

# Using Social Network Analysis Techniques to Study Collaboration between a FLOSS Community and a Company

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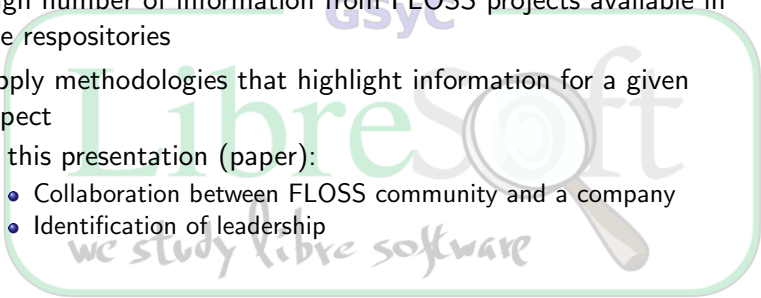
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# Motivation

- High number of information from FLOSS projects available in the repositories
- Apply methodologies that highlight information for a given aspect
- In this presentation (paper):
  - Collaboration between FLOSS community and a company
  - Identification of leadership



## FLOSS vs *corporate* software development

In corporate environments, we have:

- Formal organization, well defined (usually hierarchical) structure
- Clear guidelines about how to interact with each other
- Procedures and channels to use are known
- Each team of developers is assigned to certain modules of the system

All of this is not usually the case in FLOSS: large amount of spontaneous interaction structures arise, evolve and disappear without the intervention of a central control, yielding complex networks

# Social Network Analysis (SNA)

- Apply classical social network concepts to data extracted from FLOSS projects, in particular to FLOSS projects that show a tight collaboration between a company and the FLOSS community
- Even in the presence of a company, FLOSS projects have a loose management style and are based heavily on third-party contributions
- Ad-hoc network of interpersonal dependencies that come from the interactions between the nodes that integrate it.
- Our work is mainly descriptive and has the purpose of showing how the application of techniques of social networks can be useful in scopes beyond the original ones

# Methodology

- Retrieve data about the activity of developers from the source code management repository of the project
- For each commit (modification in a file in the repository): the date, the username of the developer (committer), and the number of lines involved
- Developer network: Each vertex represents a particular developer; two vertices will be linked by an edge when both they have contributed to, at least, one common software artifact

## Coordination degree

- Measures the ability of a vertex in a graph to interchange information
- Usefulness: shows the ability of a certain node to receive information of the network and capture the activity in a project precisely
- The total coordination degree of a vertex is a measure of the amount of information that the vertex is able to receive belonging to that particular network

## Betweenness centrality

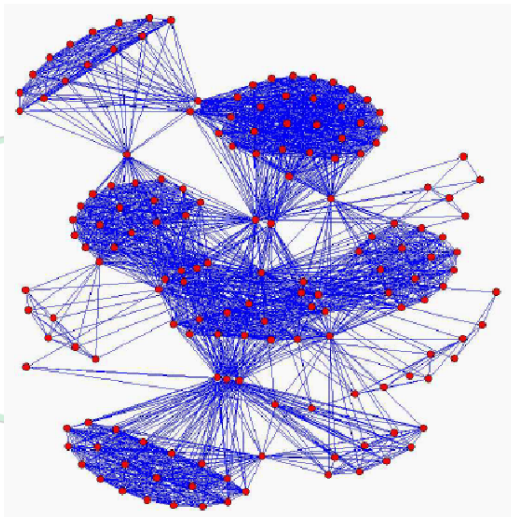
- Measurement of the number of shortest paths traversing that particular vertex
- Usefulness: Information control that a developer can perform on a graph, in the sense that vertices with a high value are intermediate nodes for the communication of the rest
- In the SNA literature vertices with high betweenness centrality are known to *cover structural holes*. That is, those vertices glue together parts of the organisation that would be otherwise far away from each other
- They receive a diverse combination of information available to no one else in the network and have therefore a higher probability of being involved in the knowledge generation processes



