

# TSC Meeting Notes 2021-05-20

## Attendees:

- Alban Fichet
- Cary Phillips
- Christina Tempelaar-Lietz
- Eskil Steenberg
- Joseph Goldstone
- Kimball Thurston
- Larry Gritz
- Peter Hillman
- Nick Porcino
- Stela Espindola

## Discussion items:

- This week's release problems:
  - A change accidentally broke the install settings so OpenEXR didn't install its headers. The CI passed because we don't test the installation.
  - We can add a step that validates the install. Just another step in the build process. The CMakeLists.txt has to be separate from the main openexr build, just pointing to the previously built install directory.
  - Larry: Our policy should be to tag the release and let it percolate for at least 48 hours before making the release.
  - Larry: maybe it would be better to integrate patches into the Cary: Then I overlooked cherry-picking that patch into the v3.0.2 branch. I staged it a few days before through the cherry-pick PR, then mistakenly assumed it was complete. The v3.0.2 release went out without the patch.
  - Larry: maybe it would be better to integrate patches into the release branch at the same time they're merged into master, rather than right before the release.
- Half+core changes:
  - Kimball: Almost ready to go. Need to clean up some warnings. I've redone the API quite a bit and clean that up quite a bit after some feedback from the rust guys in terms of consistency about const-ness
  - Get it in soon, in time for a code freeze mid-June in preparation for beta release early July.
  - How do we hook it into the oss-fuzz system? Peter: there's a directory of tests that currently has a single entry. Just add another one.
- Other changes for 3.1:
  - Cary: I'd like to submit ILM additions to Pylmath. Buffer protocol and copy-on-write support for FixedArrays. I think it's better to have the public repo in sync with ILM's internal version, even if there's little use for the features.
- Rust bindings:
  - Did we decide, do these go into our project or are rust bindings consolidated elsewhere?
  - cppmm - "c++ minus-minus" turns C++ into C bindings. <https://github.com/vfx-rs/cppmm>.
  - Haven't gotten a good read from them about whether they want to keep all of the rest bindings for all the projects in one repo together or in separate repos. Is their eventual goal to push those into the individual projects?
- Alban Fichet: spectral image data
  - Joseph: the paper is awesome, read it.
  - Joseph: the memory requirements are terrifying.
  - Kimball: It's not so bad, we have exr files that have 50 or 60 light groups in them right now in production and so having having 10 spectral channels isn't bad.
  - Joseph: but it covers things like how does fluorescence work when you have energy at one point in the Spectrum where does it emit? It's basically a 2D graph.
- CII badge
  - A question came up with at the TAC, how much of a lift is it to go from passing to silver and then to gold.
  - Have to have a working build system. Ha.
  - By the way: we don't support "uninstall". Because it's not a standard CMake feature.

- A silver/gold requirement: dependency tracking to identify vulnerabilities.
- Not that big an issue for us, OpenEXR only depends on Zlib.
- Bigger deal for OSL.
- Dependabot can help: <https://github.com/dependabot>
- Let's just start checking off the CII items and see how it goes. If it gets onerous, we can reconsider.