

开源社区治理与度量指标

2021.06.07



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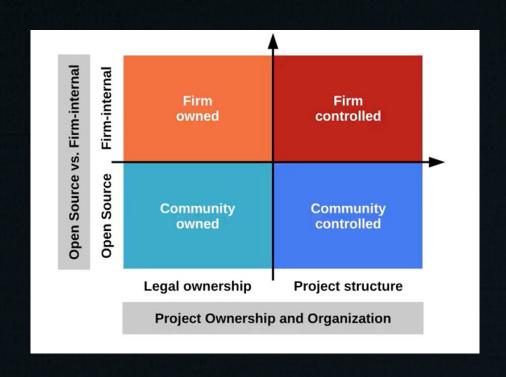


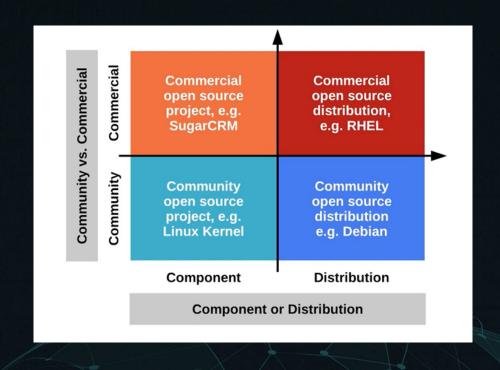


背景:什么是开源治理?

01

"开源治理是一种政治哲学,它提倡将开源和开放内容运动的哲学应用到民主原则中,以使任何有兴趣的公民都能像wiki文档一样添加到策略的创建中 。"

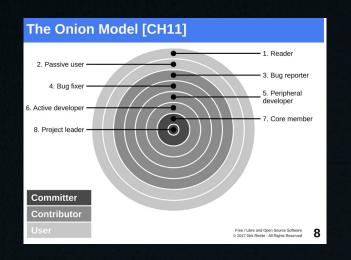


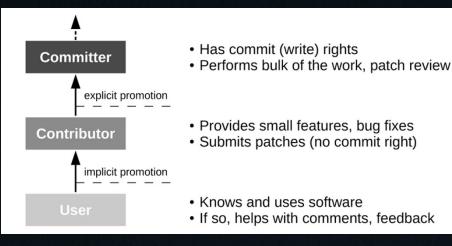


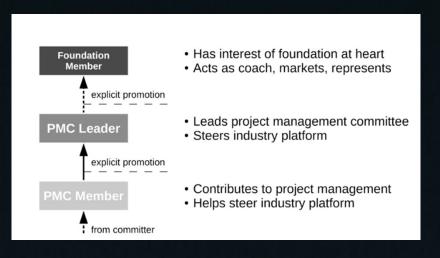
开源是高度创新的。开源社区流程和我们在公司内部看到的非常不一样,因此开源带来了新的流程 和协作模式。



01 制度治理







- 1. Egalitarian
- 2. Meritocratic
- 3. Self-organizing
- 平等主义 -- 每个人都可以做出贡献
- 任人唯贤 -- 根据争论的是非曲直做出决定
- 自我组织 -- 人们组织并决定自己的流程





Community Over Code

Decentralized innovation.

Built on trust.

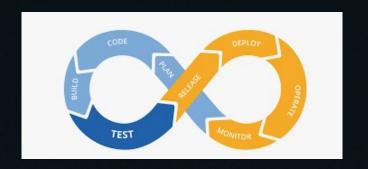
01/ 流程治理

- 开放协作流程
 - Git, 分支管理与版本控制…
- CI/CD
- Robotic Process Automation
- Agile, Scrum Developing









