

Open Sourcing Your Software is Not a Sustainability Plan – Until it Is!

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(Loosely) based on the whitepaper:

<https://collegeville.github.io/CW3S19/WorkshopResources/WhitePapers/bernholdt-open-source-v02.pdf>

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Open Source and Sustainability

Q: How do you plan to sustain your software?

A: We'll make it open source

- I believe this response is fairly common...
- Among naïve software development teams

What's the Problem with OSS as a Sustainability Strategy?

- Is it rare that project reaps significant benefits from the broader community
- The signal-to-noise is low: how will your package get noticed?
- Many more potential users than developers
- Many incentives/excuses to rewrite instead of reusing

Addressing the Challenges Takes Work

- Getting noticed takes work
 - Quality technical publications,
 - Capability and generality to attract interest
 - Quality of code
 - “Trustworthy”
- Supporting users and contributors takes work
 - Most contributors start as users; but many users never contribute
 - Users are needy, and can be a distraction
 - But how you support your users will influence their interest in contributing
 - Contributors will also need support, especially initially
- Producing code that others want to reuse takes work
 - Ensure code is high quality
 - Lower barrier to understanding
 - Strong tendency, many excuses. Sometimes you won't overcome them

Users and Contributors

- Users are likely to file bug reports and “suggest” enhancements
 - It may actually take a fair amount of work to get an *actionable* bug report out of them
 - Ideas for enhancements may be couched much less politely
 - This is a “cost” of opening up a code
- How many have the skills, experience, and willingness to contribute?
- Intended contributions may not be aligned with the core developers’ plans
 - How will these contributions be supported and maintained?
- Contributors may not be familiar with preferred development practices

Technical Approaches to Facilitate Crossing the Chasm to a Truly Sustainable Open Source Software Project

- Critically assess the “market” to set your expectations
 - What features and capabilities will you offer?
 - Who needs them?
 - How many prospective users will have the skills, experience, and willingness to contribute?
- Make a thoughtful choice of license
 - What does your community expect?
 - How will commercial entities use and contribute?
 - Patent considerations?
 - Contributor license agreement?

Technical Approaches (2)

- Provide quality documentation
 - Technical publications that are clearly associated with your code
 - User-level documentation
 - Developer-level documentation
 - Development roadmap
 - Contributor guidelines, development practices, style guides
 - On-boarding support
- Ensure code quality and understandability
 - Set and enforce a coding style
 - Practice code review
 - Tests (existence and application)
 - Are there other “software quality metrics” worth targeting?

Technical Approaches (3)

- Provide tools to facilitate communication
 - Between users and developers
 - Among developers (including “core” and “outside” contributors)
 - Issue tracking
 - Mailing lists, chat tools
 - Web site

Technical Approaches: Necessary, but Not Sufficient

- Creating a welcoming, supportive, and responsive environment takes more than just technical tools
 - A strong social aspect, not independent of technical choices
 - Consider GCC vs LLVM
- Code needs to be supported and maintained over time
 - How does this happen? For “core” capabilities? For non-core contributions?
 - Companies can make a business case for investing in open source
 - Many research sponsors still have trouble with this...
 - So the research software community has trouble with this

Summary

- It is *not* common for open source software projects to become sustainable through their broader community
- It does happen sometimes...
- But not by accident
 - It requires conscious effort in both the technical and social realms
- It could be facilitated and promoted by the policies and \$ of research sponsors
 - But today, not so much