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Multi-Modal Modeling, Analysis, and Validation of Open Source Software Development Processes

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www.isr.uci.edu/research-open-source.html

Motivation

- Goal: Discover hidden processes within large-scale, global, loosely-coordinated open source software development (OSSD) projects.
 - Thousands of project participants
 - Developing, managing, and evolving over one million knowledge artifacts
 - Weakly coordinated by centralized authorities
 - All data are open source

Motivation

- Discover, model, re-enact, and repair OSSD processes
- Recognize process context, participant roles, tools, resources, interdependencies within and across projects over the Web
- Why?
 - Software development organizations and OSSD projects don't know their processes
 - Companies and new OSSD projects want to adopt "OSSD best practices"
 - Process improvement, optimization, redesign, or transformation requires knowledge of processes

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Overview

- Process discovery
- Process modeling
- Process re-enactment
- Discussion
- Conclusions

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Process discovery

- Participant observation (online, Web-based ethnography)
- Collection and annotation of participant created/modified artifacts
 - Objects of interaction
 - How objects are situated in facilitating collaboration, conflict, or conflict mitigation
- Tracking artifacts added or modified in response to intra-community or inter-community dynamics
- Automated process data mining, categorization, and composition

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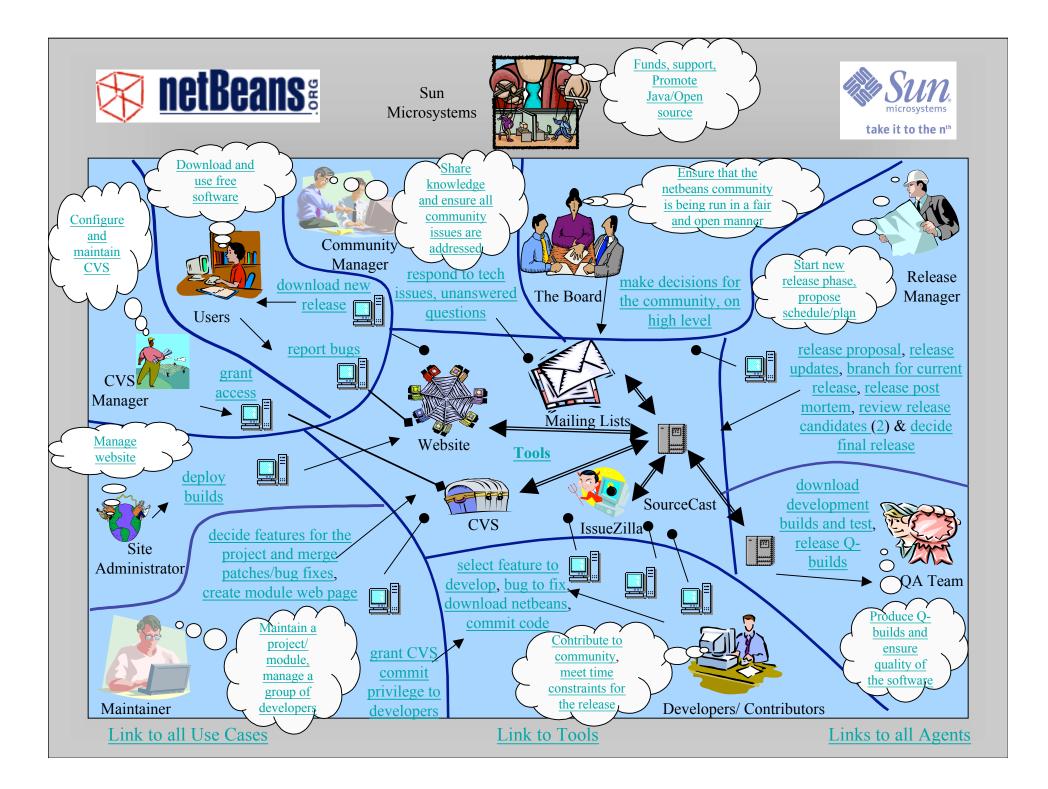
Annotated chat transcript

- <CB> Hello (Outsider Critique-1
- <CB> Several images on the website seem to be made with non_free Adobe software, I hope I'm wrong: it is quite shocking. Does anybody know more on the subject?
- <CB> We should avoid using non_free software at all cost, am I wrong? (Extreme belief in free software (BIFS)-1)
- <CB> Anyone awake in here ? Outsider Critique-1)

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Modeling OSSD Processes

- "Rich Pictures" -- overall scenarios and stakeholders
- Use cases -- hyperlinked from Rich Pictures
- Attributed flow graphs -- process control flow, data flow, role and tool bindings
- *Process meta-model* -- provides formal reference model and ontology
- Computational process models -- formal representations that can be executed or re-enacted
- Ethnographic hypermedia -- Web-based documents that include above representations, links to source data, and analytical narrative.