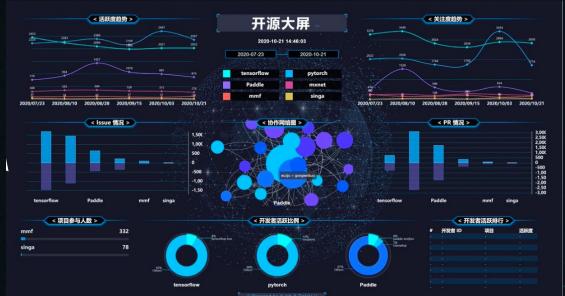


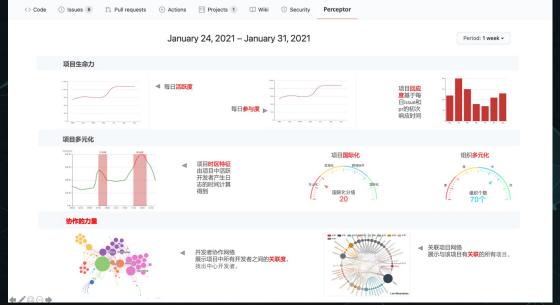


01/

运营看板







01 健康度量

- 一个项目做得"好"的意思是什么?有三个相互关联但不相同的成功指标:
- 流行度 有多少人使用此项目
- 依赖度 有多少软件依赖于此项目
- 活跃度 项目正在被活跃开发代表该项目能够被持续维护
- 一些与响应性相关的指标:
- 创建提问和拉取请求的数量
- 首次响应的平均时间
- 平均关闭提问或者拉取请求的时间

对开发项目进行健康度量时, 注意几个重要的注意事项:

- 缺乏粒度
- 不同项目间工作速度的不同
- 一致但低活跃/不一致但爆发式活跃
- 稳定的项目
 - 体育馆模式:高贡献低使用;俱乐部模式:低贡献高使用



《Working In Public》





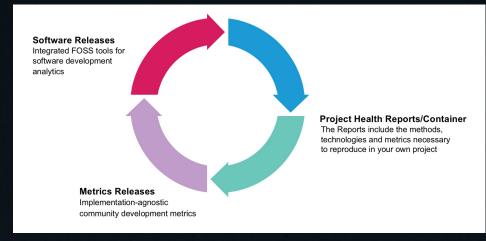


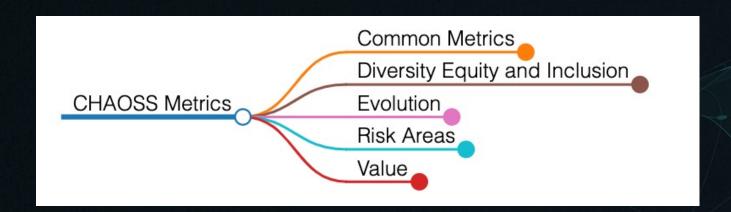
开源社区度量指标:CHAOSS Metrics

02

CHAOSS is a Linux Foundation project focused on creating analytics and metrics to help define community health

