
**“It is wrong to suppose that if
you can’t measure it, you can’t
manage it - a costly myth”**

W. Edwards Deeming

**“If you can’t measure it, you
can’t improve it”**

Lord Kelvin

Technical Debt for Linux-based distributions: Estimating what you are missing

Linux Foundation Open Source Leadership Summit
Tahoe, CA (USA)
February 14th 2017

Jesus M. Gonzalez-Barahona (URJC & Bitergia)
Paul Sherwood (Codethink)
speakerdeck.com/bitergia



Outline

Some context

Why debt for distros

Approach

Current results

Next steps



Some context

/Jesus



My two hats:

Like five years ago I
was having coffees
with the gang of
Bitergia founders

Involved in the
company since then

bitergia.com

I work at
Universidad Rey
Juan Carlos...

...researching about
software
development

gsyc.es/~jgb

/Paul



Currently...

Codethink CEO
and shareholder

Consultant +
troubleshooter

Baserock contributor

Previously...

Teleca Founder

cmdline tools + VCS

Project Manager

“The Software
Commandments”

Why debt for distros

Context

(Paul's POV)

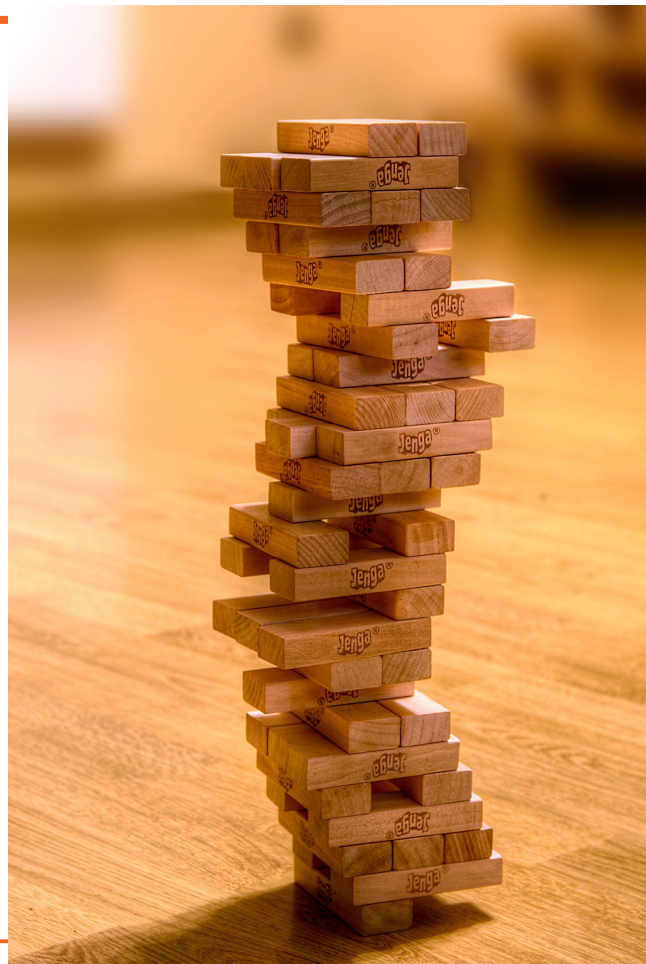
- Develop/integrate/test software
- Employ/fund others to do that too
- Offer teams to large customers
- Advise on business impacts of FOSS
- Recommend *using* FOSS
- See lots of projects *misusing* FOSS
 - EOL versions
 - Long local forks, not upstreamed
- Notice Year 1 practices hurt Year 2..Year 20
- Wonder why... maybe because
 - Year 1 metrics are obvious (developer costs vs delivery date)
 - Later metrics are a mystery...



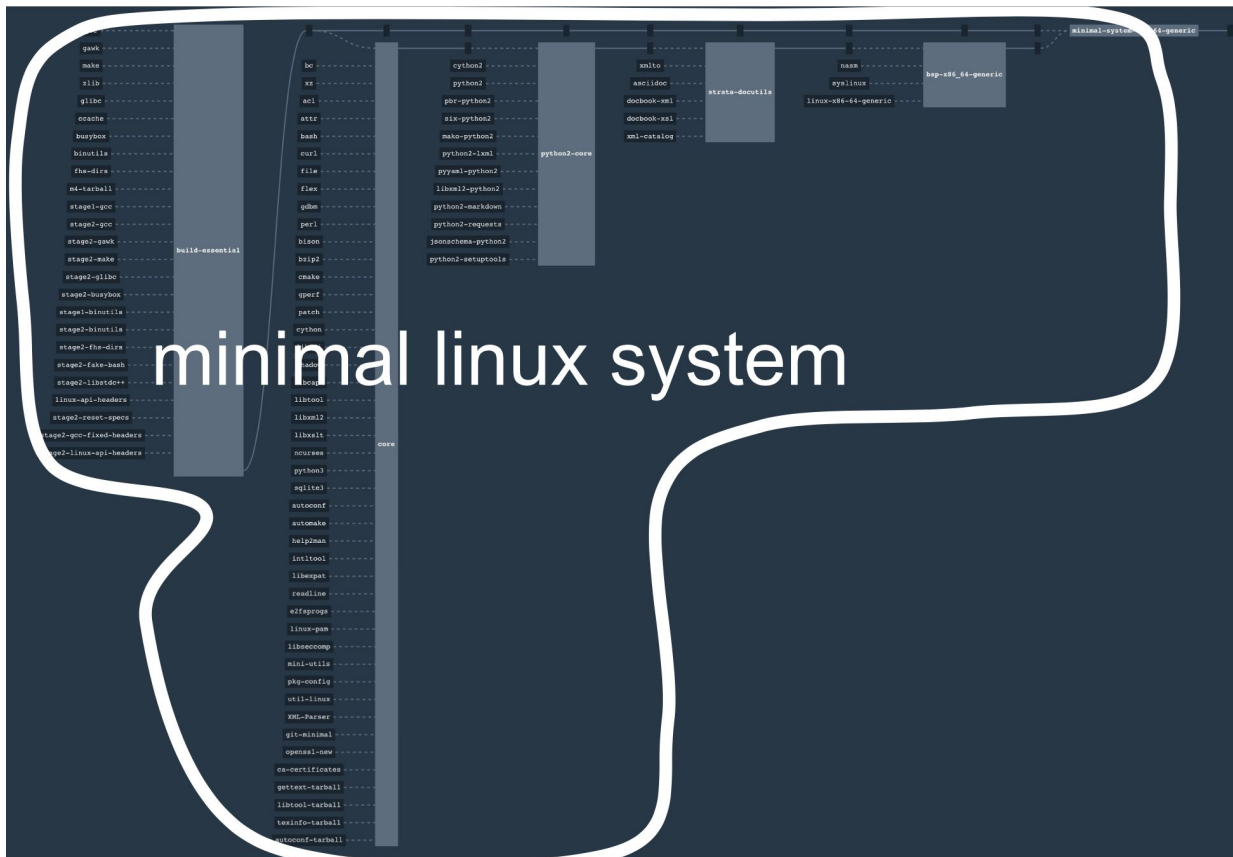
Unanswered:
when should
we update?



