



the gnome bazaar

how gnome gets built and
how we can improve

daniel g. siegel



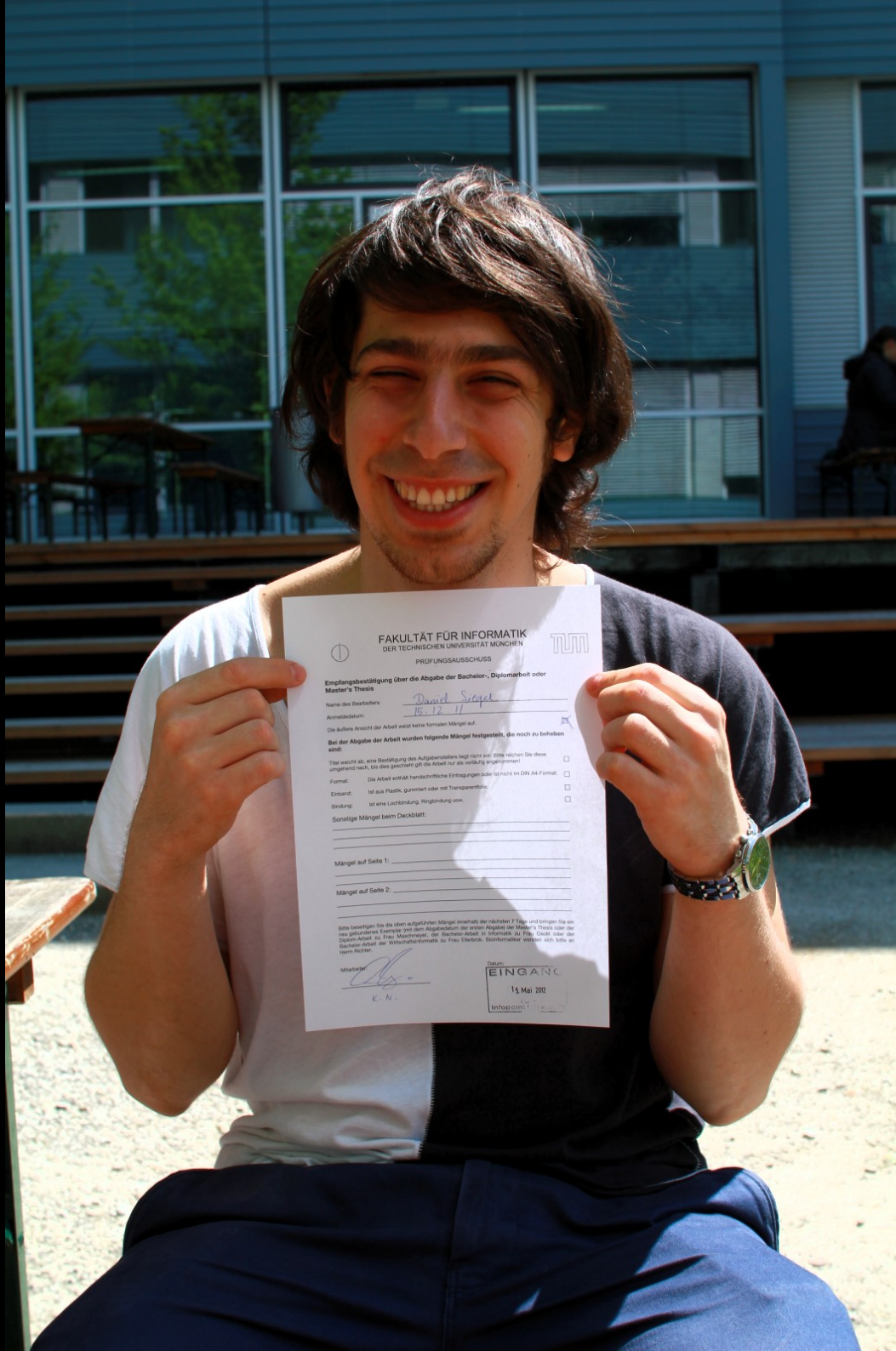
FAKULTÄT FÜR INFORMATIK
TECHNISCHE UNIVERSITÄT MÜNCHEN

Master's Thesis in Informatics

TYPICAL DEVELOPMENT PROCESSES OF FREE
AND OPEN SOURCE SOFTWARE PROJECTS

DANIEL SIEGEL





FAKULTÄT FÜR INFORMATIK
DER TECHNISCHEN UNIVERSITÄT MÜNCHEN
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Anmeldedatum: 15.12.11