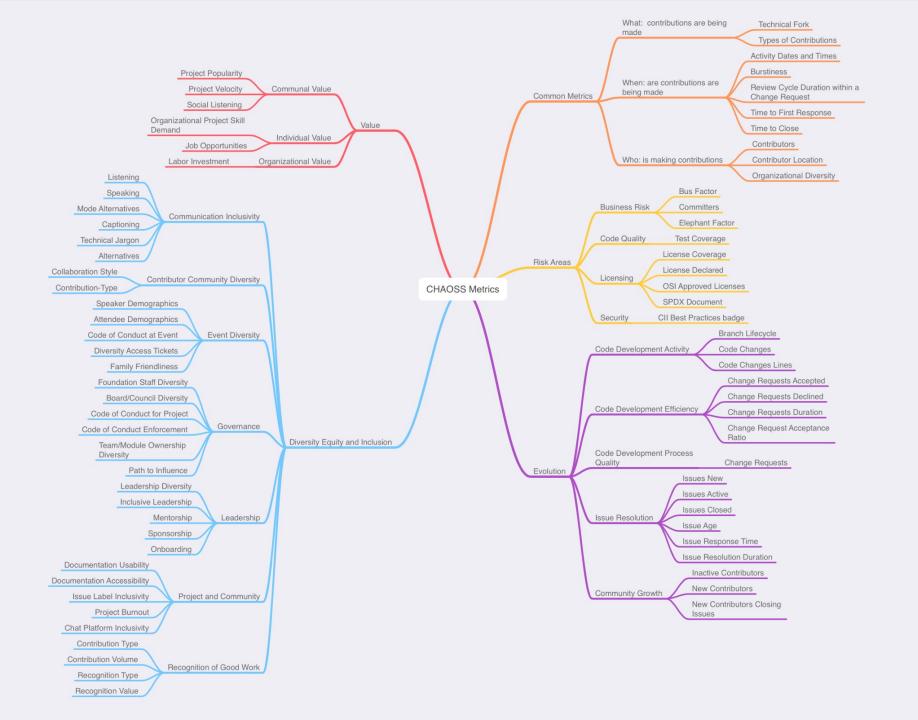




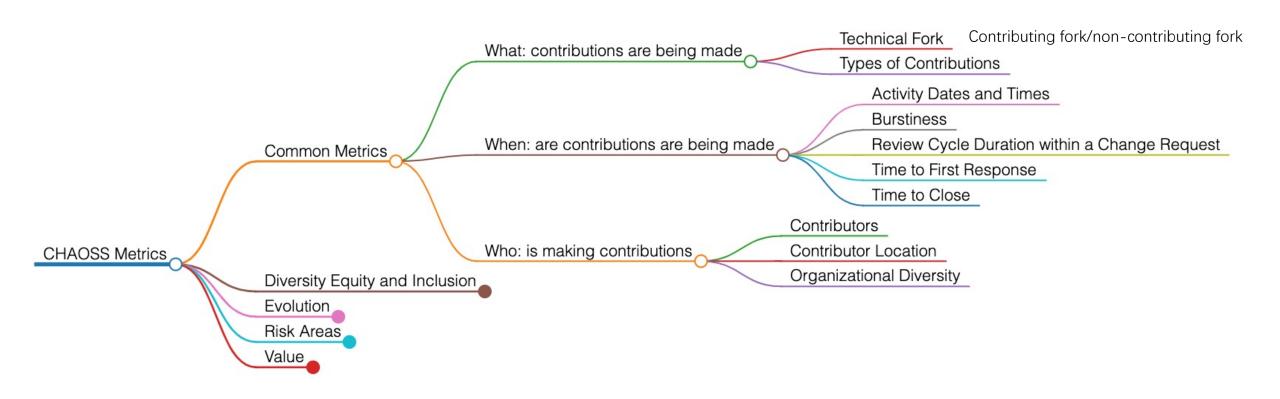


- ・ 可量化 图表分析
- ・ 非量化 文字报告
- 数据采集





02 / Common Metrics





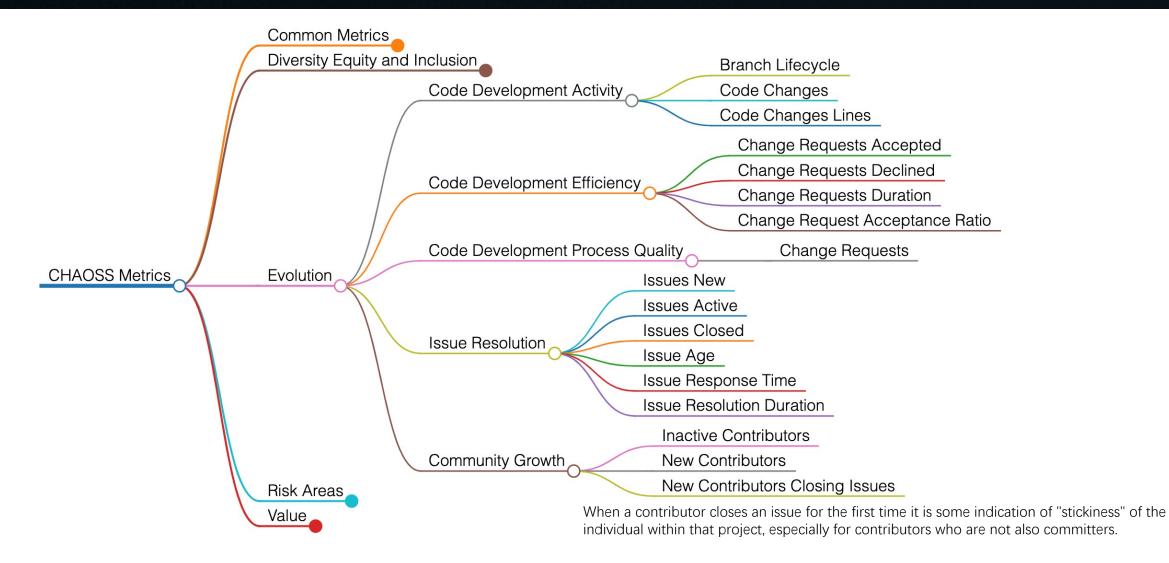
02 / Types of Contributions

- The following list can help with identifying contribution types:
 - Writing Code
 - Reviewing Code
 - Bug Triaging
 - Quality Assurance and Testing
 - · Security-Related Activities
 - Localization/L10N and Translation
 - · Event Organization
 - · Documentation Authorship
 - Community Building and Management
 - Teaching and Tutorial Building
 - Troubleshooting and Support
 - Creative Work and Design
 - · User Interface, User Experience, and Accessibility
 - Social Media Management
 - User Support and Answering Questions
 - Writing Articles
 - · Public Relations Interviews with Technical Press
 - Speaking at Events
 - Marketing and Campaign Advocacy
 - Website Development
 - Legal Council
 - Financial Management

