PostgreSQL

How the PostgreSQL Project Works

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Enterprise*DB*™
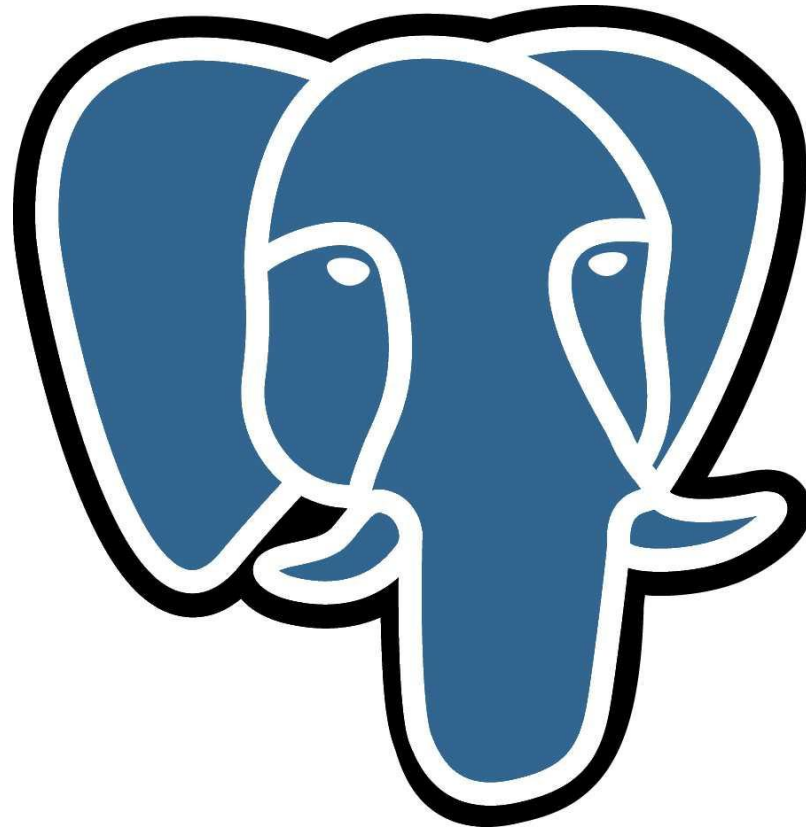
Elephants

are not like

Dolphins

- BSD licenced:

  - Anyone can use the code as they please

  - No one copyright holder

  - No one can take over the project

- Project workforce:

  - Hobbyists

  - End users

  - Corporate contributors

Project Organisation

- The big boss:

Slonik

- Slonik's "other" life:

- The Core Team:

  - Josh Berkus
  - Peter Eisentraut
  - Marc Fournier
  - Tom Lane
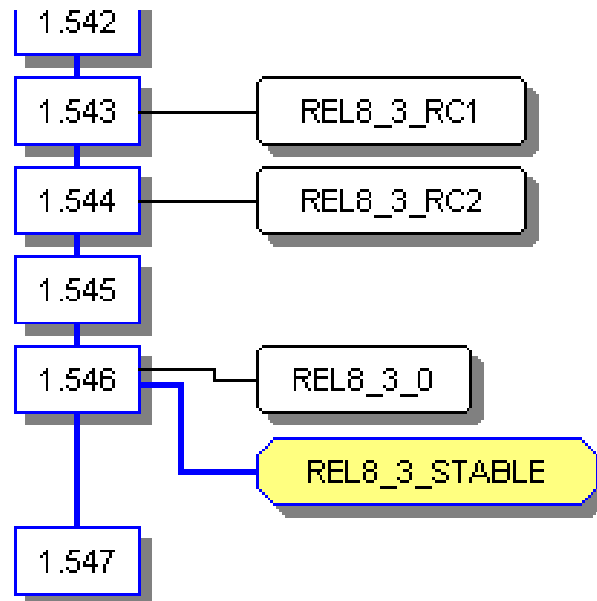 - Bruce Momjian
  - Dave Page
  - Jan Wieck

- Core are responsible for:

  - Scheduling, planning & release management.

  - Security contact point

  - Project liaison/contact for confidential issues.

  - Discipline

  - Decision making (when the community at large cannot reach consensus)

- Other distinct groups:

  - Developers

  - Advocacy group

  - Funds group

  - Web team

  - Infrastructure team

  - Translators

The release cycle

- First things first:

Branch the code

- Code development:

  - "Scratching itches" – hobbyists

  - Fulfilling a need – end users

  - Yes boss, right away boss! - corporates

- Patch lifecycle:

  - Discussion

    - Problem identification

    - Design development

- Patch lifecycle:

  - Coding – don't forget the docs!

  - Patch submission to the queue

  - Patch review & feedback

  - Lather, rinse, repeat until ready

Feature freeze…

… doesn't scale ☹

- Patches 'bitrot' in the queue

- Developers wait months for feedback

- Months spent reviewing patches:
  - Difficult work, even for the experienced
  - It's a long and boring job

The solution:

Commit fests

- Every two months:

  - Review **all** patches in the queue:
    - Commit to CVS,
    - Return to author with feedback
    - Reject outright

  - Accept **no** new patches until the fest is complete.

  - Committers focus entirely on clearing the patch queue

- Final stages of the cycle:

  - Feature freeze/final commit fest:
    - No new features accepted
    - Concentrate on applying all patches

  - Translators start work

  - Advocacy/press machine gets underway

- Beta releases:

  - Build and release 'beta' versions

  - Q/A is a joint effort:
    - User testing
    - Benchmarking
    - Regression testing – not just for the buildfarm!

- Release candidates:

  - We think it's ready!

  - Any last bugs? Anyone? Bueller? Bueller?

- Release day:

  - Press releases

  - Website & mailing list announcements

  - Web team watching for the Slashdot Effect

- Take a deep breath:

  - Fix any early bugs reported

  - Take a long, hot bath

  - Start again!

Questions?

Thank you.