

Artifact Storage

Artifact storage is intended to hold the build results for various components, as well as large binaries that are needed for distribution or builds.

As a proposed design, the artifacts are stored in a file system hierarchy on S3DF, and an (optional?) database is used to track metadata about the artifacts and help in locating them, if necessary.

Proposed Artifact Storage Layout

```
ARTIFACT_TOP=/sdf/group/ad/eed/build_system/artifact_storage
```

```
$ARTIFACT_TOP/<component>/build_results/<tag>/...
```

```
$ARTIFACT_TOP/<component>/data/...
```