### More Common Than You Think: An In-Depth Study of Casual Contributors



Gustavo Pinto





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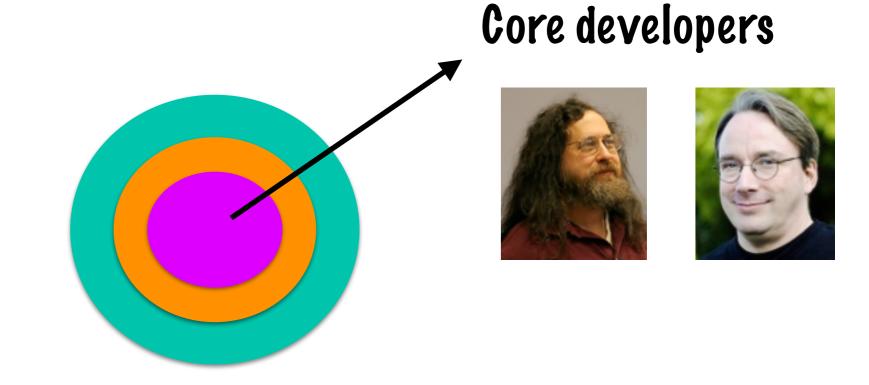


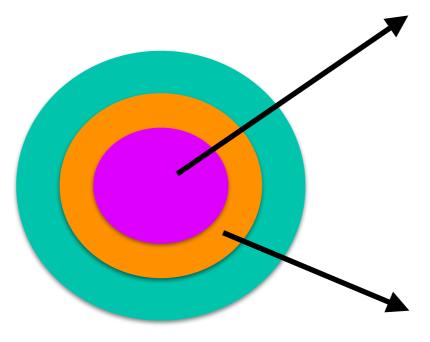


The "onion" patch



K. Nakakoji, Y. Yamamoto, Y. Nishinaka, K. Kishida, and Y. Ye. Evolution patterns of open-source software systems and communities. In Proceedings of the International Workshop on Principles of Software Evolution, 2002,



