

ALERT

Collaboration in open source software development: the ALERT approach

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BPM & Collaboration



- Business process management (BPM) is a systematic approach to making an organization's workflow more effective, more efficient and more capable of adapting to an ever-changing environment
- There are **two kinds of business processes**:
 - Mechanistic business processes are on the most part implemented by machines and human involvement is limited to key decision and data entry points
 - They are routinized and often semi- or fully automated
 - **Human-driven processes**, differ from this in that they are fundamentally **collaborative**, dynamic and innovative
 - These processes depend on interaction and are dynamically shaped by the participants





Introduction

- Our approach
- Conceptual architecture
- Conclusion

Introduction



- Large scale software development is an inherently collaborative, team based process, and hence requires **coordination** and control in order to make it successful
- The use of **communication** technologies (e.g., emails) alleviates problems caused by separation of workers in time and space, studies have often found them to be not as effective as publicized
- The main problem is that, in order to enhance coordination, communication must be **efficient** (i.e. timely and clear) and **effective** (i.e. targeted)

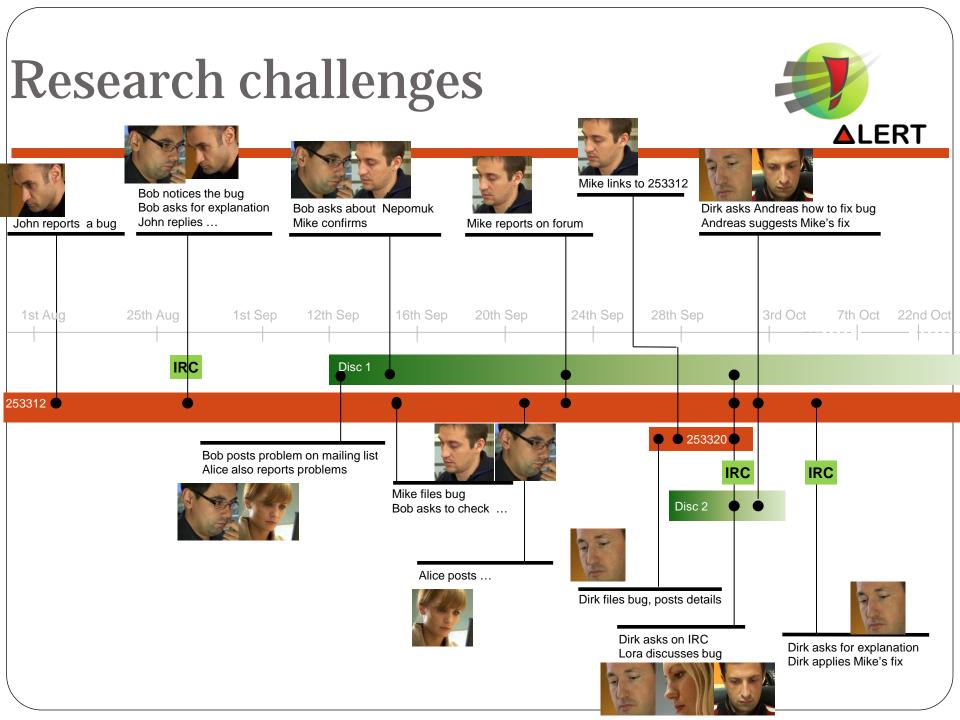
Introduction

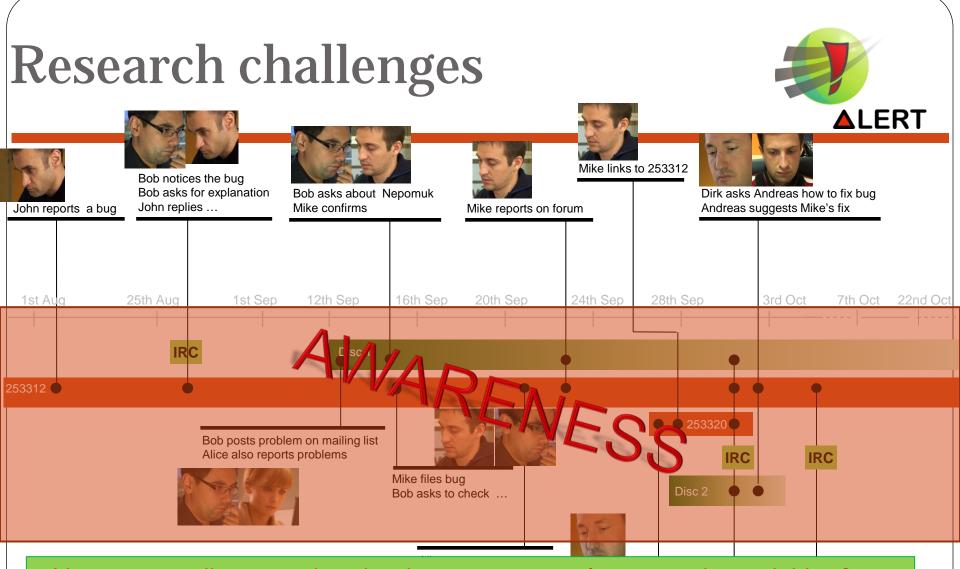


- FLOSS communities use a variety of communication tools. This makes the information pull very heterogeneous, distributed and not well-linked on the basis of its content
 - mailing lists for technical discussions, a BTS for monitoring and fixing bugs, a CVS code repository for storing a common version of the code, etc.
- FLOSS communities are very **communication-intensive**, which causes a kind of **information overload**
 - The KDE Bugzilla contains 18000/15500 open bugs/ feature. During the last year 38000 Bugzilla entries were opened
 - There are about 100 active KDE mailing lists which accumulate about 1400 messages a day
- FLOSS developers are said to **autonomously** decide how and when to contribute to project development. This makes the **awareness** about the work and need of others very vague

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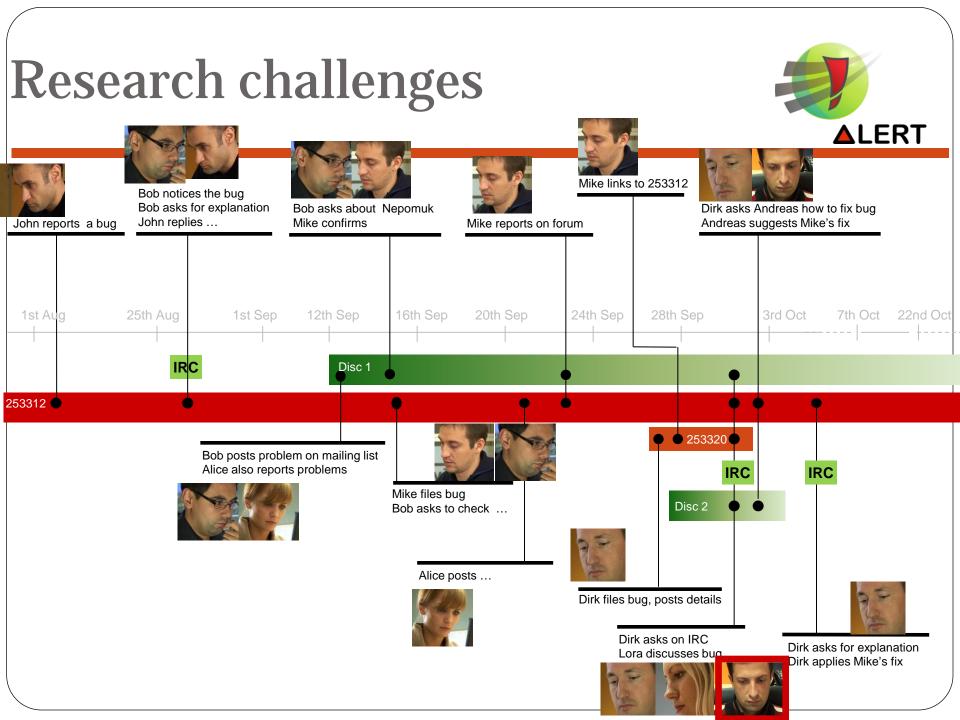


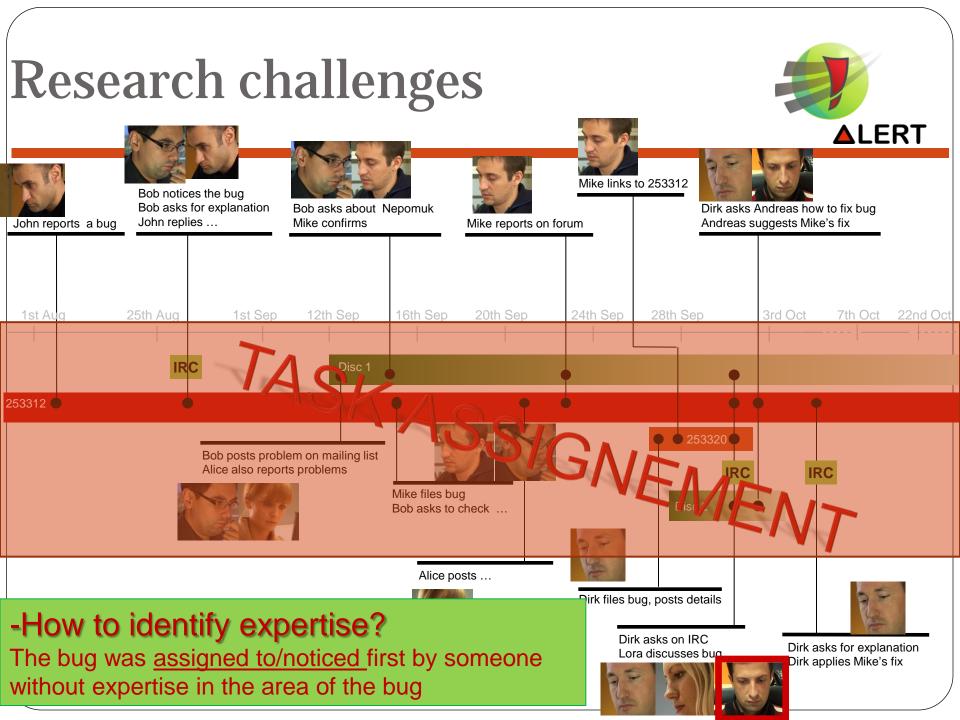


- How to coordinate and maintain <u>awareness</u> of community activities? The information and interactions relating to the bug were located in multiple artefacts with no links. Thus, a duplicate bug was filed.