# Centrality Eigenvector

- Measurement of the importance of a node in a network
- Usefulness: assigns relative scores to all nodes in the network based on the principle that connections to high-scoring nodes contribute more to the score of the node in question than equal connections to low-scoring nodes
- Even if a node influences just one other node, who subsequently influences many other nodes, then the first node in that chain is highly influential
- Good advice about leadership

# An example (Linux 1.0)

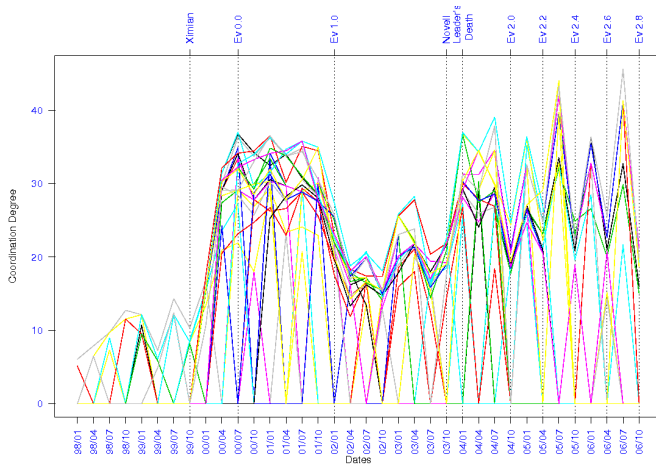


# Evolution

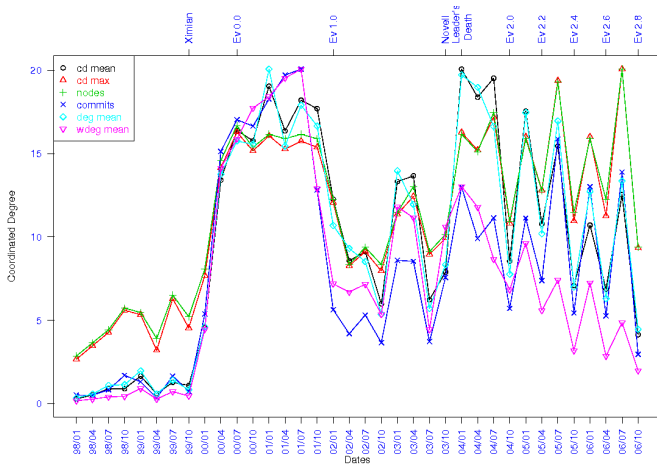
| <b>Event</b>            | <b>Date</b>   |
|-------------------------|---------------|
| First commits           | early 1998    |
| Ximian takeover         | October 1999  |
| Version 0.0             | July 2000     |
| Version 1.0             | February 2001 |
| Takeover by Novell      | October 2003  |
| Death of main developer | January 2004  |
| Version 2.0             | October 2004  |
| Version 2.2             | April 2005    |
| Version 2.4             | October 2005  |
| Version 2.6             | April 2006    |
| Version 2.8             | October 2006  |

**Cuadro:** Most important events in the history of Evolution.

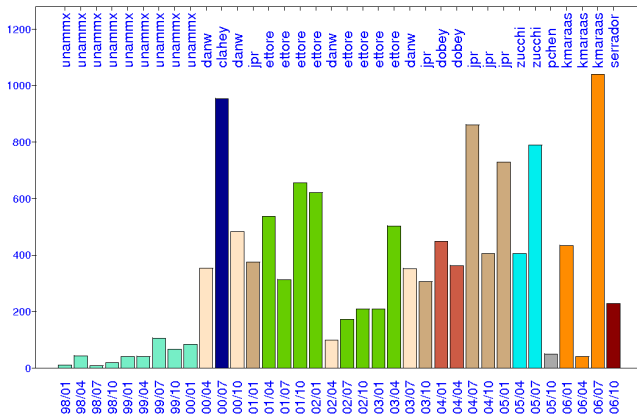
# Coordination degree (top) (Evolution)



