
- A secure CI workflow configuration for testing external PRs on self-hosted hardware
- Dependency management and security scanning
- Sufficient hardware to test external PRs on all existing public repos
- Easy on-ramp for UXL members to self-host runners and add testing for their platform
- Documentation and knowledge base
- Well maintained and continuously improved

# Available CI and Now Removed Infrastructure

Owner	Type	OS	Number	Active?	Notes
GitHub	CPU x86	Linux, Windows, Mac	Up to 500 concurrent	Yes	
GitHub	CPU AArch64	Linux, Mac	Up to 500 concurrent	Yes	
Intel	Intel GPU Max 1550	Linux	Varies depending on request	No	
Codeplay	CPU AArch64	Linux	Cloud-based	No	Available until 31 May
Codeplay	Intel GPU Battlemage B580	Linux	1	No	

# CI Requirements for projects so far

- Intel CPU (GitHub provides runners)
- Arm CPU (runners mostly in place)
- Intel GPUs (DevCloud/Tiber Cloud no longer available)
- Nvidia GPUs (none in place)
- AMD GPUs (none in place)

We are now back in a place where we need to find a way to establish this hardware for UXL projects

At the moment the projects will continue to test via internal infrastructure

# Transition Planning

- Codeplay will publish any documentation that could be useful for CI
- Individuals need to step forward to take care of UXL GitHub Organisation Administration
  - John Melonakos has agreed to help but it would be good to see other organisations involved
- UXL Working Group needs to find a new owner for establishing public CI
- UXL members need to help find sources of public CI infrastructure



# GitHub Organisation Administrator Role

- Management of user permissions (e.g adding write access for maintainers)
- Following best practices for user permission management
- GitHub repository administration
- Monitoring for security incident and vulnerability reports through GitHub
- Sharing details for specific runners with project maintainers

# Public CI Infrastructure Work Package

- The Intel DevCloud/Tiber infrastructure removal means there is no template project for public CI (originally this was the plan as a way to document things)
- There would ideally be individuals from member organisations responsible for pushing various public CI tasks
- Seeking resources for public CI is also an important role

# Call to Action

- Email John and Megan if you are interested in helping with any of these activities
- GitHub Organisation Admin
- Pushing forward public CI for projects to bring project independence