	🖃 Senden 🛃 🎒 🎉 🥙 🕕 🌡 Y 🕴 🗈 Optionen 🞯 Hilfe	
Re	An kde-faq@mail.kde.org Cc Bcc Betreff: AW: Dolphin crashes suddenly when opening a folder.	' RT
	Betreff: AW: Dolphin crashes suddenly when opening a folder. Anlagen: Normal A Times New Roman 12 A F K U E E Von: Boban.Mitrovic@cimcollege.rs	
John repo	Gesendet: Do 07.10.2010 14:04 An: Alice; kde-faq@mail.kde.org Cc: Sebastian; Peter Betreff: AW: Dolphin crashes suddenly when opening a folder.	
1st Aug	Hi again, @Sebastian and Peter: just to check, could this issue be related with Nepomuk integration? (so far this Qt-dbus crash only affected Dolphin, and I don't recall about other component which could use dbus) Regards, BM	22nd Oct — †
	Von: Alice Gesendet: Do 07.10.2010 14:04 An: <u>Boban.Mitrovic@cimcollege.rs</u> ; <u>kde-faq@mail.kde.org</u> Betreff: AW: Dolphin crashes suddenly when opening a folder.	
	Hi, KDE version 4.3.1 release 169 As i upgraded to <u>kde4.3 dolphin</u> makes <u>trouble</u> . It always <u>crash when i try to change the directory, in moment as i</u>	
- Ho Ther	click on a folder-icon. Have the same trouble in various programs, for example changing the download folder in Firefox etc. Best regards,	m
othe	Alice	





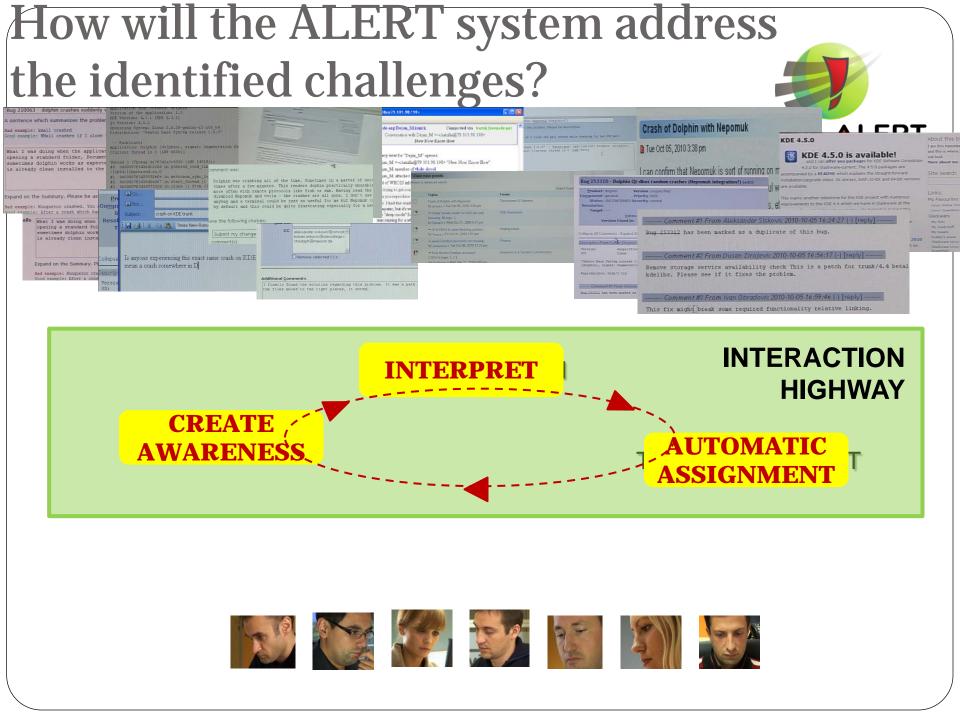
How will the ALERT system address the identified challenges?

