
Measuring Success in Soft. Development Projects

Open Leadership Summit, Tahoe 2017

Jesús González Barahona @jgbarah
Daniel Izquierdo Cortázar @dizquierdo
<https://speakerdeck.com/bitergia>



Outline

Introduction

Open Source Goals

Linux Foundation analytics as use case

Inner Source vs Open Source

Measuring Inner Source



/Jesus



My two hats:

Like five years ago I
was having coffees
with the gang of
Bitergia founders

Involved in the
company since then

bitergia.com

I work at
Universidad Rey
Juan Carlos...

...researching about
software
development

gsyc.es/~jgb

/Daniel



I only have one hat

Bitergia co-founder

OSS researcher

Data analytics

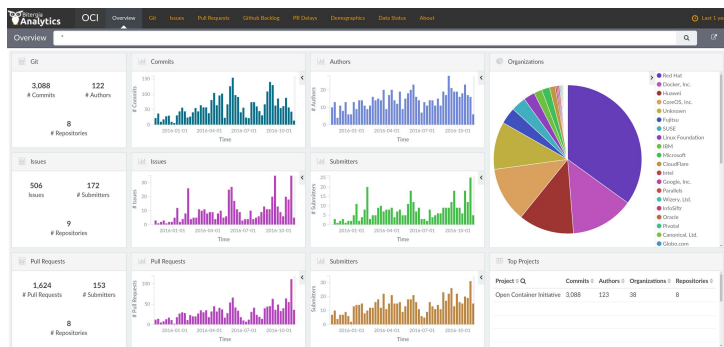
Diversity analysis

Love metrics





Software Development Analytics for your peace of mind



Introduction

Decisions based on data



Intro

Why do we need metrics?

- Check ongoing work
 - Awareness
 - Understanding
- Lead process improvement
 - Migrating to new infrastructure
 - New rules when code reviewing
- Motivational actions
 - Developers following some track - welcome and recognize new contributions



Intro

Several dimensions to measure:

- Activity
- Community
- Performance
- Code
- License compliance

Open Source Goals

OSS Goals



“...accelerate open technology development and commercial adoption...”



“...global development, distribution and adoption of the OpenStack cloud...”



“...open, collaborative software development projects...”



OSS Goals

Each project has its own mission, but in general:

- Promote **adoption** and **collaboration** of their specific products
- Other potential reasons:
 - Become a standard in the industry
 - Free alternative to proprietary soft
 - Philosophical and ethical approach
 - And many other reasons to contribute to free software

OSS Goals

It's all about the **people** using and developing those products

Success = used and developed, by individuals or by the industry

Metrics are used for **transparency, neutrality, marketing, and engineering**

Linux Foundation Analytics

Linux Foundation Dashboard (Preview)

- ~50 million commits
- ~80,000 different authors
- ~7,000 git repositories
- ~250 mailing lists
- ~1 million messages

Overview

Git

308,538

Commits

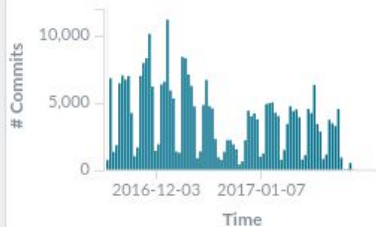
9,238

Authors

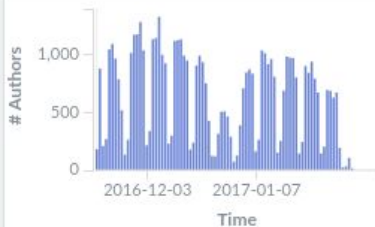
1,810

Repositories

Commits



Authors



Projects

Project	Commits	Authors	R
CodeAurora	203,930	4,885	3
Tizen	20,725	1,869	5
YoctoProject	18,121	1,344	5
CloudFoundry	13,495	311	2
CloudNativeComputingFoundation	9,585	659	5
XenProject	5,811	347	3
Linux	5,702	1,057	2
Dronecode	5,199	139	4
OpenDaylight	4,956	220	6
Node.js	4,678	337	3

