

openQA Infrastructure - action #33253

[salt] add support for multiple multi-host worker clusters - connect multiple workers using GRE within the same WORKER_CLASS

2018-03-14 10:02 - thehejik

Status:	Resolved	Start date:	2018-03-14
Priority:	Normal	Due date:	
Assignee:	thehejik	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Currently we have support only for one multihost WORKER_CLASS="tap" but we would need to create different multi-host cluster for WORKER_CLASS="caasp_x86_64" ideally separated from the "tap" cluster. Later we would need probably even more for aarch64 and so.			
Changes should be incorporated into https://gitlab.suse.de/openqa/salt-states-openqa/blob/master/openqa/openvswitch.sls			
Related issues:			
Related to openQA Infrastructure - action #32314: [salt] make GRE tunnels sal...		Resolved	2018-02-26
Related to openQA Infrastructure - action #32296: openvswitch salt receipe is...		Resolved	2018-02-26
Related to openQA Project - action #7982: multi machine test that actually in...		Rejected	2015-06-22

History

#1 - 2018-03-26 15:28 - thehejik

- Status changed from New to In Progress

MR https://gitlab.suse.de/openqa/salt-states-openqa/merge_requests/34

#2 - 2018-03-26 15:28 - thehejik

- % Done changed from 0 to 90

#3 - 2018-05-22 13:05 - thehejik

- Related to action #32314: [salt] make GRE tunnels salt-states compatible with global worker configuration from pillars added

#4 - 2018-05-22 13:06 - thehejik

- Related to action #32296: openvswitch salt receipe is 'unstable' added

#5 - 2018-06-15 20:46 - okurz

- Related to action #7982: multi machine test that actually involves different machines added

#6 - 2019-06-20 15:27 - okurz

- Project changed from openQA Project to openQA Infrastructure

#7 - 2019-06-20 15:53 - thehejik

- Status changed from In Progress to Resolved

- % Done changed from 90 to 100

We agreed with coolo that we will support only one class 'tap' and then we moved almost every worker to 'tap' class so basically workers are connected all together without arch resolution - x86, aarch64 are connected all together. Closing