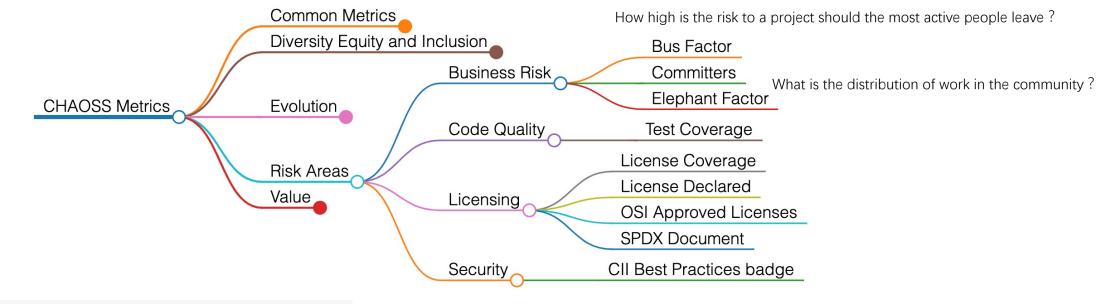
Contributing fork/non-contributing fork



02 / Evolution



02 Risk



The Software Package Data Exchange® (SPDX®)

An open standard for communicating software bill of material information, including components, licenses, copyrights, and security references. SPDX reduces redundant work by providing a common format for companies and communities to share important data, thereby streamlining and improving compliance.

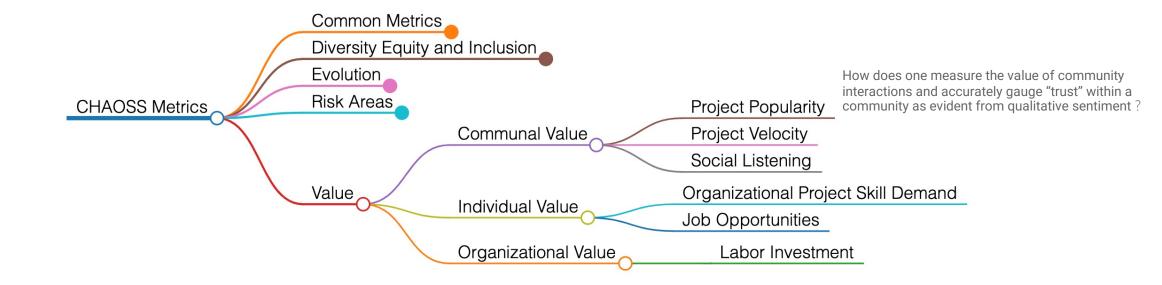




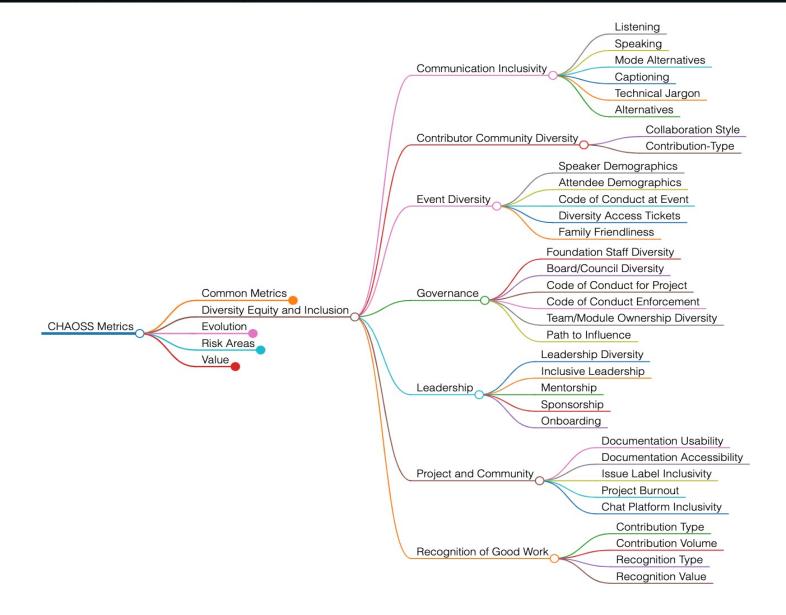
02 / Value

Organizational Project Skill Demand: How many organizations are using this project and could hire me if I become proficient?