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Infopoint

1. some serious stuff about my thesis
2. awesome gnome stuff

how do foss projects **work**, which **structures** do they have and which **workflows** have they established. to accomplish this, several foss will be analyzed in order to identify **concertedly models**. in addition they will be compared to **traditional software engineering** models in order to see whether they are similar or oppose differences.

good selection of projects with which the analysis is able to produce reliable and reasonable results

- popularity
- age
- category
- activity
 - releases
 - downloads
 - commits
- community
 - communication
 - number of developers
 - conferences
 - foundations
 - ongoing projects

<u>project</u>	<u>origin</u>	<u>category</u>
Debian	1993	operating system
Drupal	2001	content management system
Fedora	2002	operating system
GNOME	1997	desktop environment
KDE	1996	desktop environment
MySQL/MariaDB	1997	database management system
PHP	1994	interpreted programming language
Plone	1999	content management system
PostgreSQL	1986	database management system
Python	1989	interpreted programming language

results

- 1 • history & origin
- 2 • community structure
- 3 • release process
- 4 • development model

"[...] rather, the community seemed to resemble a great babbling bazaar of differing agendas and approaches"

eric s. raymond

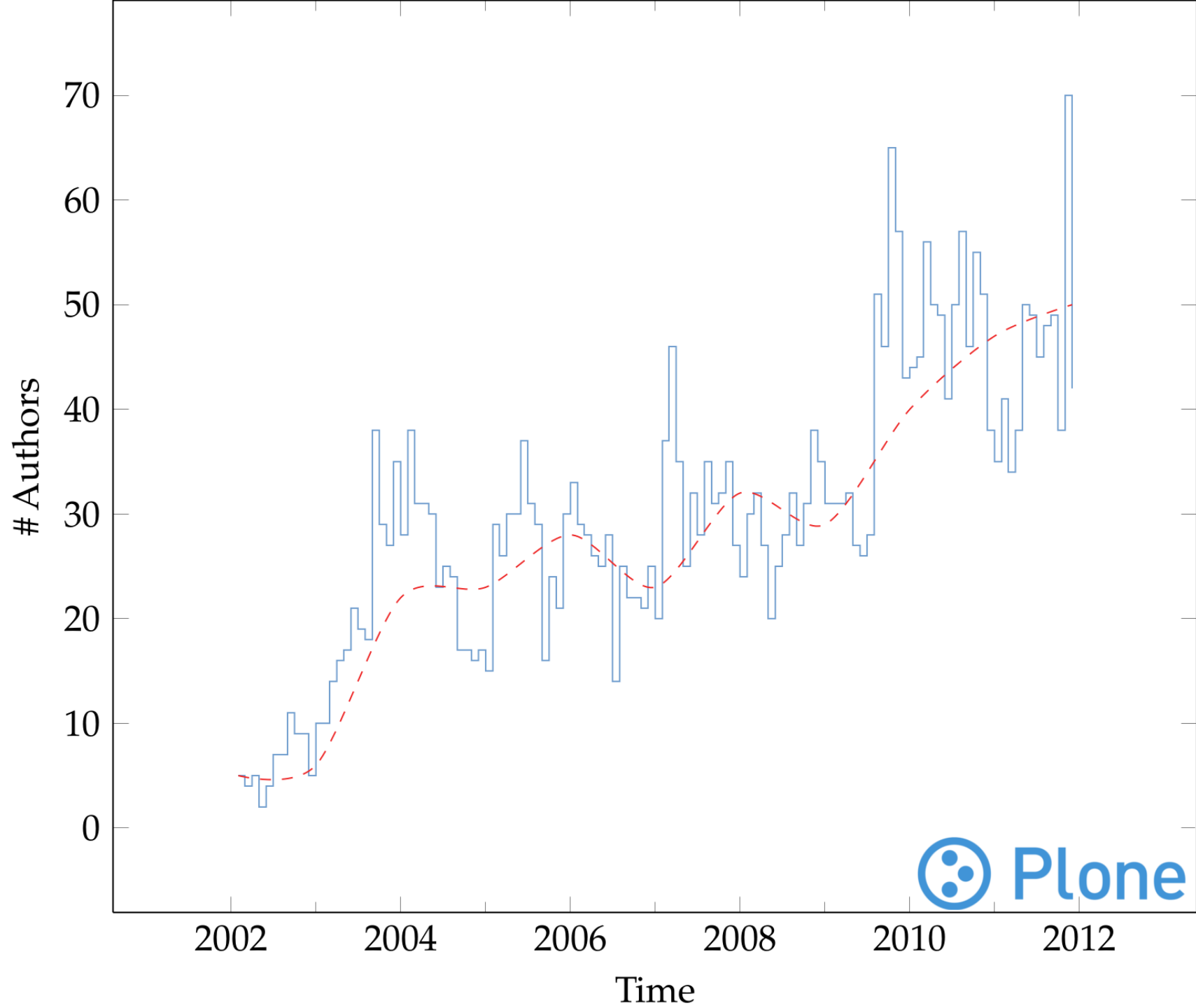
what?