Mailing Lists

80,499

Emails

1,900

Participants

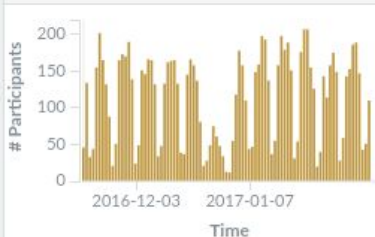
174

Mailing Lists

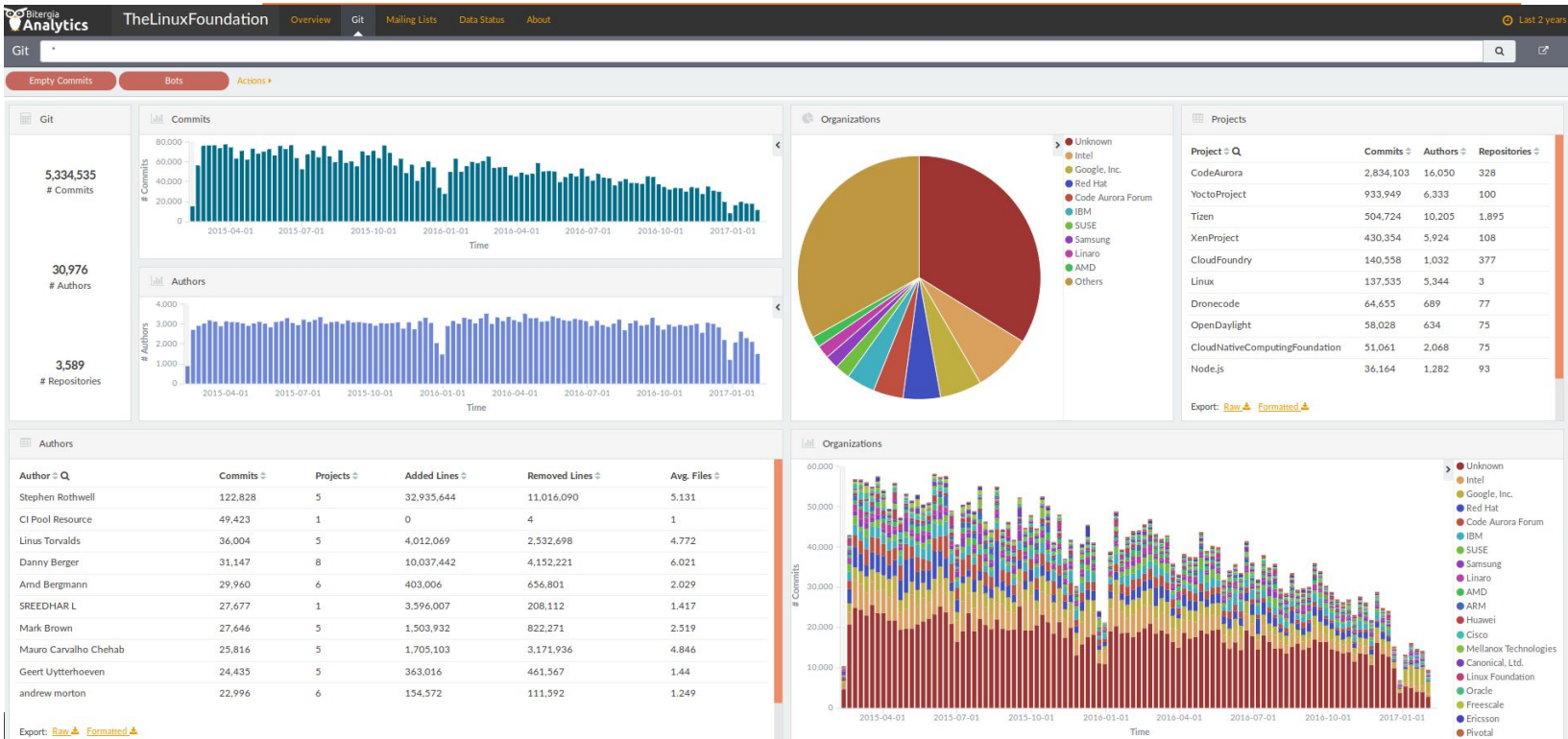
