

# Modeling and Simulating Free/Open Source Software Processes

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## Open Source Software Development

UCI research in open source software development focuses on empirically-based studies of the processes, practices, and communities that develop open source software. Ethnographic and virtual ethnographic research methods are employed in the field studies of open source software development in communities that include those centered on Internet infrastructure, X-Ray astronomy and deep space imaging, networked computer games, and academic software design research.

### Faculty

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[Mark Ackerman](#), University of Michigan, Ann Arbor  
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[Chris Jensen](#), UCI ISR  
[John Noll](#), Santa Clara University  
Julia Watson, The Ohio State University

### Projects

NSF ITR: Understanding Open Software Communities, Processes and Practices: A Socio-Technical Approach ([award abstract](#))

NSF ITR: Collaborative Research: Organizational Dynamics of Software Problems, Bugs, Failures, and Repairs ([award abstract](#))

NSF ITR: An Integrated Social and Technical Approach to Development of Distributed Inter-Organizational Applications ([award abstract](#))

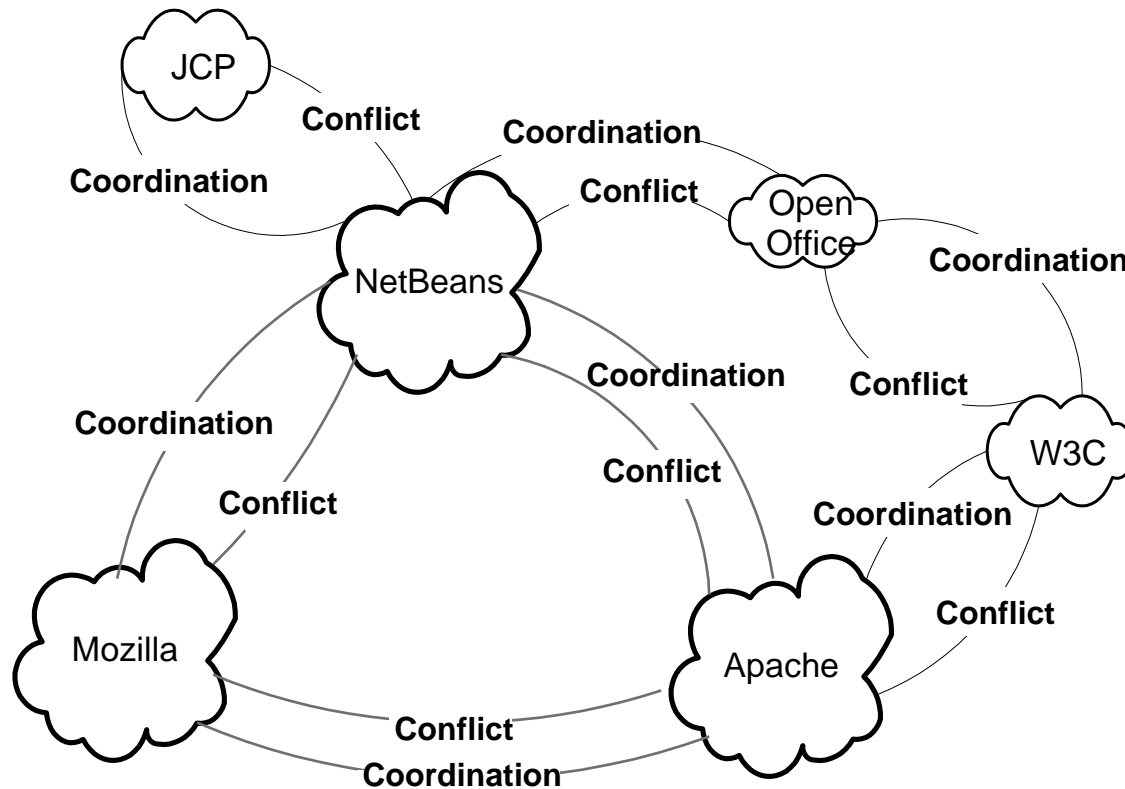
### Selected Publications

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## Overview

- Monolithic vs. (dis)aggregated OSS projects
- Software process engineering techniques
- Process modeling and discovery in F/OSS
- Issues, results, experiences in F/OSS  
process modeling and simulation