Unanswered: when should we update?



We're not talking
about updating
just a few
components...



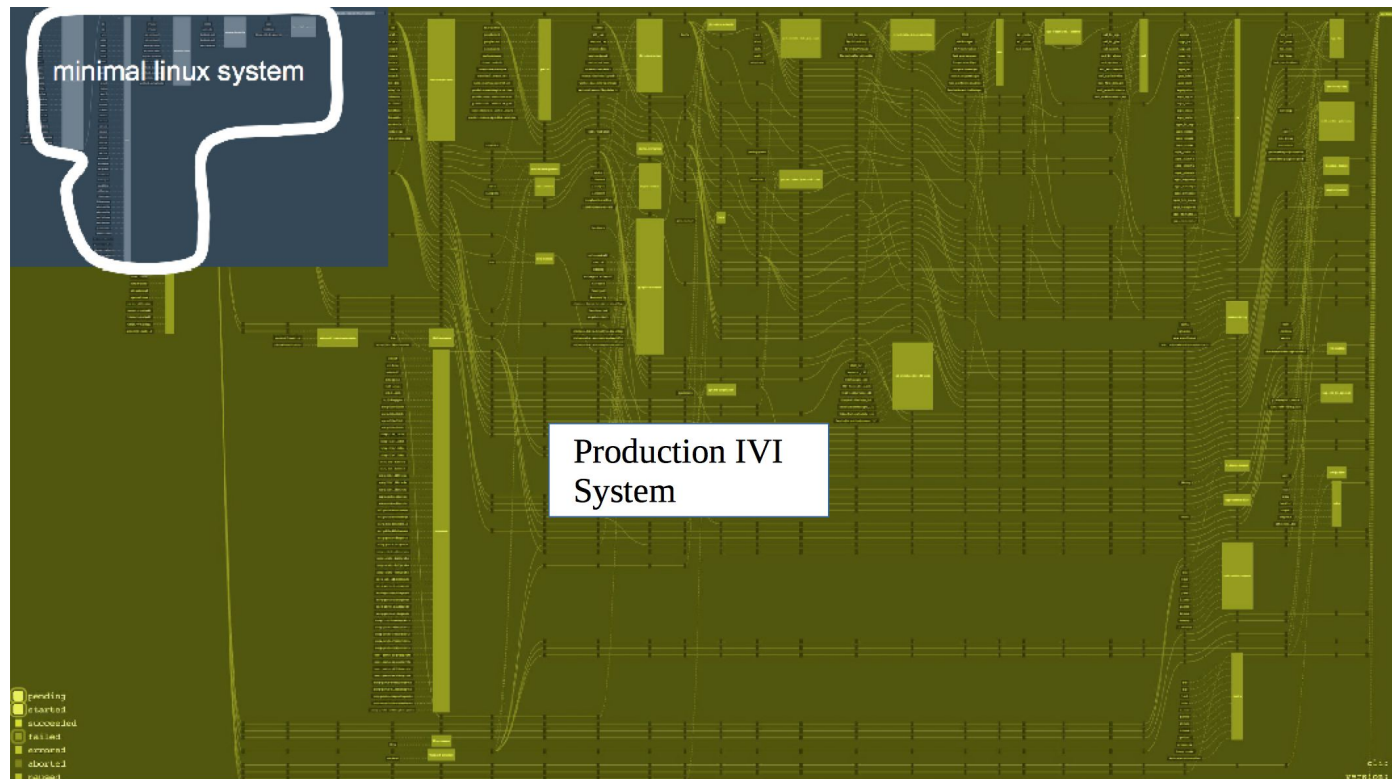
CodeThink



Typical IVI project
approaching 1000...

Which ones do we
need to upgrade?

How often do we
need to re-decide?



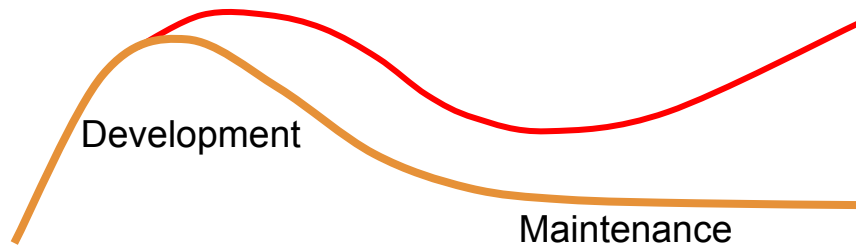
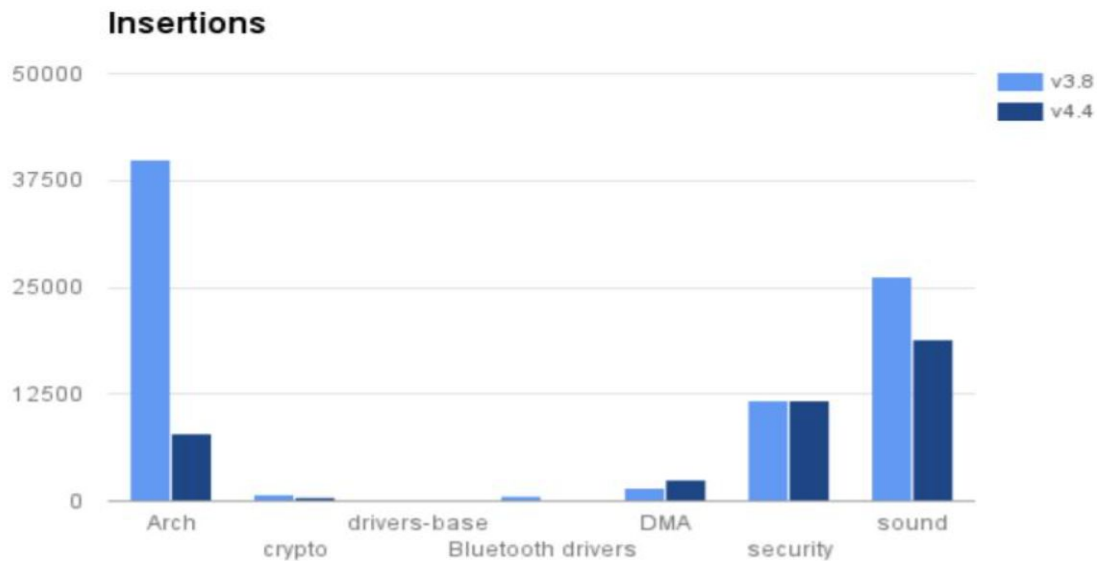
Example

- Project started on 3.8.x kernel in 2012
 - Plus custom drivers
- Went live three years later on same 3.8.x
 - Plus custom functionality
 - Plus thousands of fixes backported
- As the years go by
 - Developers move on - no-one understands the custom stuff
 - Cost of backporting increases
- New variants need new features (eg virtualization)
 - Cost of backporting from later kernels increases

Eventually one of the releases DEMANDS an update



Example continued



When to update



What you risk by
upgrading

What you risk or lose
by not upgrading



When to update



The balance may change suddenly
over time

Rationale

- Technical debt is a popular concept
- ... but not for third-party software
- ... and not for FOSS

- Distros are large third-party software sets
- Distros update constantly
- Distro users often do not

- Cost of updating is perceived high
- Cost of not updating is unknown

Can we even **find** metrics for this?