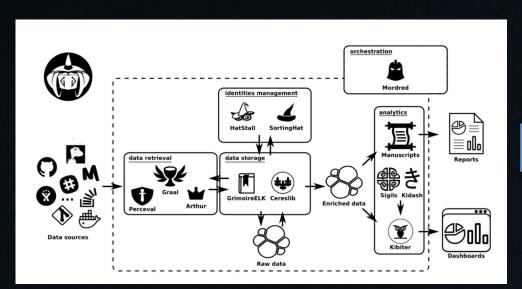
Job Opportunities: How many job postings request skills with technologies from a project?







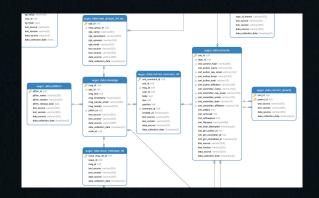
02 / Data Collection, Analysis and Visualization





GrimoireLab

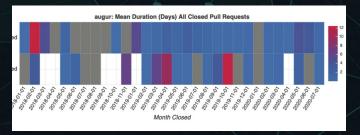
kibiter





Data Worker
Pulls data from the
GitHub API



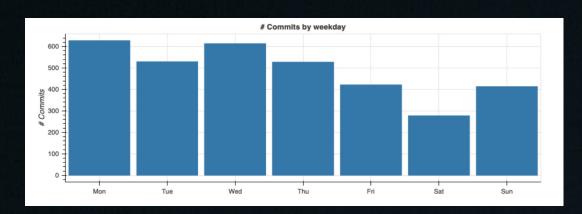


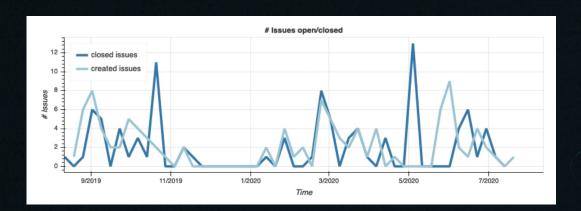
Augur

Augur Frontend-Vue Web REST api

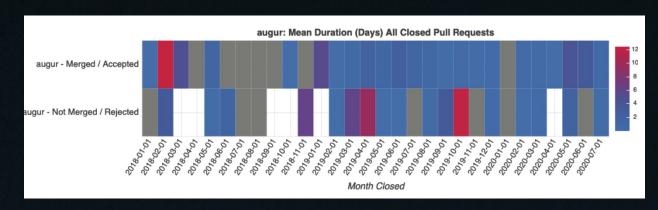
02 / Community Report

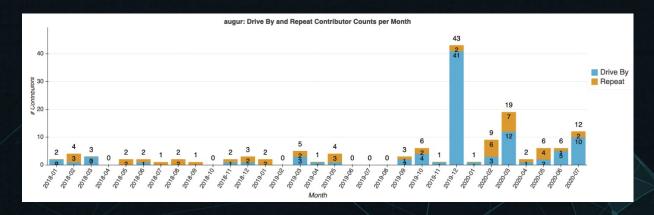
Cauldron





Augur







02 / D&I Badging

Level	Badge	Percentage of Requirements Met
Pending	D&I Pending	Less than 40%
Passing	D&I Passing	Greater than or equal to 40% and less than 60%
Silver	D&I Silver	Greater than or equal to 60% and less than 80%
Gold	O D&I GOLD	Greater than or equal to 80%

