



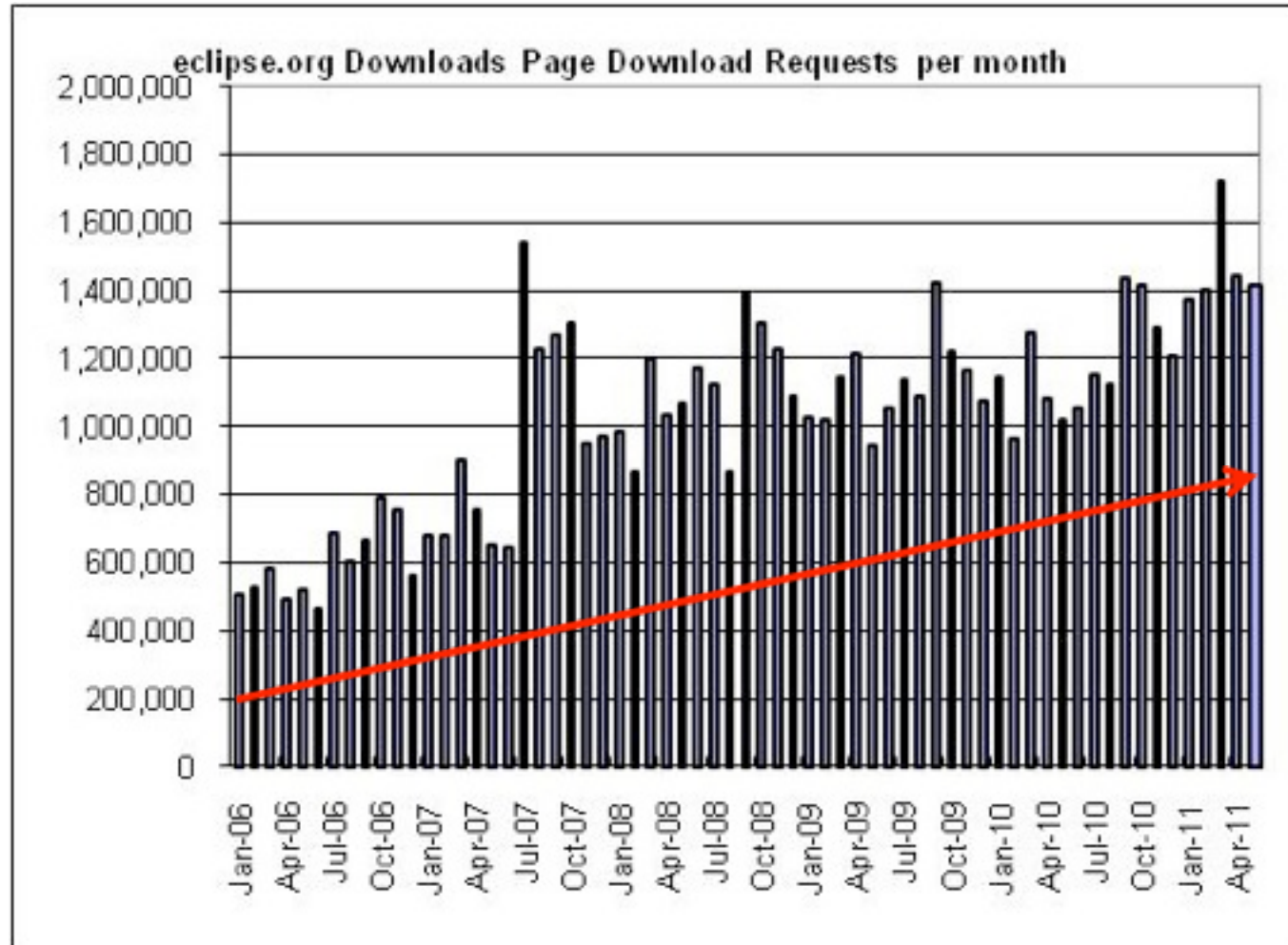
# Open Source Processes: Lessons for Industry

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Eclipse Foundation  
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BoCSE  
November 16, 2011

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# Eclipse: The Leading Developer Community



