Ireland Release Update

- No test failures. Release still on schedule.
- Go mods were to be tagged today, but issues will prohibit go-mod-core-contracts, go-mod-secrets and go-mod-bootstrapping from tagging today.
- New issues that need to be addressed
  - [https://github.com/edgexfoundry/device-sdk-go/issues/980](https://github.com/edgexfoundry/device-sdk-go/issues/980) • Could impact core contracts
  - [https://github.com/edgexfoundry/go-mod-core-contracts/issues/638](https://github.com/edgexfoundry/go-mod-core-contracts/issues/638) • Shouldn’t require description on update of device (needs fixed)
- CoAP service and devops
  - Jenkins file needed (next week – target 30th at latest)
  - [https://github.com/edgexfoundry/go-mod-core-contracts/issues/638](https://github.com/edgexfoundry/go-mod-core-contracts/issues/638) • Iain to handle
- GUI team has reduced NPM audit issues considerably. Still a couple of high-level audit issues to address. Communications on going to address.
- Changelogs completed for go-mods. Still needed for SDKs and services.

Ireland Release Features Missed/Didn’t need

- This is a list of features we did not get in Ireland that we would still like to have and (to be discussed as part of scoping)
  - DS Record / Replay
  - DS C side – secret provider for all and secrets in general
  - AS - Fork the pipeline and allow multiple pipelines in one service
  - AS - pipeline per topics/per profile
  - AS – integration to AI/ML examples
  - Implement and enforce Max Request Size
- Things we put too much time in and didn’t need
  - ADRs – many were way out front of development

Ireland Release Lessons Learned

- Things that we did well/were wins
  - V2/TAF
    - Lot of work, scheduled well, coordinated well
    - Lot of redesign as we went along
  - Behaving more “agile” in project nature
  - Breaking changes – we got a lot done; removed future issues
    - Even things that weren’t originally on our radar like port adjustments
  - EdgeX doing well in China
  - Slack communications
  - EdgeX Website
    - EN/Chinese
• Things that we could improve
  o Some design decisions seemed too rushed
  o Redesign did cause churn
  o Did we tackle too much?
  o Outreach organization – needs some focus
  o Need for hackathon like outreach – COVID impact, but how do we get more developers
  o Not overlay freeze week with planning meeting
  o Need 3 weeks for freeze with LTS

Scoping discussion covered in scope slide deck