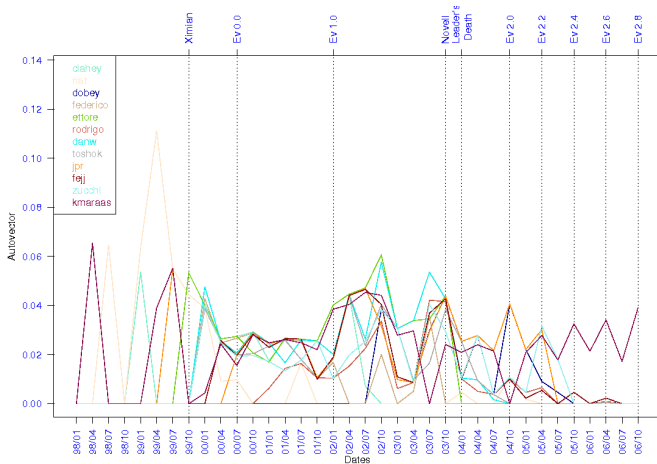
# Coordination degree (mean vs active nodes) (Evolution)



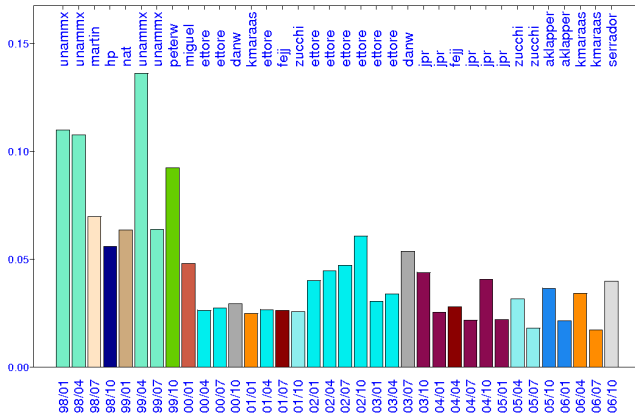
# Weighted Betweenness comparative (Evolution)



# Evolution of Eigenvalue (Evolution)



# Evolution of Eigenvalue - Barchart (Evolution)



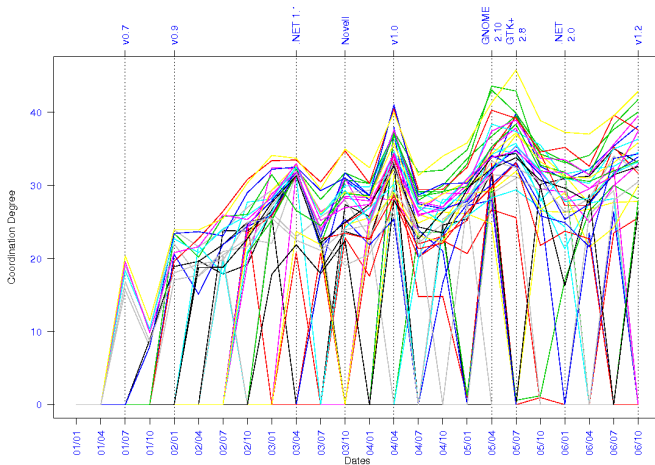


# Mono

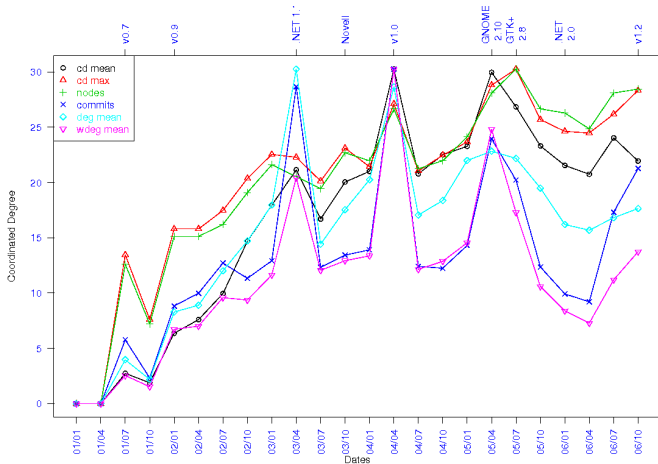
| <b>Event</b>                           | <b>Date</b>    |
|--|----------------|
| First commits                          | mid-2001       |
| First version of Gtk# checked into CVS | September 2001 |
| Version 0.7                            | September 2001 |
| Version 0.9                            | February 2002  |
| GTK+ 2.2                               | December 2002  |
| .NET Framework 1.1                     | April 2003     |
| Version 1.0                            | June 2004      |
| GNOME 2.10                             | March 2005     |
| GTK+ 2.8                               | August 2005    |
| .NET Framework 2.0                     | November 2005  |
| Version 1.2                            | November 2006  |

