

Open Source Anti-Patterns

Tech Day by Init 2019



Bio – Johan Thelin

- Qt, Linux and Open Source
- Currently combining Kuro Studio and Mbition
- Runs foss-north be in Gothenburg March 29 April 1





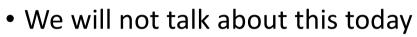


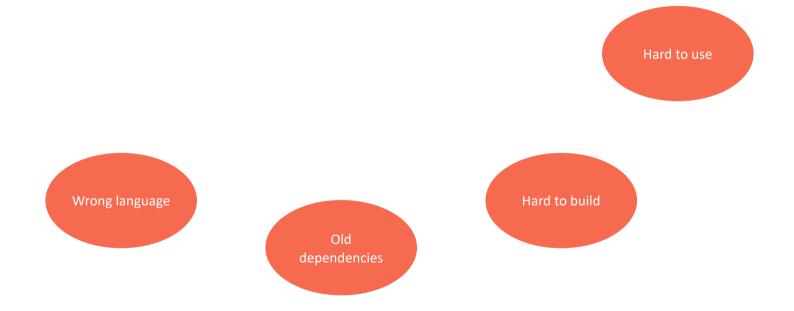
- To build a sustainable community around a (set of) shared open source component(s)
- Other goals are ok, but not what we are discussing here
 - Learning, future proofing, etc





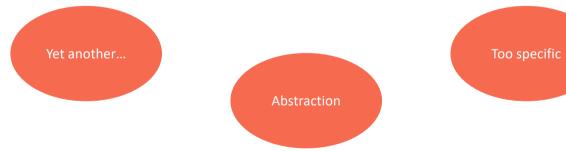


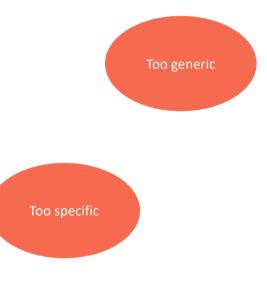






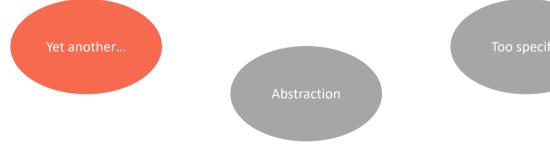
- Scratching your own itch...
- ...might not be everyone's itch
- Key to have a user
 - Can be another project
 - Can be an actual user







- Doing the same thing as someone else better
 - Why not extend / improve the original project?
 - How specific are your unique features?
- But old technology eventually gets replaced
 - Sometimes this is the right thing to do
 - E.g. D, go, and Rust



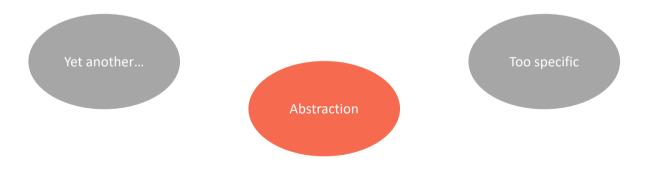






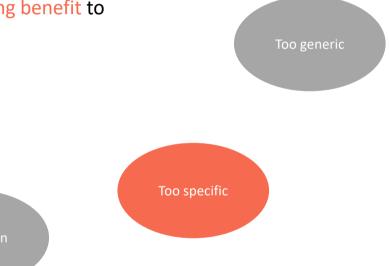
- Abstraction is hard to sell
 - Abstraction always lose granularity
- E.g. astraction of communication protocols
 - You will always find the right granularity for your use
 - If you lack granularity for another purpose, it cannot be reused
 - If you have too much granularity, the basic use-case become cumbersome

Too generic





- Solving an extremely specific problem or having an extremely specific unique feature limits the outreach
 - The new solution must provide a strong benefit to motivate its existence

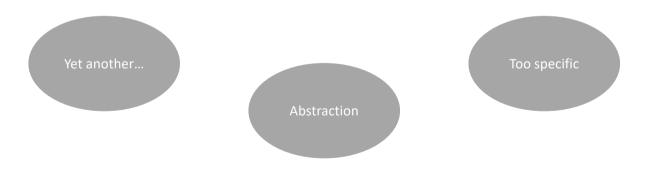




- Solving a very generic problem is also hard
 - Yet another Linux desktop distro, anyone?
 - Recognize the challenge!
 - The challenge here is integration, not a function



• Generic problems require large user groups





Working without a user - Actions

- Ensure that the problem you solve is generic and specific
- Ensure that it is being used
- Ensure that alternatives need to be replaced



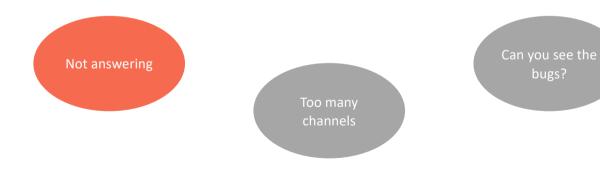
- I do this with qmlbook.org -- no time to be responsive :- (
- How can you make sure that users and contributors can find you and communicate with you?







