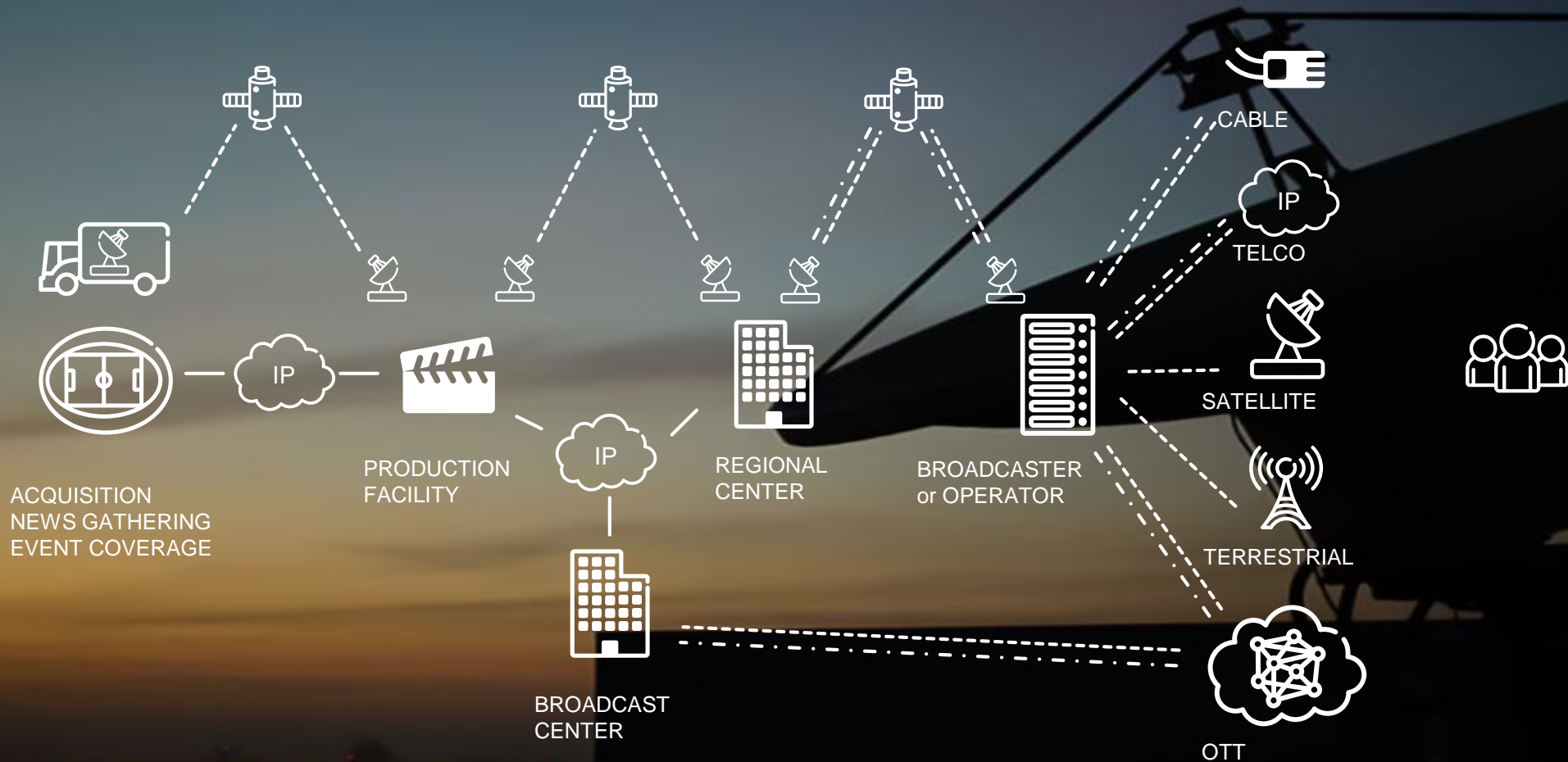


CI @ ERICSSON TV

Daniel Laird
Head of Software Control / Processing

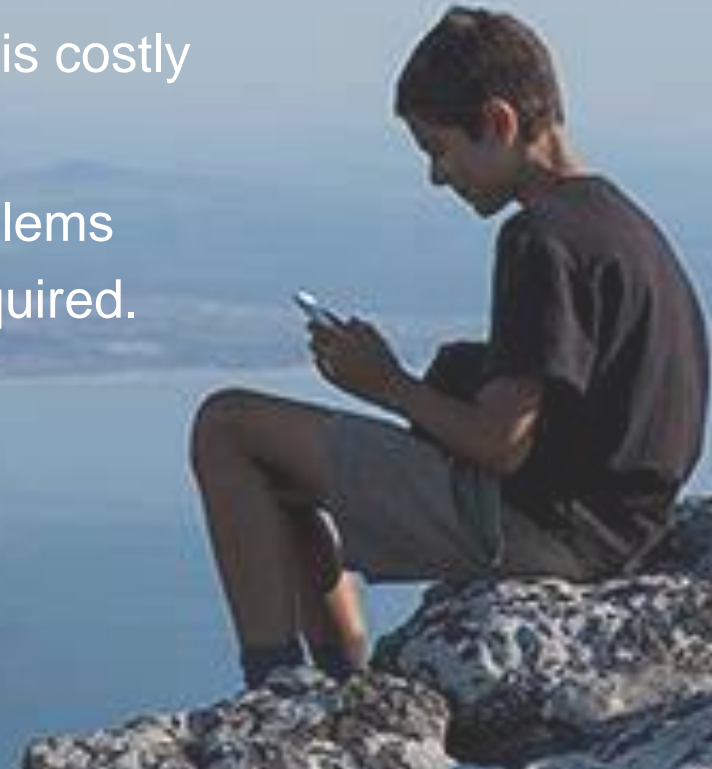
WHAT DO WE DO?



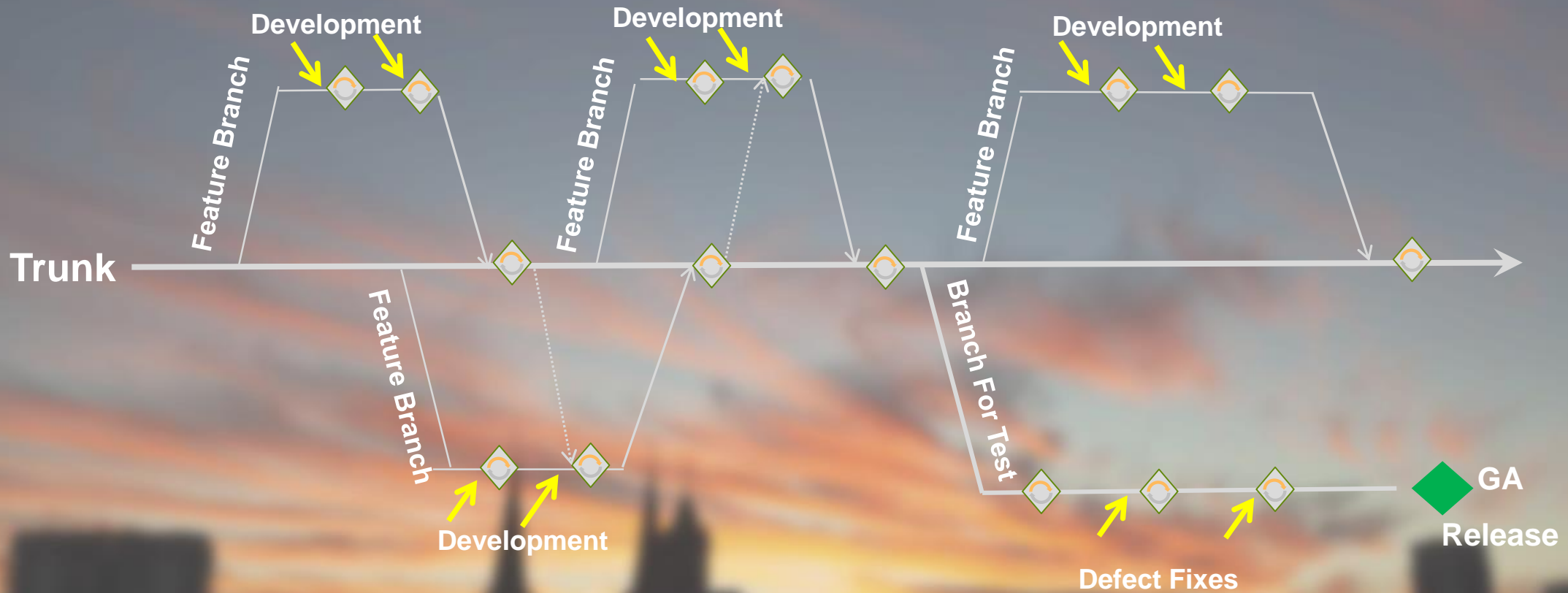
KEY CHALLENGES




- › Branch based Development
 - Not true CI, but a commercial necessity
 - Engineering ‘Agility’ is not the same as ‘Customer Agility’
- › Bespoke Test Environment generation
 - Engineers building bespoke infrastructure to test features is costly
- › Works For Me.....
 - Bespoke Test Environments leads to ‘Works For Me’ problems
 - Unable to replicate problems or easily scale testing as required.