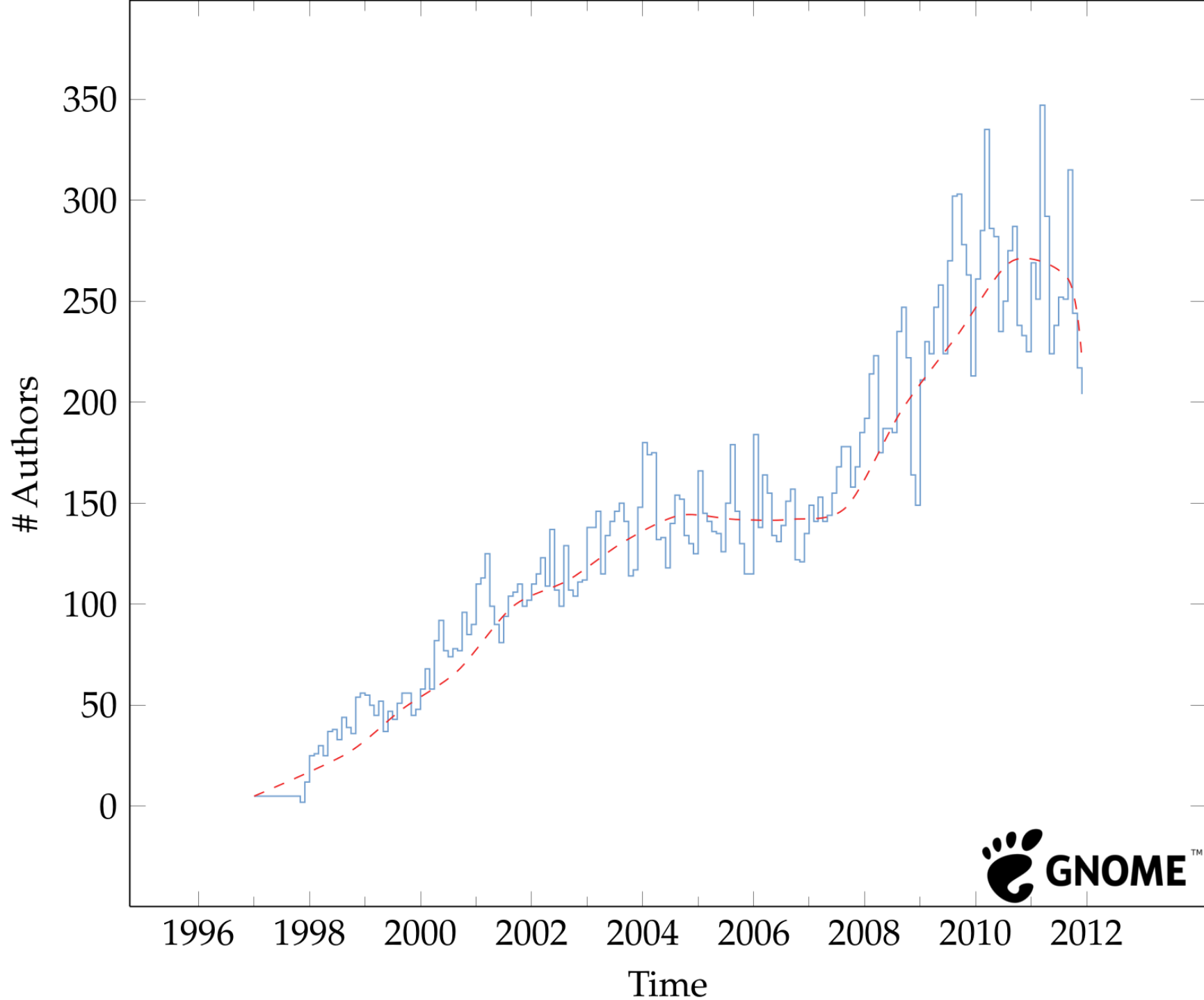
comparison

- 1 • history & origin
- 2 • community structure
- 3 • release process
- 4 • development model