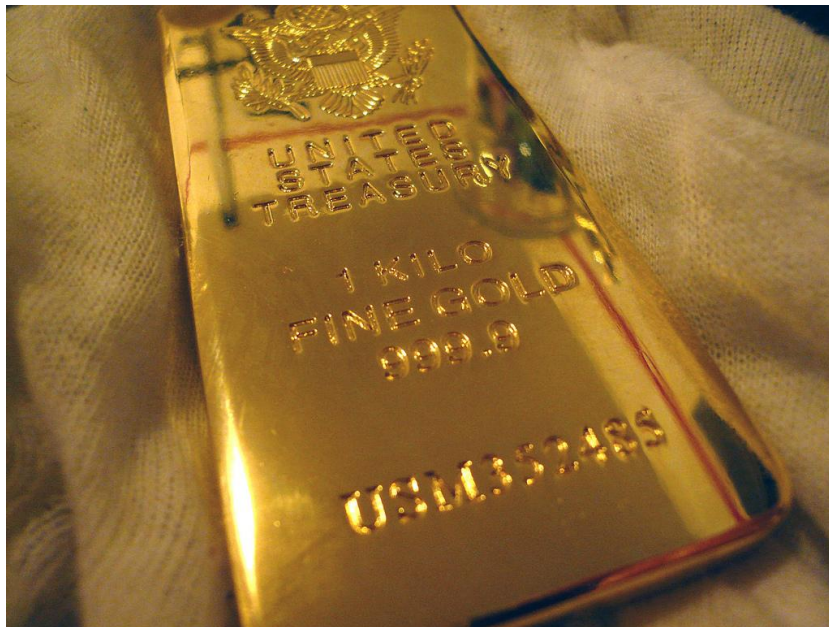


Approach

What to measure?

- Delta vs mainline
- For individual components, and
- For whole stack:
 - distros
 - custom assemblies/stacks

Defining “Gold standard”

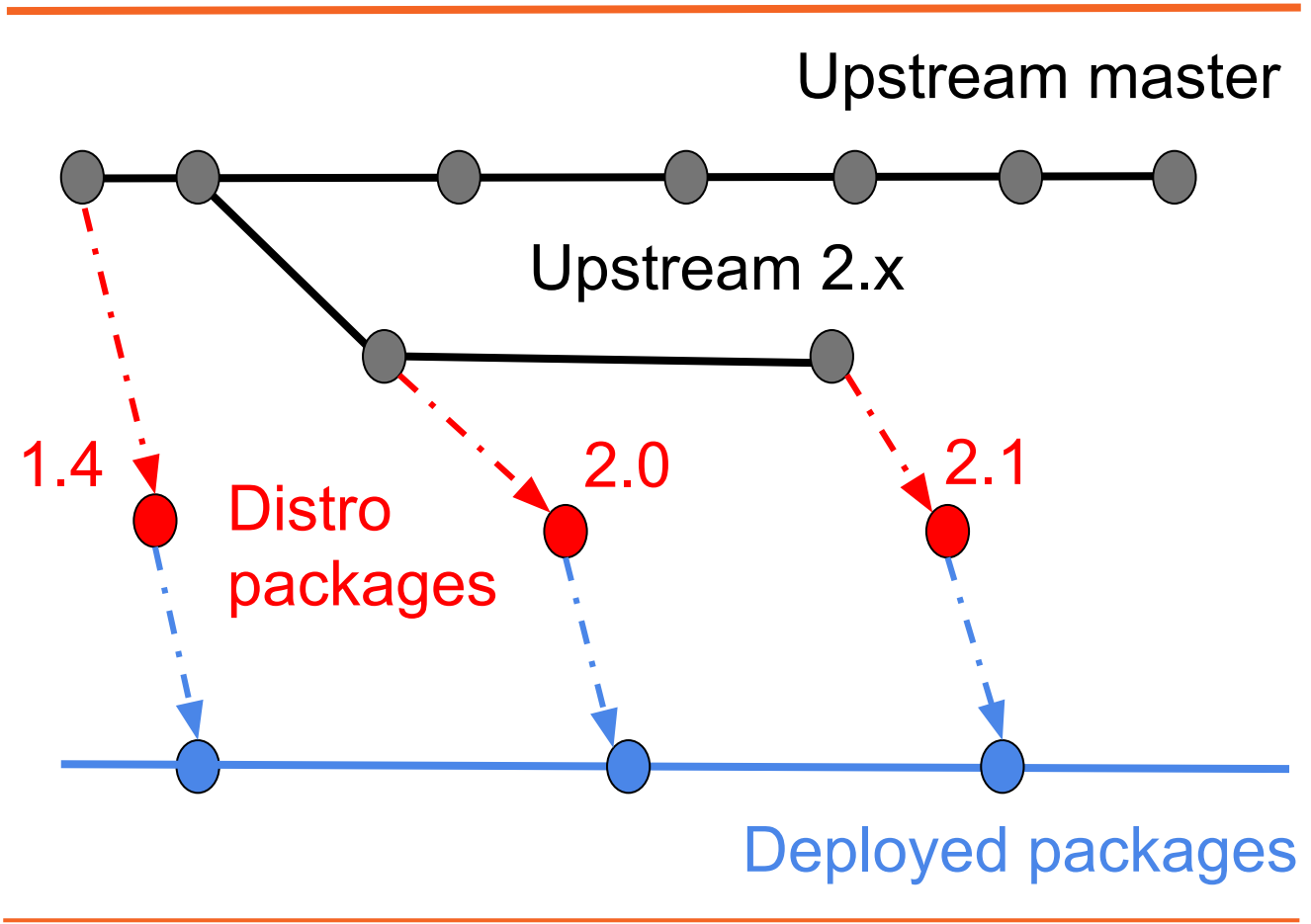


The different kinds of gold (examples)