# *NetBeans.org* Software Project Ecosystem



## (Boundary) Objects of Interaction

- Development artifacts (“software informalisms”)
- Protocols
  - HTTP, RPCs
- Shared data formats
  - HTML, XML, CGI
- Community infrastructure tools
  - Defect repositories (e.g. Bugzilla), Collaborative development tools (e.g. WIKI, CVS, mail list managers, PostNuke, SourceCast)
- Product infrastructure
  - Plug-ins, Modules
- OSS development processes

# Software/Organization Process Engineering Techniques

Meta-modeling	Visualization	Instantiation and enactment
Modeling	Prototyping and walkthrough	Monitoring and measurement
Analysis	Change mgmt.	History capture and replay
Simulation	Integration	Breakdown Repair and Improvement
Redesign	Environment generation	Evolution and asset mgmt.

## F/OSS Process Modeling

- Current solutions
  - *Narrative* process descriptions
    - rich context, but imprecise and limited generalization
  - *Hypermedia* process descriptions/representations
    - multi-media, navigation-based (re)enactment
  - *Computational* process representations
    - formal, parseable, scalable, amenable to process engineering

## F/OSS Process Modeling

- Process knowledge discovery via *virtual ethnography* methods
  - Participant (local/remote) observation
    - Elicitation of situated accounts and sense-making
    - Gathering and jointly creating artifacts
    - Coding and iterative participant validation
  - Automated remote observation
    - Web/text data mining
      - Software informalisms on Web site
      - F/OSS project repositories (e.g., Bugzilla database, CVS)

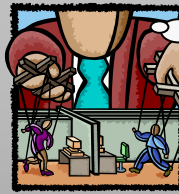


## F/OSS Process Modeling

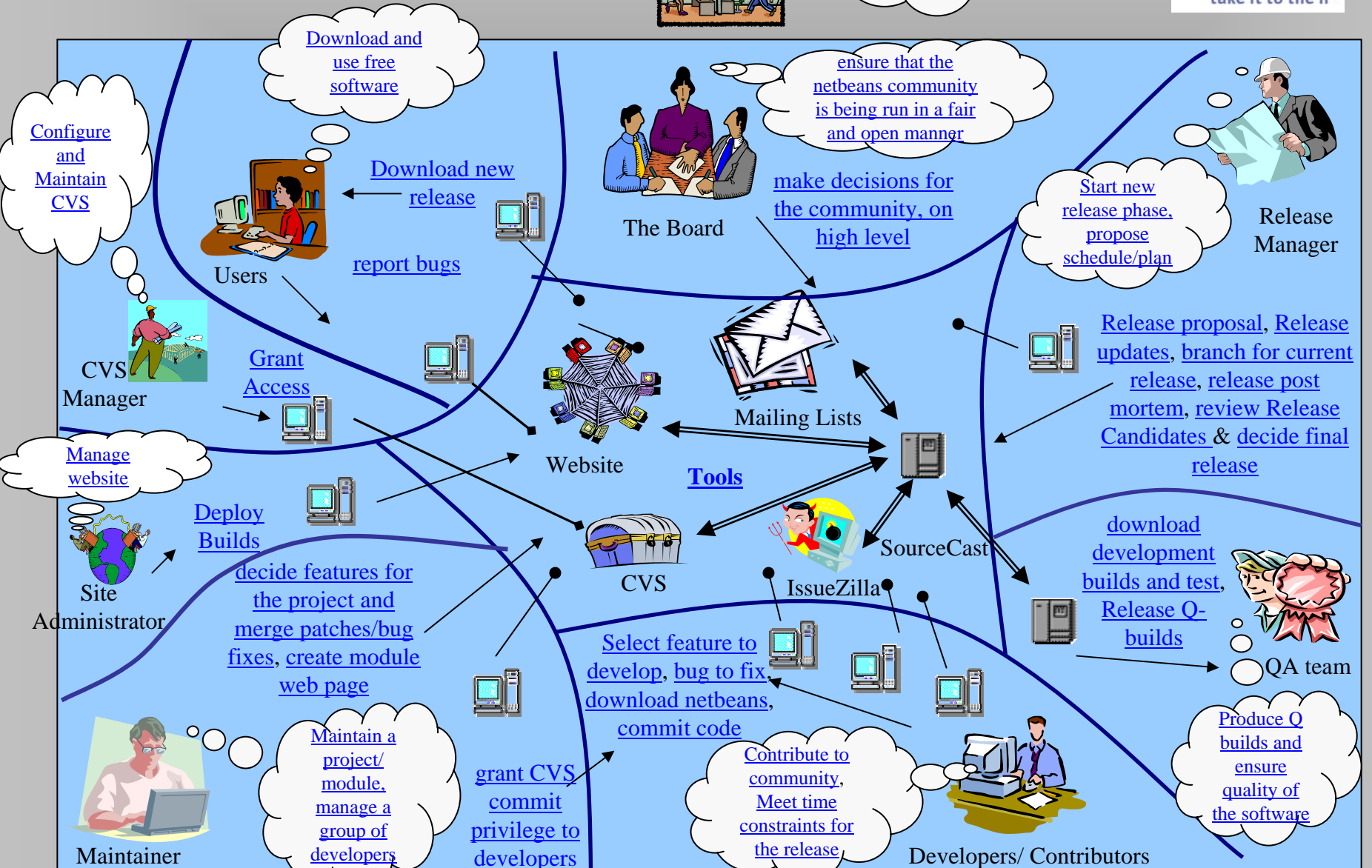
- Representation and multi-mode modeling
- Analysis
  - inspection, measurement, re-enactment (navigational walkthrough, simulation), validation)
- Re-representation
  - visualization, briefing, publication, etc.