**Cuadro:** Most important events in the history of Mono.

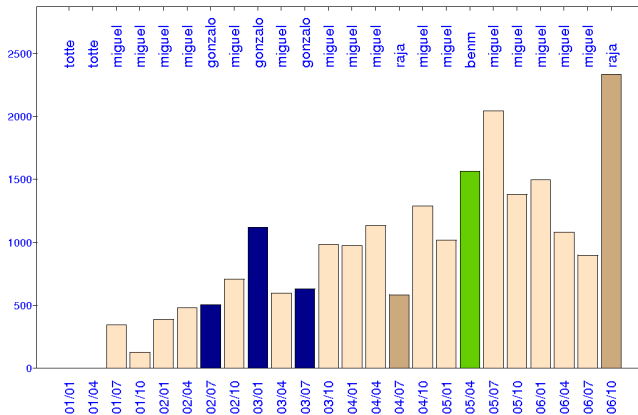
# Coordination degree (top) (Mono)



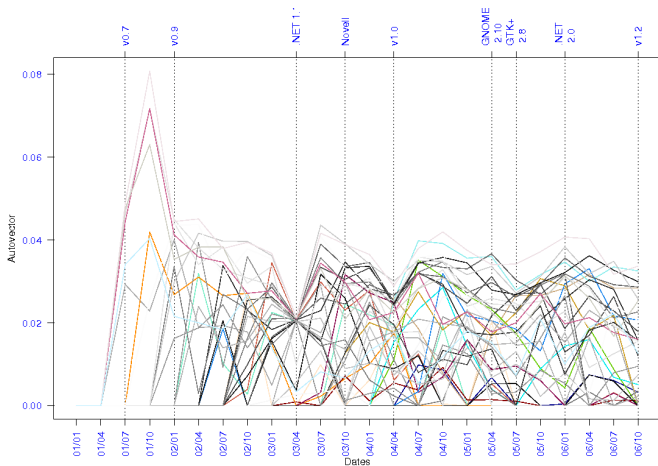
# Coordination degree (mean vs active nodes) (Mono)

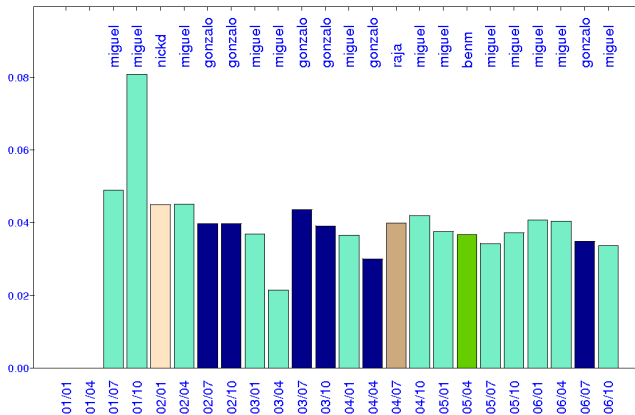


# Weighted Betweenness comparative (Mono)



# Evolution of Eigenvalue (Mono)





## Conclusions and further work

- Descriptive study of several social networks of FLOSS projects where a company and the community collaborate
- We have identified the most important nodes (developers) in the project and have observed them from several points of view (leadership, information control flows, etc.) and how they evolve over time
- Collaboration between the company and the community can, if properly handled, drive a more efficient development
- Time-based release management seems to animate the development of projects

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