# Members of Eclipse

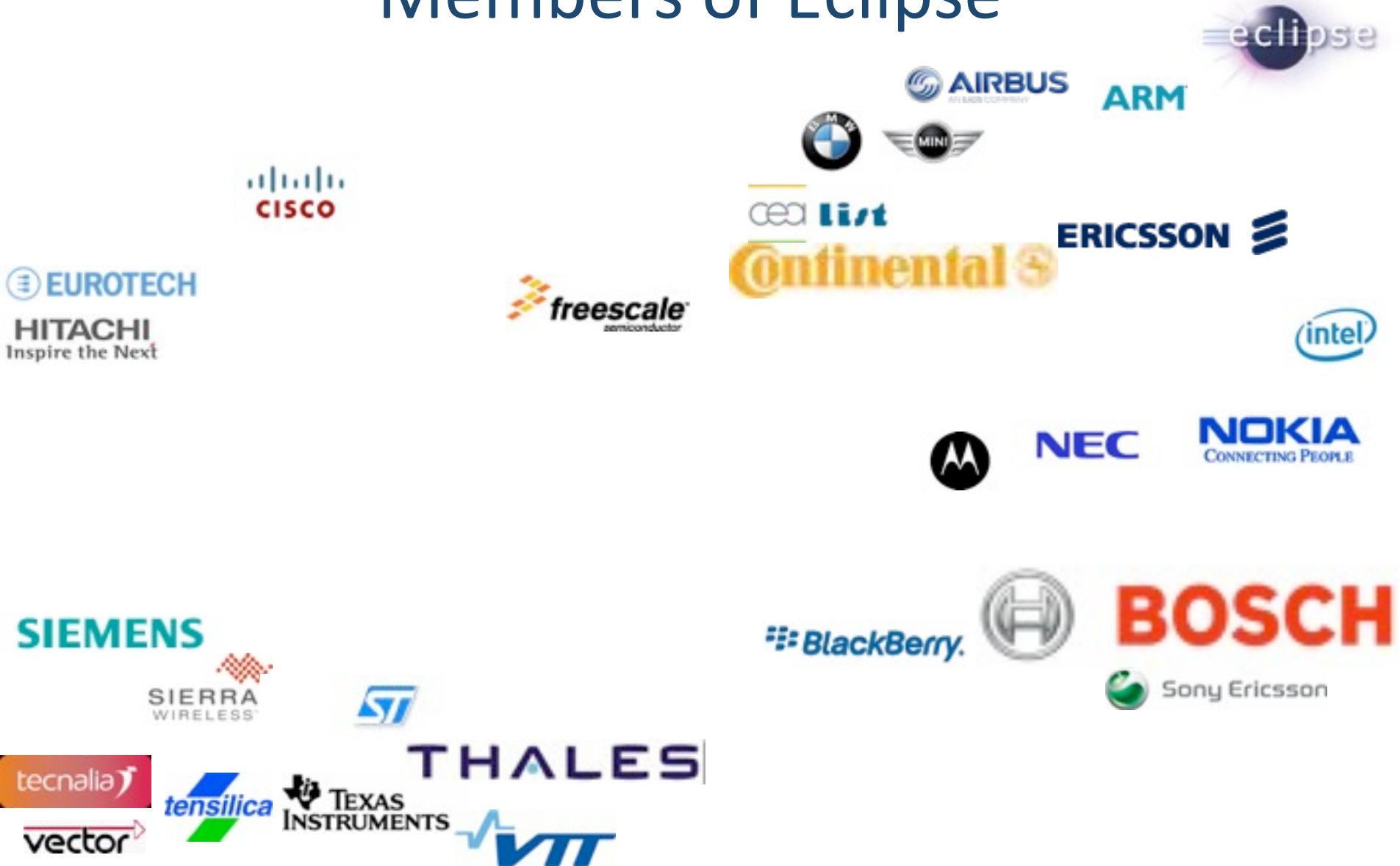


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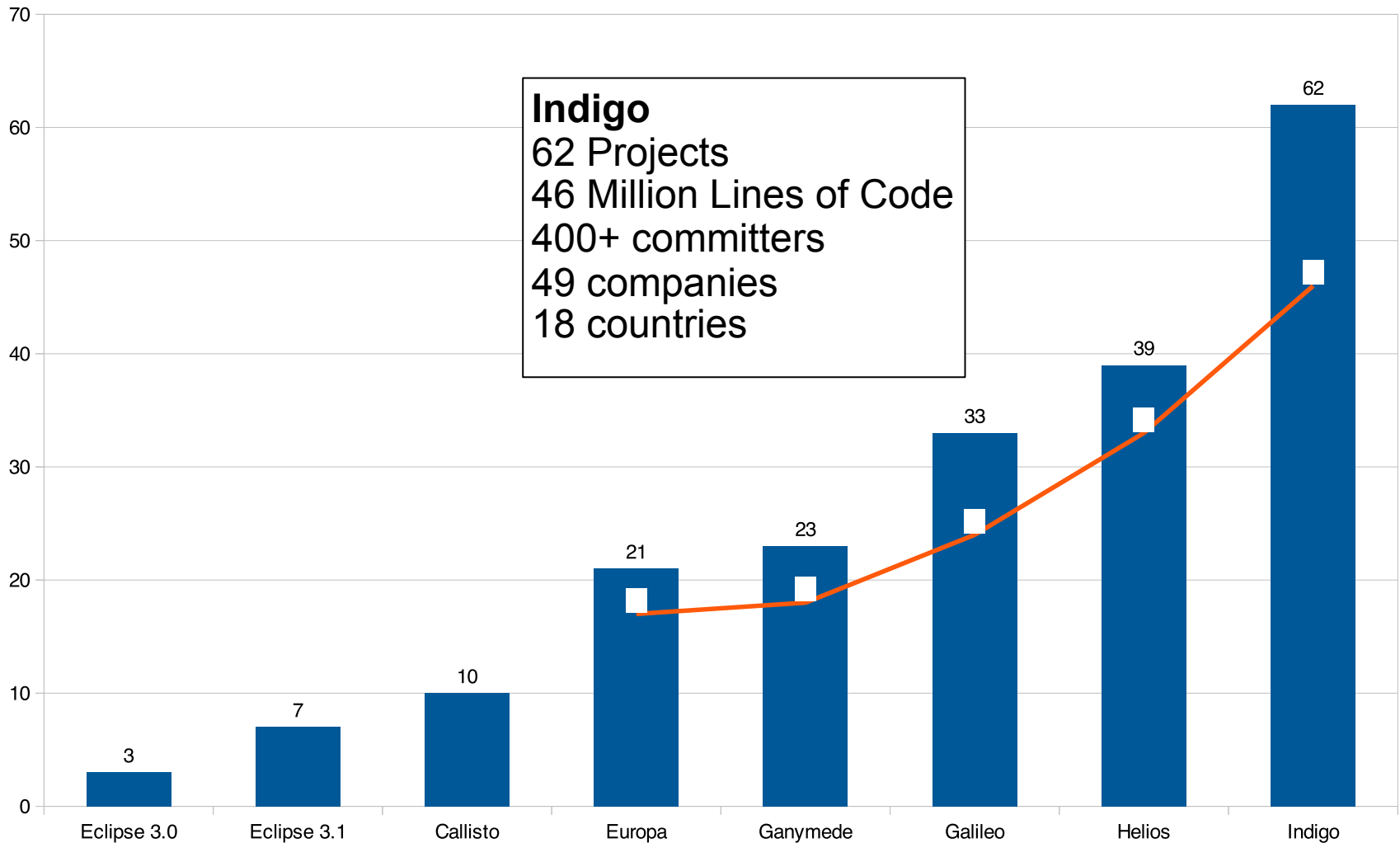


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# Members of Eclipse



# 8 Years in a Row

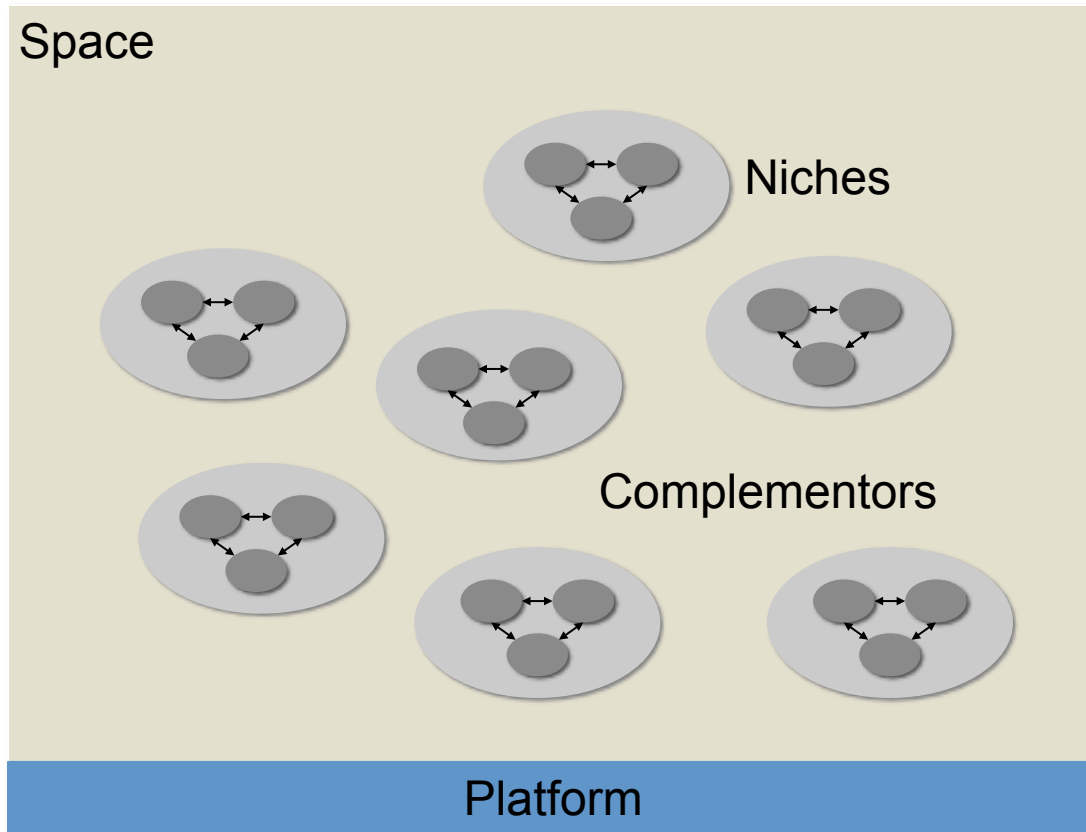


# So Eclipse Has...



- Millions of users
- Thousands of products
- One thousand developers
- Hundreds of companies, hundreds of projects
- Predictable schedules
- World class intellectual property management
- Fourteen employees
- Zero product managers

# Platforms and Ecosystems



# Why an Open Source Platform?

- Open Source development model encourages open innovation
  - Openness, Transparency, Meritocracy
  - Vendor neutrality
- Open Source licensing allows competitors to collaborate on shared platforms
  - No requirement for royalties.
  - No single control point of intellectual property
- Open Source business model encourages rapid adoption of technology
  - It is free and easy to access
- Open Source can allow companies to disrupt the business



# Our constraints



One example : AIRBUS A300

- Program began in 1972 and will stop in 2007  
 **$2007-1972 = 35$  years...**
- Support will last until 2050  
 **$2050-1972 = 78$  years !!!**

**On board software development for very long lifecycle products**

# Open source business model for industrials

- **What we expect from an open source model**

- ▶ Insure a **continuity** of tools with respect to industrial challenges
- ▶ **Avoid single-source dependency** : knowledge is shared
- ▶ Take advantage of **innovation and risk sharing**
- ▶ Contribute to **standardization** effort
- ▶ Federate the on board software development tools market and **gather a significant users community** in this area
- ▶ Reduce the temptation for offshore development made on US tools by managing in Europe the creation of added value components

# Open Source Questions



- Is Open Source chaotic?
- How does development *really* work?
- What about the Open Source community?
- How do you manage community contributions?
- How do you plan in Open Source?