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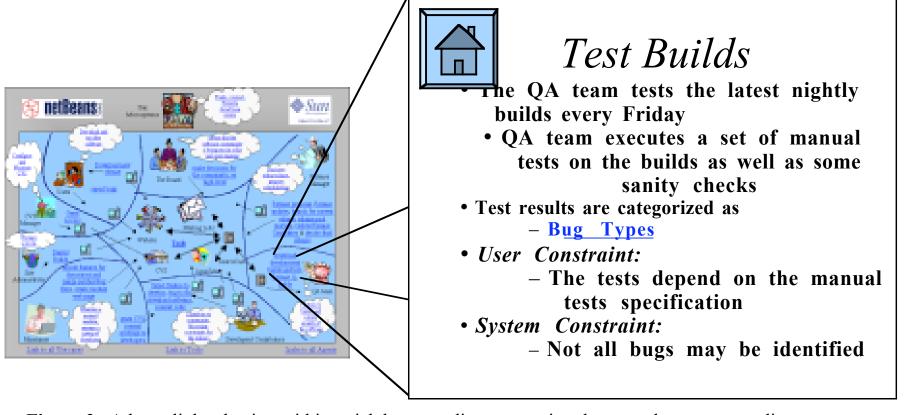
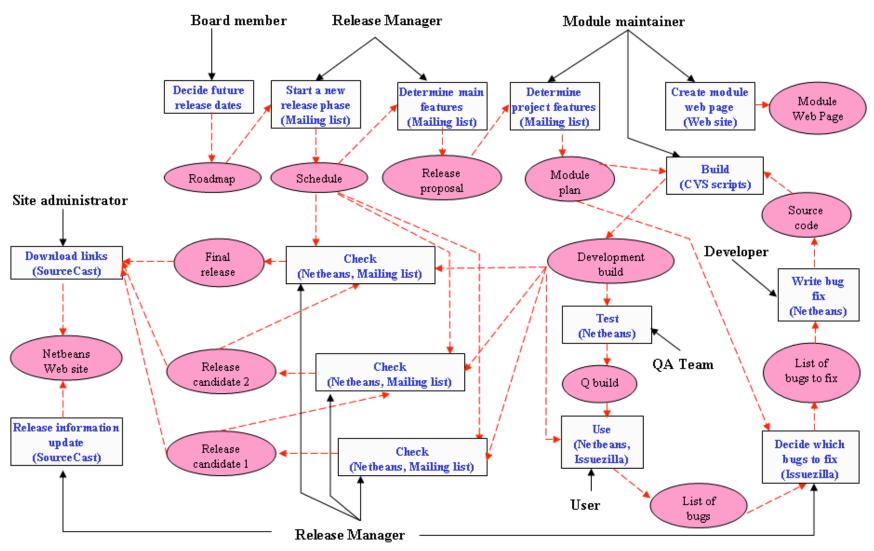
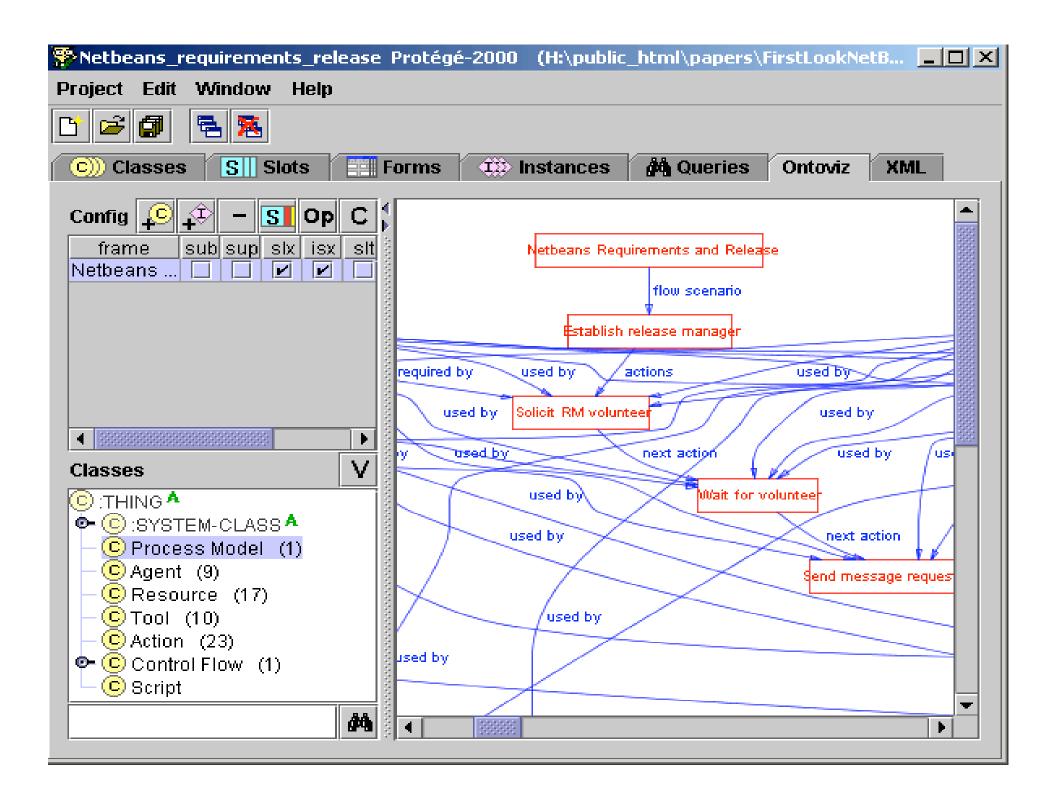


