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IA conclave  
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**Reason:**

After HCSS 0.1.1 we need a review

- \* are we moving into the right direction?
- \* can we speed up our progress?
- \* code review and refactoring exercise to ensure that the IA framework stands on stable ground
- \* definition and assignment of new work packages

**Place:**

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**Time:** week 43 (22 to 24th of October)

**Duration:** 3 days

**Participation:** IA core + additional key contributors,  
user representatives, QA support (TBC)

**Organisation:** plenary and splinter sessions, hands-on workshops on  
code for review, demonstration and prototyping

**Draft Agenda:**  
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22/10

09:00 Welcome (S0, plenary)

09:05 Approval of minutes (S0, plenary)

09:10 Review of actions (S0, plenary)

09:15 Introduction and approval of agenda (S0, plenary)

09:30 Report on workpackages (all, plenary)

- \* work completed
  - \* major results
  - \* interesting technical issues
  - \* problems encountered
  - \* location of code
  - \* short on-line demonstrations, if possible
- \* work in progress
  - \* interesting technical issues
  - \* problems encountered

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\* location of code

\* planned work

These reports should be a final update for the review of functionality and architectural, design and code during the following sessions

- 12:30 Lunch
- 13:30 Detailed demonstrations, review of existing and planned functionality, prototyping exercise (splinter)
- 17:00 Short status report on review exercise (WG chairs, plenary)
- 23/10
- 09:00 Welcome to the second day (S0, plenary)
- 09:05 Introduction of agenda for the second day (S0, plenary)
- 09:10 Detailed demonstrations, review of existing and planned functionality, prototyping exercise, architecture, design and code review (splinter)
- 11:30 The user's view on IA functionality and look and feel (NN, plenary)
- 12:30 Lunch
- 13:30 Architecture, Design and Code review (splinter)
- 17:00 Review of IA Working group progress (all, plenary)
- 24/10
- 09:00 Welcome to the third day (S0, plenary)
- 09:05 Introduction of agenda for the third day (S0, plenary)
- 09:10 Final status report on review and requirement exercise, demonstration of new prototyped code, introduction of new WPs (WG chairs, plenary)
- 12:00 Overall status and concern of common IA framework (S0, plenary)
- 12:30 Lunch
- 13:30 The way forward for Herschel IA (S0, plenary)
- 14:00 Final assignment, scoping and costing of IAframework WP's (all, plenary)
- 16:00 Date of next IA WG meeting and IA telecons (all, plenary)
- 16:10 AOB (all, plenary)
- 17:00 Closure (all, plenary)

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Note on architecture, design and code review: As an example I attach the guidelines for the HCSS V0.1 design review. As each subsystem is in a different state of maturity, the time split between review of architecture/design/code and new requirements will vary. Members of each WG are expected to have familiarised themselves with the sub-systems beforehand.

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Proposed Working groups for splinter meetings:

Working Group A

The foundation of Interactive Analysis: Product/Process/History and dataflow core functionality

Working Group B

Information exchange of Interactive Analysis: Formatter, data access, evolution and persistency of products, data base connectivity, IA as stand-alone tool

Working Group C/1 (developers)

Interactive Analysis as scientific environment: Java libraries, adaptors, GUI design

Working Group C/2 (users)

Interactive Analysis as scientific environment: Algorithms, GUI layout, look and feel

Working Group D

Interactive Analysis as development environment: Sandboxes, class loader, integrated development tools