Supporting Distributed and Decentralized Projects: Drawing Lessons from the Open Source Community

Justin R. Erenkrantz Institute for Software Research University of California, Irvine http://www.erenkrantz.com/oopsla/

### What can we learn?

• Lots of successful open-source projects • Identify areas of impact • Decentralization and distribution • Examine techniques and tools • Variations in tools and processes • Helpful for starting new projects

### Decentralized and Distributed

• Independent collections form together • Should have self-interest at heart • Should believe can be beneficial • People will not be face-to-face • Global reach and openness • Time delays must be accounted for

## Decision-Making

- How do we decide what to do?
- Techniques: Project leader, meritocracy
- Exemplar: Linux, Apache
- Enhancements: Recognizing tradeoffs

## Accountability

Who will stand behind the product?
Techniques: for-profit, non-profit
Exemplar: PostgreSQL, FreeBSD
Enhancements: Introducing clarity

### Communication

- Where do we exchange ideas?
- Techniques: Mailing lists, asynchronous
- Exemplar: All
- Enhancements: Balancing granularity



How do I know what others are doing?
Techniques: Status updates, Discussion
Exemplar: Apache HTTP Server
Enhancements: Better tools

### Historical Rationale

- Why was this activity performed?
- Techniques: Archives, design documents
- Exemplar: Perl
- Enhancements: Creating standards

# Design Rationale

- Why does the code look like this?
- Techniques: Developer docs, examples
- Exemplar: AbiWord
- Enhancements: Synchronization

# Participation

- How can we entice others to join?
- Techniques: Clear tutorials, guidelines
- Exemplar: KDE
- Enhancements: Creating standards

# **Controlling Participation**

- How do we manage people?
- Techniques: Annotating contributions
- Exemplar: Python
- Enhancements: Integration

### Source Code

- How do people know what we're doing?
   Techniques: Public, optimistic resolution
   Exemplar: All
- Enhancements: Decentralized repositories

# Issue Tracking

- How do users report problems?
- Techniques: Soliciting developer help
- Exemplar: Mozilla
- Enhancements: Easy-to-use tools

### Documentation

- *• How do users learn about the system? • Techniques: Distinct team, annotations*
- Exemplar: PHP
- Enhancements: Separate code and docs



- How do we know if what we have is good?
  Techniques: Reviews, automated tests
  Exemplar: Subversion
- Enhancements: Optimizing test runs

### Release Management

- How do users receive the project?
- Techniques: Mirroring, versioning
- Exemplar: Debian
- Enhancements: Managing distributions

### Discussion

Variety of projects and domains examined
Variety of techniques and tools used
Only a few areas have consensus
Beginning of a roadmap for adoption