Figure 2. A hyperlink selection within a rich hypermedia presentation that reveals a corresponding use case.

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Process re-enactment

- Generating executable or re-enactable process specifications derived from ontology
- "Low-fidelity" process re-enactment support
 - We don't try to model everything
 - Focus on resource flow patterns
 - Accommodate gaps and detect inconsistencies in process enactment models
- Re-enactments are interactive, navigational, and grounded in artifacts, tools, roles, and resource dependencies resulting from discovery and modeling

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Formal model of an OSSD process coded in PML (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 { /* Executed off-site */ } }
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 { /* Executed off-site */ } }
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 }
   script {
    <br/><br/><a href="http://www.netbeans.org/issues/">Navigate to Issuezilla </a>
    <br/><br/><a href="http://www.netbeans.org/issues/query.cgi">Query Issuezilla </a>
    <br/><br/><a href="http://www.netbeans.org/issues/enter_bug.cgi">Enter issue </a> } }
```

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PML validation analysis

Summary of analysis for netbeans_req_release.pml

Model size (source lines): 307

Actions: 36

Resources: 72

Actions neither requiring nor providing resources: 1

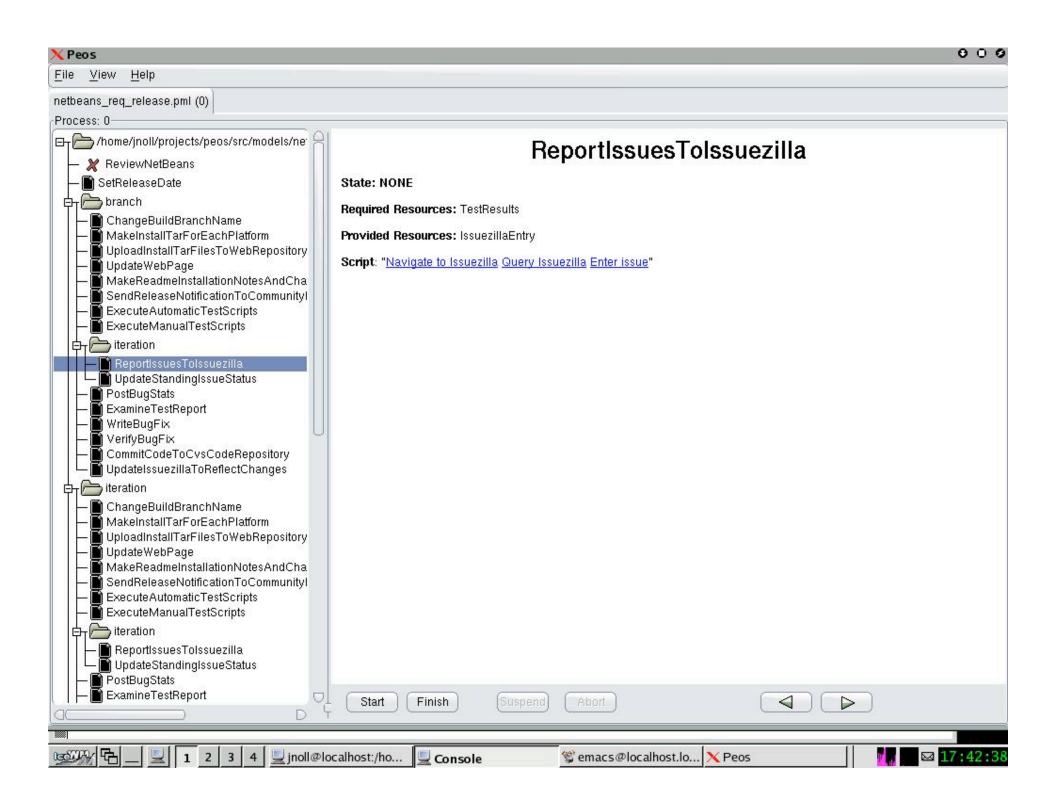
Resources required but not provided (potential inputs): 0

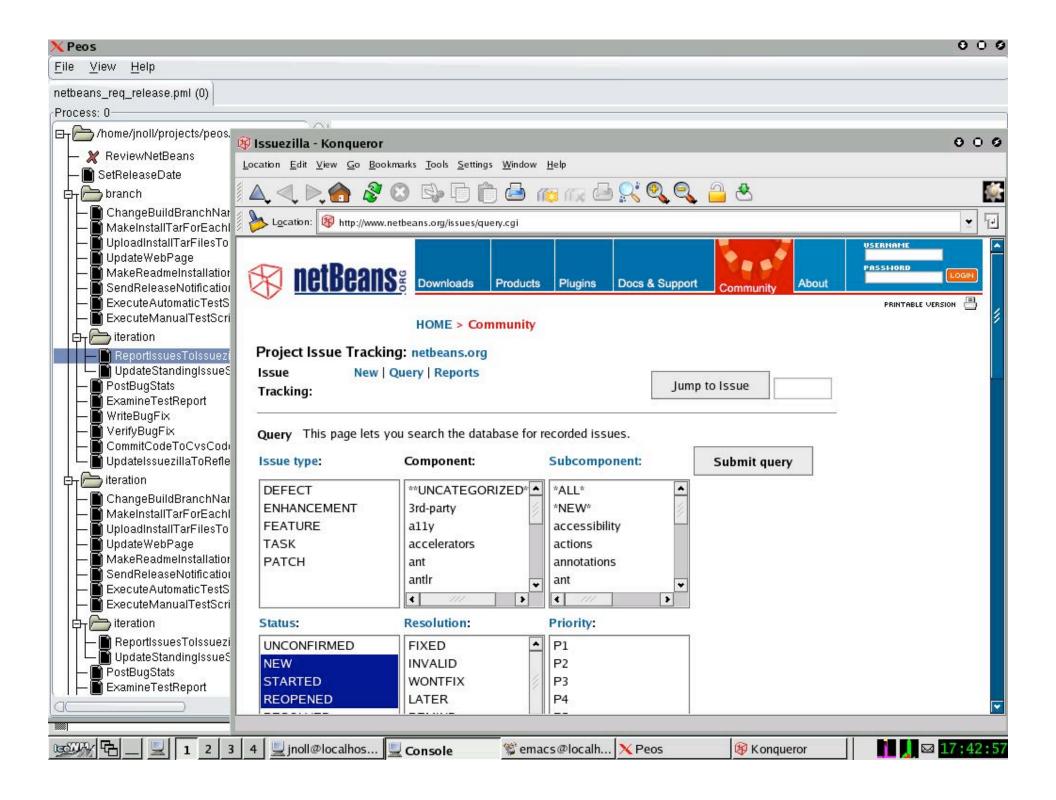
Resources provided but not required (potential outputs): 0

Miracles: 2

Black holes: 6

Transformations: 30





Discussion

- Socio-technical and cultural evolution processes
- Validation strategies and tactics
- Implications for discovering, modeling and re-enacting OSSD processes

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Socio-technical and cultural evolution processes

- New processes under study
 - Joining and contributing to a project in progress
