Media tree maintenance

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Troubles in the Media tree

- Linus is unhappy
- A number of incidents recently
  - Urgency of patches not always recognised
  - Patches take long to get merged
  - Patches ended up in wrong trees (master vs. fixes)
- Only fixes for 6.5

Few core contributors

- Media tree has few core contributors who also maintain parts of the tree, besides the tree maintainer

- Reviewing and merging patches takes a lot of time

- … "throwing spaghetti to the wall and see a month later what did stick"
    --- Contributor to the Media tree

- We haven't been able to acquire and retain any during the past ~ 10 years

Process

- Depends on a single person to pick patches to Media stage tree master and main Media tree fixes branches

- Introducing the Stage tree has added a systematic delay to the process

  - Exacerbated by the sporadic avalability of the maintainer

  - A quick glance reveals variance from a few days up to more than a month, for patches to get from the Stage tree to Media tree

Solutions

- Co-maintenance
- Acquiring more core developers
- Tooling improvements

Co-maintenance

- Multiple kernel trees have successfully switched from a single tree maintainer model

  - The DRM tree is a well-known example

- Multiple tree maintainers with equal rights, duties and access

- Requires

  - documenting the process (which likely requires changes?) and

  - maintainers to be present on the agreed communication channel (e-mail, IRC, Matrix?)

Acquiring more core developers

- A hard problem

- DRM misc tree has been successful

- Take learnings from the DRM developers
    - Both regarding the process and