Emails



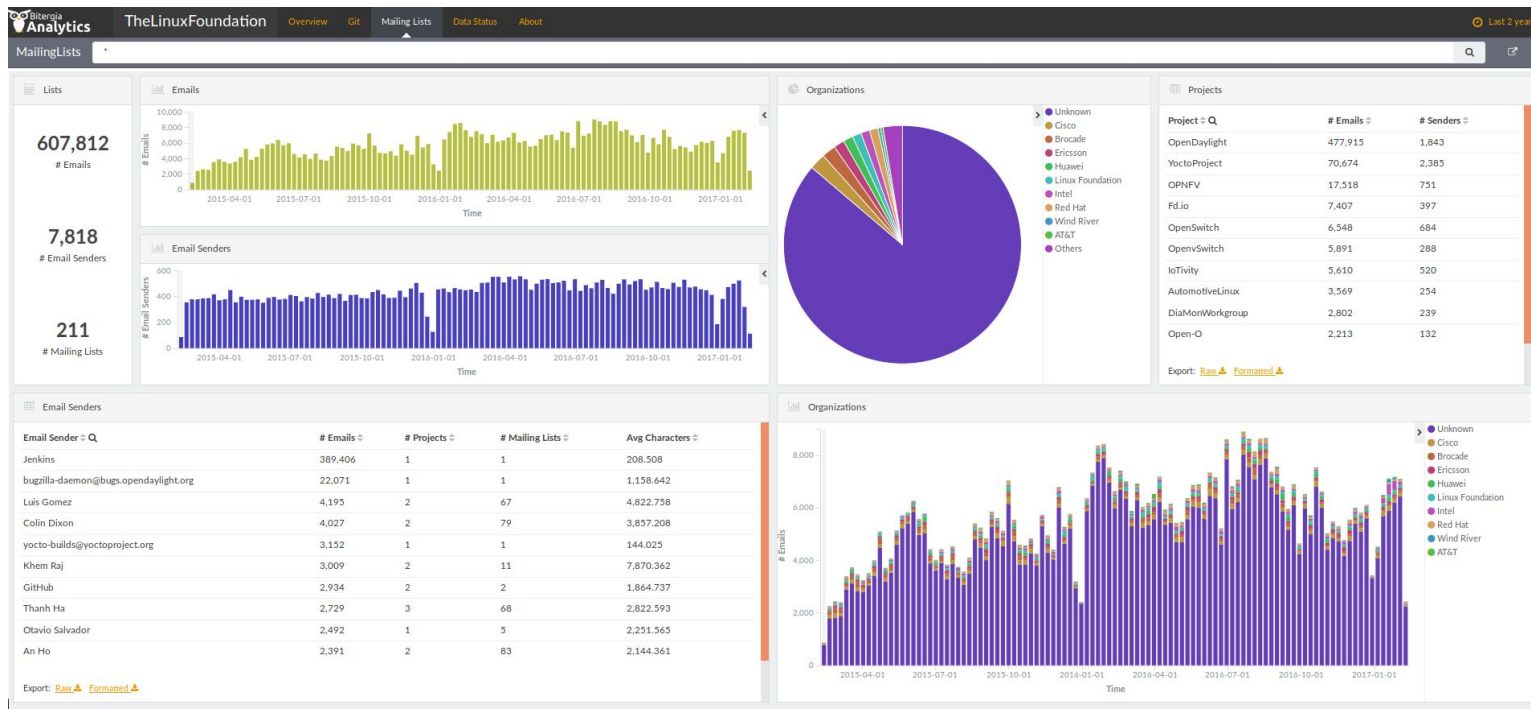
Participants



Git

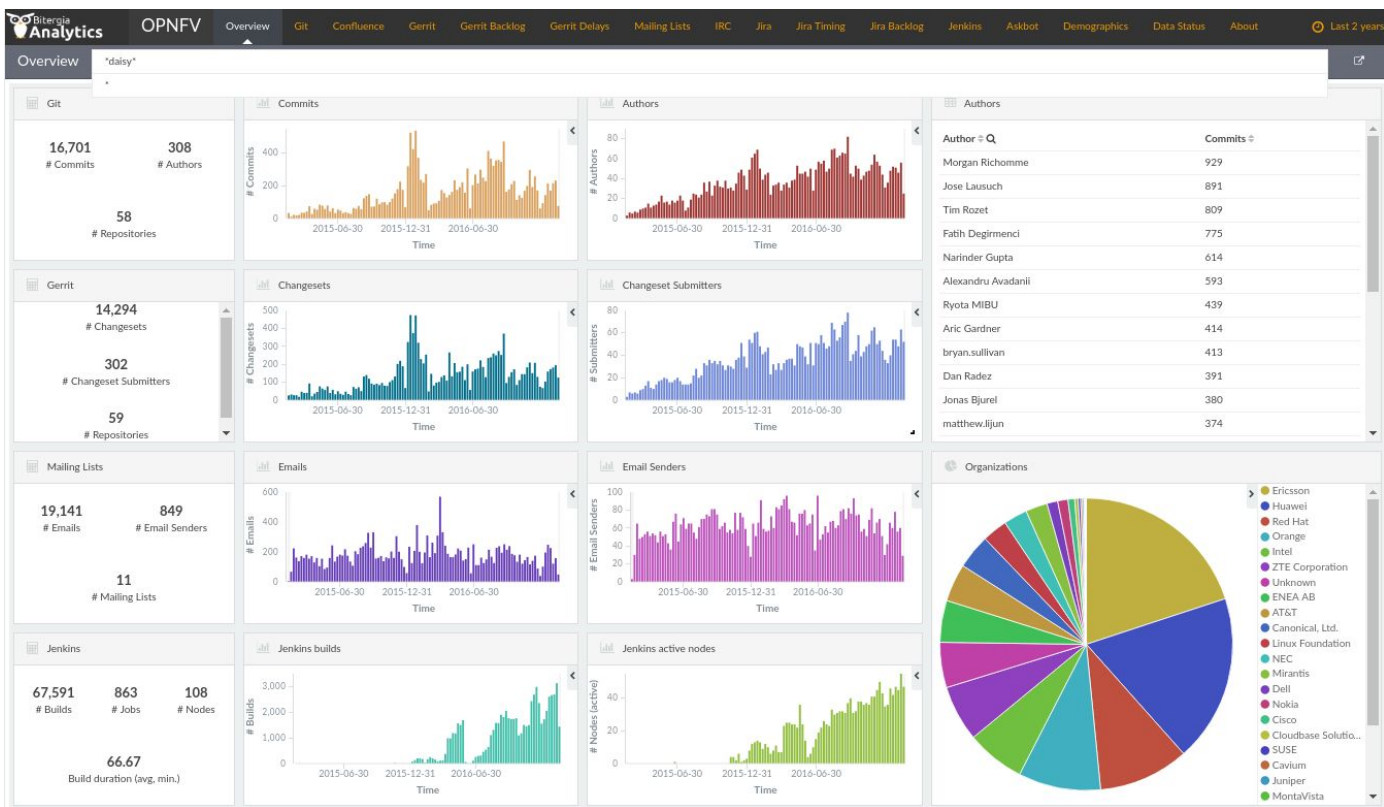


Mailing Lists