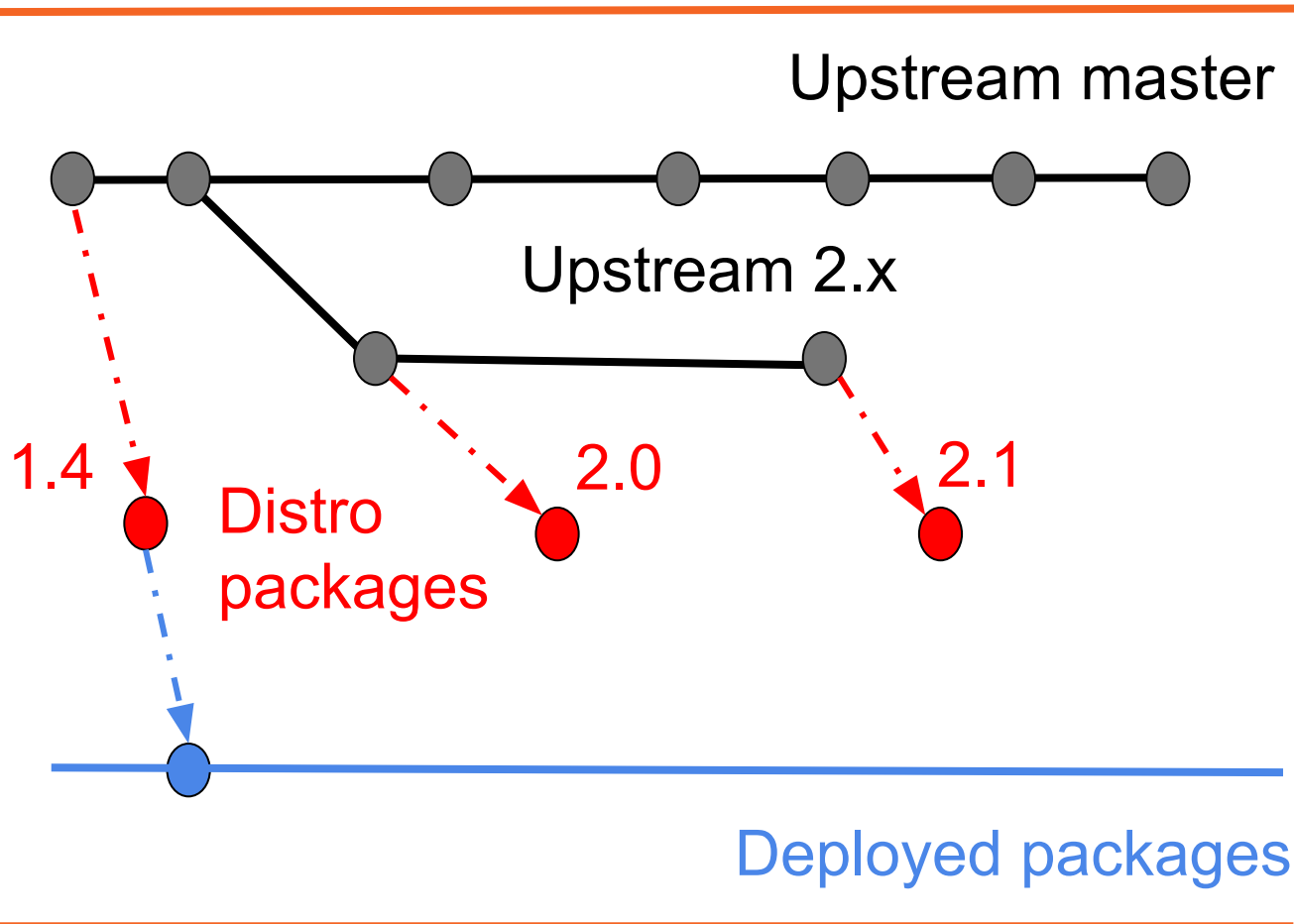
Goals	Scenarios	Candidates
Stability	Isolated system, frozen functionality	Debian stable
Functionality	Cloud application	Latest upstream
Security	Upgradable embedded	Stable upstream



Comparing with upstream



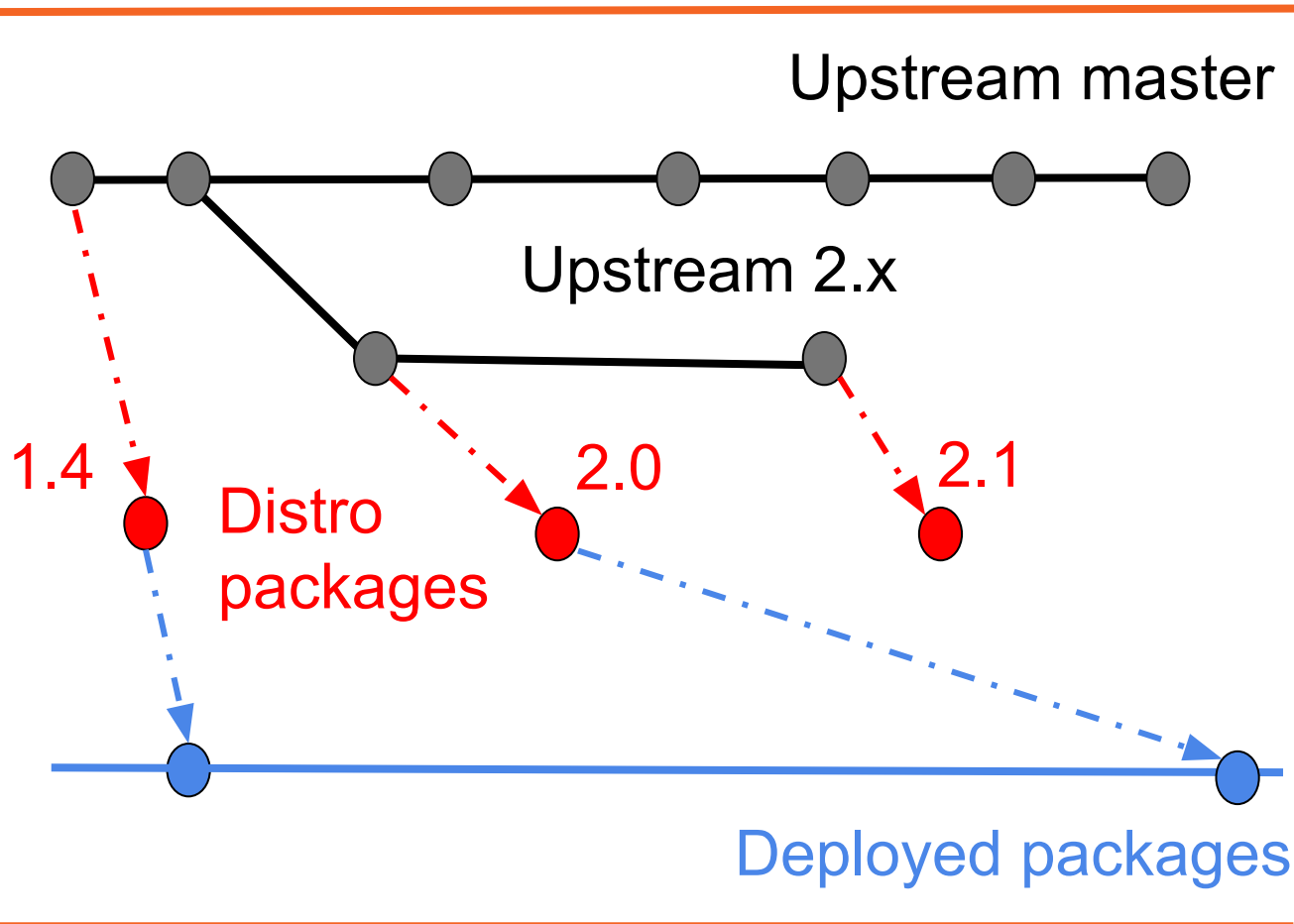
Comparing
with
upstream
(no updates)