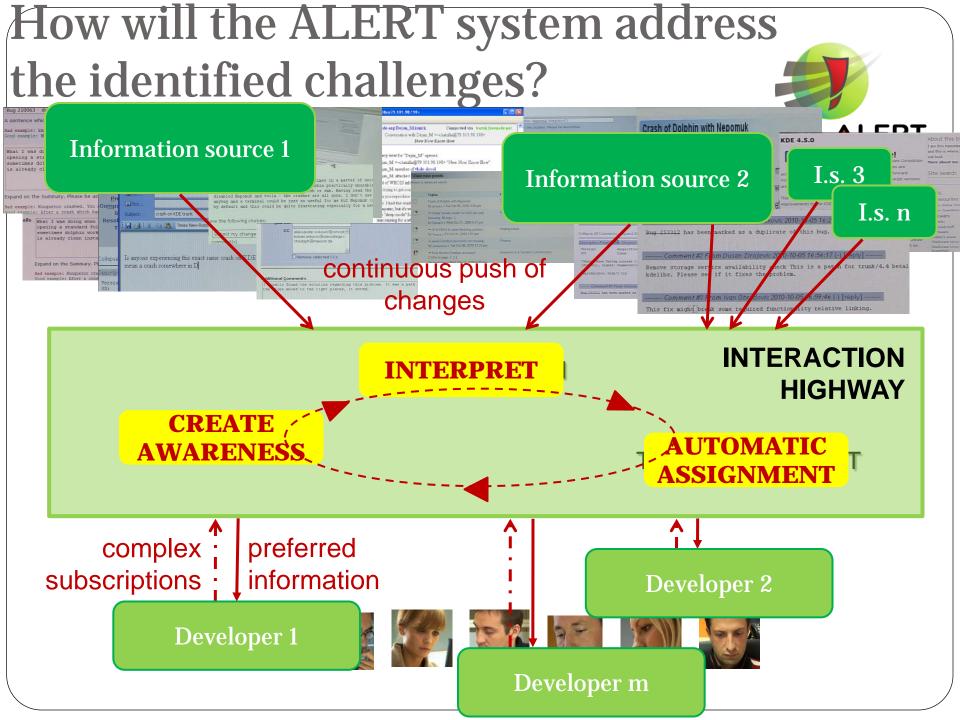
INTERPRETATION

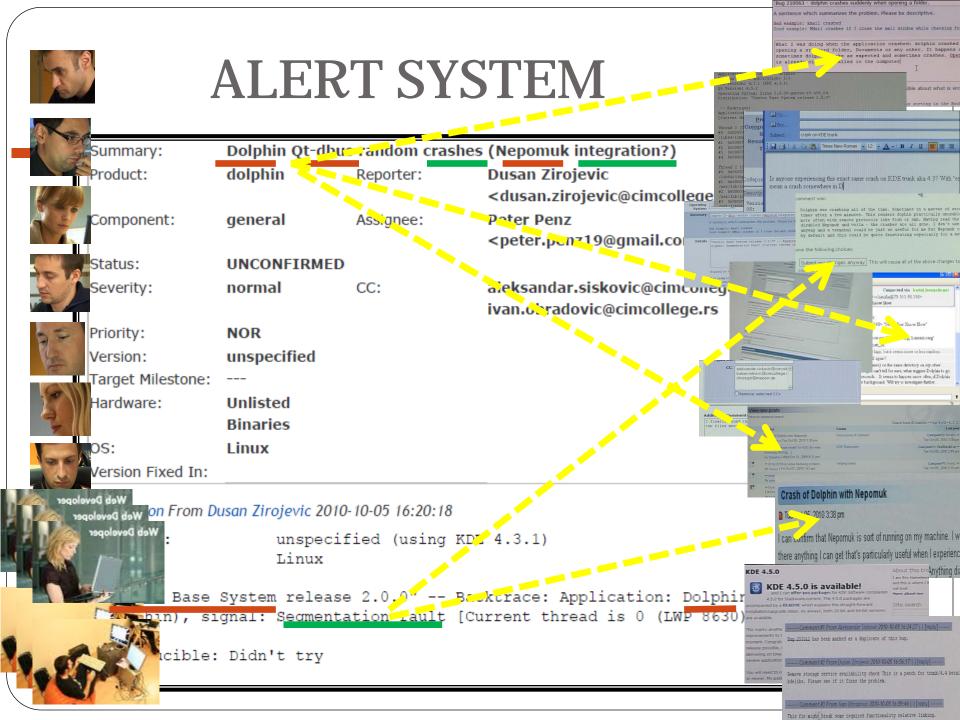
AWARENESS

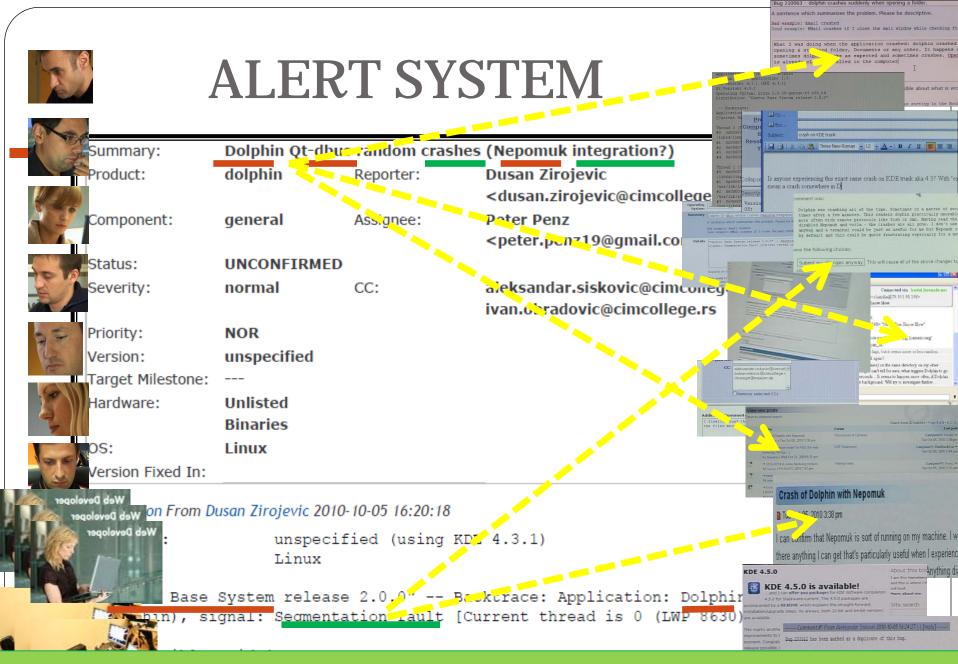
TASK ASSIGNMENT



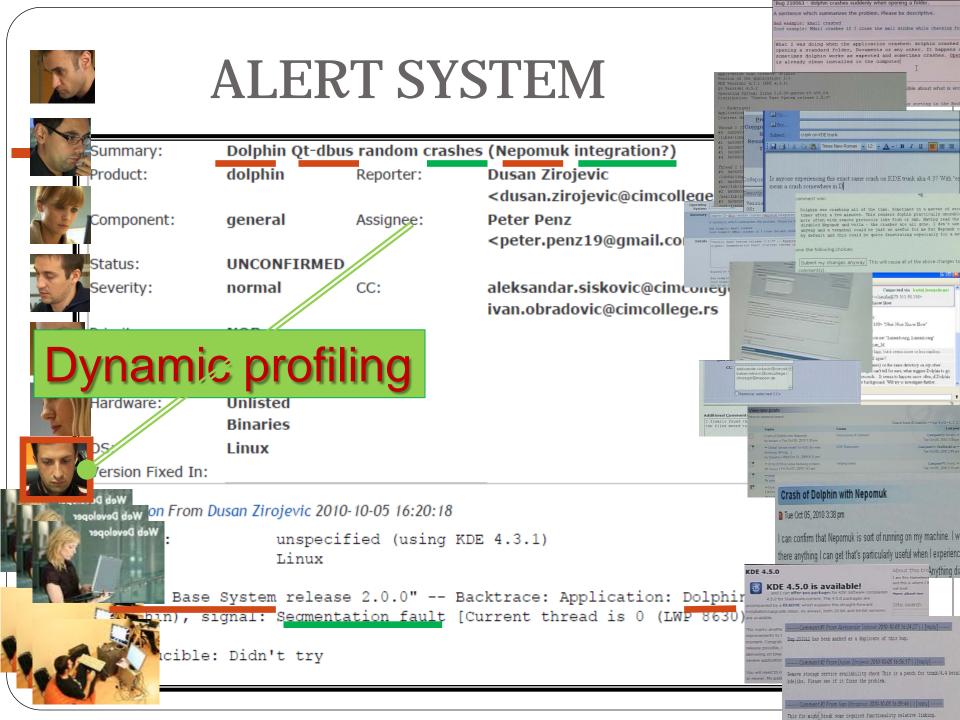


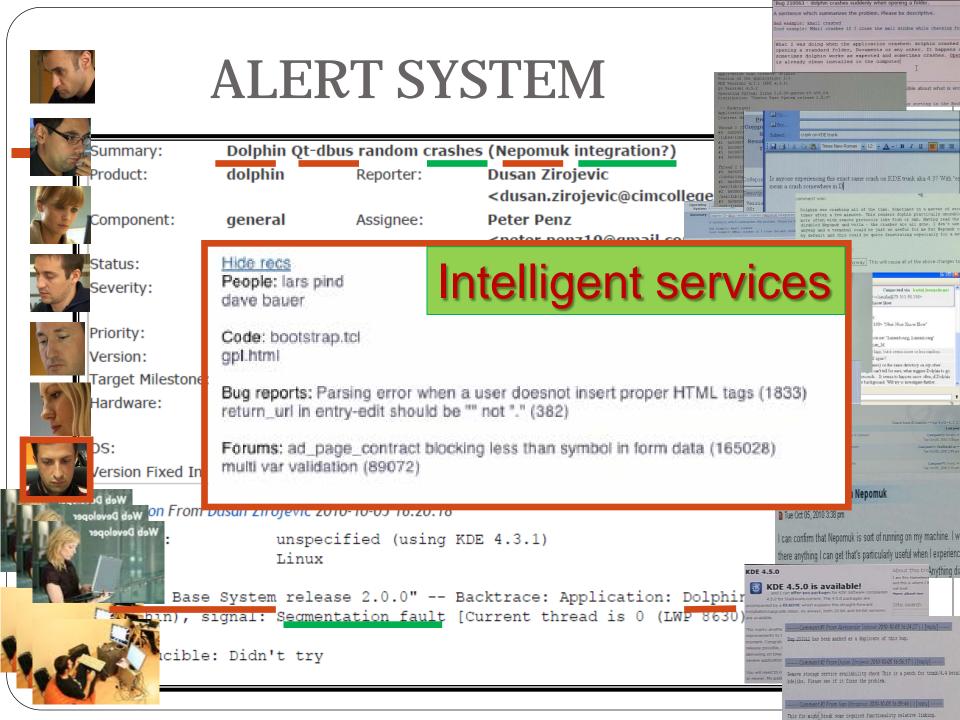


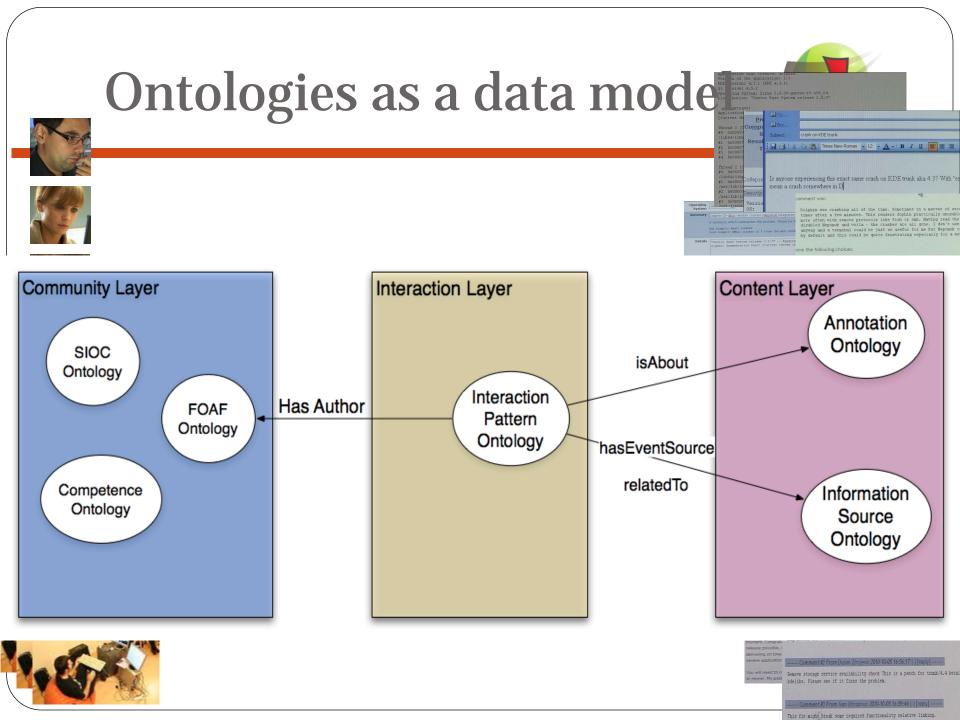


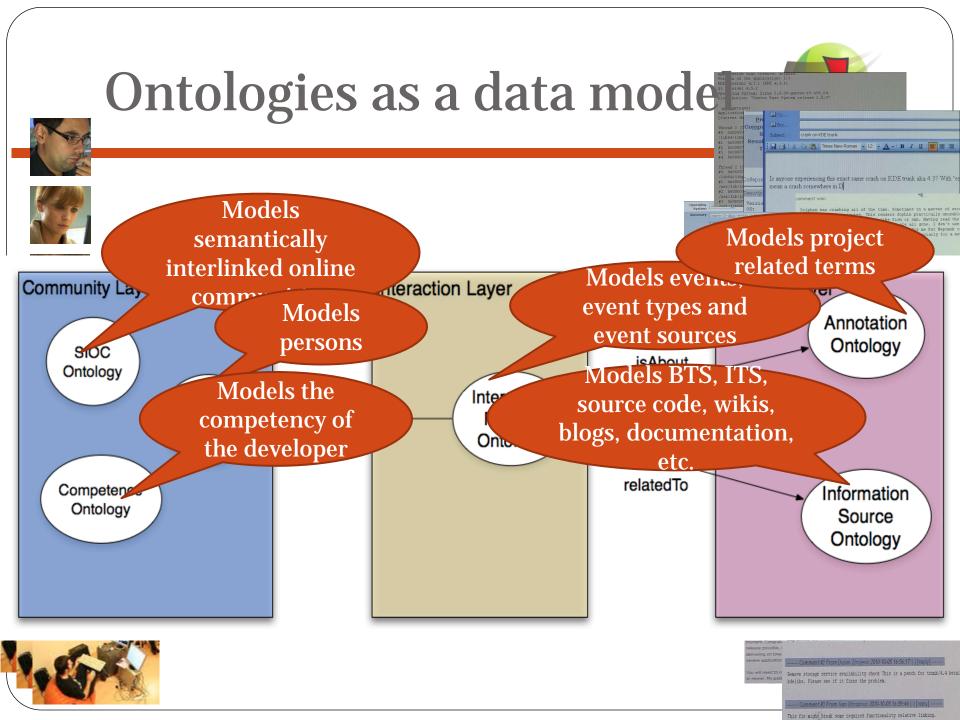


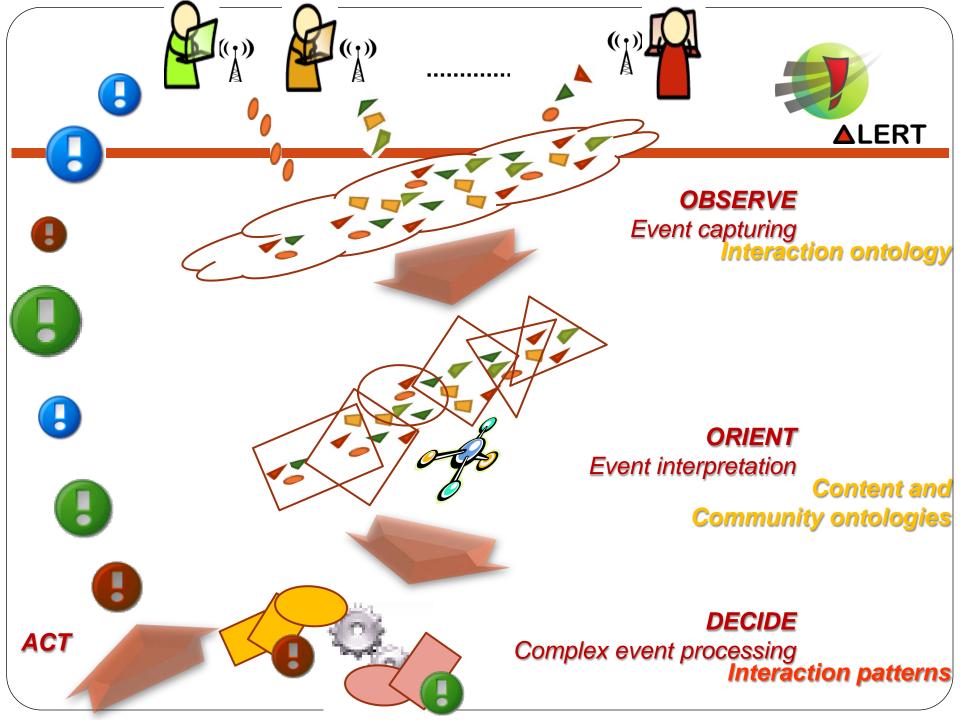
Real-time knowledge extraction & integration











Interaction patterns



- An interaction pattern is the description of the situation which should be detected and reported in real-time (immediately after it has appeared)