# Meritocracy



# Transparency



Andrew Magill – flickr.com

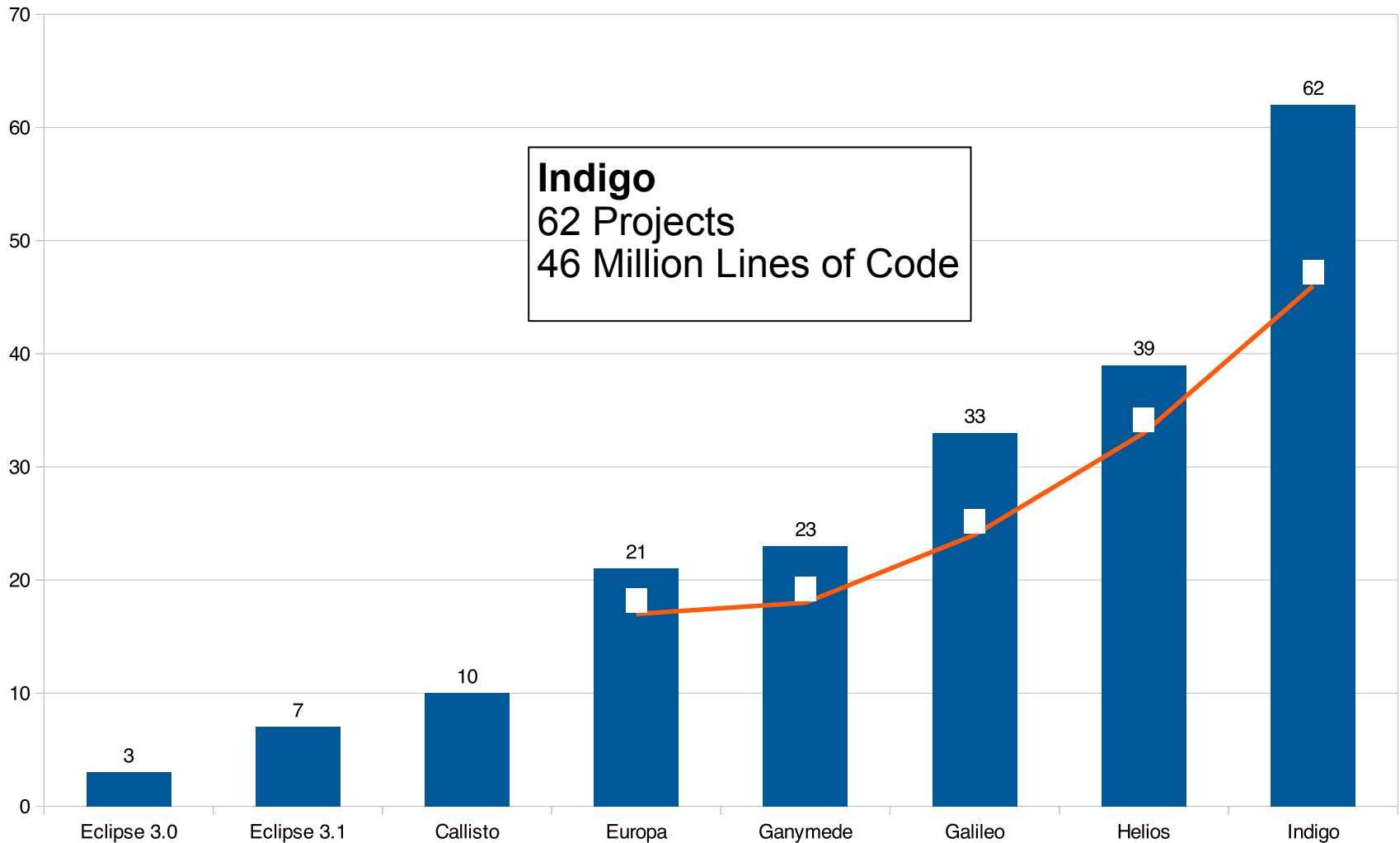


# Openness



Chris J. Fry – flickr.com

# 8 Years in a Row





# Key Success Factors

- Architecture
- Governance
- Process

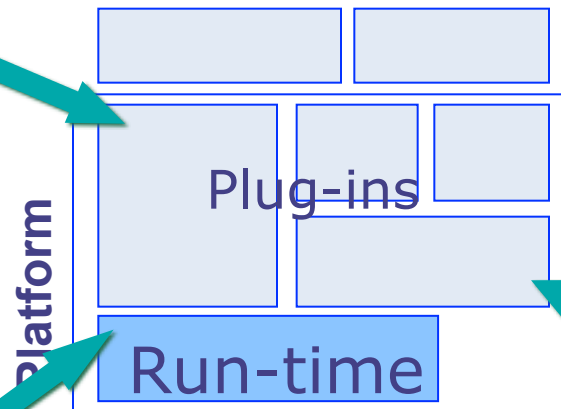


# Platform Modularity: The Eclipse Experience



**Ease of Integration and Extensibility Spurs Innovation**

**New Plug-ins are First Class Citizens – same footing for everyone**



**Open API and commercially friendly licensing – Low barriers to Entry**

**Competition can take place on implementations – users decide winners**

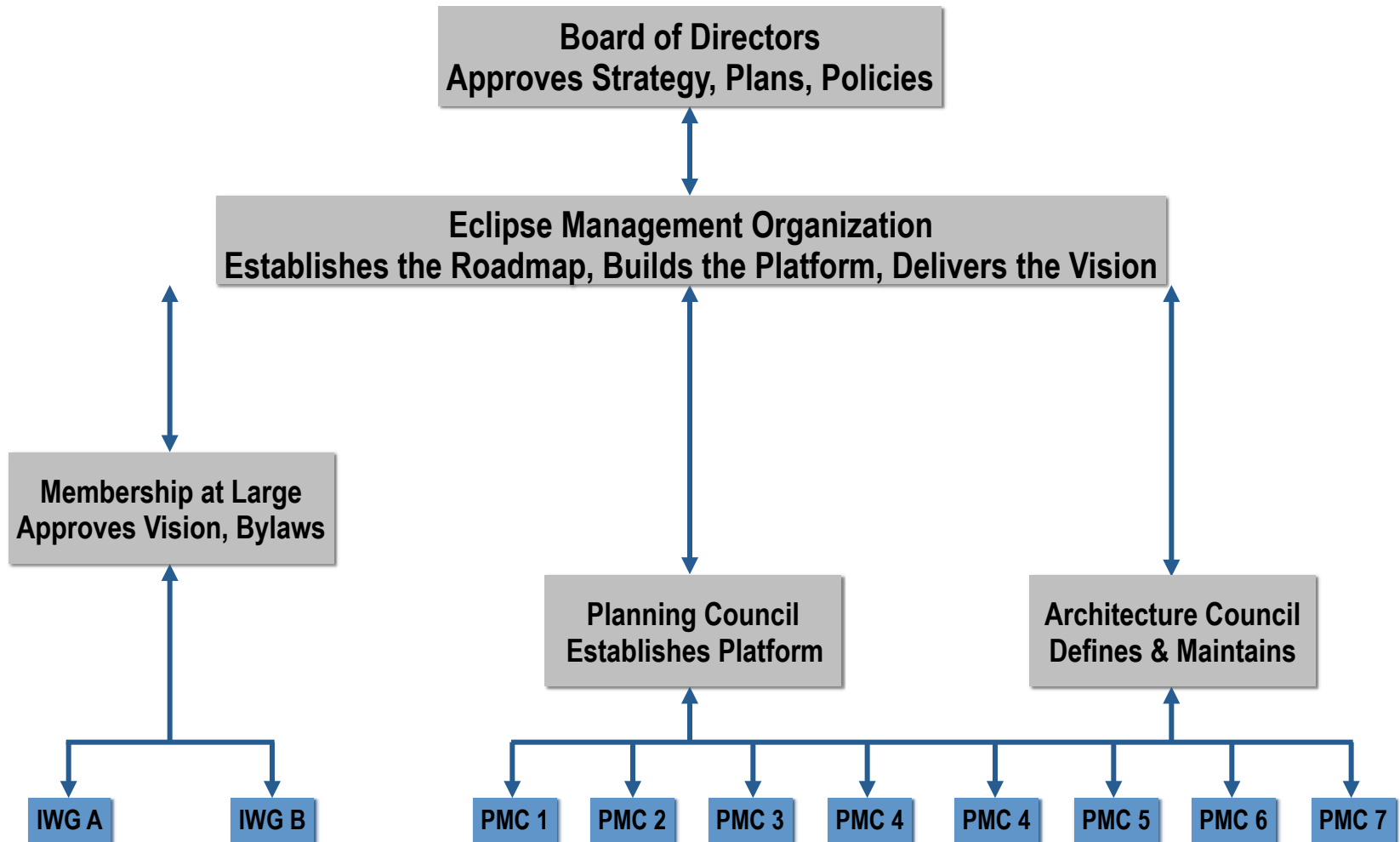


**Successful Ecosystems are built on this model!**

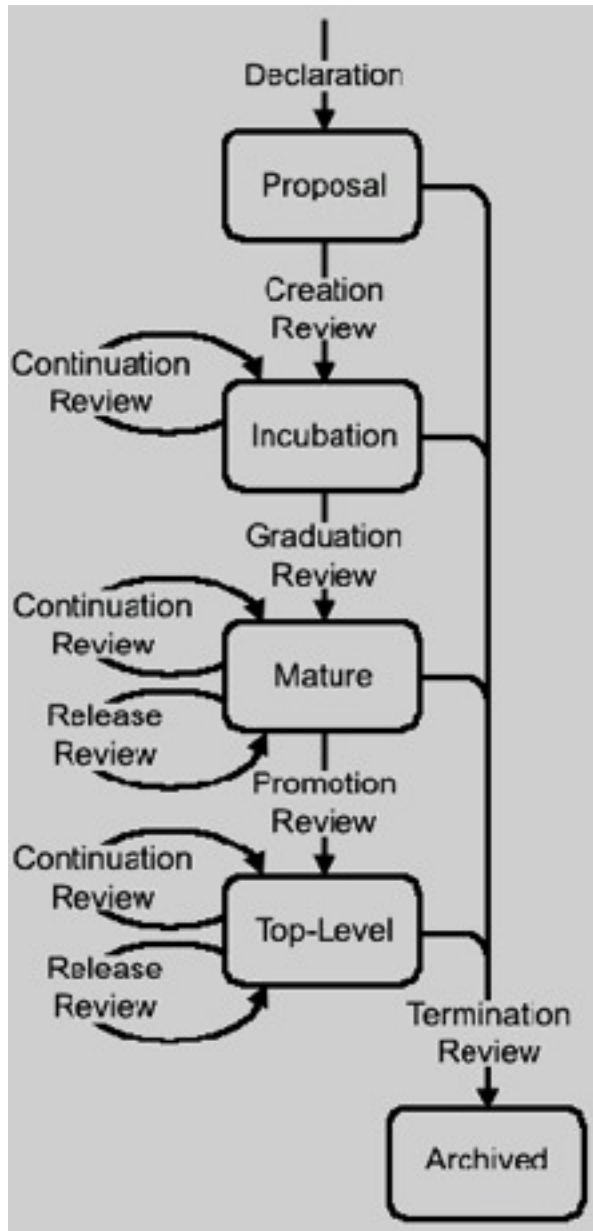


# Governance $\neq$ Management

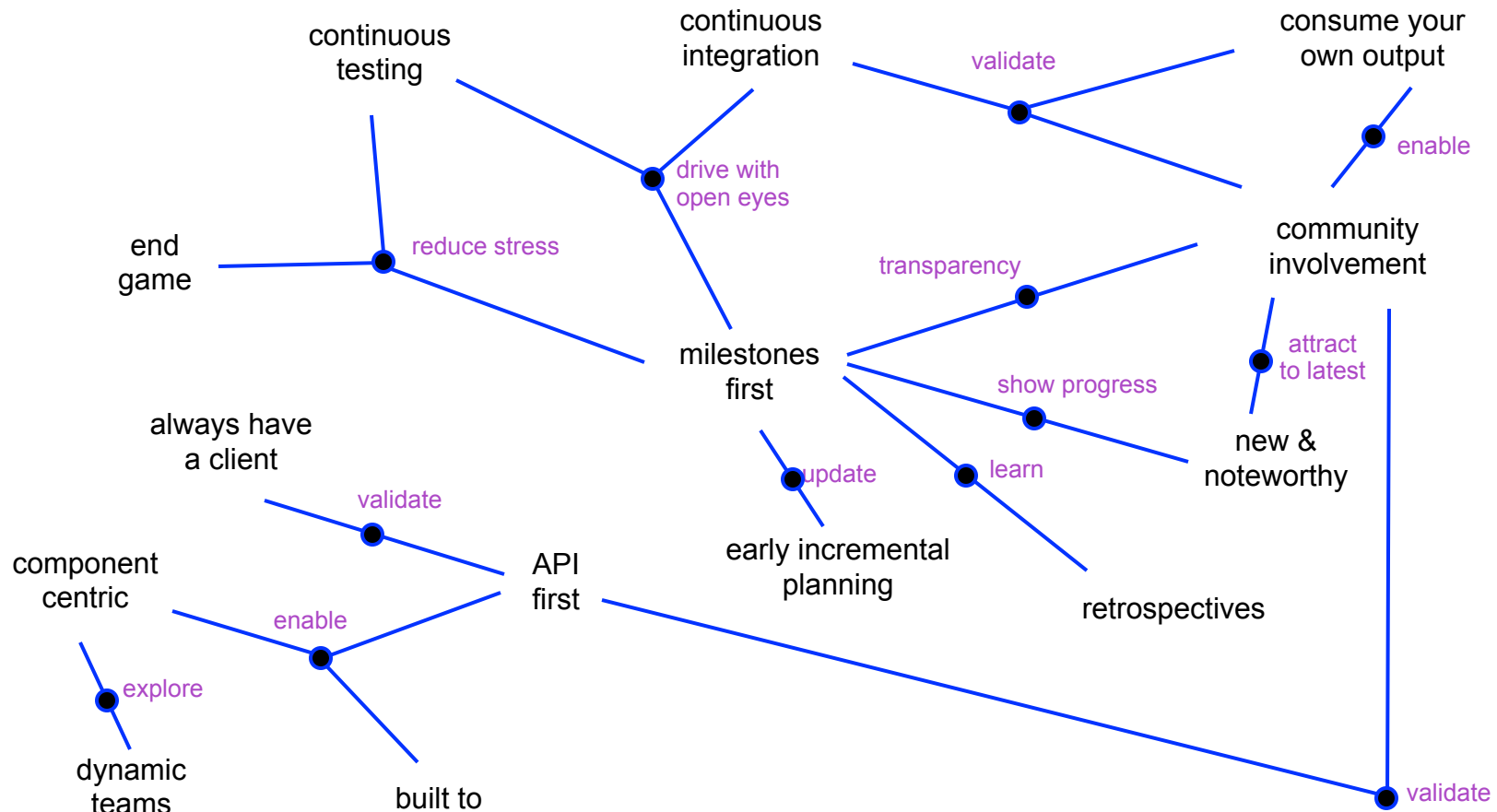
# Eclipse Governance Structure



# Governance:



# How is the Development Done?



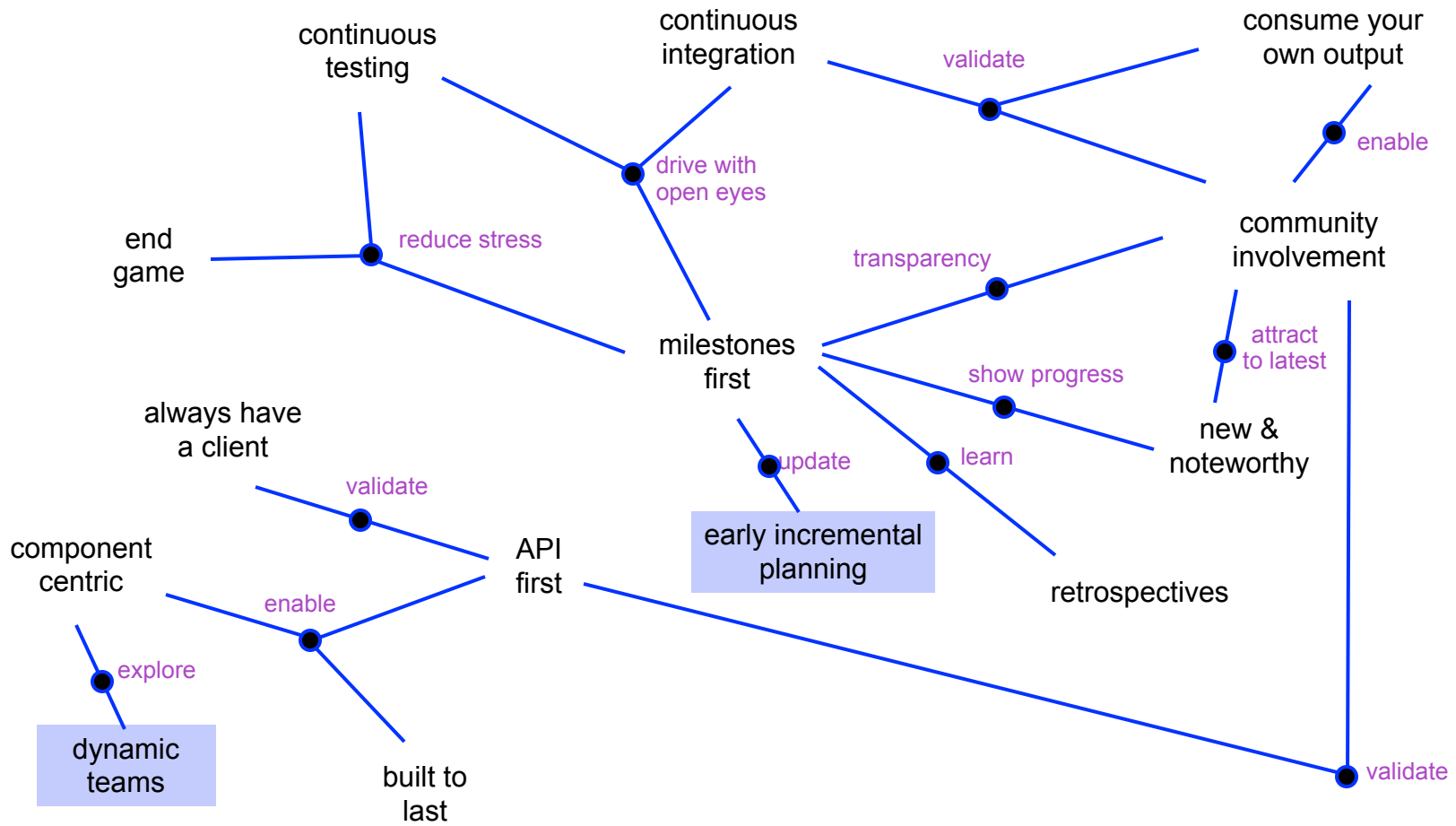
**“The Eclipse Way”**  
**Erich Gamma and John Wiegand**