Project dashboards

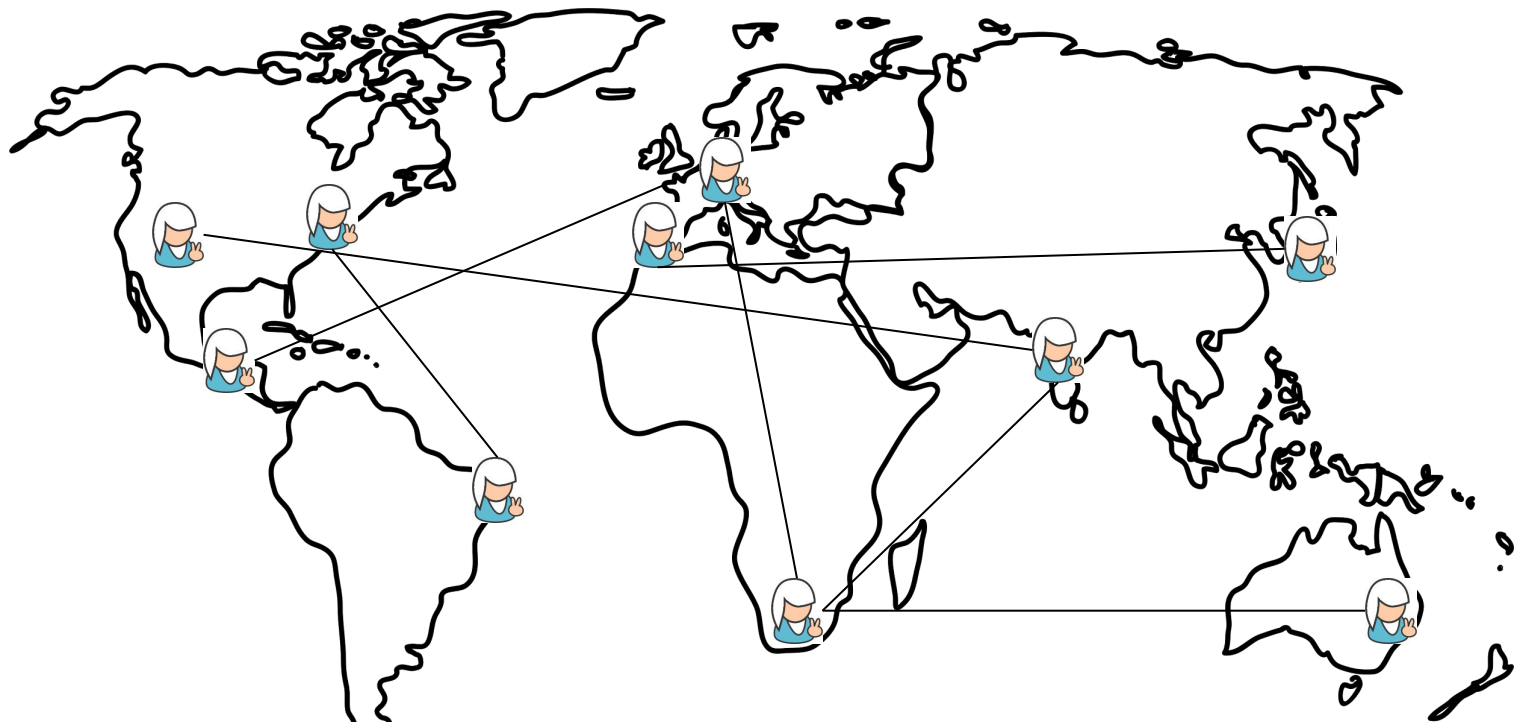
Example: OPNFV



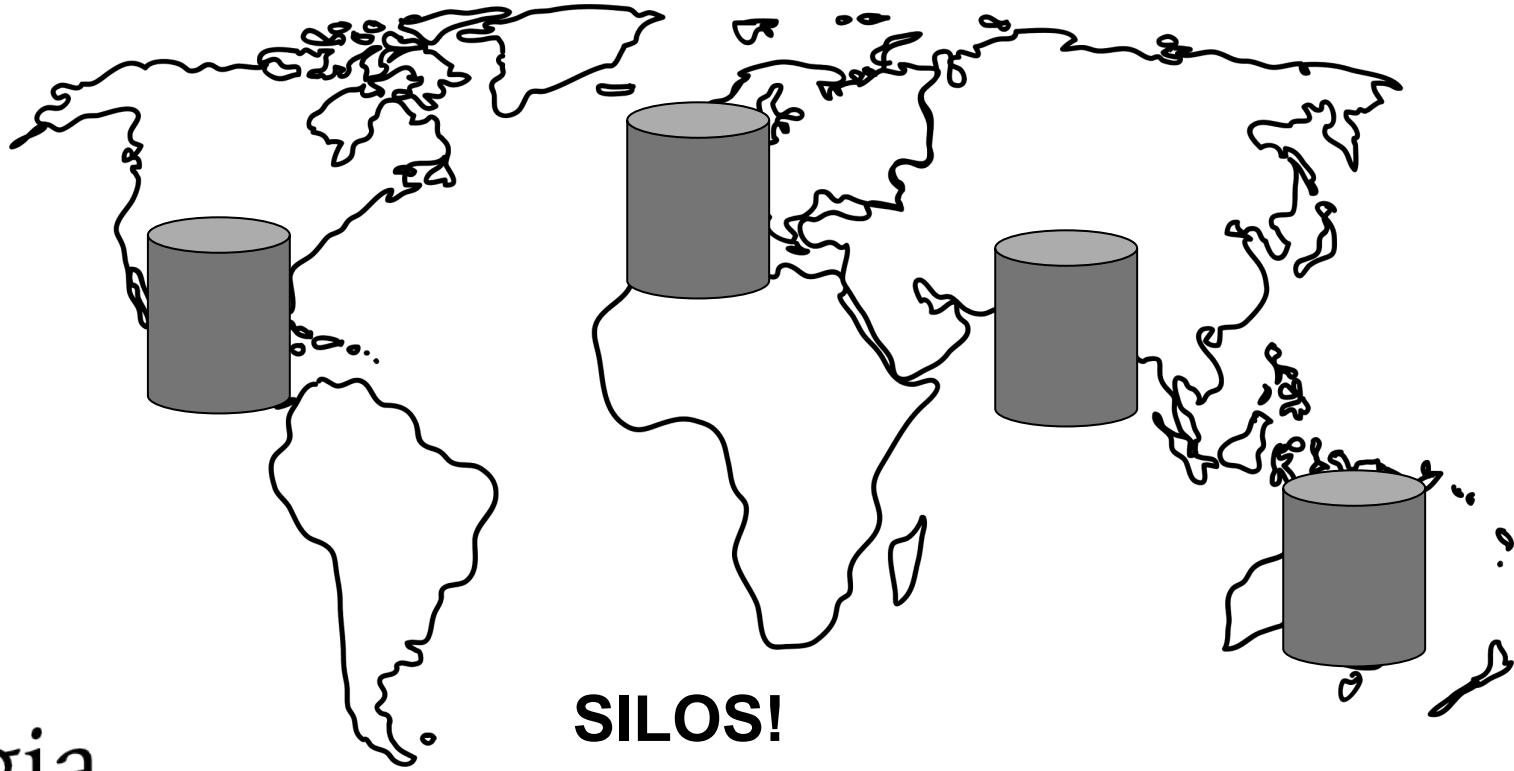
<http://opnfv.biterg.io>