- Interaction patterns represent knowledge about the reactive behavior of the system (when a system should react on – from any reason)
- Main features:
 - Real-time: Get the information immediately
 - Personalized: Get only the relevant information Example: Inform me whenever there is a new bug followed by an intensive discussion in the forum (e.g. intensive = more than 10 posts in five hours)

Interaction patterns



- There are different complexity tiers of interaction patterns that can be detected. They correspond to the complexity of the situations they describe:
 - **Tier1** *low complexity:* interaction patterns can describe a situation that a property value is above/below a specific threshold, or that a specific event occurred
 - **Tier2** *medium complexity:* Interaction patterns can describe a situation that extends **Tier1** with the capability of combining multiple events from different event sources
 - **Tier3** *high complexity:* Interaction patterns can describe a situation that extends **Tier2** with the capability of windows (temporal, spatial, count) and aggregations

Examples of interaction pattern

Tier1

If there is a new bug with certain [properties]

If there is a new bug from [user]

If there is a new bug containing [words]

Tier2

If there is a commit and the bug in the package is not closed in BTS

If there is a new release and a bug related to this release is not closed in BTS

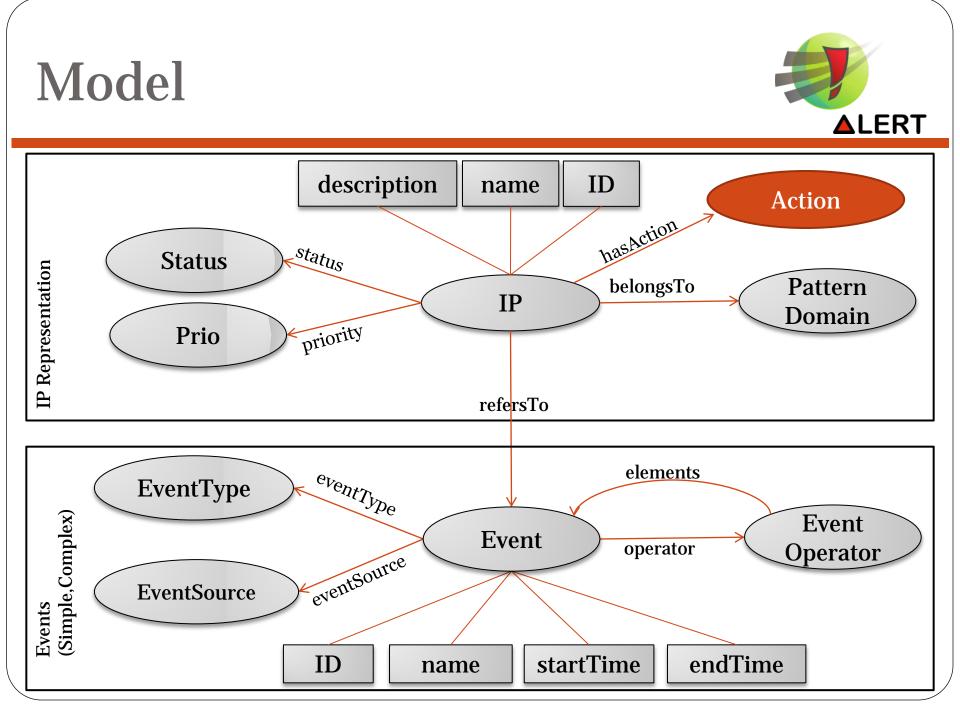
If there is a new [email], [wikiPage], [post] related to [method], [class], [package], [bug]