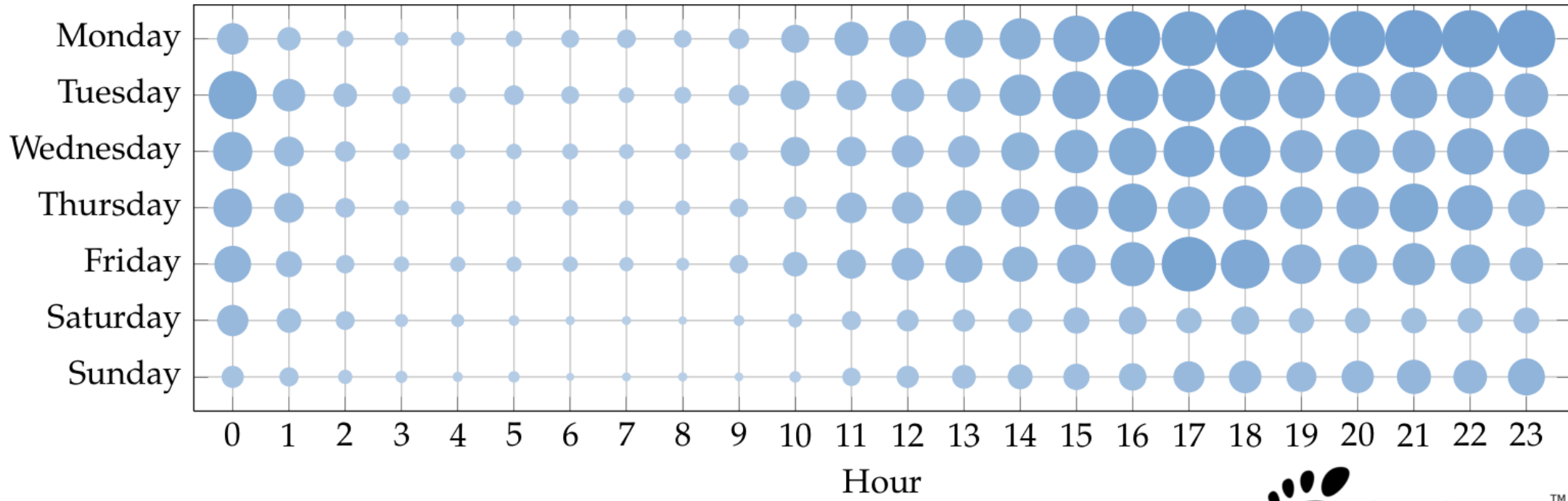
history & origin

- diverse origin
- small group of founders
- big burst of growth after first release
- more big bursts before big releases