Open Source and Inner Source

OSS



IS



SILOS!

IS Goals

Inner source aims at bringing OSS method to the enterprise



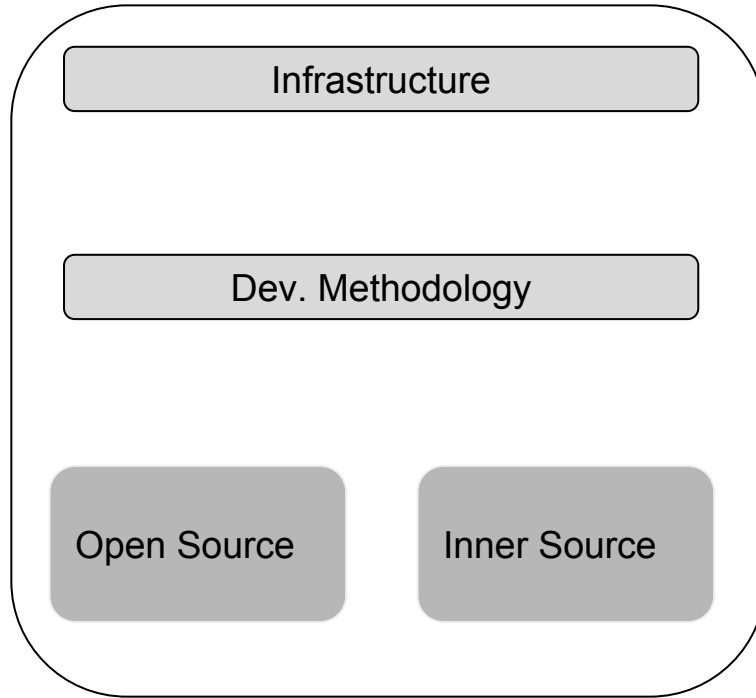