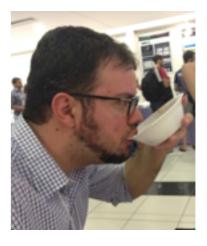


#### Core developers

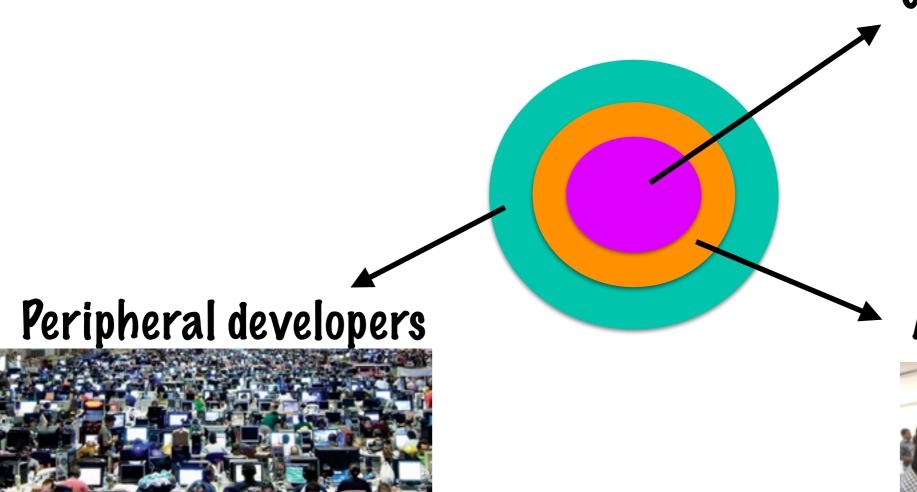




Active developers







#### Core developers

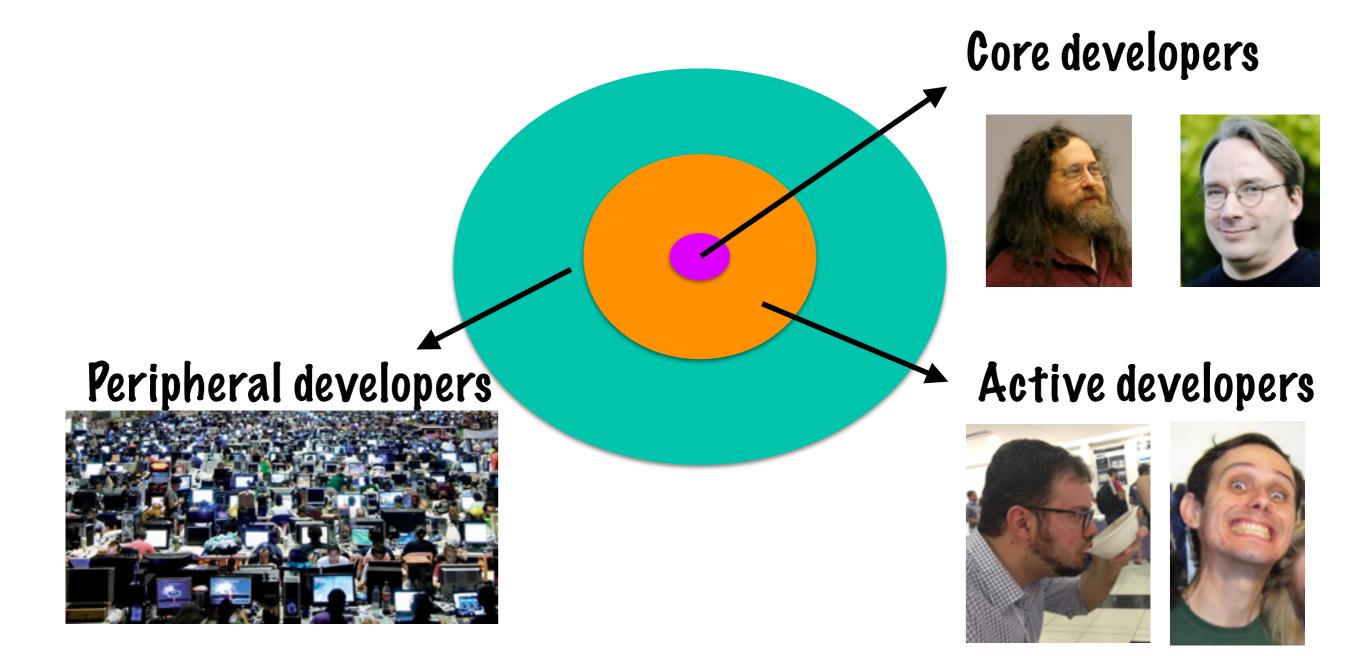


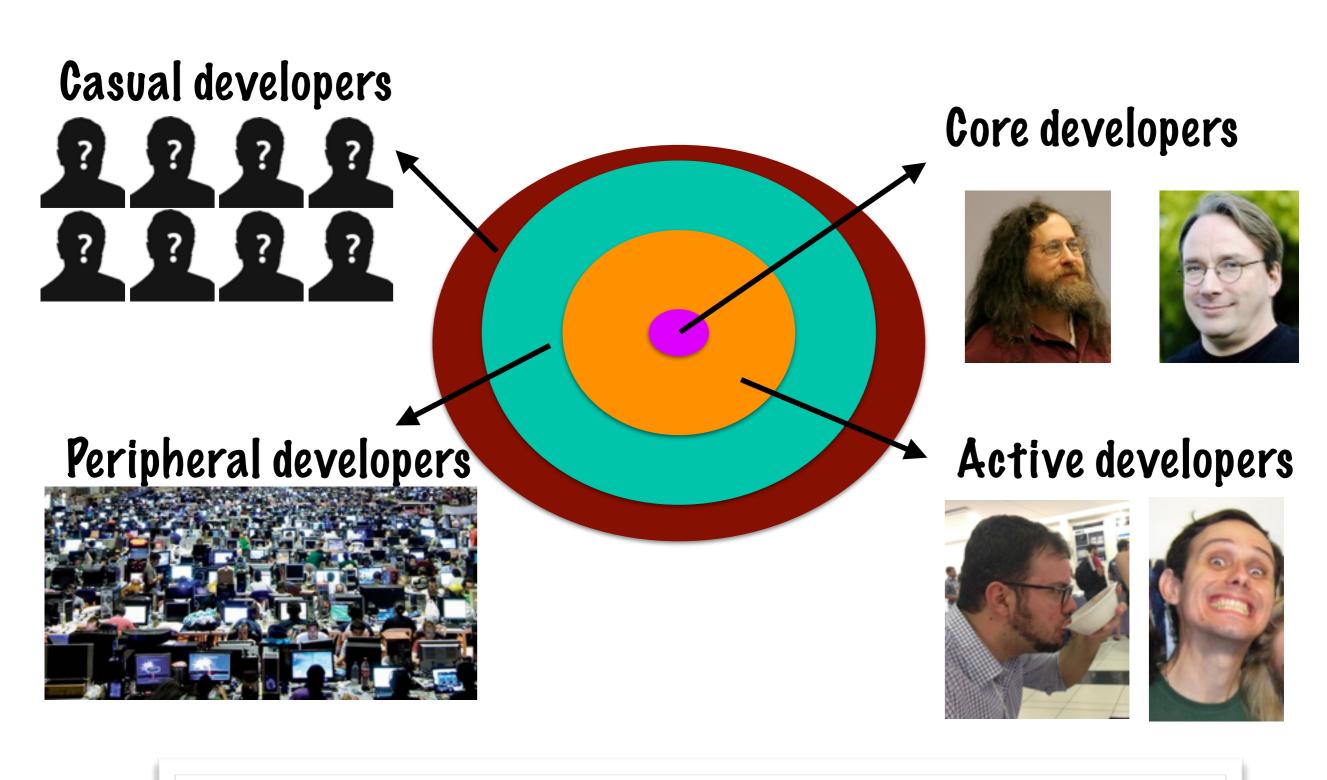


#### Active developers









R. Pham, L. Singer, O. Liskin, F. Figueira Filho, and K. Schneider. Creating a shared understanding of testing culture on a social coding site. In Proceedings of ICSE'13.







С
C++
Clojure
CoffeeScript
Erlang
Go
Haskell
Java
JavaScript
Objective-C
PHP
Perl
Python
Ruby
Scala
TypeScript







275
popular, non-trivial,
OSS Projects

C C++ Clojure CoffeeScript Erlang Go Haskell Java JavaScript Objective-C PHP Perl Python Ruby Scala **TypeScript** 

#### 608 Core developers









608 Core developers

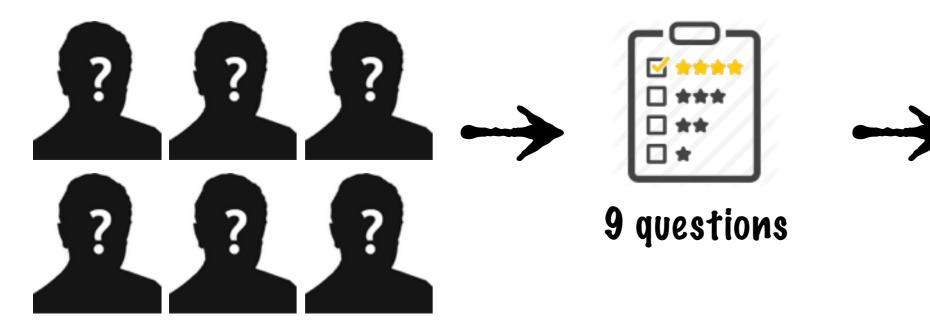








760 Casual contributors



26.7% Response Rate

5 questions

608 Core developers









10.2% Response Rate

760 Casual contributors





26.7% Response Rate