Attendee Demographics

Code of Conduct at Event

Diversity Access Tickets

Family Friendliness

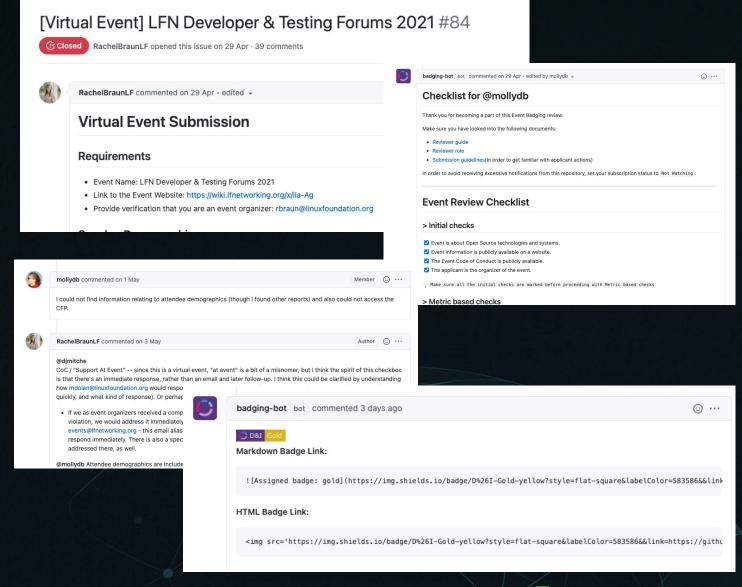
Speaker Demographics

Applicant

Moderators

Reviewers

Badging Bot









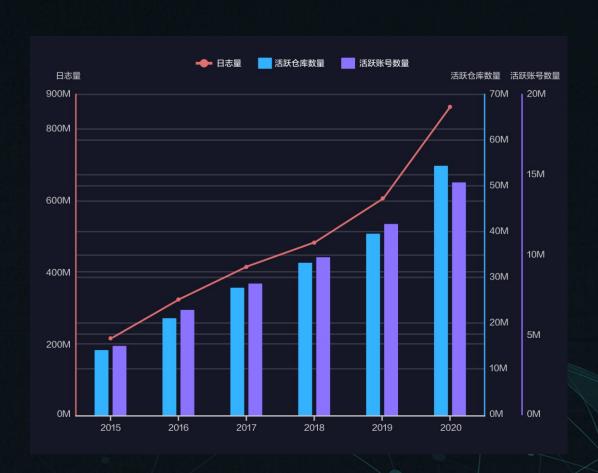
社区数字化分析报告:以GitHub数据分析为例

03/ GitHub 2020 Insight Report

从总体数据来看,2020年全年,GitHub全域事件日志数量总计约8.6亿条,较2019年6.1亿条增长约42.6%,是近五年来增长最快的一年。

2020 年 GitHub 全域活跃项目数量约 5,421 万个,活跃开发者账号约 1,454 万个,分别较 2019 年增长了 36.4% 与 21.8%。





GitHub 2015 -2020 年事件日志量、活跃仓库数量、 活跃账号数量总体情况

03/ 项目活跃度、开发者活跃度

$$egin{aligned} A_{u_d} &= C_{issue_comment} + 2C_{open_issue} \ &+ 3C_{open_pr} + 4C_{review_comment} \ &+ 2C_{pr_merged} + C_{watch} \ &+ 2C_{fork} \end{aligned}$$

其中, Pull request merged 的计数由分段函数决定:

$$C_{pr_merged} = \begin{cases} 0.8 + 0.002 \times loc & loc < 100 \\ 1 & 100 \le loc < 300 \\ 2.5 - 0.005 \times loc & 300 \le loc < 400 \\ 0.5 & loc \ge 400 \end{cases}$$