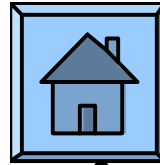
## Case Study: *NetBeans.org*

- Developing an Integrated Development Environment for Java-based Web/enterprise applications
  - >10K contributing software developers
  - >30K contributors
  - Subsidized by SUN (vs. IBM. Microsoft)
- Software product requirements and release management process



Funds, support,  
Promote  
Java/Open  
source

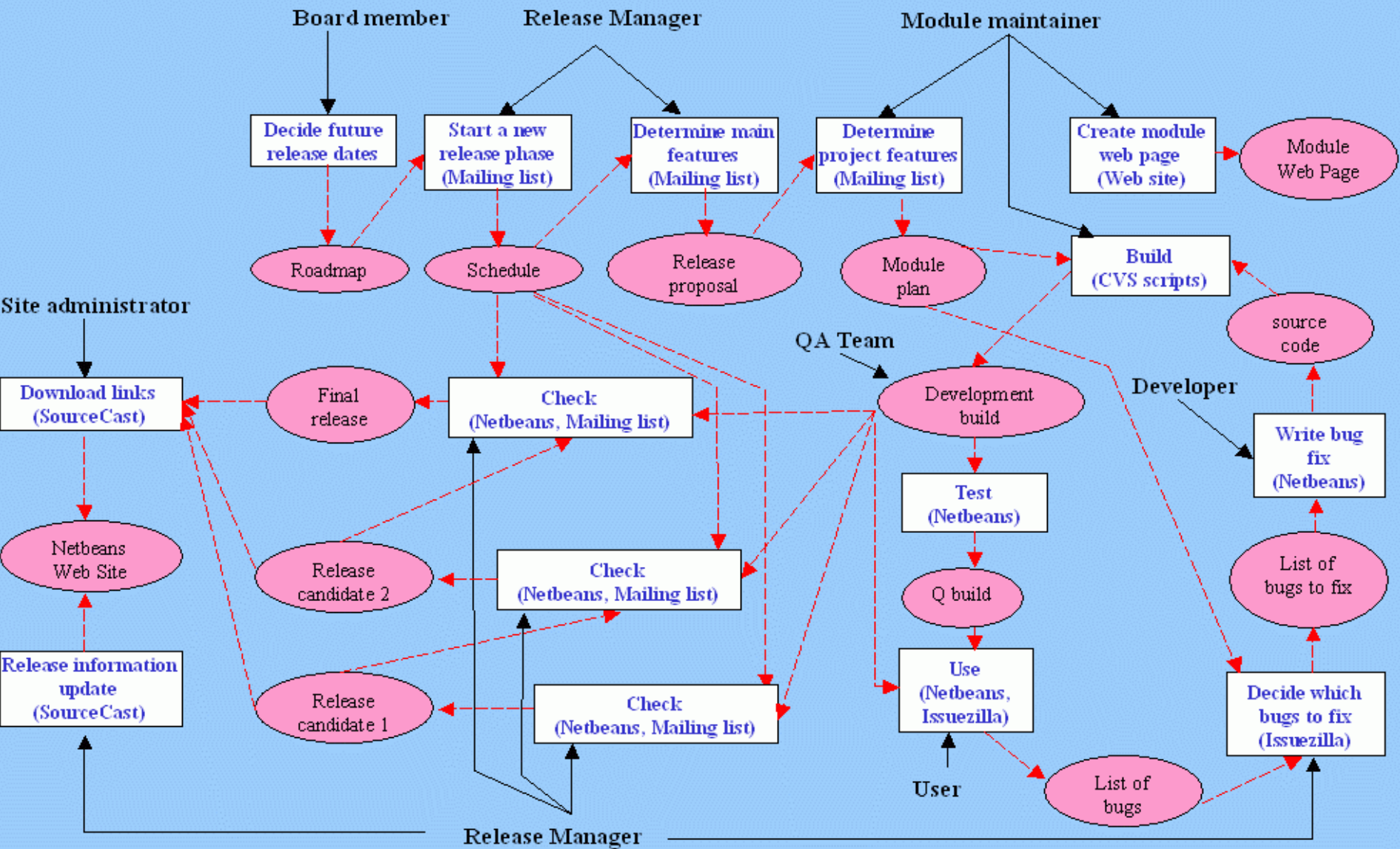




## *Test Builds*

- The QA team tests the latest nightly builds every Friday
- QA team executes a set of manual tests on the builds as well as some sanity checks
- Test results are categorized as
  - Š [Bug Types](#)
- *User Constraint:*
  - Š The tests depend on the manual tests specification
- *System Constraint:*
  - Š Not all bugs may be identified

**Figure 2.** A hyperlink selection within a rich hypermedia presentation that reveals a corresponding case.



## Formal Process Model (excerpt)

```
sequence Test {
  action Execute automatic test scripts {
    requires { Test scripts, release binaries }
    provides { Test results }
    tool { Automated test suite ( xtest, others) }
    agent { Sun ONE Studio QA team }
    script { }
  }
  action Execute manual test scripts {
    requires { Release binaries }
    provides { Test results }
    tool { NetBeans IDE }
    agent { users, developers, Sun ONE Studio QA team, Sun
ONE Studio developers }
    script { }
  }
  iteration Update Issuezilla {
    action Report issues to Issuezilla {
      requires { Test results }
      provides { Issuezilla entry }
      tool { Web browser }
      agent { users, developers, Sun ONE Studio QA team, Sun
ONE Studio developers }
```