Barbara Kitchenham

## Research Questions

RQ1. How common are casual contributions in OSS projects?











## Research Questions

RQ1. How common are casual contributions in OSS projects?











#### RQ2. What are the characteristics of a casual contribution?

- Showing 5 changed files with 13 additions and 8 deletions.
- Showing 5 changed files with 39 additions and 39 deletions.
- Showing 5 changed files with 23 additions and 5 deletions.
- Showing 2 changed files with 3 additions and 3 deletions.
- Showing 2 changed files with 0 additions and 4 deletions.

+ 384 casual contribs (95% confidence level

## Research Questions

RQ1. How common are casual contributions in OSS projects?











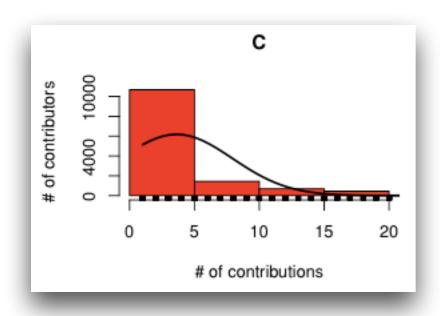
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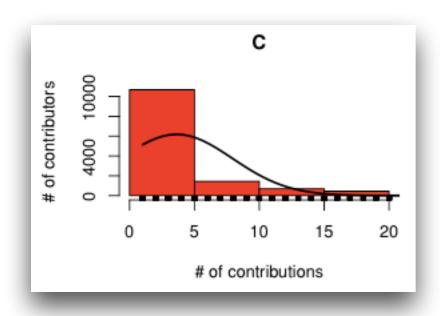
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#### RQ3. How do casual contributors and project maintainers perceive casual contributions?