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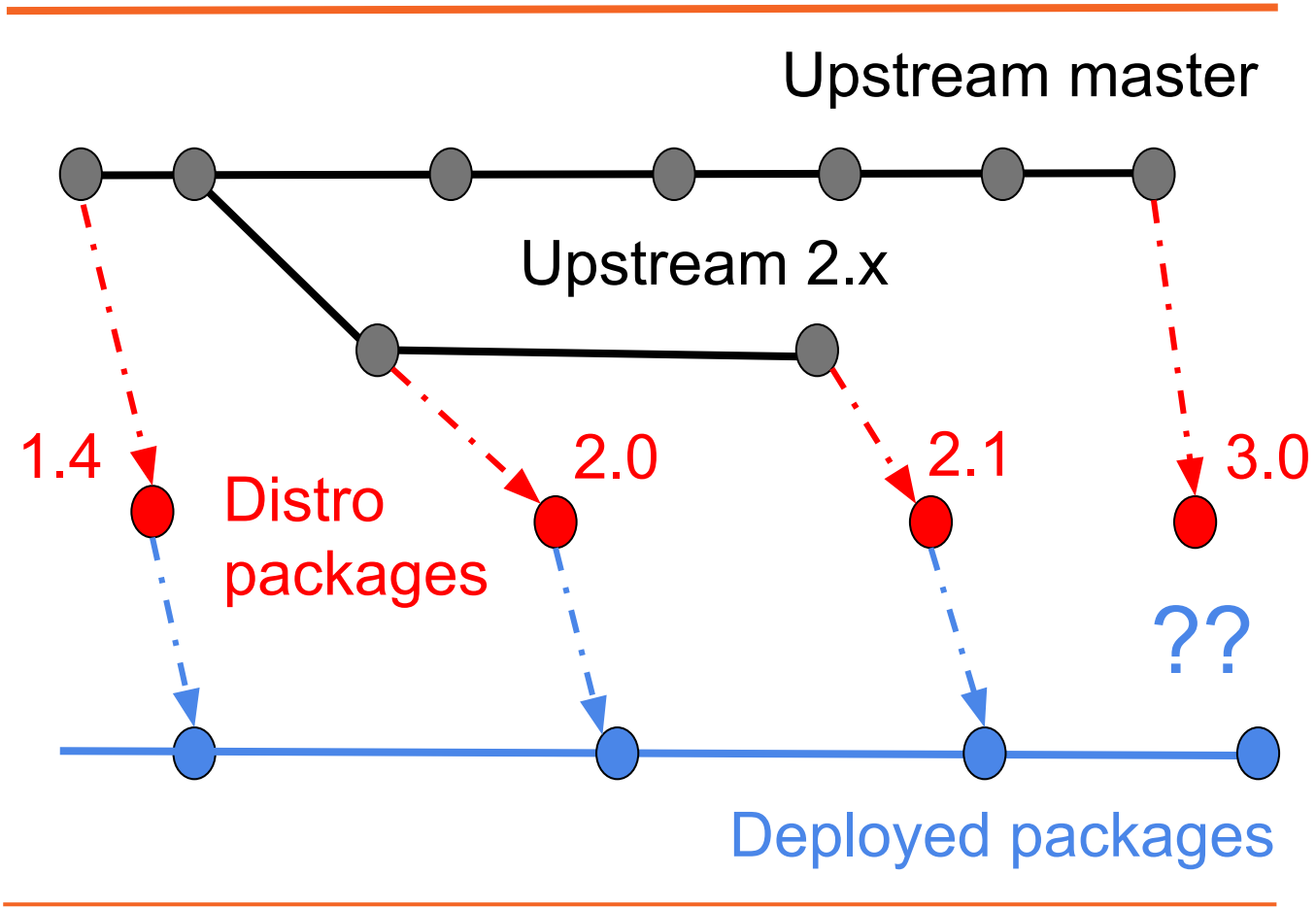
Comparing
with
upstream
(late updates)



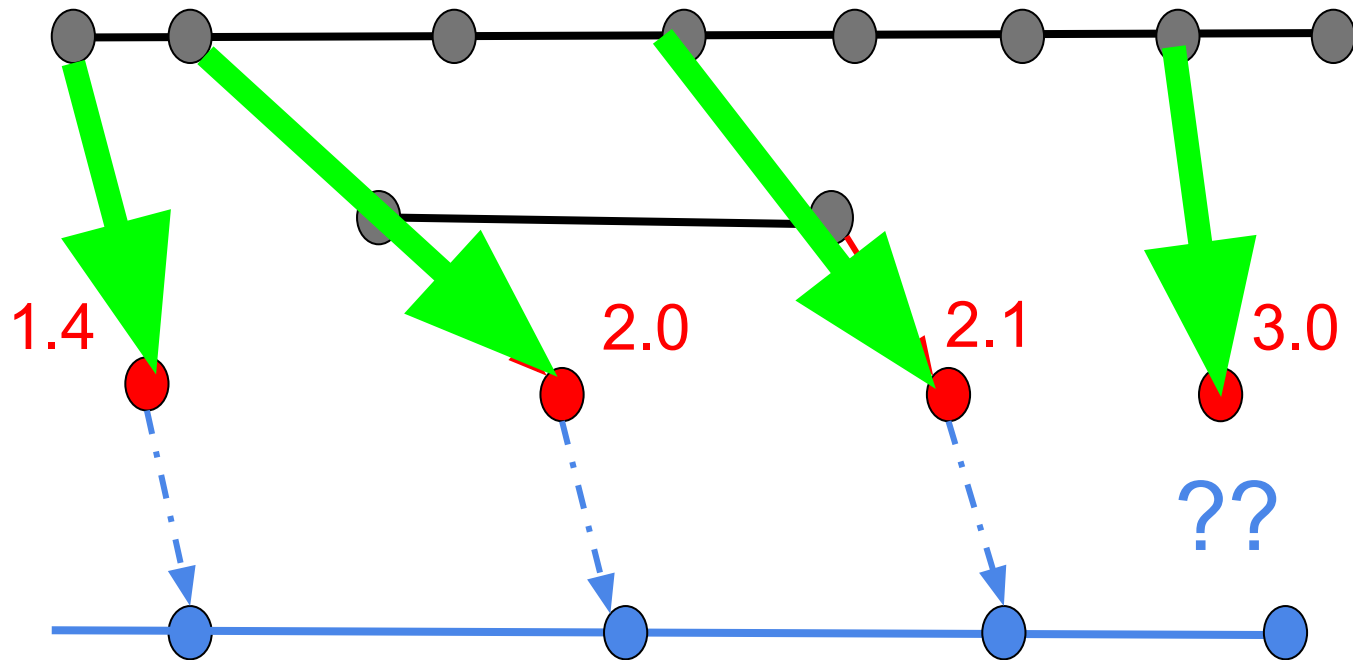
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Comparing
with
upstream
(new
package)



