

Snappy Working Group - 3/27/2018

Attendees: Ian & Tony (Canonical), Jim (Dell), Brett (LF)

Discussion and action items as a result of the meeting in [BLUE](#).

Current Status

Tony gave an overview of the 'edgexfoundry-core' snap:

- Project started Nov '17, currently hosted under Tony's GitHub account: <https://github.com/tonyespy/edgex-core-snap>
- Consists of a build recipe (snapcraft.yaml) plus some shell scripts for starting/stopping EdgeX (similar to Docker run-it.sh script).
- The build produces a single fully-confined architecture-specific binary snap file. This should be installable on any Linux distro running snapd. Testing to date has occurred on Ubuntu Core 16, as well as Ubuntu 16.04 LTS Desktop & Server.
- The snap is a single container which includes all of the core, export, and support services, device-virtual, plus consul and mongo.
- Snaps for both Barcelona and the California-latest have been published to the snap store (see github project for install instructions):

```
channels:
  stable:    -
  candidate: -
  beta:      -
  edge:      0.2.1+barca-5          (8) 616MB -
  cali/stable: -
  cali/candidate: -
  cali/beta:  -
  cali/edge: 0.5.1+cali-20180322   (17) 399MB -
```

Goals

- Have the project take ownership and integrate snap builds into the CI process.
- As with Docker, get manual publishing of the snaps to the snap store working first, then automate.

Discussion

- What hardware is required? Ubuntu 16.04.x Desktop or Server; amd64 + arm64 (arm32 not supported due to lack of official 32-bit mongo)
- **ACTION (Jeremy)** - can the LF spin up an amd64 Ubuntu build server instance?

- ACTION (Jeremy/Cavium) - can we use the Cavium server being used for testing as a build machine?
- Tony mentioned that the name of the snap 'edgexfoundry-core' is currently registered under his name. Should we xfer the name to EdgeX?
 - Jim - No, we may just want to call the it 'edgexfoundry-snap'. Tony: "how about just 'edgexfoundry'? Jim - 'maybe that which is all of core-*, support*, and export*, but no device services, and 'edgexfoundry-dev' which includes 'device-virtual'?' Discussion about how this would work well with devices where one or more device-service snaps were installed on a device, and then all that's needed it to add the 'edgexfoundry' snap for a full system.
 - Tony notes that others can use the EdgeX snap as a template for producing custom EdgeX snaps.
- We decided to first get builds working, manually published to the store, then work on automating the publishing step. This requires:
 - ACTION (Tony) - work with snap advocacy team to understand how best to approach CI builds of edgex snap.
 - ACTION (Tony) - document process to setup store account for the project, so that the snap can be published with edgex as the publisher.
 - ACTION (Tony) - share details with Jeremy next week in prep for the next snappy meeting.