

Longitudinal Analysis of Collaboration in Forked Open Source Software Development Projects

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Great Projects

Assumption: You know what open source is.

- Technical quality
- Operational health
- Survivability
 - Bus #

Open source is great but not all the time

- Not everything works smoothly all the time in open source projects
- **Problems:**
 - Uncertainty
 - “Industry afraid of “fly-by-night” open source packages & vendors

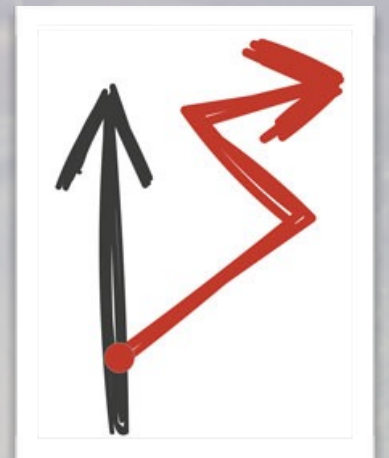
open source

Forking Categories

Communities dissolve or evolve for a variety of different reasons:

- **Conflict-driven**

- Destructive
- Lead to resentment
- Become competitors; “you’re either with us, or against us”



- **Non-conflict-driven**

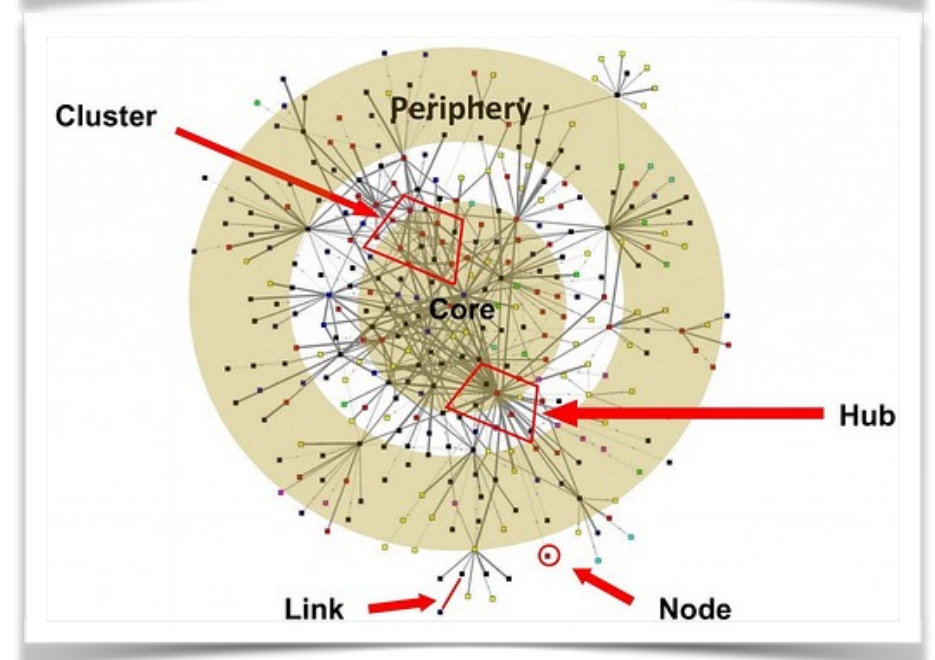
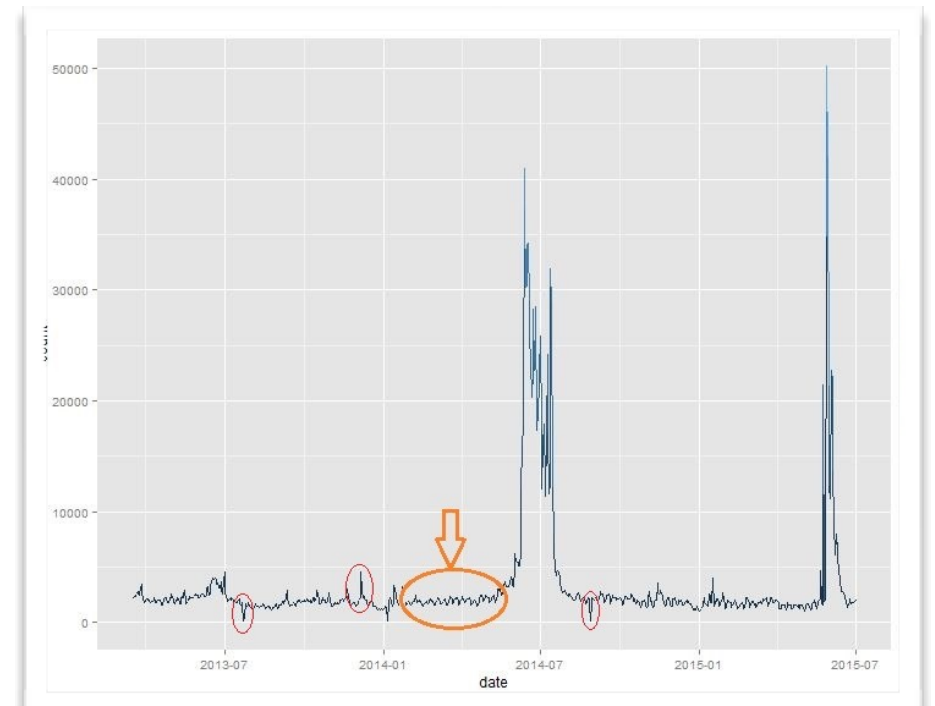
- Developers interested in exploring different functionalities
- Not necessarily creating an all-or-nothing type of thing;
- Developers participate in multiple communities, as long as it’s a constructive work



Methodology

Two analyses:

- Time series analysis of developers' communication sentiments
- Social network analysis of developers' interaction graphs



Results

Social network analysis of open source developers' interaction graphs

- Conflict-driven
 - Local hierarchy (Negative three-cycles (opposite of hierarchy) and positive transitive triplet)
 - Tendency of heavy mailing-list poster developers to be tied to other heavy mailing-list poster developers (Out-out degree assortativity)
- Non-conflict-driven
 - Tendency of heavy code contributors to be tied to other heavy code contributors (Developer's source code activity)



Results

Time series analysis of open source developers' communication sentiments

- Conflict-driven
 - Negative dips anomalies pre-fork
- Non-conflict-driven
 - Positive spikes anomalies pre-fork.



Future Work

- More projects needed
- Does more transparency result in project self-regulation?

