CS 6704: CTTC 3

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Studying the Impact of Adopting Continuous Integration on the Delivery Time of Pull Requests

On the whole I did like how methodical and wide-ranging the process of project selection was. They have a healthy mix of languages and had a good number of projects to run the study on. That being said, I disagreed with the authors' decision to assign popularity based on the number of stars. The number of stars a project has on GitHub is not the best indication of how much actual development engagement it has. A lot of projects are flashier and so have people visiting them and starring them, but that has not much bearing on how many pull requests they actually get.

While the authors stated that in many projects the number of pull requests decreased after using continuous integration, correlation doesn't always imply causation. The drop in pull requests could just be symptomatic of waning popularity in the project itself, and even the adoption of continuous integration could be a response to a natural decline in activity.

I also don't believe the authors did a good job presenting why this research is important and how it would affect anyone's decision whether or not to use continuous integration, since as far as I could see, the benefits still far outweighed the supposed flaws.

Another minor issue I had was that the paper assumes a certain amount of knowledge of statistics, and so a lot of the math isn't explained in an easy to understand way. While that is more of a personal issue, I do feel like the math being better explained would have made the paper better to read through.

I'm Leaving You, Travis: A Continuous Integration Breakup Story

I would tend to agree with most of the authors' statements and conclusions. There isn't much in the paper to disagree with. There is not a lot of information provided in the paper to initiate much debate over its contents, particularly since the authors themselves concede their flaws in their Threats to Validity as well as their Future Work section.

While the research methodology appears to be sound, I do wonder why this research was conducted at all. People and companies working on projects often tend to adopt new products that more closely meet their requirements. These trends come and go, and products that don't evolve and adapt fast enough get abandoned in droves, and projects whose work is tied to the product in complex ways tend to stick around longer due to the cost associated with switching.

This is something commonly observed with all kinds of technologies, so I am not entirely sure why this research was done in the first place.