# Open Source Rules



- OS projects are highly structured
  - explicit rules (more than in most closed source projects)
  - Who may change the source code?
  - Who is responsible for delivering?
  - Who decides about the architecture?
  - ...
- Commit rights: public "meritocracy"
  - only a small number of developers can modify the source code: committers
  - key architecture defined by a small team of lead developers
  - peer pressure among committers – continuous reviewing
  - continuous review and feedback by the community
  - contributions from outside have to be reviewed by committers

# Planning



# Forces of Influence

product requirements

Eclipse Councils



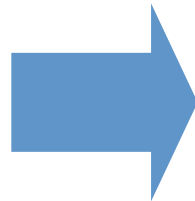
Committers

suggest improvements  
commit to plan



Community &  
Members

enhancements  
feature requests  
bug votes



Plan  
- public -

Planning Council  
posts draft plan

- plans start in embryonic form and are revised throughout the release cycle
- milestones/time boxes are fixed early on



# Planning



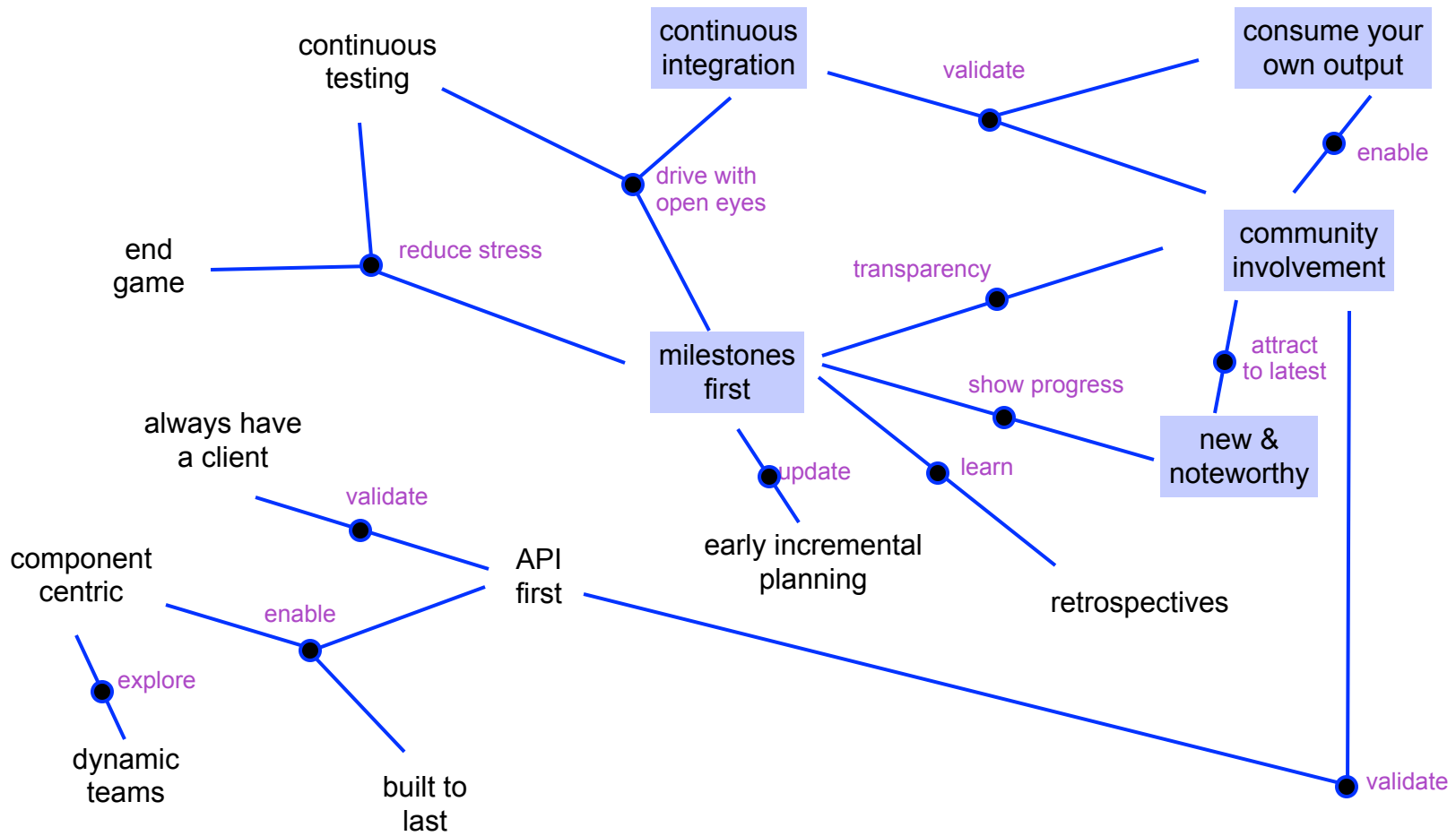
- Release themes establish big picture
  - Community input
  - Planning council new source of input
- Component teams define component plans
- PMC collates initial project plan draft
  - Tradeoff: requirements vs. available resources
  - committed, proposed, deferred
- Plan initially spells out
  - themes
  - milestones
  - compatibility (contract, binary, source, workspace)
- Plan is alive

# Ongoing Risk Assessment



- Address high risk items and items with many dependencies early
- Maintain schedule by dropping items (if necessary)
  - we will drop proposed items
  - we hate to drop committed items
  - prefer fewer completed items than more items in progress
- High risk items are sandboxed to reduce risk to other items
  - prefer to serialize highest risk items (to minimize integration pain)

# Project Rhythm

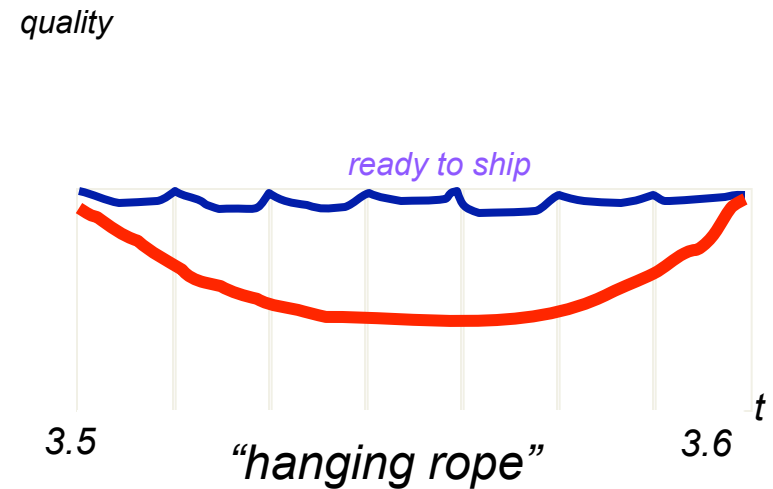




# Milestones

- break down release cycle into milestones
    - We use 6 weeks
  - milestones are a miniature development cycle
    - Plan, execute, test, retrospective
  - milestone builds are good enough to be used by the community
- milestones reduce stress, keep quality high

- before/after



# Continuous Integration



- Fully automated build process
- Build quality verified by automatic unit tests
- Staged builds
  - nightly builds (some projects even more frequently)
    - discover integration problems between components
  - weekly integration builds
    - all automatic unit tests must be successful
    - good enough for our own use
  - milestone builds
    - good enough for the community to use

# Practice Makes Perfect



- 7 milestones, 4 release candidates
  - 11 chances to practice releasing
- Projects denoted  $N_0$ ,  $N_1$ ,  $N_2$ ,  $N_3$ 
  - Build in order of dependencies
  - Early builds takes days, later builds take hours
- Build to shared repository, make everything available to the community for feedback and testing

# Getting on the Train



M1

M2

M3

M4

# Constant Public Status Reporting



[Back to Project List](#)  
[All Projects Overview Grid](#)

## Simultaneous Release Compliance Grid

This page is to summarize progress towards the yearly [Simultaneous Release](#) as the data has been provided by the projects, at the [Eclipse Foundations Portal Tracking Tool](#). For details on the requirements see [requirements for the Simultaneous Release](#).  
If questions please see [Simultaneous Release Tracker FAQ](#) or ask the question on [cross-project dev list](#).