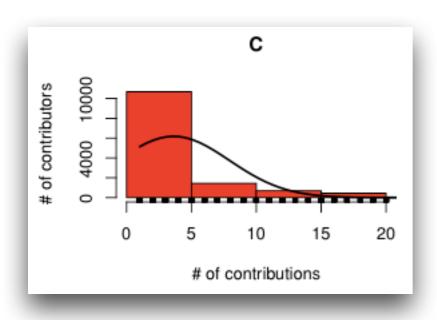




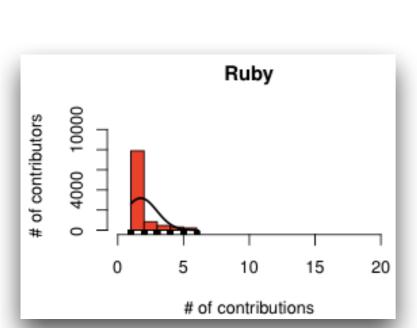
Contributions	% Devs	
1	39.55%	
5	67.31%	
10 76.39%		
15	80.73%	
20 83.51%		



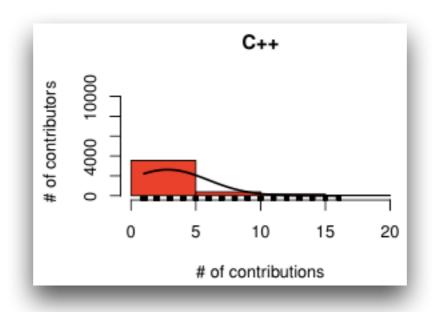
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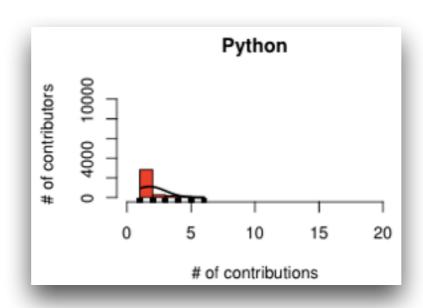
39.55%