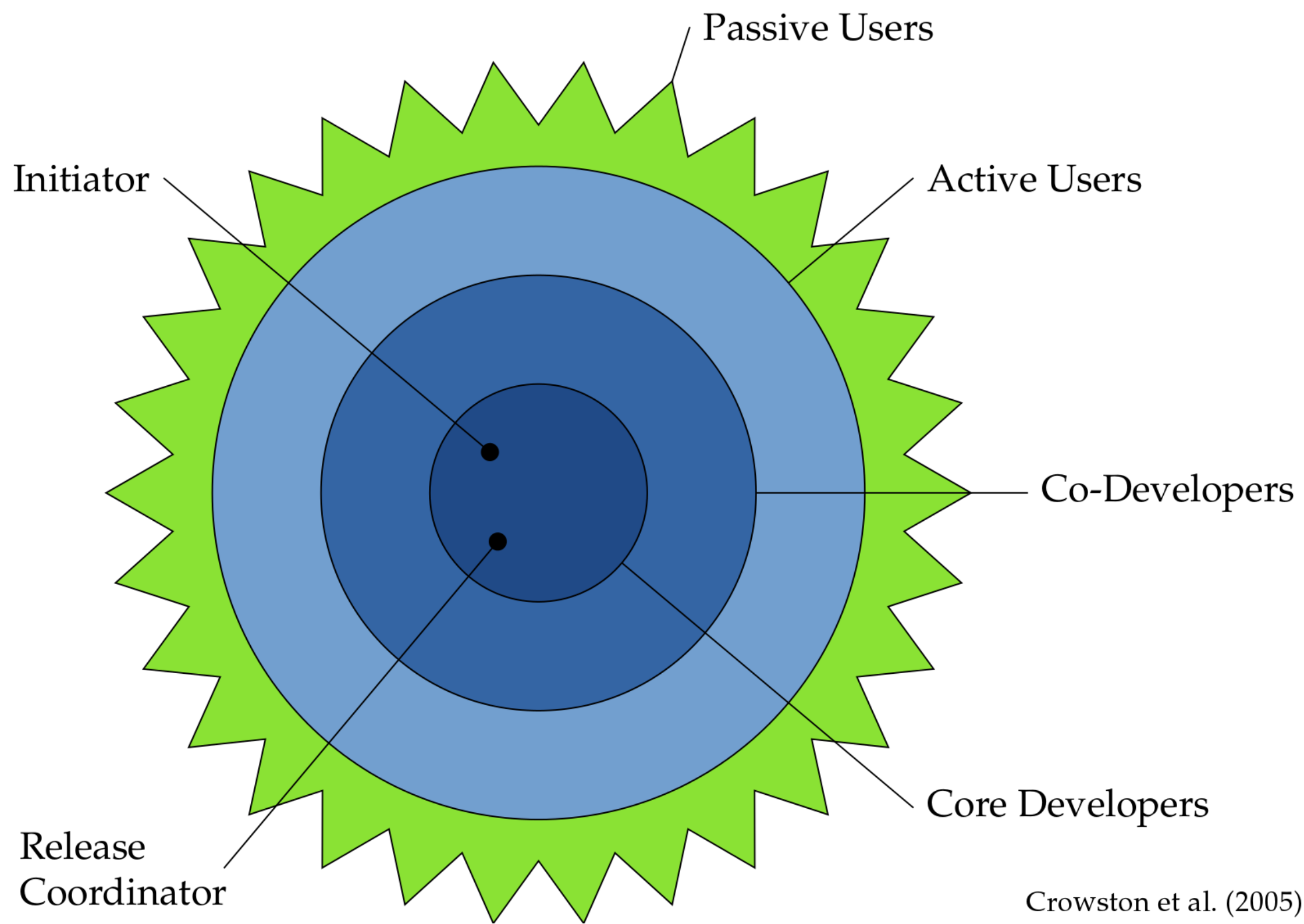


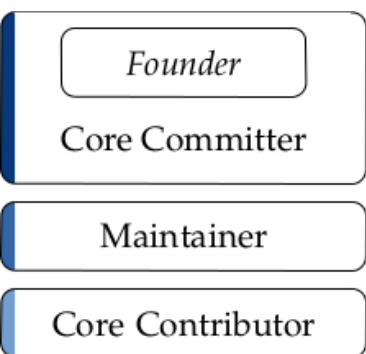
— Authors - - - Average



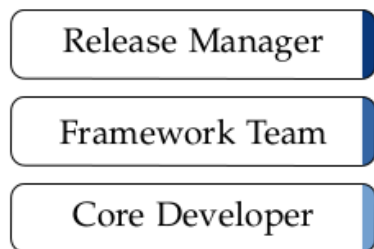
community structure

- very hierarchical
- lead by leader or team
- differences in hierarchical structure
- though easy to step up the ladder