	<a href="#">birt</a>	<a href="#">datatools</a>	<a href="#">eclipse</a>	<a href="#">modeling</a>	<a href="#">mylyn</a>
Offset	◆	◆	◆	◆	◆
Planning	◆	◆	◆	◆	◆
IP Documentation	◆	◆	◆	◆	◆
Release Review	◆	◆	◆	◆	◆
Communication and Availability	◆	◆	◆	◆	◆
API	◆	◆	◆	◆	◆
Message Bundles	◆	◆	◆	◆	◆
Version Numbering	◆	◆	◆	◆	◆
OSGi Bundle Format	◆	◆	◆	◆	◆
Execution Environment	◆	◆	◆	◆	◆

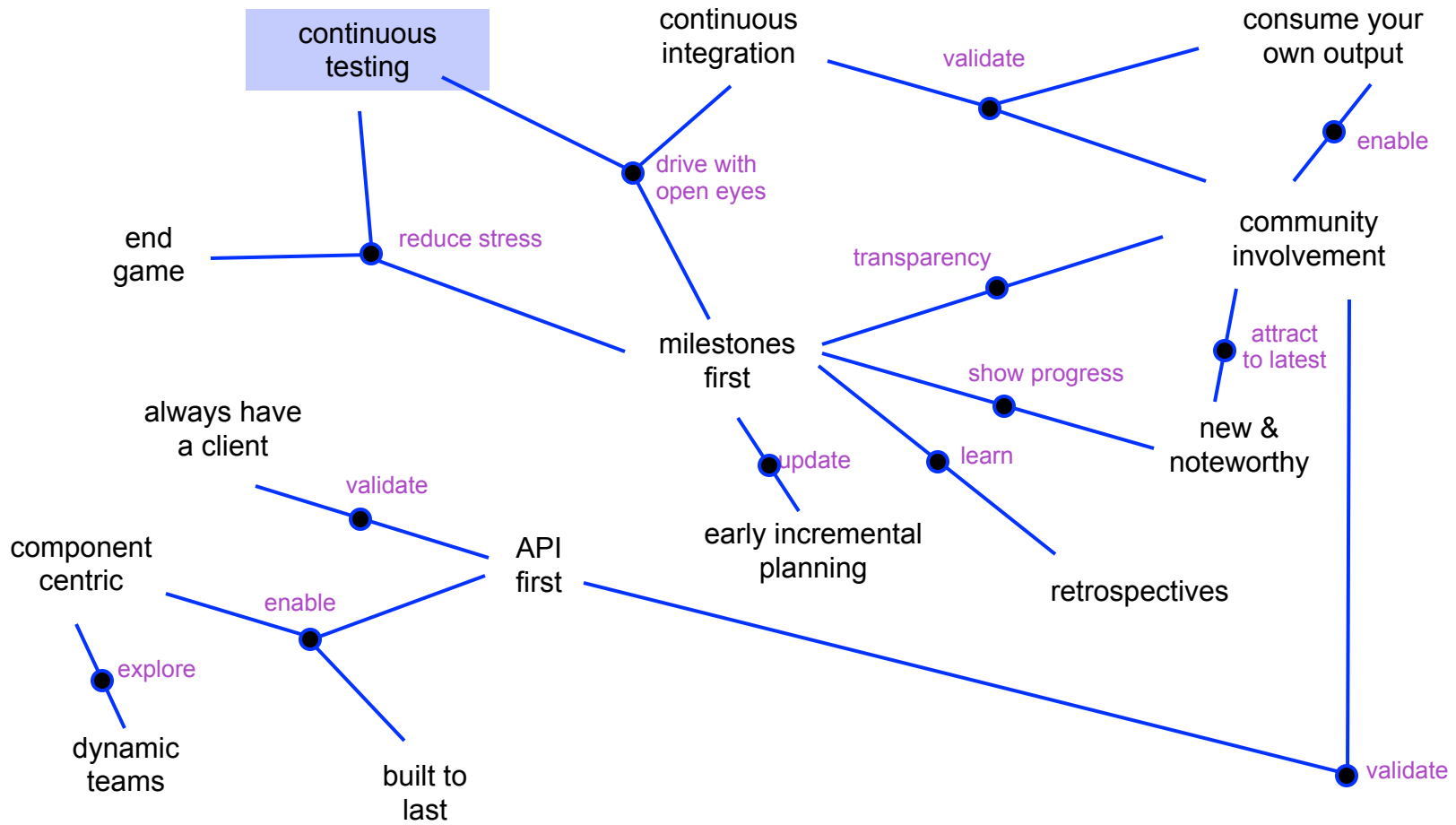


# Community Involvement



- An active community is the major asset of an OSS project
- OSS project gives and takes:
  - OSS developer gives:
    - listen to feedback and react
    - demonstrate continuous progress
    - transparent development
  - OSS developer takes:
    - answer user questions so that developers do not have to do it
    - report defects and feature requests
    - validate technology by writing plug-ins
    - submit patches and enhancements
- Give and take isn't always balanced
  - community isn't shy and is demanding

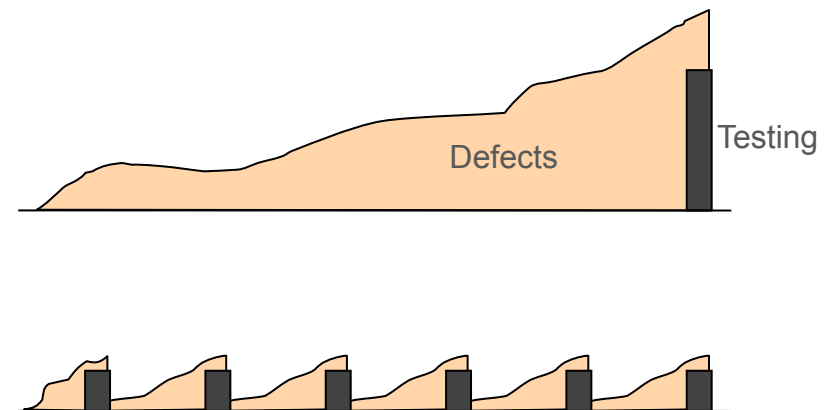
# Testing





# Testing

- Innovate with confidence
- Tests run after each build
- Test kinds
  - **correctness** tests
    - assert correct behavior
  - **performance** tests
    - assert no performance regressions
      - based on a database of previous test run measurements
  - **resource** tests, leak tests
    - assert no resource consumption regressions



Kent Beck – JUnit handbook



## Unit Test Results

The Eclipse SDK includes the Eclipse Platform, Java de  
aren't sure which download you want... then you probabl  
**Eclipse does not include a Java runtime environme**  
run Eclipse. [Click here](#) if you need help finding a Java ru

## Platform

Windows 98/ME/2000/XP

Linux (x86/Motif) ([Supported Versions](#))

Linux (x86/GTK 2) ([Supported Versions](#))

Linux (AMD 64/GTK 2) ([Supported Versions](#))

Solaris 8 (SPARC/Motif)

AX (PPC/Motiv)

HP-UX (HP9000/Motif)

Mac OSX (Mac/Carbon) ([Supported Versions](#))

Source Build (Source in .zip) ([instructions](#))

Source Build (Source fetched via C

## Summary

Tests	Failures	Errors	Success rate	Time
352	1	0	99.72%	287.490

Note: Failures are anticipated and checked for with assertions while errors are unanticipated.

## Packages

Note: package statistics are not computed recursively, they only sum up all of its test suites numbers.

Name	Tests	Errors	Failures	Time(s)
<a href="#">org.eclipse.idt.debian.tests</a>	352	0	1	207.690