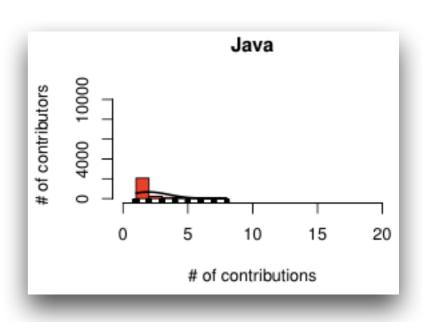
54.51%



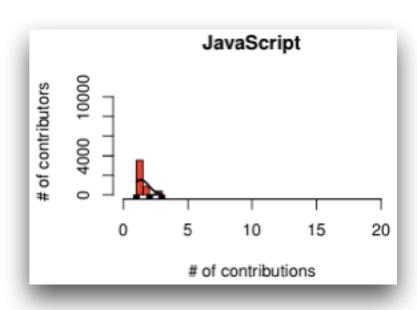
44.18%



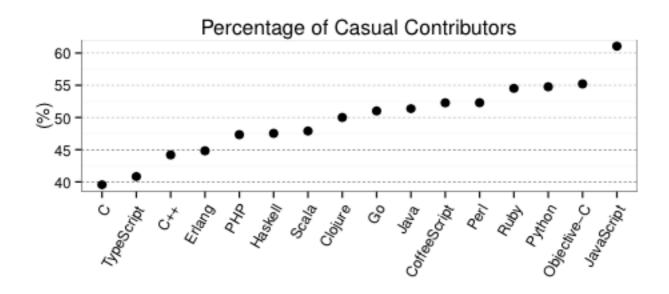
54.76%