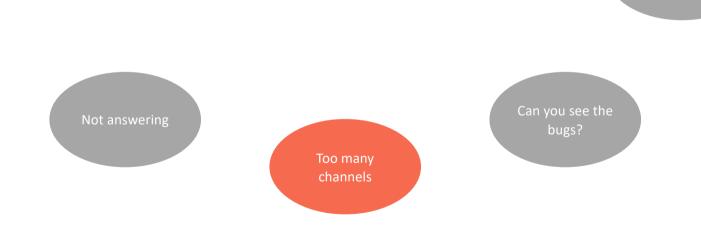
- It takes time to support users and contributors
- You must allocate this time and allow for it to take time
- Not answering is the best way to make users and contributors to go away







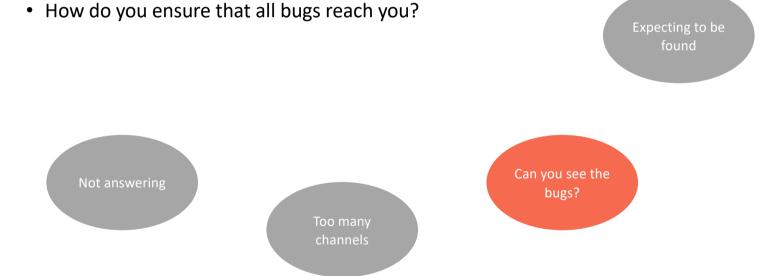
- Make it clear how you want to be reached?
 - irc, slack, email, mattermost, matrix.org, bugzilla, github, gitter
- If you open too many channels time!



Expecting to be



- This is a community problem
- Bugs get reported to distros and other projects
 - How do you ensure that all bugs reach you?





- Creating a web site and waiting around will not work
 - Conferences
 - Forums
 - Blogs, vlogs, podcasts
- You must work to be seen this takes time too







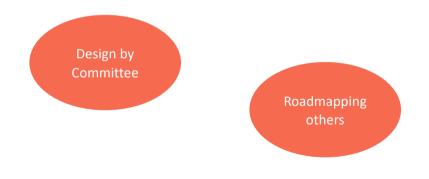
Being Unreachable - Actions

- Be visible in the right places
- Make sure that everyone knows how to contact you
- Take time to answer
- Be smart with your time answer in wiki / forum
- Ensure that bugs are reported to your issue tracker
 - Work with users and packagers



Planning Paralysis

- Open Source is about code!
- Consortia driving specifications does not mean that code get written...
- ...and paying someone to write the does not mean that it will be maintained



• Contributors are not staff, and planning is personal



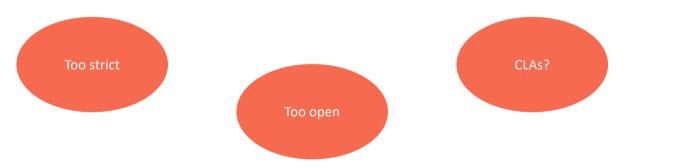
Planning Paralysis - Actions

- A roadmap is a backlog
 - Priorities, not a time-line
 - Should communicate a goal and a strategy
- Discuss concrete code, not specs
 - View "The Art of the Pull Request"
 - <u>https://foss-north.se/2018/speakers-and-talks.html#padams</u>
- Do not plan other people's time



• Combining protection with openess







- What are you building?
 - A tool?
 - Strong copy-left ensure to get modifications back
 - A library?
 - How can the user base be maximized?
 - An example?
 - Ensure that it can be used
 - A service?
 - What do you want back from a hoster?

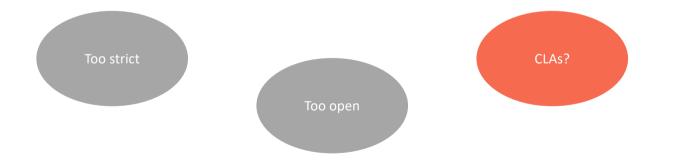




• It is hard to find contributors

- Don't add road blocks
- CLAs. Strange licenses. Forced account creation. Wierd processes.







- Changing the license is a mess
 - Rewriting parts in a clean environment
 - Impacting users
 - Alienating contributors

• Example: beware of the +

• GPLv2+ compared to GPLv2 – who decides?







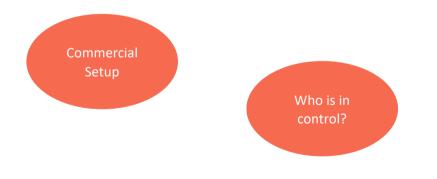
Licenses - Actions

- Think about licensing options
 - What do you want to achieve?
 - Think forward how can you avoid a future license change
- Don't make it hard to contribute
 - Stick to standard licenses
 - Stick to standard processes
 - Avoid road blocks



Hidden Agenda

- Do you want to monetize?
 - How? By whom?
- Do you take project decisions based on external factors?
 - A paying customer pushing you in a strange direction?
- Do you block contributions due to hidden reasons?





Hidden Agenda - Actions

- Be clear and transparent
 - Does someone pay for the development?
 - How and why?
- How are decisions made?
 - By whom?
 - Who can be included?



What did we Learn?

- What are you creating and why?
- How do you want to be found?
- How do you want to be reached?
- Share your goals and strategy
- Think about licensing. What do you want to achieve?
- Be clear about your goals and intentions
- Write code!