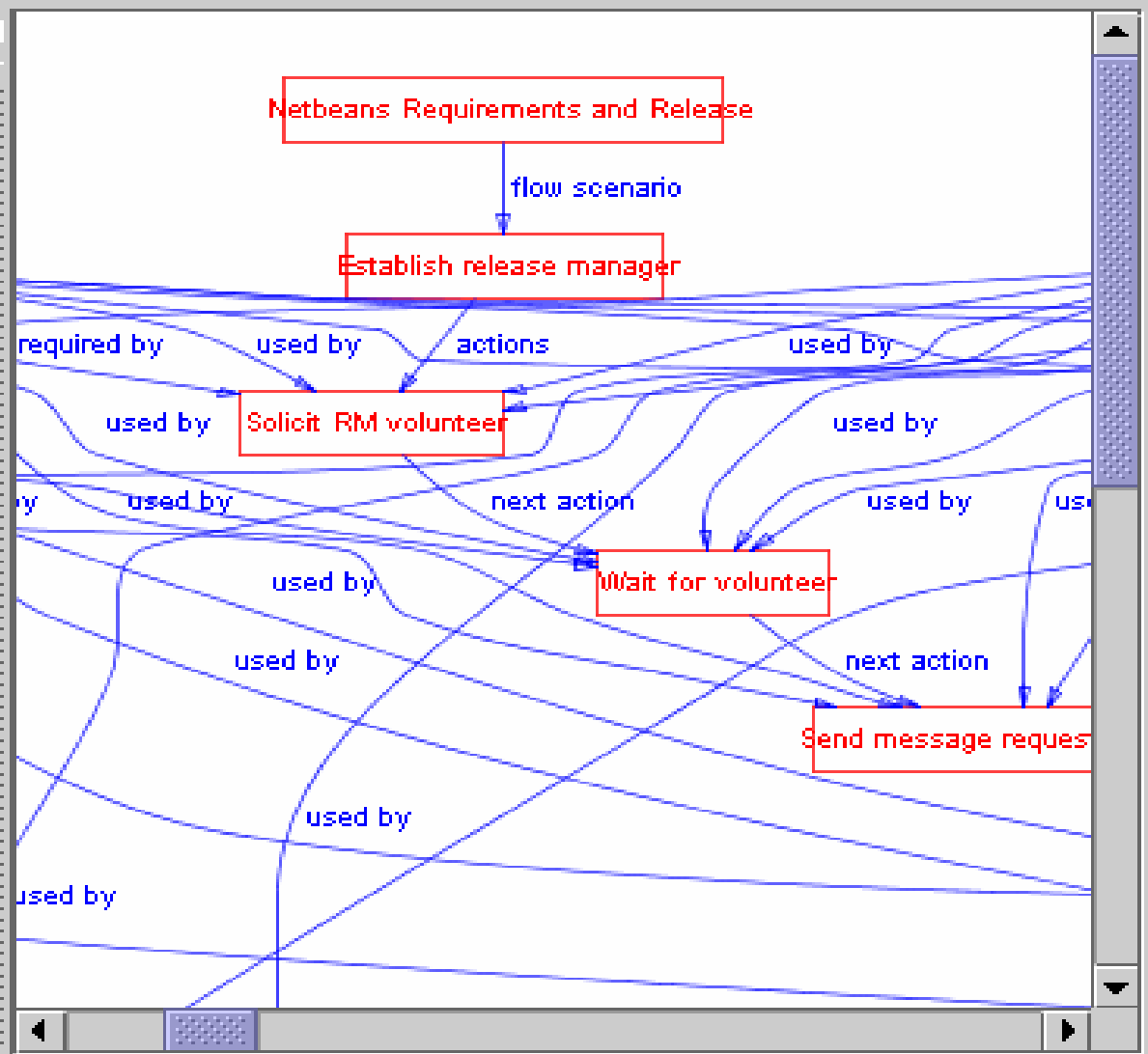


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frame	sub	sup	slx	isx	slt
Netbeans ...	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Classes V

- :THING A
- :SYSTEM-CLASS A
- Process Model (1)
- Agent (9)
- Resource (17)
- Tool (10)
- Action (23)
- Control Flow (1)
- Script