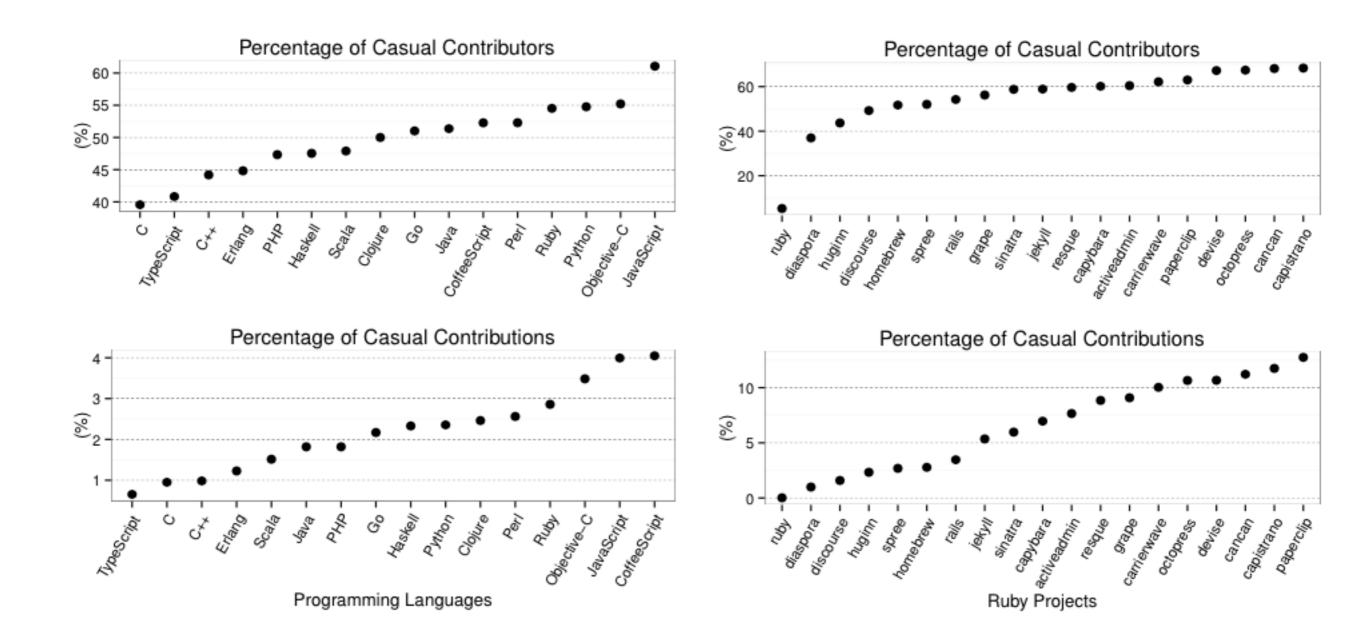


51.36%



61.06%





32,729 casual contributions



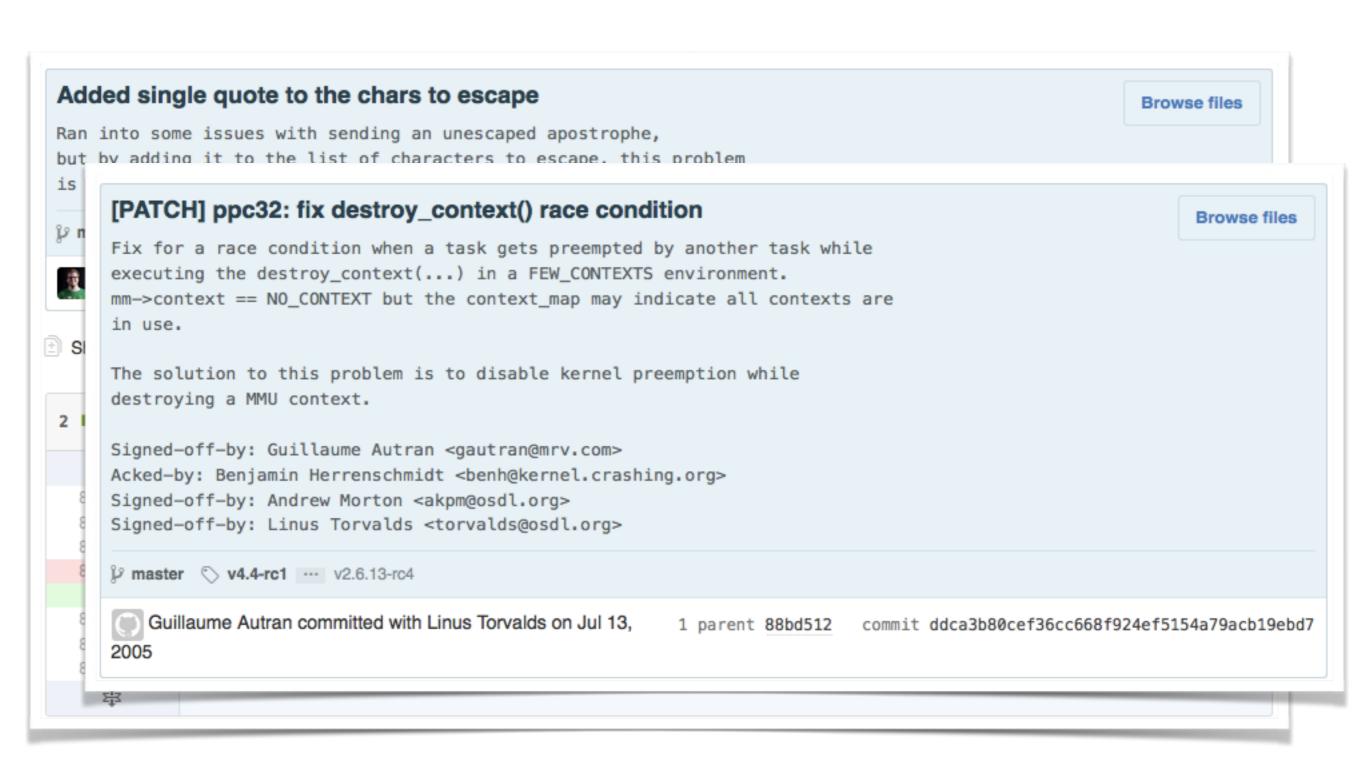
384 statistically representative casual contributions