$$A_r = \sum (A_{u_d} / day _count)$$



03/ 开发者工作时间和时区分布分析

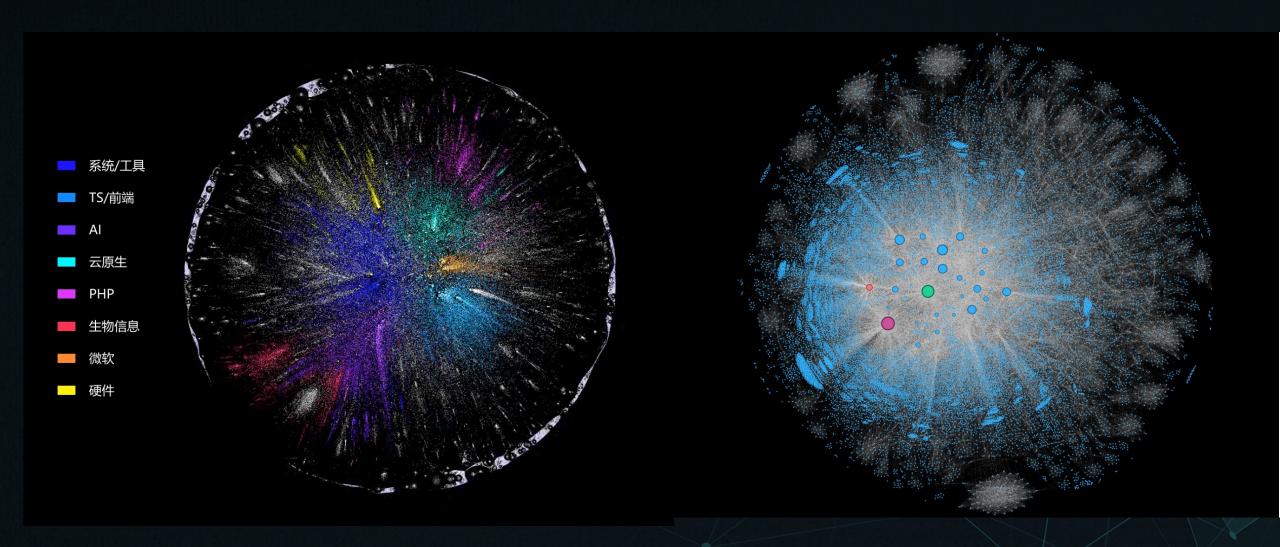
```
协调世界时 UTC 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 15 15 16 IT 15 16 IT 18 19 20 21 22 23 15 15 16 IT 15 16 IT 18 IT 15 IT
```



- 开发者所属时区**估算**方法:获取其事件最多的连续12个小时,令其事件为开发者本地时间的9时至12时,则可大致确定该开发者所属时区。
- 该方法不可用于单开发者时区的精确估计,但在统计维度上有意义。



03/ 网络分析





03 项目群对比



- · 前瞻 (Foresighted):影响力强,全球化高
- **引领 (Leading)**:影响力强,全球化低
- 行动 (Acting): 影响力弱, 全球化高
- · 进入(Incubating):影响力弱、全球化低



03/ Star of the Month

1月: microsoft/playwright

2月: wuhan2020/wuhan2020

3月: CSSEGISandData/COVID-19

4月: labuladong/fucking-algorithm

5月: bradtraversy/design-resources-for-developers

6月: electronicarts/CnC_Remastered_Collection

7月: JaidedAI/EasyOCR

8月: geekxh/hello-algorithm

9月: cli/cli

10月: kamranahmedse/developer-roadmap

11月: ytdl-org/youtube-dl

12月: beurtschipper/Depix







更多视角

04

开源软件最佳实践视角

Summary of Best Practices Criteria "passing" level

- Have a stable website
- Explicitly specify a FLOSS license
- Support HTTPS on the project sites
- Have a build that works, using standard open-source tools
- Have an automated test suite that covers most of the code/functionality, and officially require new tests for new code
- Automate running the tests on all changes, and apply dynamic checks
- Allow bug reports to be submitted, archived and tracked
- Have a developer who understands secure software and common vulnerability errors



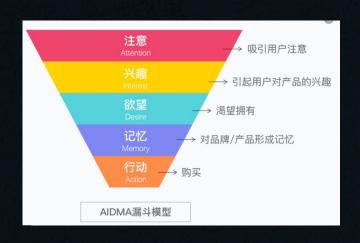


04 / 3

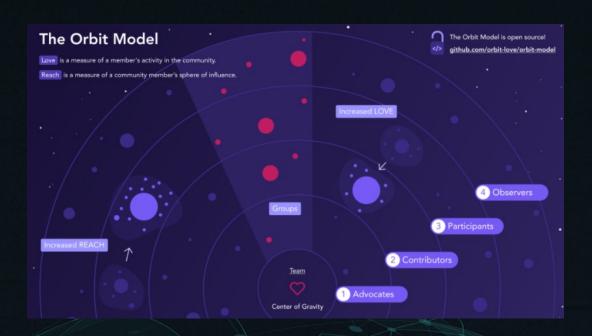
开源社区参与角色视角



- 营销领域的漏斗模型
- 开发者关系团队同样需要关注社区角色跳跃







- Love is a member's level of engagement and activity in the community.
- Reach is a measure of a community member's sphere of influence.
- Gravity is the attractive force of a community that acts to retain existing members and attract new ones.
 - Gravity = Sum(Love * Reach) for each member
- Orbit levels are a practical tool for member segmentation and used to design different programs for each level of the community.



THANK YOU