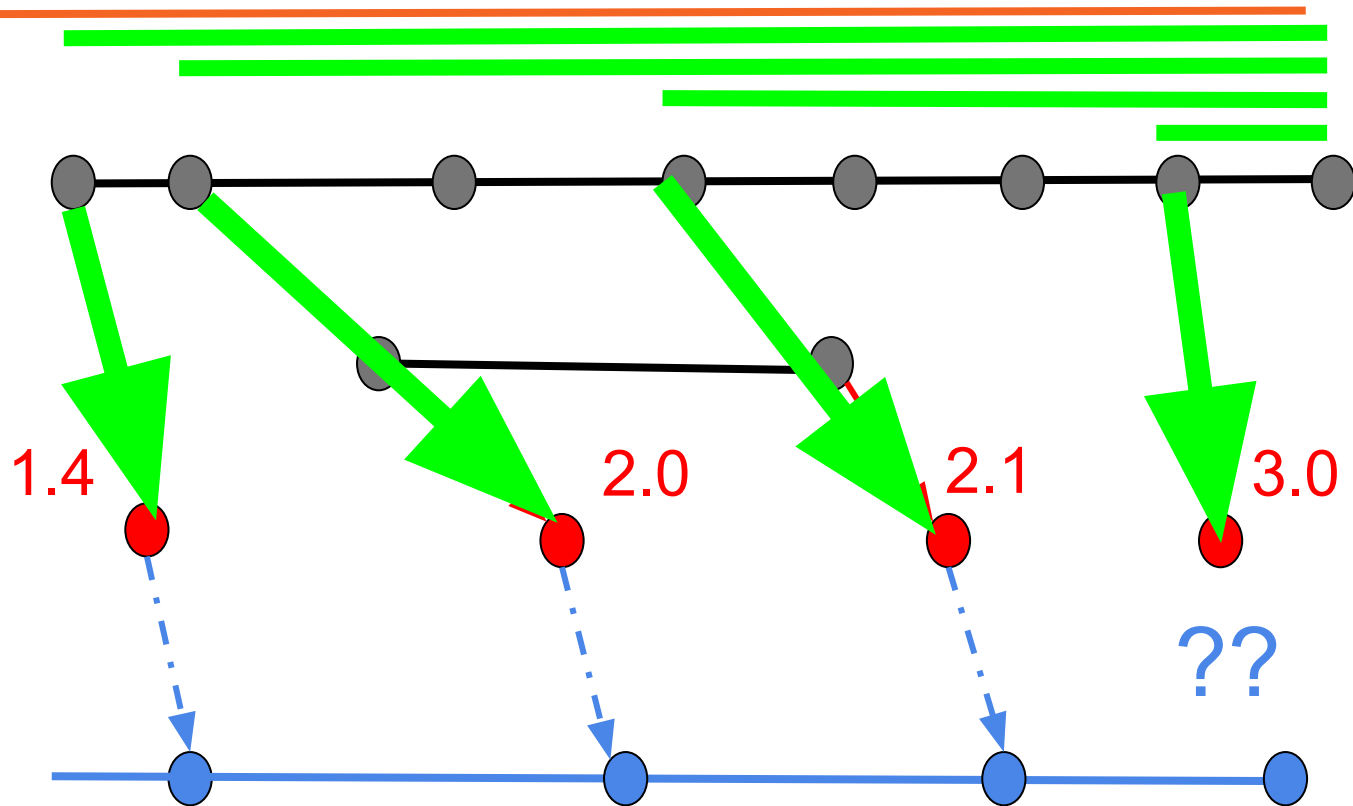
Compare
“most likely
upstream
equivalent”



CodeThink



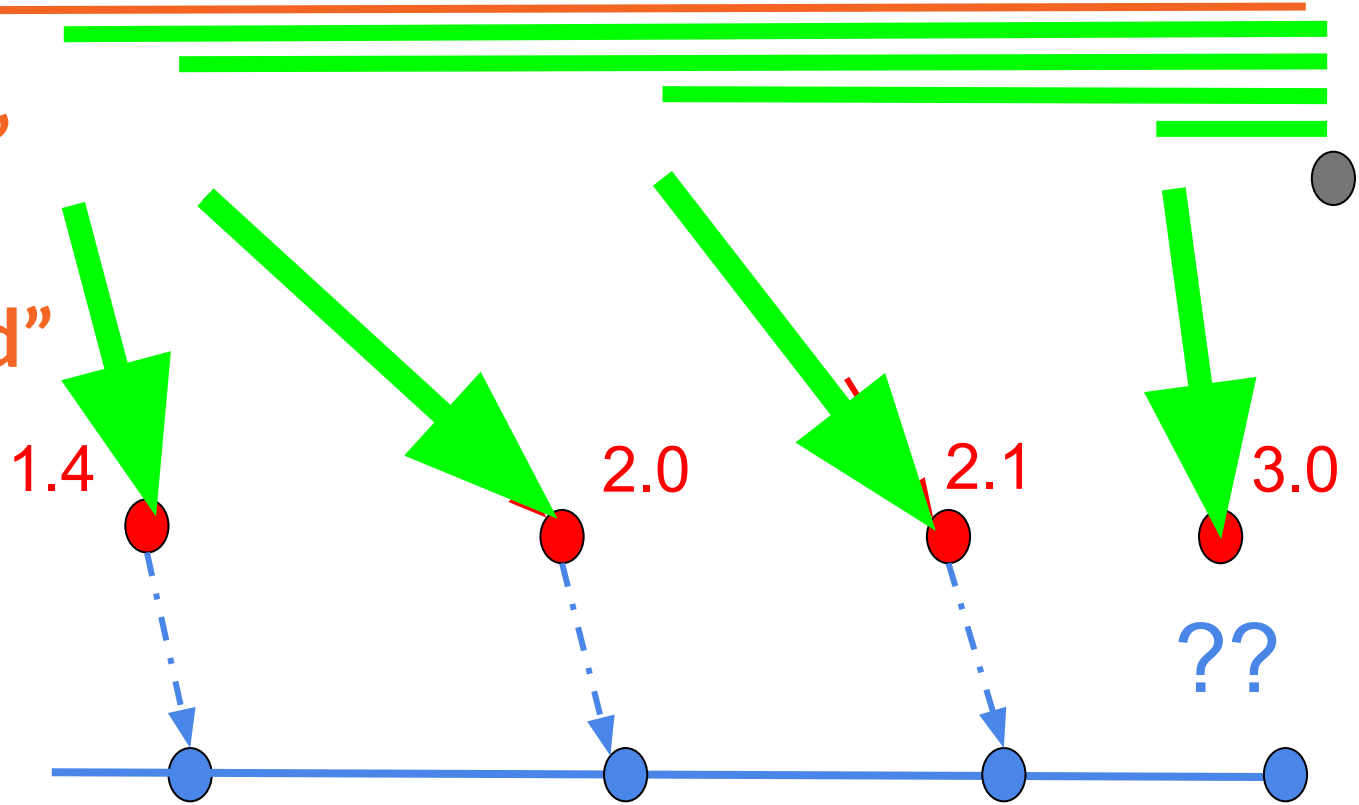
Compare
“most likely
upstream
equivalent”
with HEAD