95% confidence level ±5% confidence interval

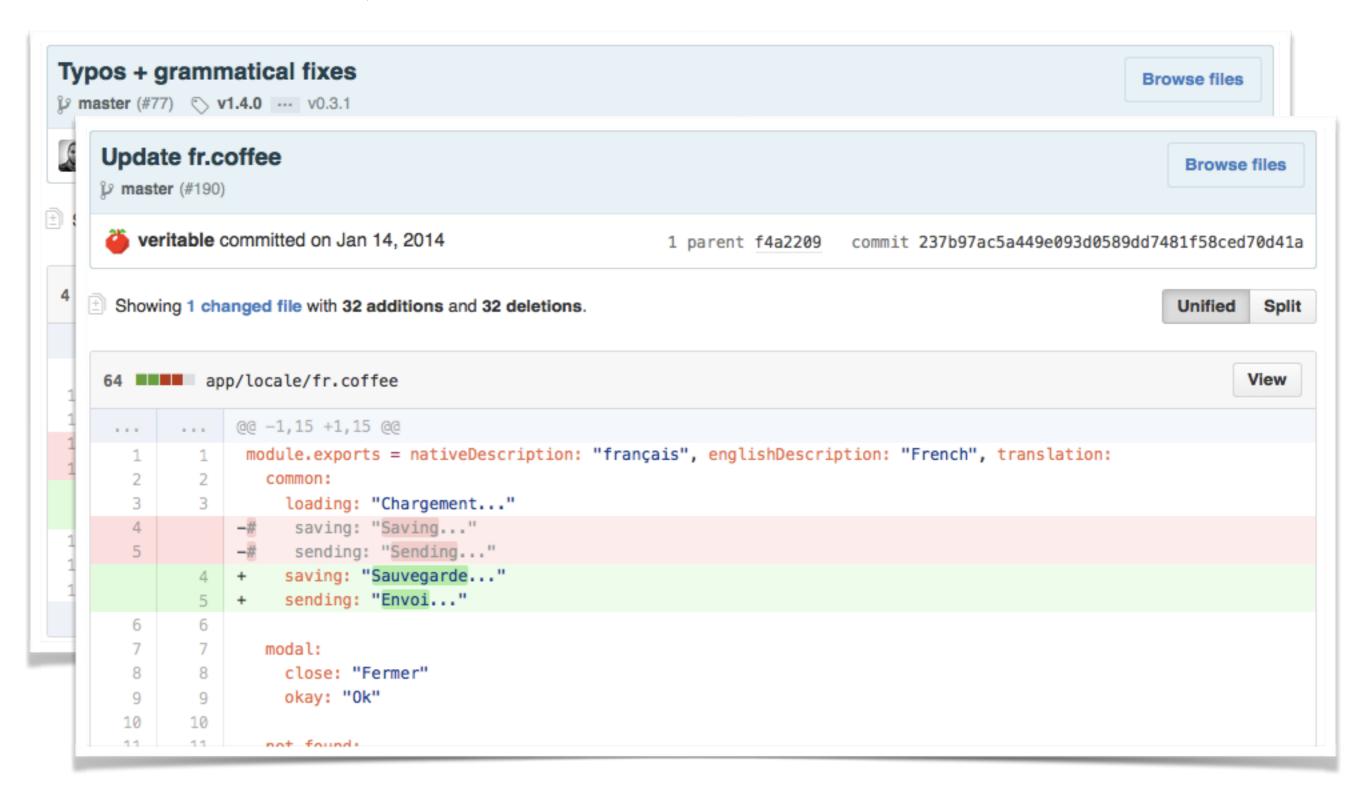


Category	#	%
Bug Fix	116	30.20%
Documentation	110	28.64%
Add New Feature	72	18.75%
Refactoring	34	8.85%
Update Version/Dependencies	25	6.51%
Improve Error/Help Messages	14	3.64%
Improve Resource Usage	8	2.08%
Add test cases	5	1.30%

#### Bug fix (116 occurrences)



#### Documentation (110 occurrences)



#### Add New Feature (72 occurrences)



#### Refactoring (34 occurrences)



#### Casual Contributors

"Scratch their own itch" (45%)
"Give back to community" (XX%)
"Gain reputation" (XX%)



#### Maintainers

"Scratch their own itch" (35%)
"Easy contribution process" (14%)



#### Casual Contributors

"Scratch their own itch" (45%)
"Give back to community" (XX%)
"Gain reputation" (XX%)



"Lack of time" (48%)

"No income from it" (18%)

"Limited skills" (11%)



#### Maintainers

"Scratch their own itch" (35%)
"Easy contribution process" (14%)



"Lack of time" (26%)

"Scratch their own itch" (19%)

"Project is hard to learn" (12%)



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"Continuos improvement" (21%)

"Small issues solved quickly" (11%)



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"Scratch their own itch" (35%)
"Easy contribution process" (14%)



"Lack of time" (26%)

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"Project is hard to learn" (12%)



"Small issues solved quickly" (25%)

"New set of eyes" (20%)

"Continuos improvement" (9%)



#### Casual Contributors

"Scratch their own itch" (45%)
"Give back to community" (XX%)
"Gain reputation" (XX%)



"Lack of time" (48%)

"No income from it" (18%)

"Limited skills" (11%)



"Continuos improvement" (21%)

"Small issues solved quickly" (11%)



"No notable problem" (32%)

"Not easy contribution process" (14%)

"Quality is questionable" (9%)



#### Maintainers

"Scratch their own itch" (35%)
"Easy contribution process" (14%)



"Lack of time" (26%)

"Scratch their own itch" (19%)

"Project is hard to learn" (12%)



"Small issues solved quickly" (25%)

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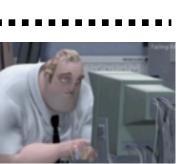
"Continuos improvement" (9%)



"Time spent on code review" (19%)

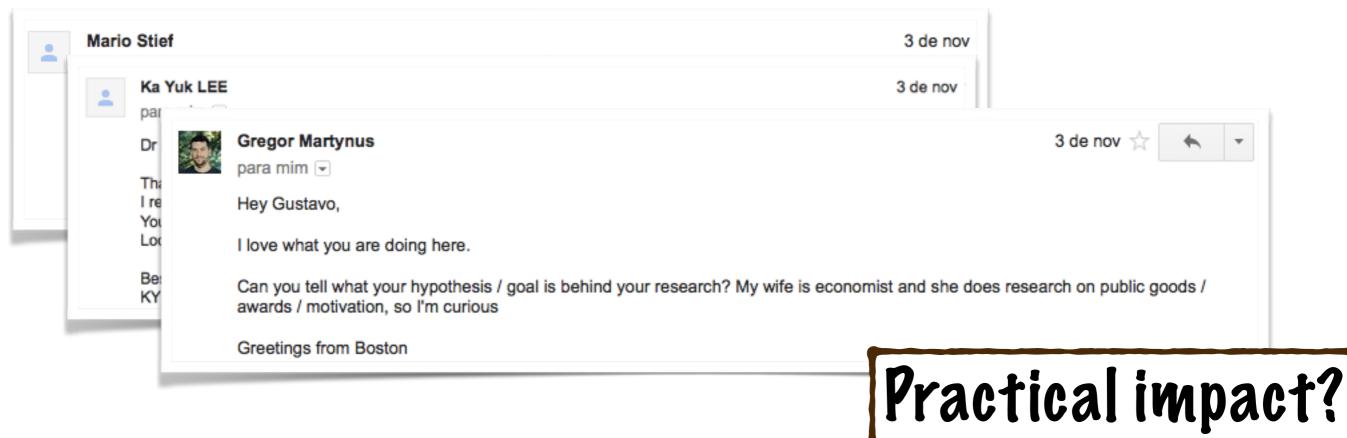
"No notable problem" (15%)