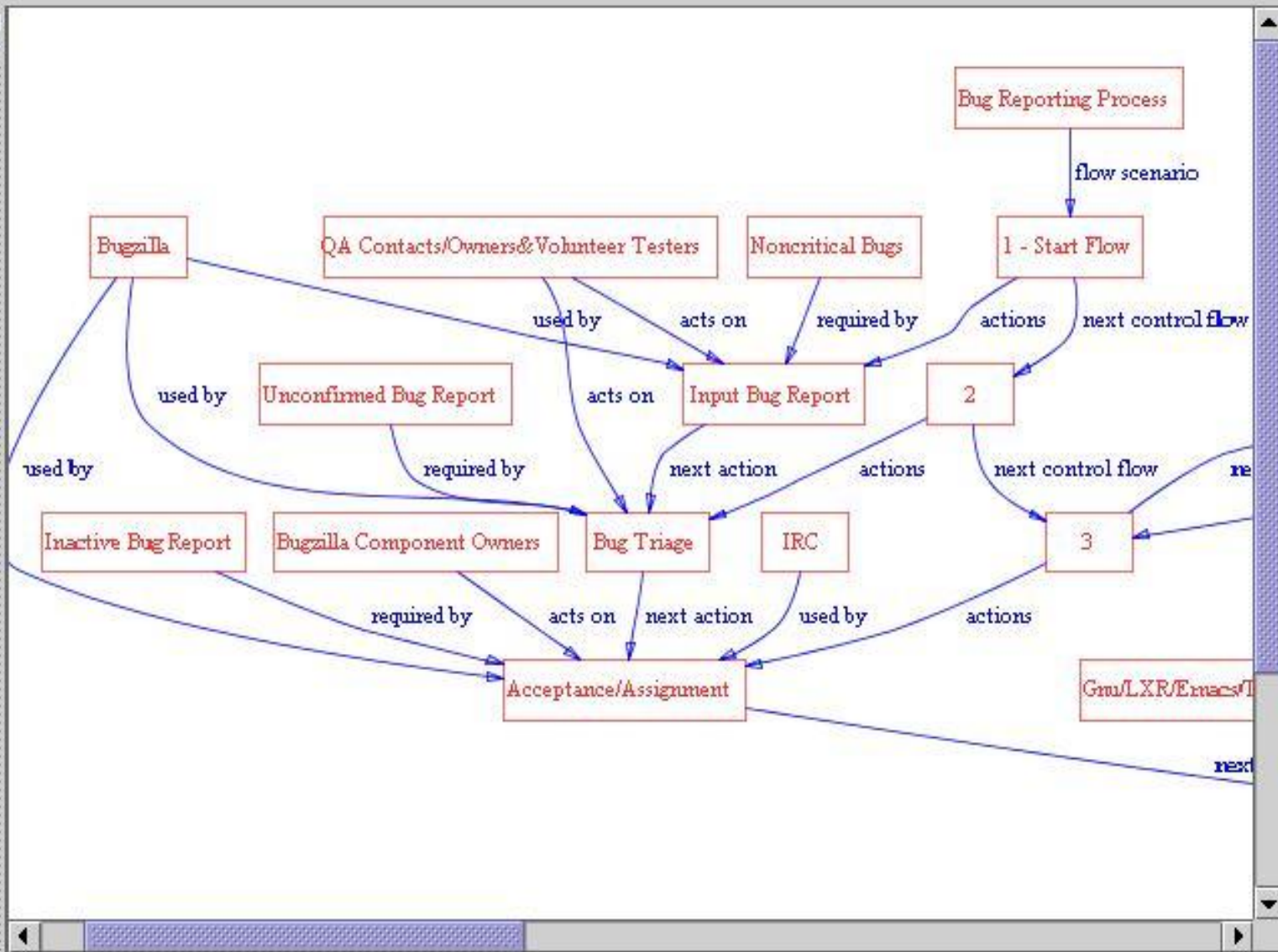






Classes

- THING
- SYSTEM-CLASS
- Process Model
- Agent (4)
- Resource (5)
- Tool (6)
- Action (6)
- Control Flow
- Script





# NetBeans Software Development Process Prototype

## Action: Bug Detection: Submit Bug/Issue Report

### Enter user information:

Username:

Password:  [Login](#)

Search [Knowledge Base](#) to see if the issue has been discussed.

### Check to see if the issue has already been submitted.

Summary Keyword Search:  [Search](#)

### Enter issue info

Component:	<input type="text"/>	Platform:	<input type="text"/>	Reporter:	<input type="text"/>
Subcomponent:	<input type="text"/>	OS:	<input type="text"/>	Version:	<input type="text"/>
Priority:	<input type="text"/>	Issue Type:	<input type="text"/>	Target Milestone:	<input type="text"/>
Summary:	<input type="text"/>	Keywords:	<input type="text"/>	Additional Comments:	<input type="text"/>

[Submit](#)

```

action Report issues to Issuezilla (
  requires { Test results }
  provides { Issuezilla entry }
  tool { Web browser }
  agent { users, developers, Sun ONE Studio QA team, Sun ONE Studio developers }
  script {
    Navigate to Issuezilla.
    Select issue number/component to update.
  }
)

```



## Experiences and Lessons

- Understanding and modeling software processes in large F/OSS projects benefits from virtual ethnography and semi-automated process discovery techniques.
- F/OSS processes (still) need to be modeled as narrative, hypermedia, and computational models.
- Modeling large, aggregated F/OSS projects likely to require advances in software process modeling and interactive visual simulation tools and techniques.
  - 2D (*Sims*-like) and 3D (Visual MOO-like) computer game engines *will* be useful here.

## References

See <http://www.isr.uci.edu/research-open-source.html>

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