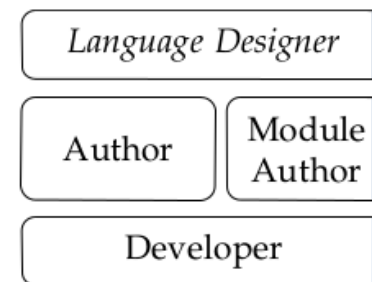
(a) Drupal



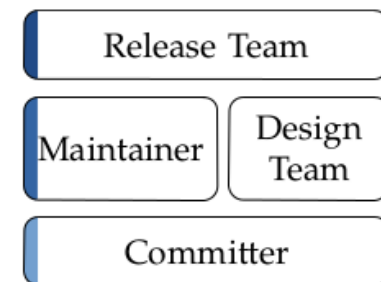
(b) Plone



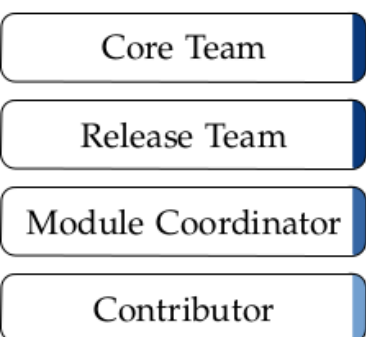
(c) Python



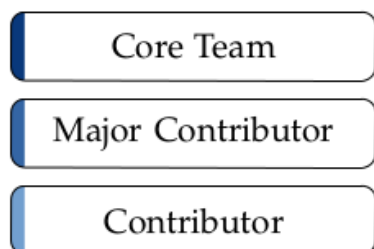
(d) PHP



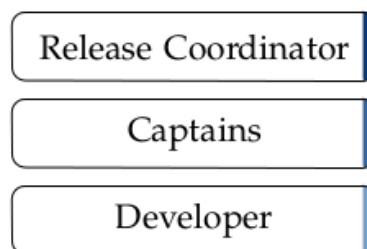
(e) GNOME



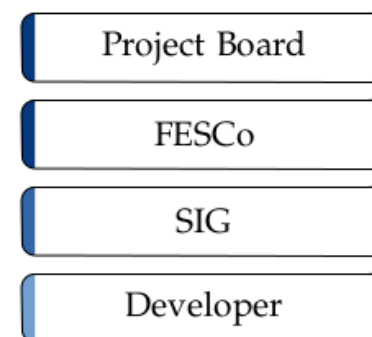
(f) KDE



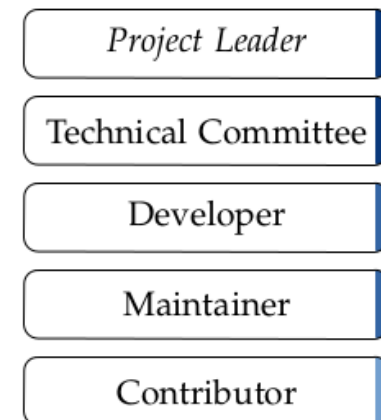
(g) Post-
greSQL



(h) MariaDB



(i) Fedora



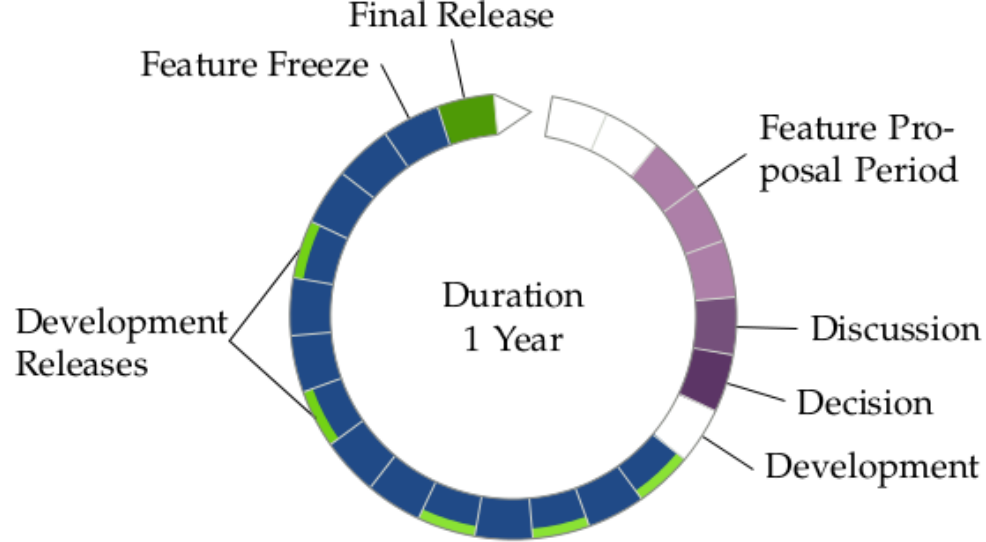
(j) Debian

community structure: remarks

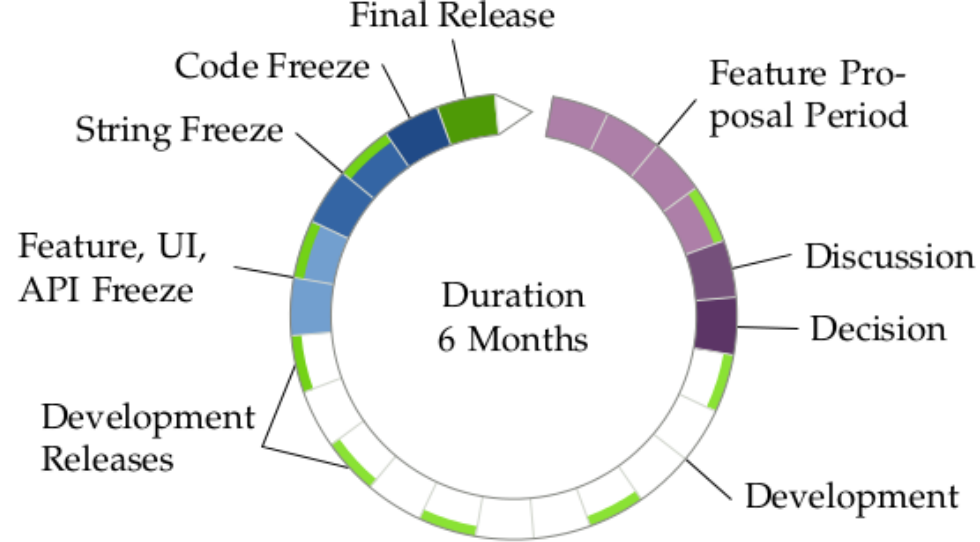
- missing visionary
- role of rt
- unfruitful discussions