"Contribs may go unmaintained" (8%)

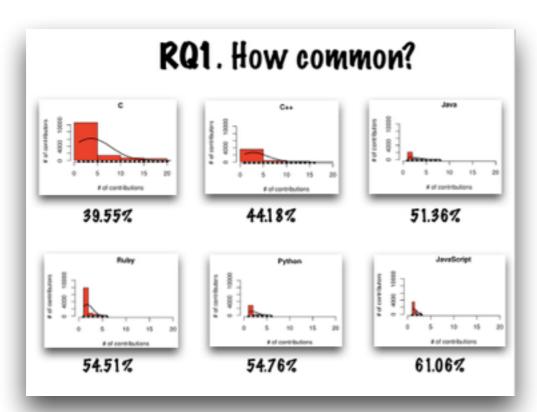


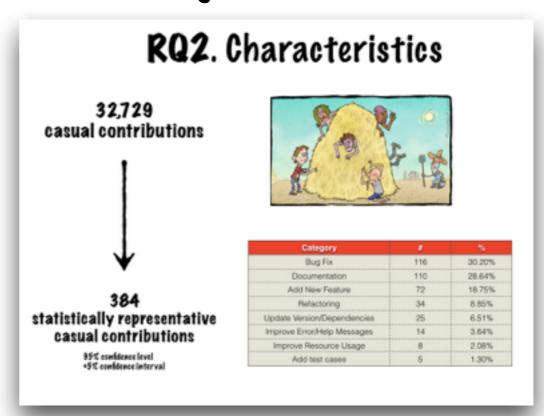
# Not quite contributions, but...

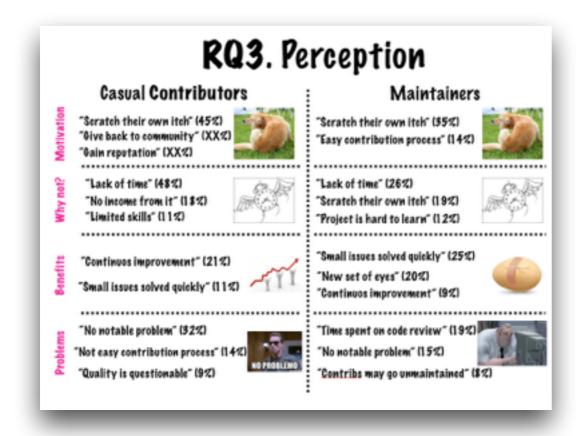
- 1. (Super?) High response rate
- 2. All developers that answered our survey left the email address to receive the research results
- 3. 50+ developers congratulated us for conducting this study

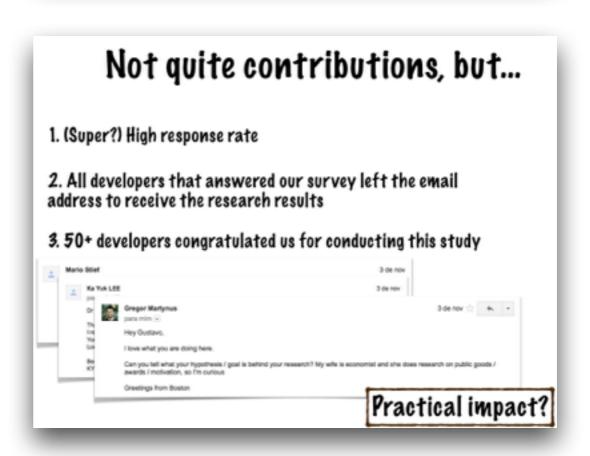


# In Summary









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