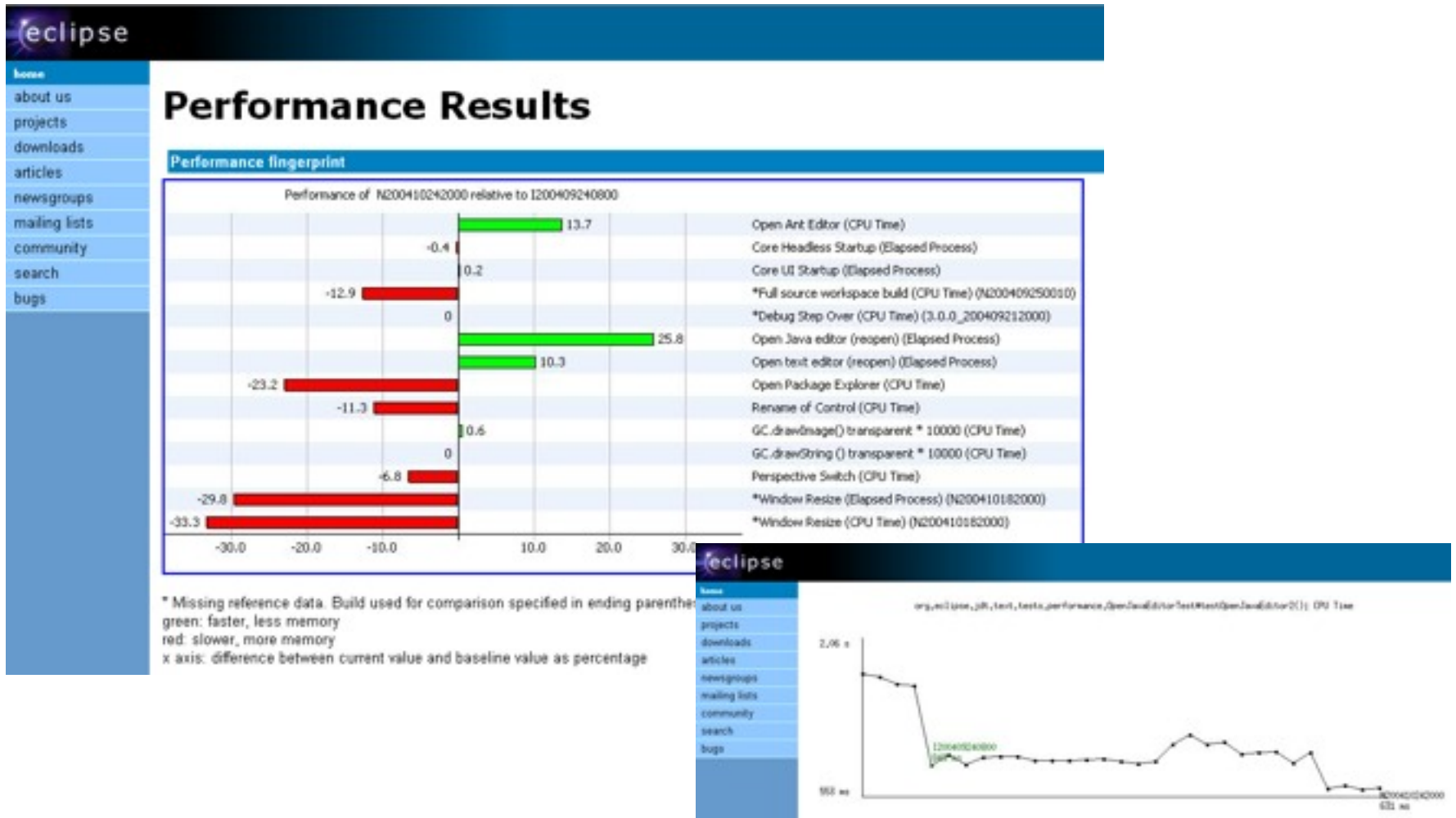
## Package org.eclipse.jdt.debug.tests

Name	Tests	Errors	Failures	Time[s]
Automated Suite	352	0	1	287.698

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testPrintln	Success		0.050
testFind	Failure	Wrong number of lines expected<10000> but was<9859>  <pre> junit.framework.AssertionFailedError: Wrong number of lines expected:&lt;10000&gt; but was:&lt;9859&gt; at org.eclipse.jdt.debug.tests.core.LineTrackerTest.testFind (LineTrackerTest.java:110) at sun.reflect.NativeMethodAccessorImpl.invoke0(Native Method) at sun.reflect.NativeMethodAccessorImpl.invoke (NativeMethodAccessorImpl.java:57) at sun.reflect.DelegatingMethodAccessorImpl.invoke (DelegatingMethodAccessorImpl.java:25) at org.eclipse.jdt.debug.tests.SublogTest1.run(SublogTest.java:519) at java.lang.Thread.run(Thread.java:584) </pre>	6.514
testSuperLink	Success		0.005

# Performance Test Report



# Before (M5) – After (M7)



## Performance of I20050219-1500 relative to 3.0

Win XP Sun 1.4.2\_06



## Performance of 3.1M7 relative to 3.0

Win XP Sun 1.4.2\_06 (3 GHz 2 GB)



# Code Coverage



## org.eclipse.jdt.core

Element	Missed Instructions	Cov.	Missed Branches	Cov.
<a href="#">org.eclipse.jdt.internal.core</a>		81%		76%
<a href="#">org.eclipse.jdt.internal.core.util</a>		68%		57%
<a href="#">org.eclipse.jdt.internal.eval</a>		8%		3%
<a href="#">org.eclipse.jdt.core.dom</a>		84%		76%
<a href="#">org.eclipse.jdt.internal.compiler.lookup</a>		86%		80%
<a href="#">org.eclipse.jdt.internal.compiler.parser</a>		86%		79%
<a href="#">org.eclipse.jdt.internal.codeassist</a>		83%		69%
<a href="#">org.eclipse.jdt.internal.compiler.ast</a>		90%		82%
<a href="#">org.eclipse.jdt.internal.compiler.impl</a>		53%		40%
<a href="#">org.eclipse.jdt.internal.formatter</a>		86%		80%
<a href="#">org.eclipse.jdt.internal.core.jdom</a>		41%		31%
<a href="#">org.eclipse.jdt.internal.compiler</a>		83%		77%
<a href="#">org.eclipse.jdt.internal.compiler.codegen</a>		81%		71%
<a href="#">org.eclipse.jdt.internal.core.search.matching</a>		86%		77%
<a href="#">org.eclipse.jdt.internal.compiler.problem</a>		81%		73%



# API Conformance Testing



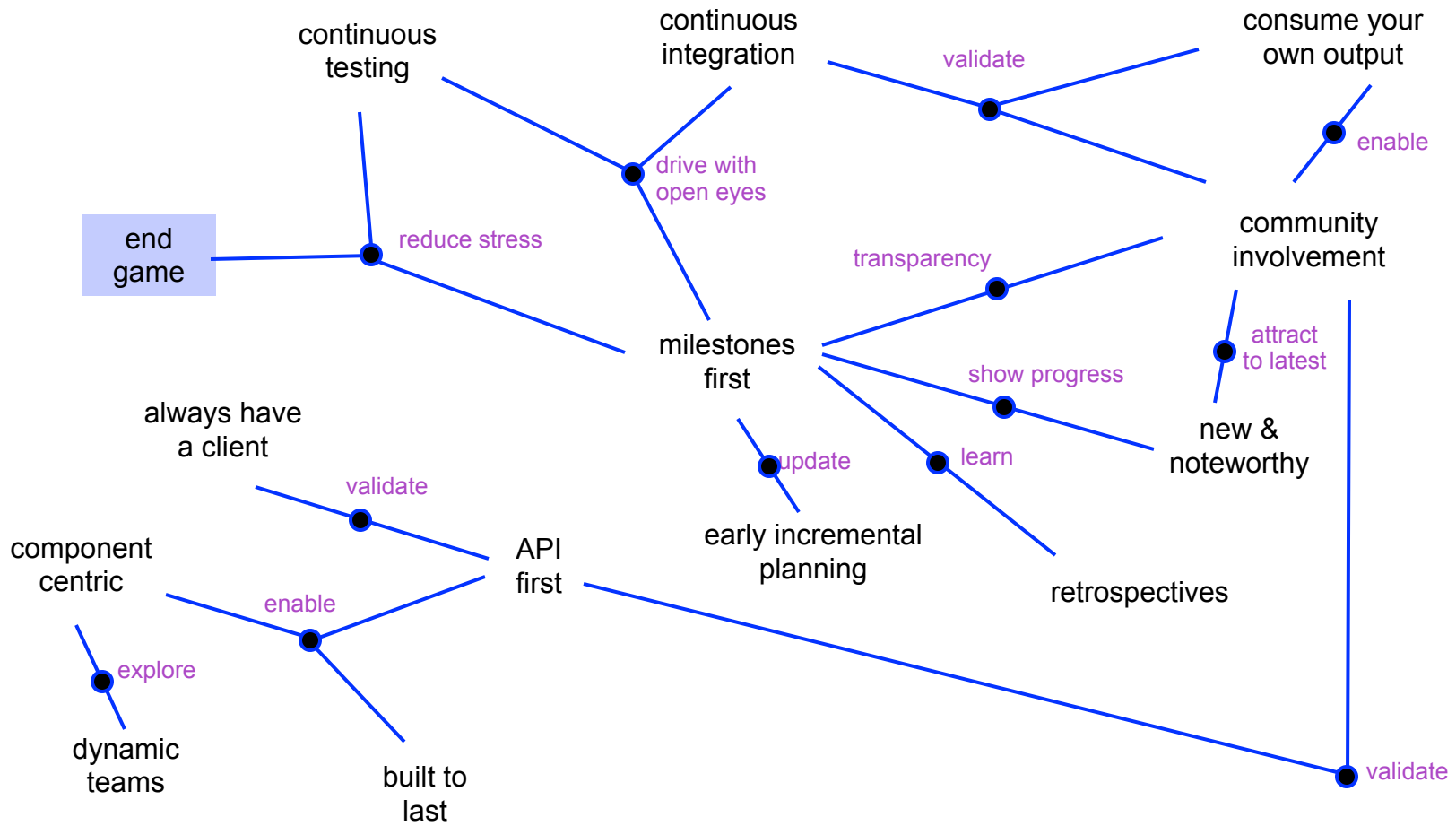
## API Tools Verification Reports

List of [bundles not configured for API analysis](#).