release process

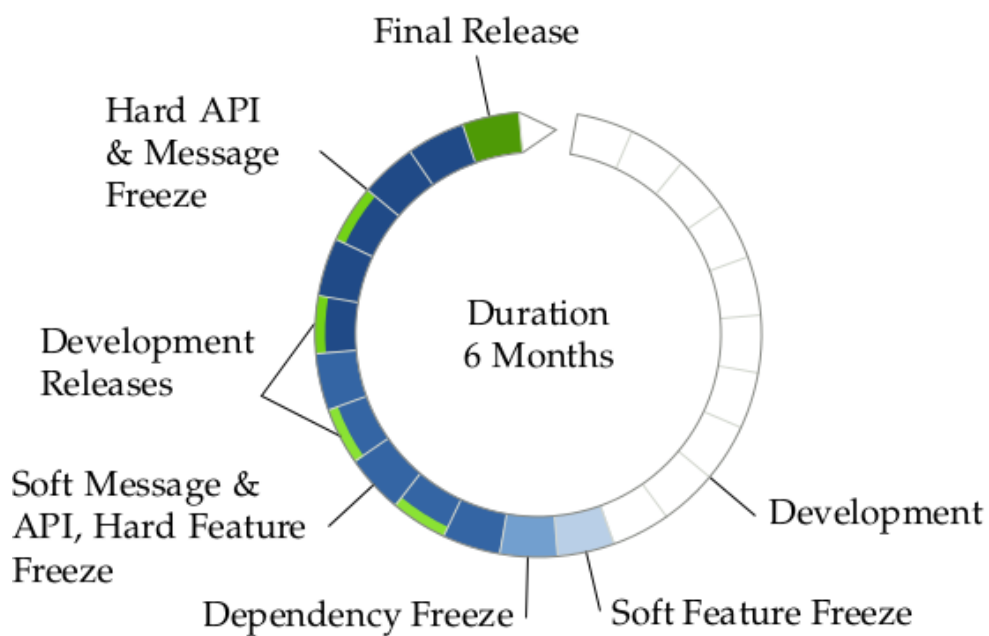
- mostly fixed release cycles
- lead by release manager/team
- similar phases in all projects