 - Role-task migration: from project periphery to center
 - Alliance formation and community development
- Independent and autonomous project communities can interlink via social networks that manipulate objects of interaction
 - Enables possible exponential growth of interacting and interdependent community as socio-technical interaction network

Validation strategies and tactics

- Multi-mode modeling
 - Collection and annotation of artifacts
 - Rich pictures with hyperlinked Use Case scenarios
 - Directed and attributed resource flow graph
 - Process domain ontology construction
- Simulated process re-enactment
 - Process model language generated from ontology
 - PML compiled into re-enactment environment
 - Automated PML source validation
 - Simulated walkthrough of process
- Integration via ethnographic hypermedia
- Open to independent validation and interactive traceability

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Implications for discovering, modeling and re-enacting OSSD processes

- Discovering, modeling, and understanding "hidden" software processes in large OSSD projects
 - requires semi-automated process discovery techniques
 - must span multi-project ecosystem
- Discovered processes (still) need to be modeled as narrative, hypermedia, and formal computational models.
- Understanding large, aggregated Internet-based projects requires process discovery, modeling tools, re-enactment and validation techniques.

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Conclusions

- We examine open source software development processes within and across multiple projects spanning multiple loosely-coupled communities.
- OSSD process patterns are continuously emerging, but can be detected, modeled, analyzed, simulated and re-enacted.
- Multi-modal modeling techniques are needed to study complex socio-technical processes found in OSSD.
- Discovering, modeling, validating, and re-enacting hidden processes within and across multiple interdependent projects is challenging and important.

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