IS Goals

Inner source aims at bringing OSS method to the enterprise

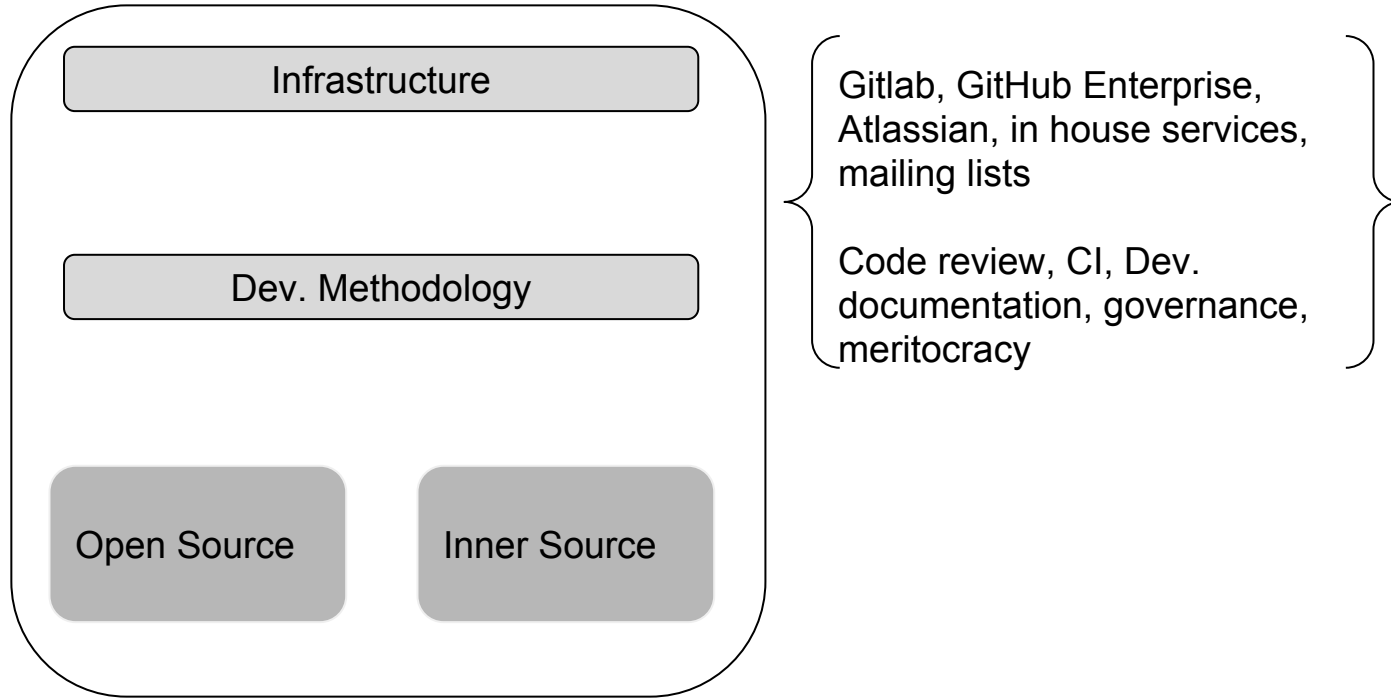
Some advantages:

- Reduce time to market
- Share costs and maintenance
- Engagement
- Increase code quality (code review, CI)
- Allow innovation

OSS vs IS



OSS vs IS



OSS vs IS

Inner source is not open source! (but they're similar)

Some examples

Open source

- OSS license
- Open development
- Anyone is welcome
- Foster adoption

Inner source

- Deal with licenses
- Open development in house
- Anyone in the org. Is welcome
- Foster internal use and reusability



Measuring Inner Source

IS Metrics

Different initial goals in open and inner source projects.

But, similar development method and infrastructure!

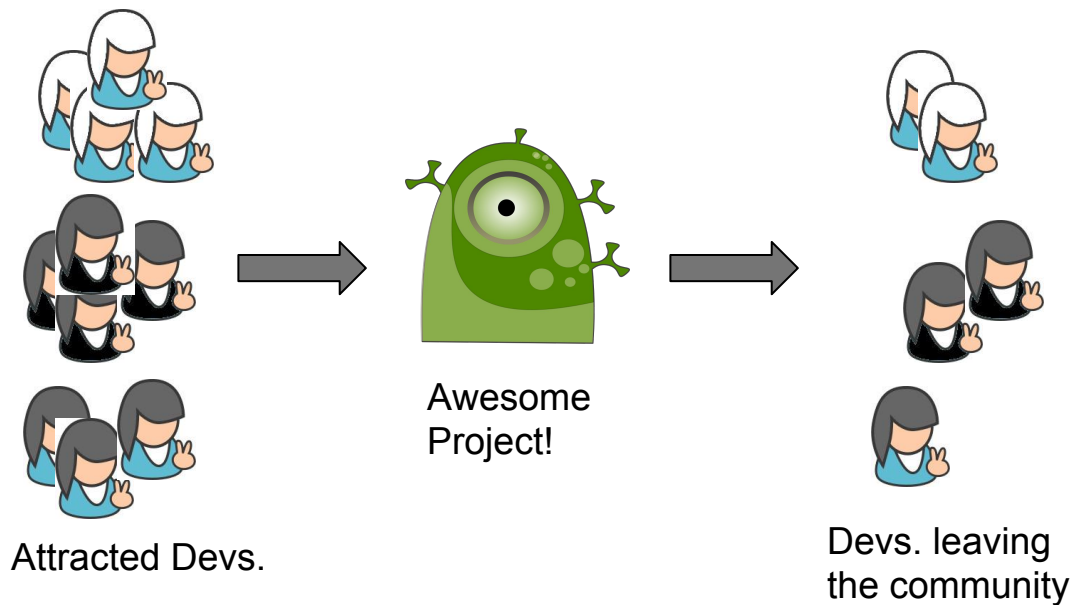
And, similar analysis.

Most of the OSS metrics are useful for IS communities

Let's measure!