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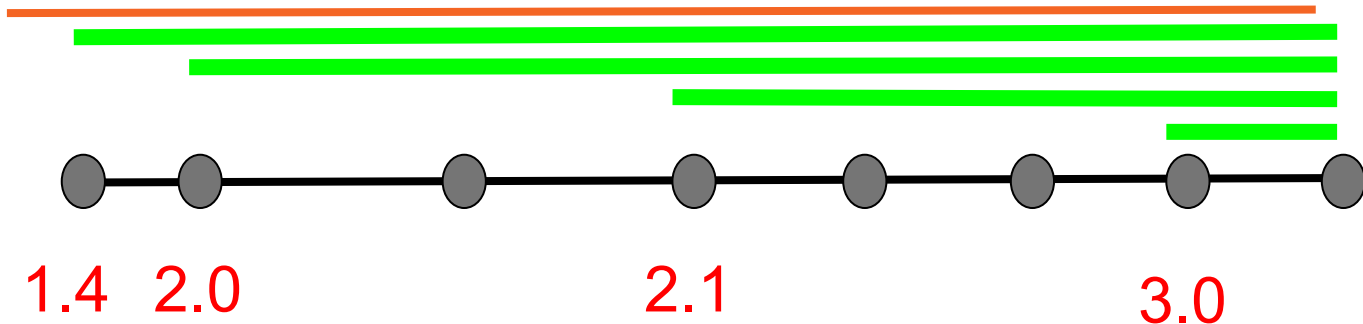
Difference is
“technical lag”
with
“gold standard”



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How to measure difference



Lines of code

Number of functions, classes

Number of bugs fixed

Number of security bugs fixed

Number of issues closed

Time for benchmark runs

Unit test coverage

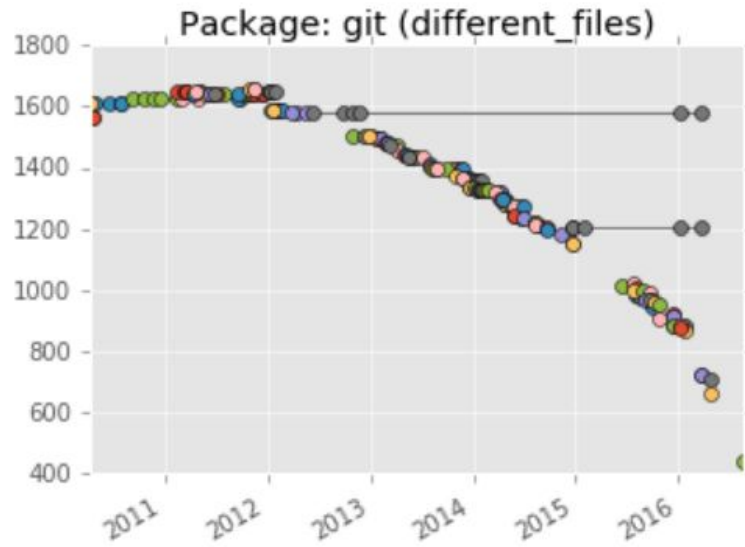
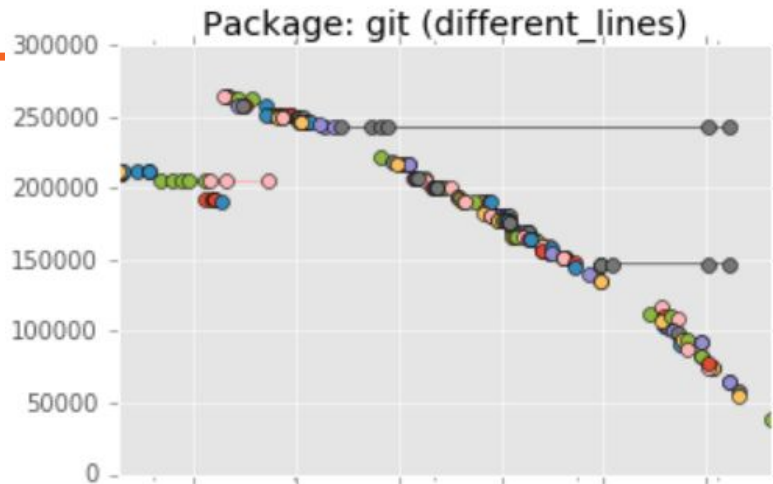
Results in integration tests

...