CI TESTING DURING DEVELOPMENT



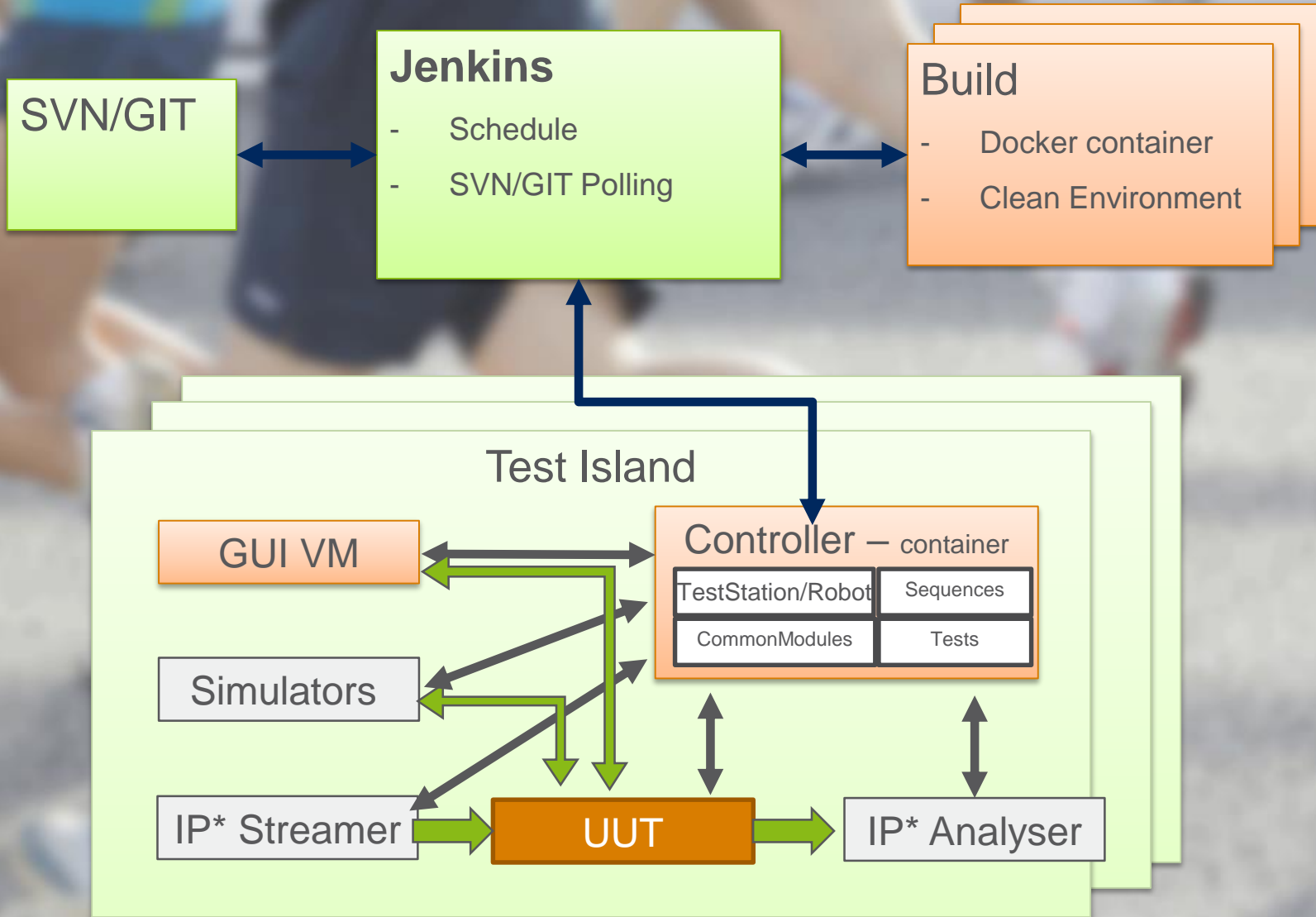
 CI Build and Test Run

ISOLATED TESTING – “ISLANDS”



- › Multiple test nodes to allow testing in parallel
- › All test nodes (islands) Isolated from each other
- › All equipment in an ‘island’ is cleaned before test start
- › Repeatable start condition
- › Island equipment certified by “Commissioning test”
- › Minimal configuration of test equipment (basic OS, IPs etc)
- › Test Transport Streams (Source Material) is automatically deployed
- › Jenkins Labels are used to specify the contents of the island.
 - Could talk about Jenkins for a long time.

WHAT IS AN ISLAND?



VALUABLE RESULTS



› Triage of test results from the Jenkins Web UI

› Most data captured and stored:

- Logs from tests
- Logs from unit under test
- Wireshark captures
- Transport streams
- Stream Analysis logs
- Videos of Web Browser when controlled by Selenium
- Serial debug
- Core dumps
- Unit Configuration debug
- Determined by Engineers



“MANUAL RUNS”



- › Engineers can run their own builds with debug increased
 - Product code uploaded from user PC
 - Test code uploaded from user PC
 - Individual tests can be run
 - Debug levels can be controlled
- › If test runs correctly ‘manually on the rig’, it will run when committed to source control.
- › Solves the “works for me” problem



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