If there is a bug and there is a discussion about this bug that the bug has been fixed (because of a <u>release) and bug status in BTS is not marked as fixed</u>

Tier3

If there is new bug and nothing else happens related to this bug in all sources within a time period [T] If there is a new bug and nothing else happens with this bug in BTS and there is a hot conversation in [blog],[wiki],[email],[forum] within a certain time period [X]

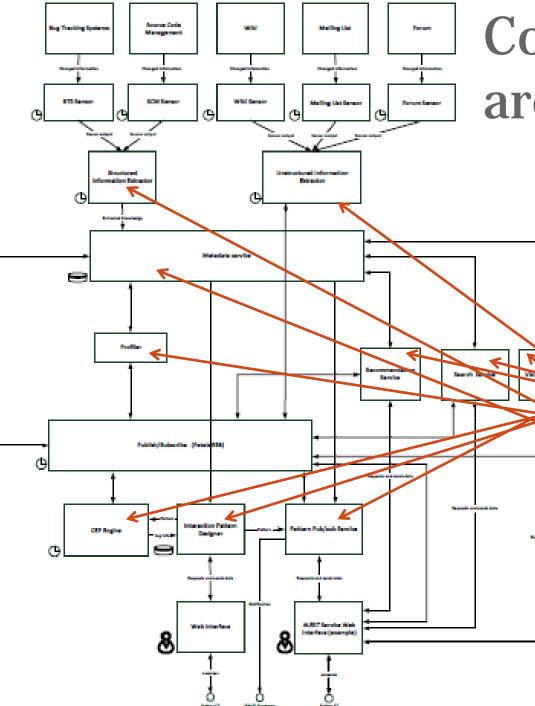
If there is a new bug without description followed by a [post],[wiki] containing a description for this bug







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Conceptual architecture

-Using single and multiple criteria recommendation methods:

ALERT

*Recommend most competent developer to resolve an issue * Recommend a set of issues that are most suited to the developer's competence

patterns

Events ▲LERT - <event xmlns="http://alert-project.com/" xmlns:onto="http://alert-project.com/ontologie"> <!-- common information about an event</pre> --> - <head> <!-- string value --> <timestamp /> <!-- by which alert component</pre> --> <sentby /> </head> <!-- put the related information into the payload section --> cpavload> - <meta> <onto:property name="hasTime" value="2009-09-30" typeOf="http://www.w3.org/TR/xmlschema-2/#string" /> - <onto:property name="doneBy" typeOf="http://#Person"> - <class value="http://personX"> <onto:property name="hasName" value="Zsombor" typeOf="http://www.w3.org/TR/xmlschema-2/#string" /> </class> </onto:property> </meta> <eventType name="NewBugEvent" typeOf="http://icep.fzi.de/eventrepresentation1.0/icepEventScheme#NewBugEvent";</pre> - <onto:property name="isRelatedTo" typeOf="http://www.w3.org/1999/02/22-rdf-syntax-ns#Bug"> - <class value="http://Bug1"> <onto:property name="hasID" value="1234" typeOf="String" /> <conto:property name="hasStatus" typeOf="http://#BTSSTatus"> - <class value="http://status1"> <onto:property name="hasDescription" value="RESOLVED" typeOf="http://www.w3.org/TR/xmlschema-2/#string"</pre> <onto:property name="isAbout" typeOf="http://#Integration"> - <class value="http://TopicQ"> <onto:property name="hasImportance" value="2" typeOf="http://www.w3.org/TR/xmlschema-2/#integer" /> <onto:property name="hasDescription" value="Nepomuk" typeOf="http://www.w3.org/TR/xmlschema-2/#string"</pre> onto:property_name="isRelatedSourceCode"_typeOf="http://#Method";

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Conclusion



- ALERT system will improve FLOSS coordination by maintaining awareness of community activities through real-time, personalized, context-aware notification
- The ALERT system will act as an active collaboration platform, i.e. a virtual actor will
 - interact with other developers,
 - process and recognize various kinds of interactions,
 - suggest actions on the basis of these and remember and
 - bring past interactions into the developers' attention, thus enabling developers to work better together