Individual report	Compatibility Warnings	API Usage Warnings
<a href="#">org.eclipse.ant.core</a>	0	2
<a href="#">org.eclipse.ant.ui</a>	0	8
<a href="#">org.eclipse.compare</a>	0	5
<a href="#">org.eclipse.core.jobs</a>	0	1
<a href="#">org.eclipse.core.runtime.compatibility</a>	0	6
<a href="#">org.eclipse.debug.ui</a>	0	9
<a href="#">org.eclipse.equinox.event</a>	0	1
<a href="#">org.eclipse.equinox.http.servlet</a>	0	1
<a href="#">org.eclipse.equinox.p2.artifact.repository</a>	0	4
<a href="#">org.eclipse.equinox.p2.director</a>	0	14
<a href="#">org.eclipse.equinox.p2.director.app</a>	0	1



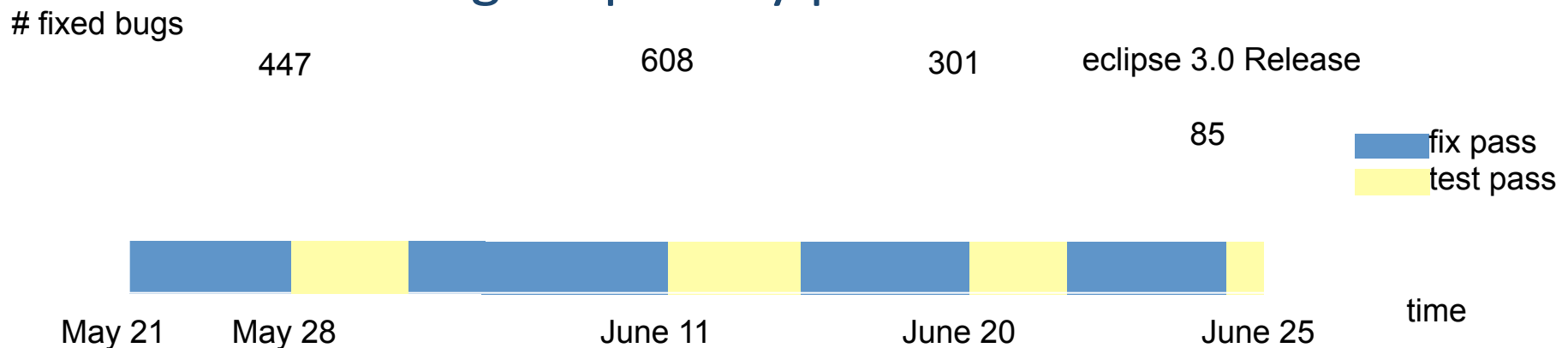
# End Game



# End Game Convergence



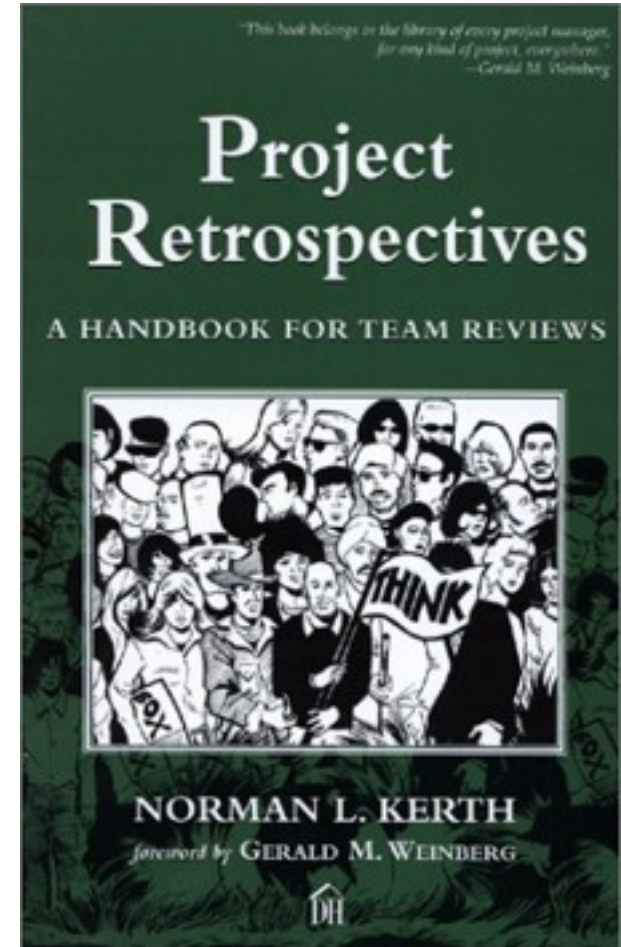
- with each pass the costs for fixing are increased
  - higher burden to work on fix for a problem
  - higher burden to release a fix for a problem
  - focus on higher priority problems



# Decompression



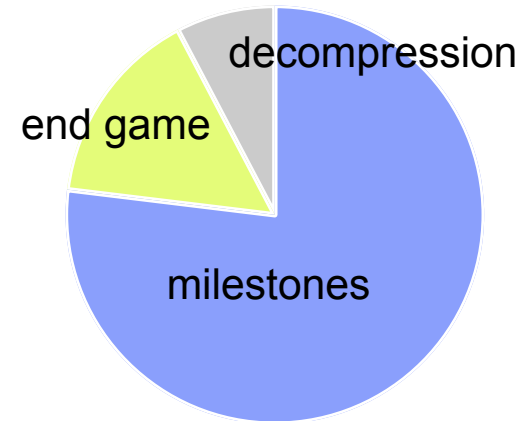
- recover from release
- retrospective of the last cycle
  - learn from the last cycle
    - achievements
    - failures
  - “stay aware, adapt, change”
  - define retrospective actions
- start to plan the next release and cycle



# Where the Time Goes



- release cycle 12 months
  - milestones – 9 months
  - endgame – 2 months
  - decompression – 1 month

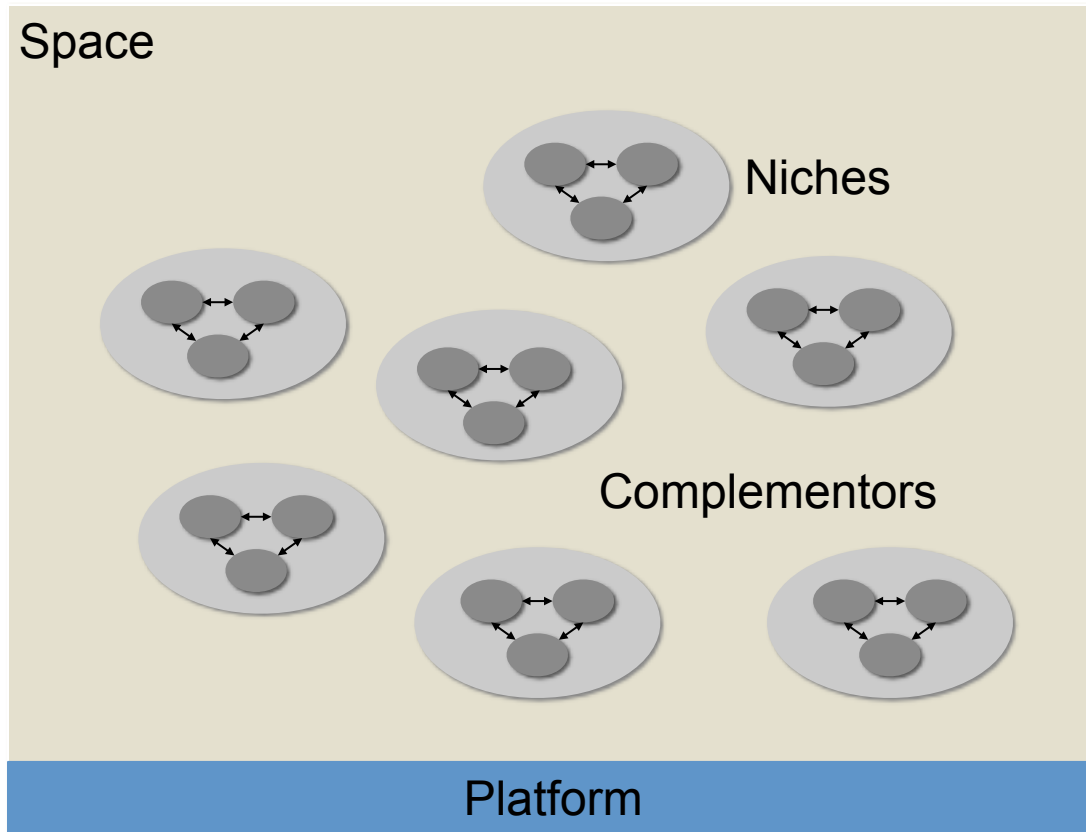


# Conclusions



- Open source uses highly rigorous and disciplined processes
- Adopt these principles:
  - Meritocracy
  - Openness
  - Transparency

# Think in Platforms





# Thank You!

# Questions?