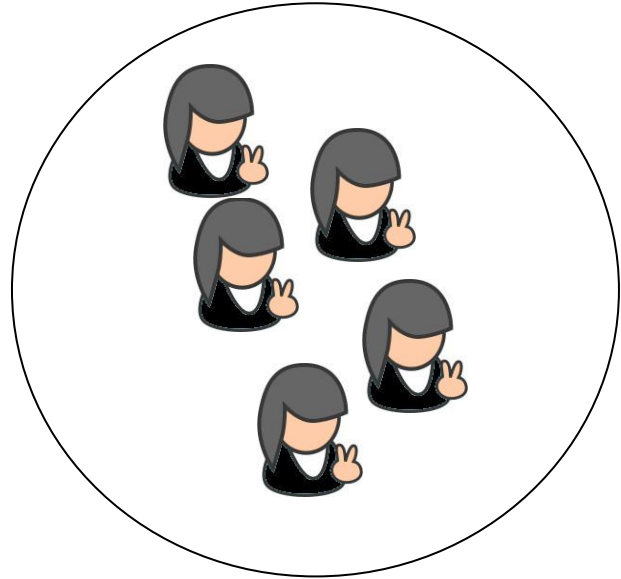
Attraction/Retention



Attraction/Retention

- How good is the community attracting/retaining devs?
 - Number of newcomers
 - Number of retaining devs
- Understanding how some policies affect the attraction/retention rate

Mentorship



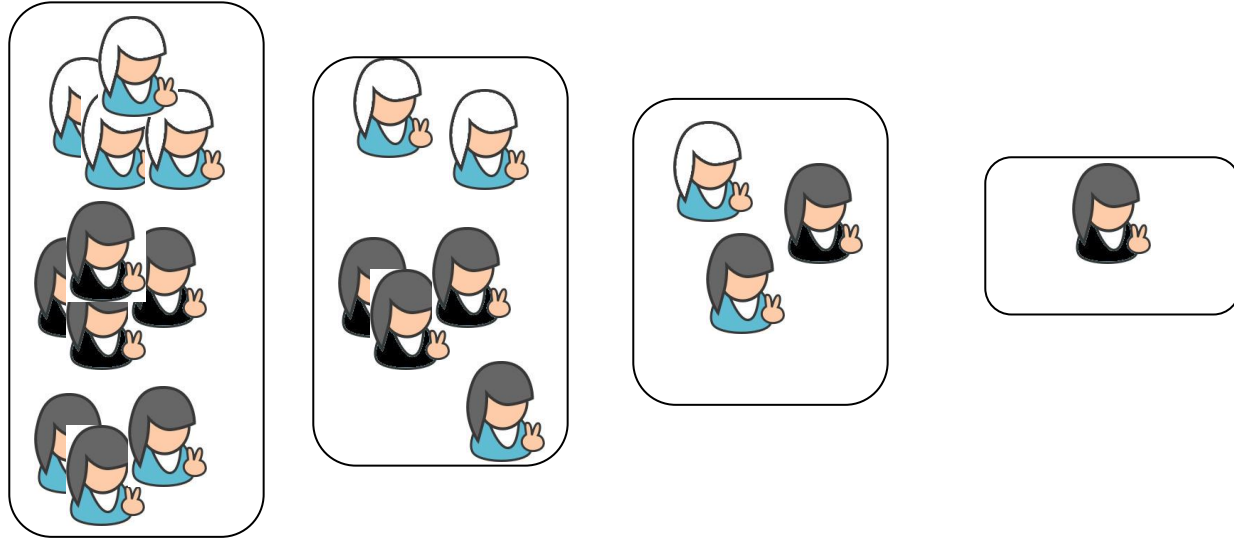
Mentorship

Mentorship and helping newcomers

- Mentors are key to help newcomers
- Who are they? And their workload?
- Does the community need more mentors?
- How many people are leading?

Contributors Funnel

From users to core reviewers



Contributors Funnel

- Help to understand how the community evolves
- From the first traces (eg email) to become a core reviewer
 - How long does it take?
 - What % of people reach that core level?

Development Cycle

- This helps to measure the time since the user story till the code is merged
 - How fast is the process?
 - Median time to merge, iterations, developers involved, CI, code review bottlenecks
- We know the time to deployment, and the time to close a user story brings the whole picture

Spreading the Knowledge

- Turnover happens
- How are developers connected?
- Fill orphaned areas left by a senior developer
- Territoriality: files touched by just one developer

Some anti-patterns

Do not measure people unless you want to (undesired situations)

- ‘Tell me how you measure me, and I will tell you how I will behave’ - Eliyahu Goldratt, The Haystack Syndrome

Team performance, not people

Conclusions

Summary

Inner source can be compared to OSS projects

You can benchmark your performance with any OSS project of reference (TLF, ASF, OpenStack)

Inner source can learn a lot from OSS (and vice versa)

Success depends on the goals of your organization (but you can benchmark!)

Dashboards are useful to lead that process improvement

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