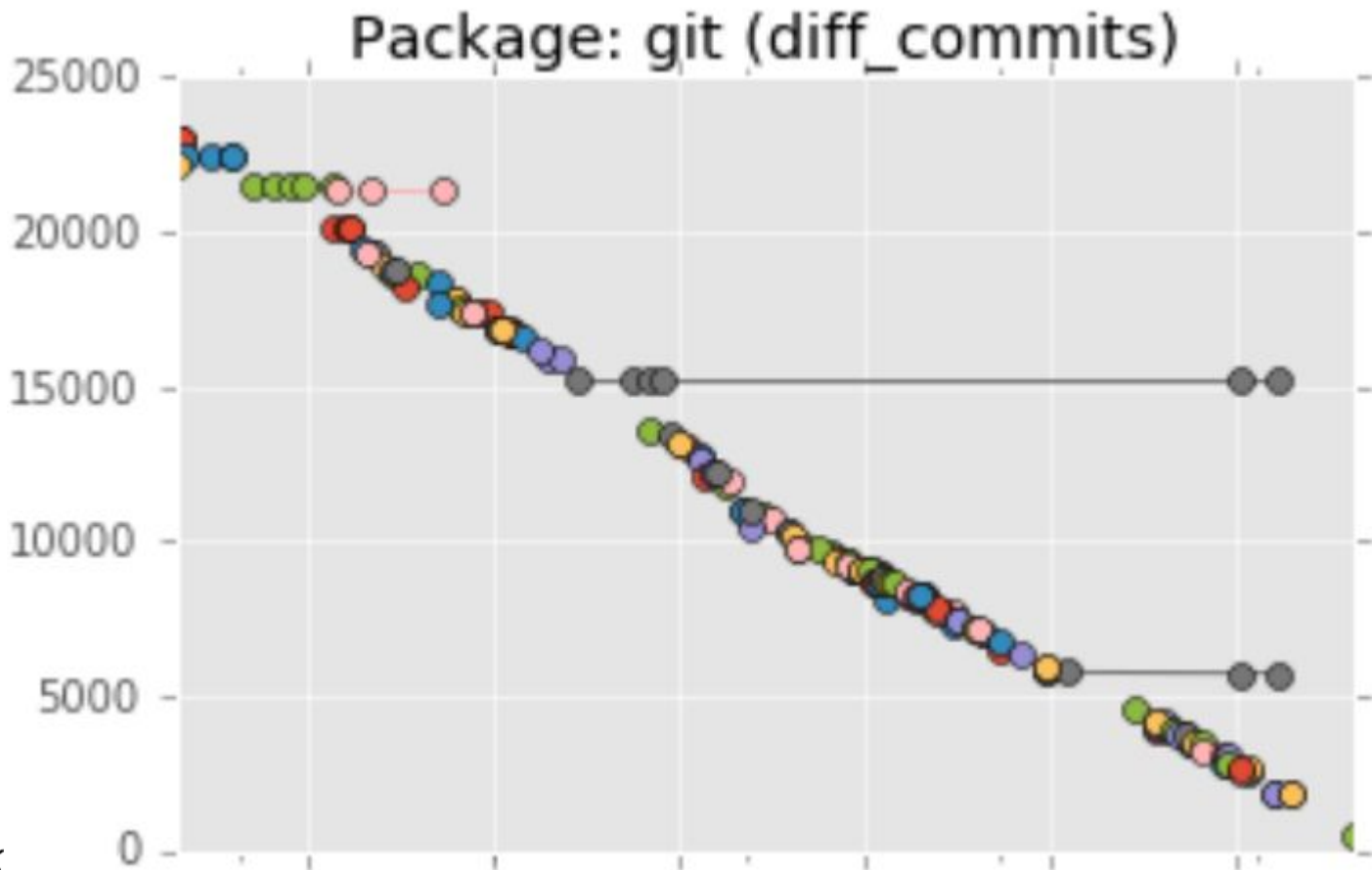


Current results

Debian Git releases, lag in November (lines, files)



Debian Git
releases,
lag in Nov.
(commits)



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Bitergia

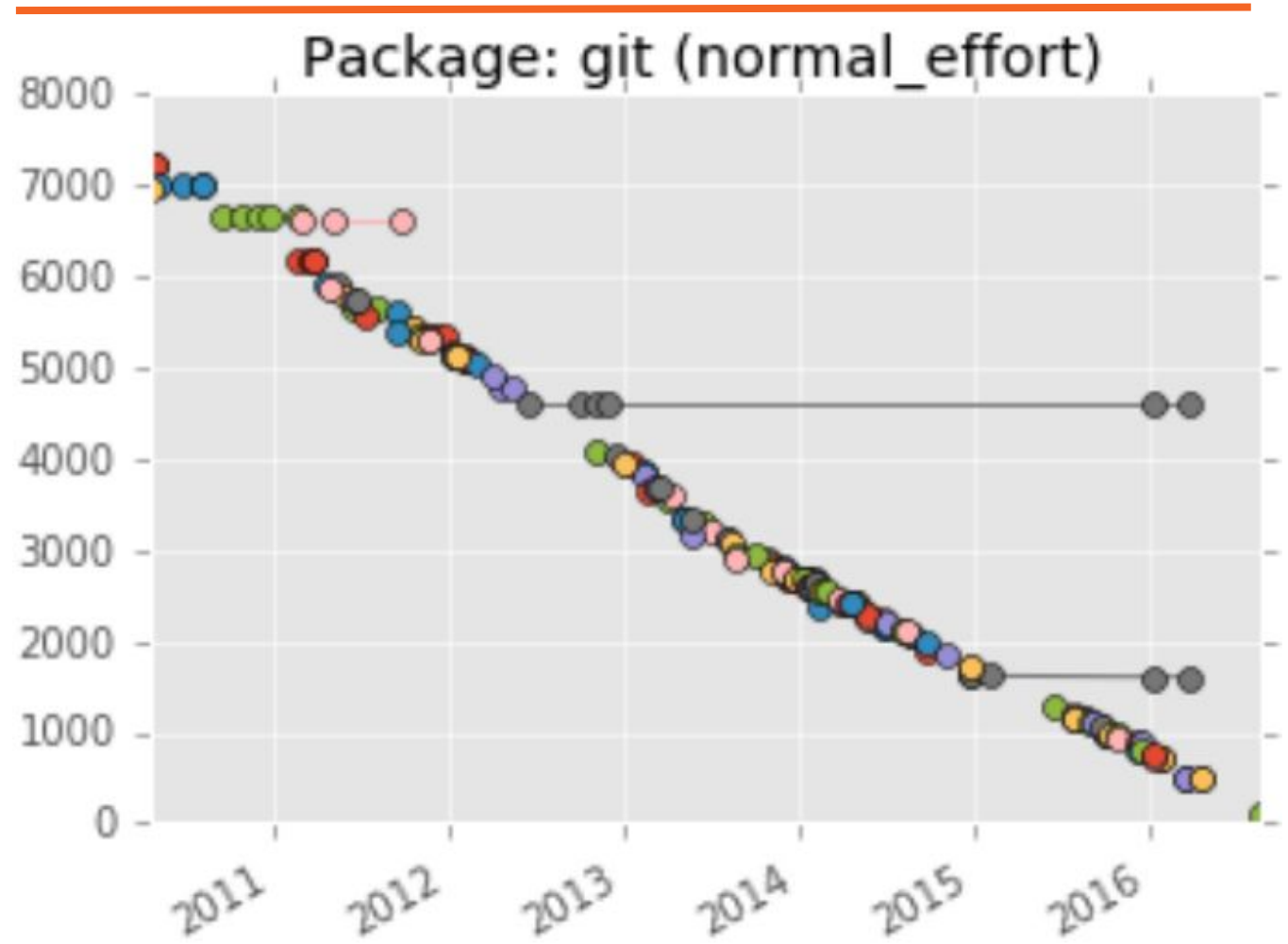
Normalized
effort
(in days)

For each developer:
number of days with at least
one commit

For a project:
sum for all developers



Debian Git
releases,
lag in Nov.
(normalized
effort)



Next steps

Application to many domains

Debian packages in a virtual machine

Python pip packages in a deployed
container

JavaScript npm modules in a web app

Yocto packages in an embedded
system



Definition of
details,
according to
requirements

Different “golden standards”

Different metrics for lag

Different aggregations



Software for automated
computation of lag per component
(and dependencies?)



Credits

Images

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