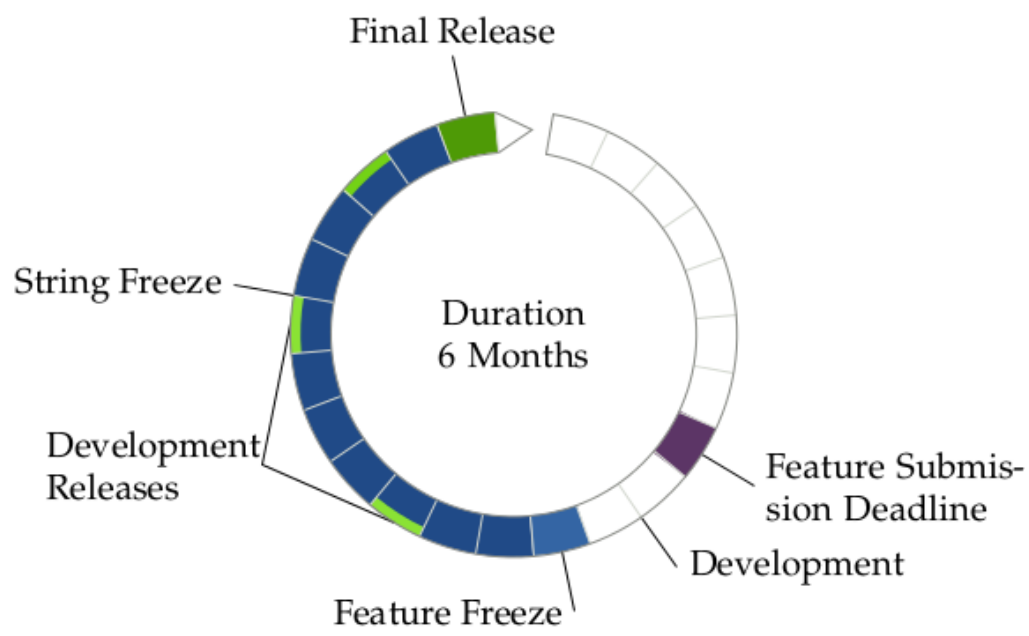
(a) PHP



(b) GNOME



(c) KDE



(d) Fedora

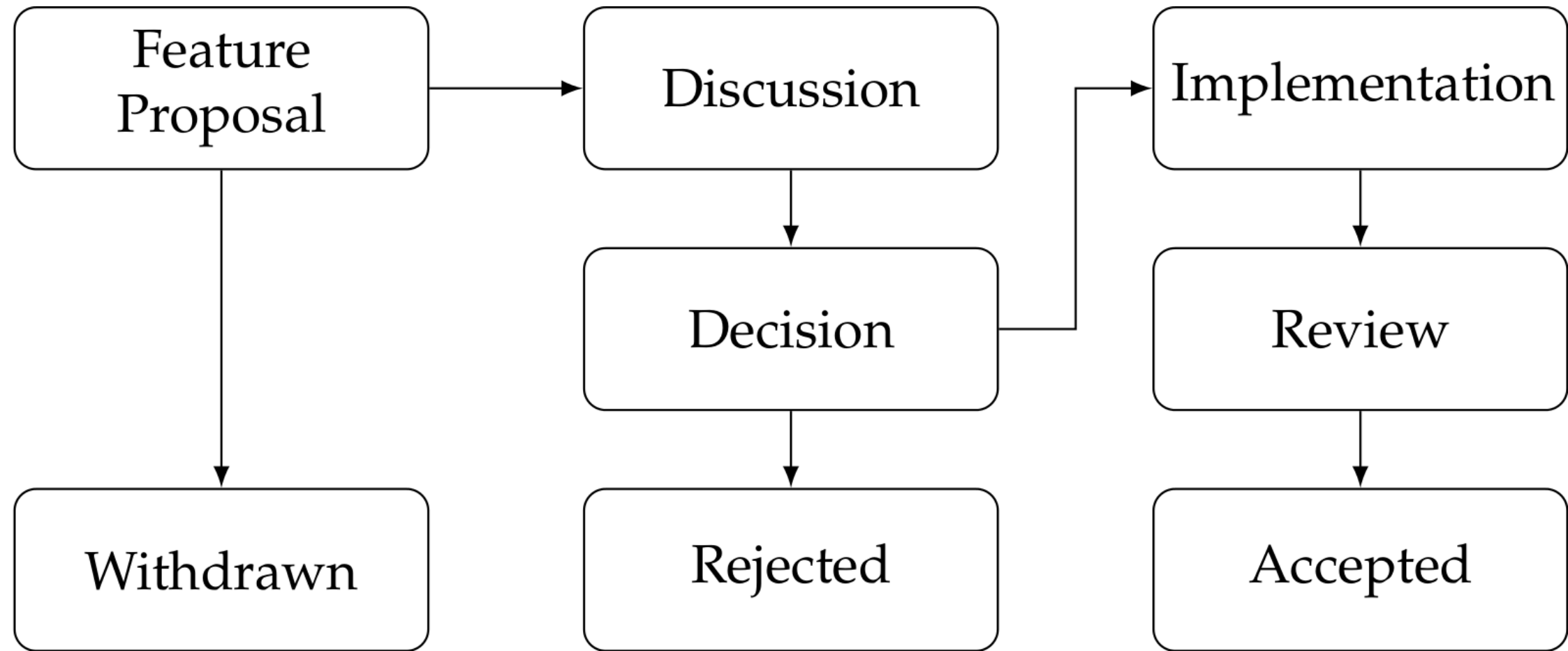
release process: remarks

- cycle often too long for small projects
- api/abi compatibility
- jhbuild etc. needed

[missing: some boring slides about software engineering and development models]

features development

- similar feature inclusion processes
- range from dynamic to very structured
- established in all projects



features development: remarks

- a bit more structure would be great
- somewhat intransparent decision making
- short and adverse placed period

that's all folks!

