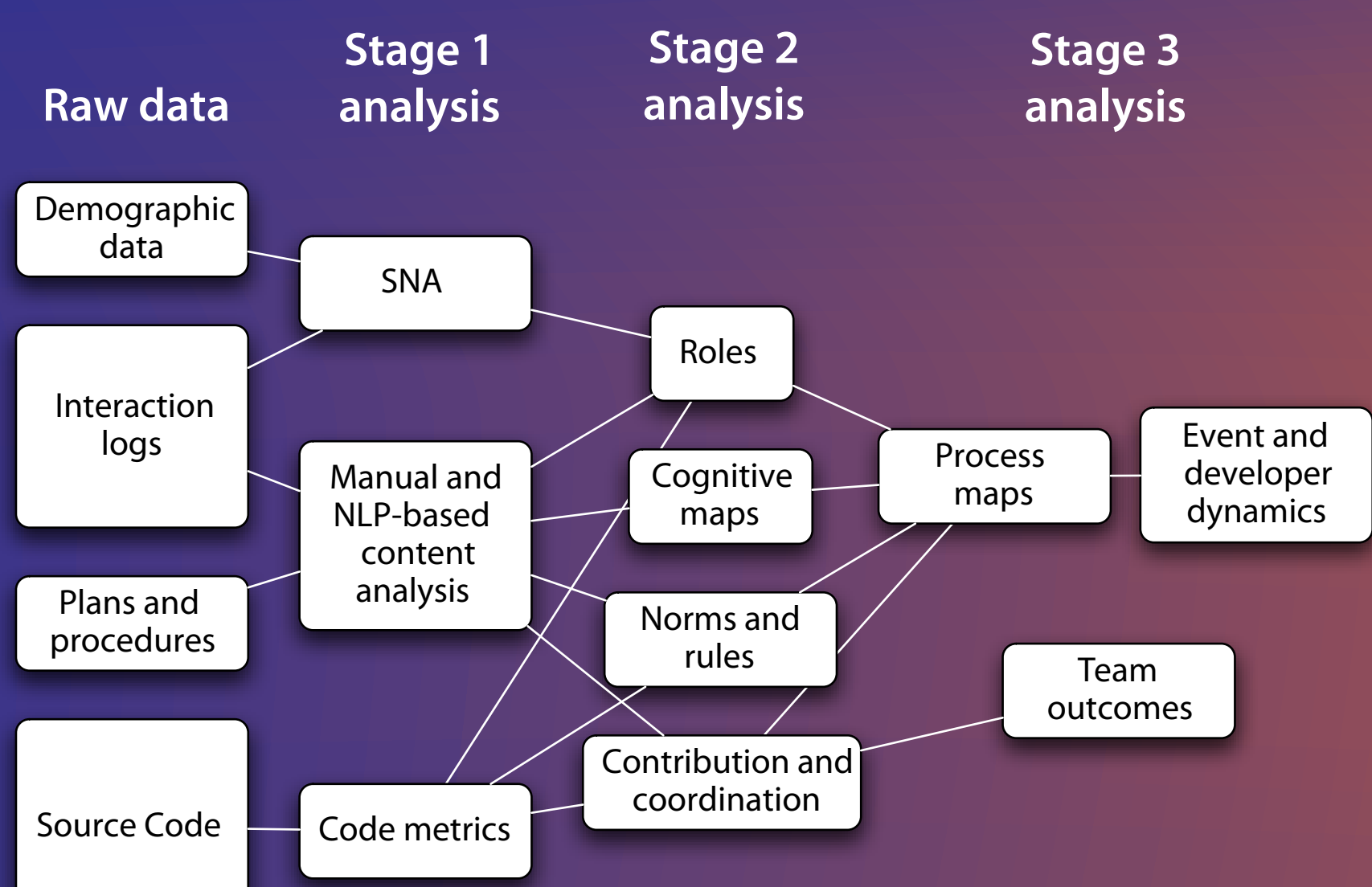
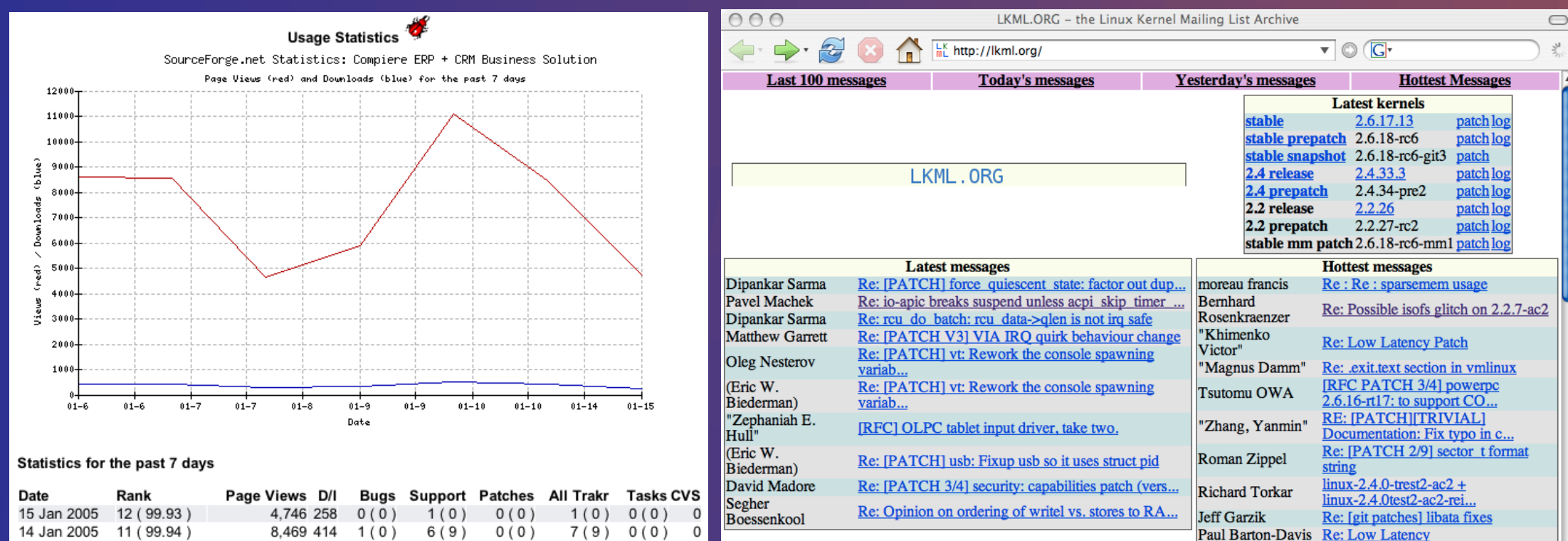


Analysis Plan

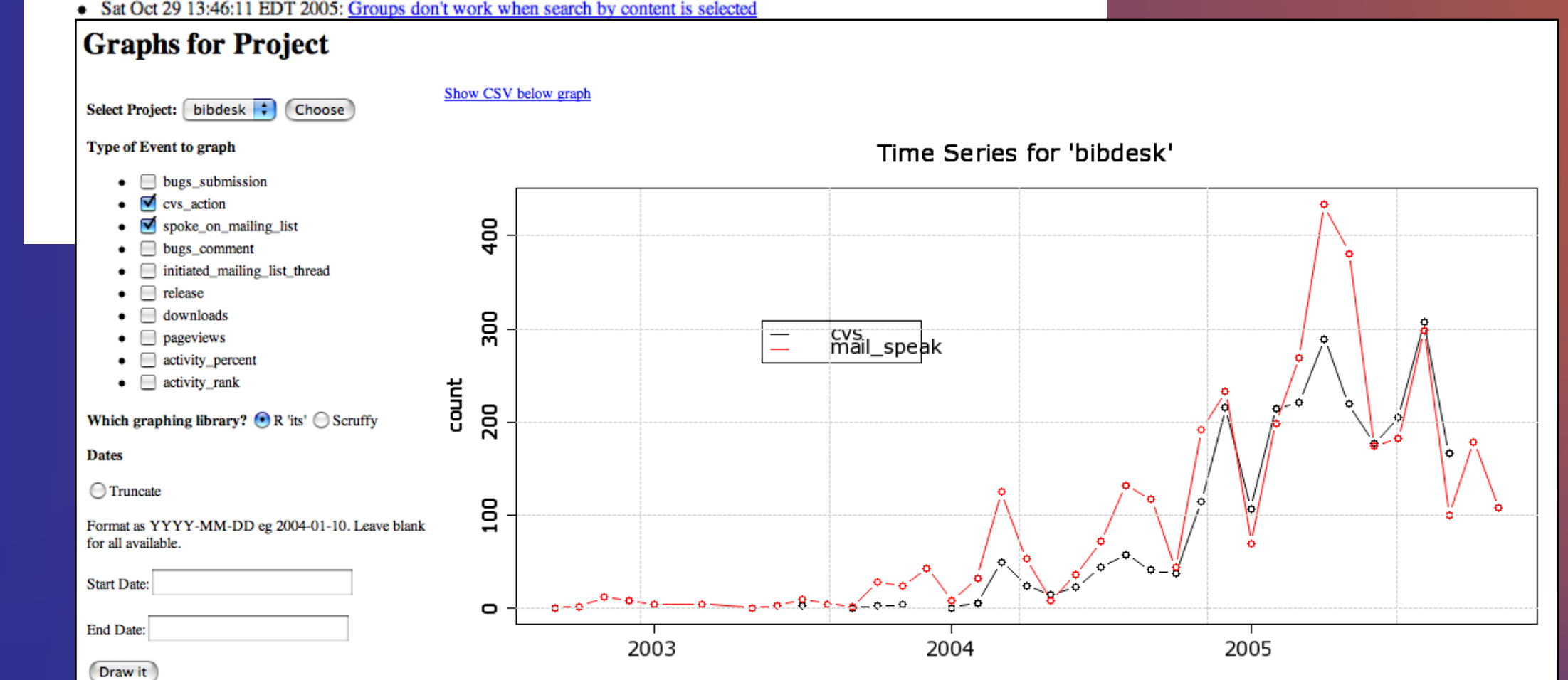
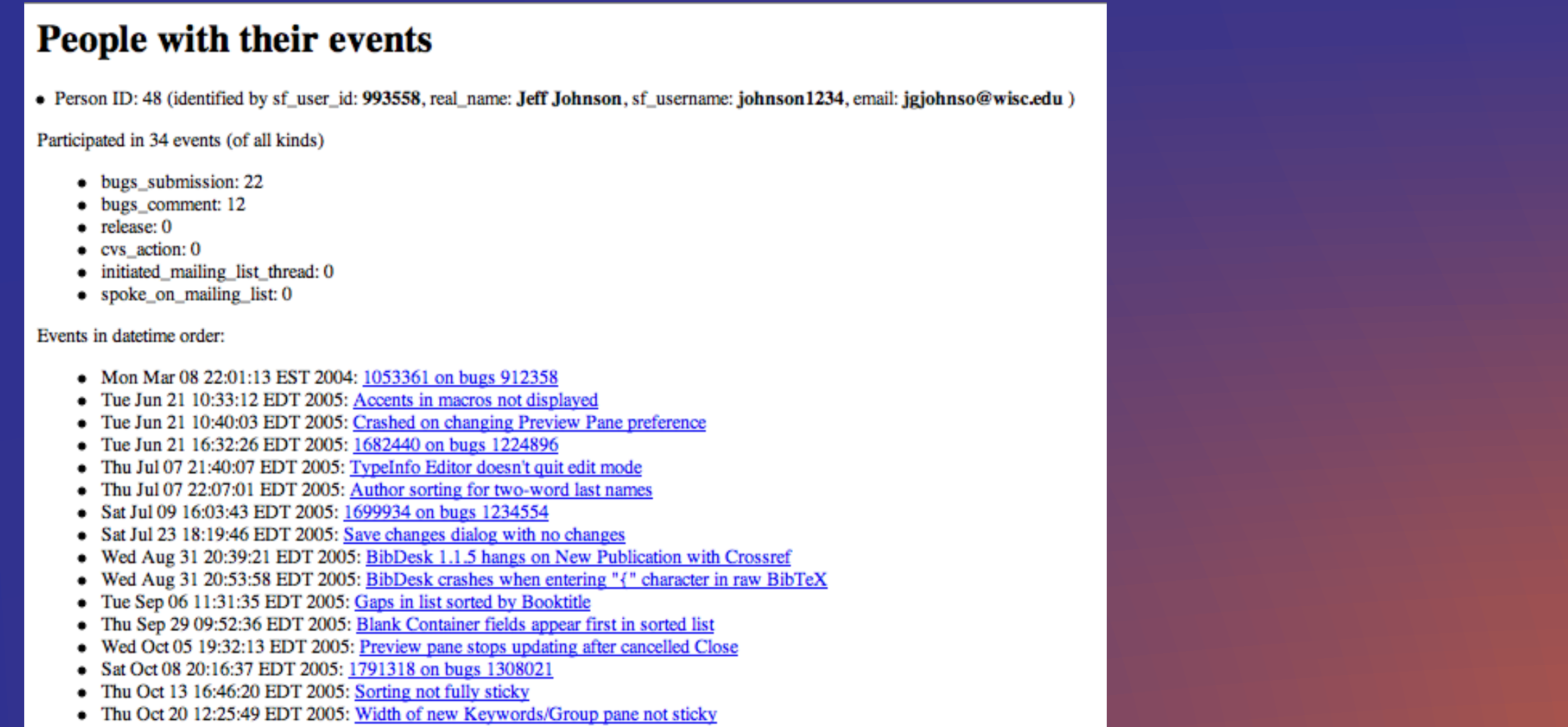


Raw Data



Date	Rank	Page Views	DL	Builds	Support	Patches	All Trkr	Tasks Cvs
15 Jan 2005	121 (89.93)	4,266,258	0 (0)	1 (0)	0 (0)	0 (0)	0 (0)	0 (0)
14 Jan 2005	111 (89.94)	8,409,414	0 (0)	0 (0)	0 (0)	0 (0)	0 (0)	0 (0)
13 Jan 2005	61 (89.97)	11,041,481	0 (0)	0 (0)	0 (0)	0 (0)	0 (0)	0 (0)
8 Jan 2005	40 (98)	5,893,340	0 (0)	0 (0)	0 (0)	0 (0)	0 (0)	0 (0)
7 Jan 2005	31 (89.99)	4,041,287	0 (0)	1 (1)	0 (0)	1 (1)	0 (0)	0 (0)
7 Jan 2005	41 (89.98)	6,503,402	0 (0)	0 (0)	0 (0)	0 (0)	0 (0)	0 (0)

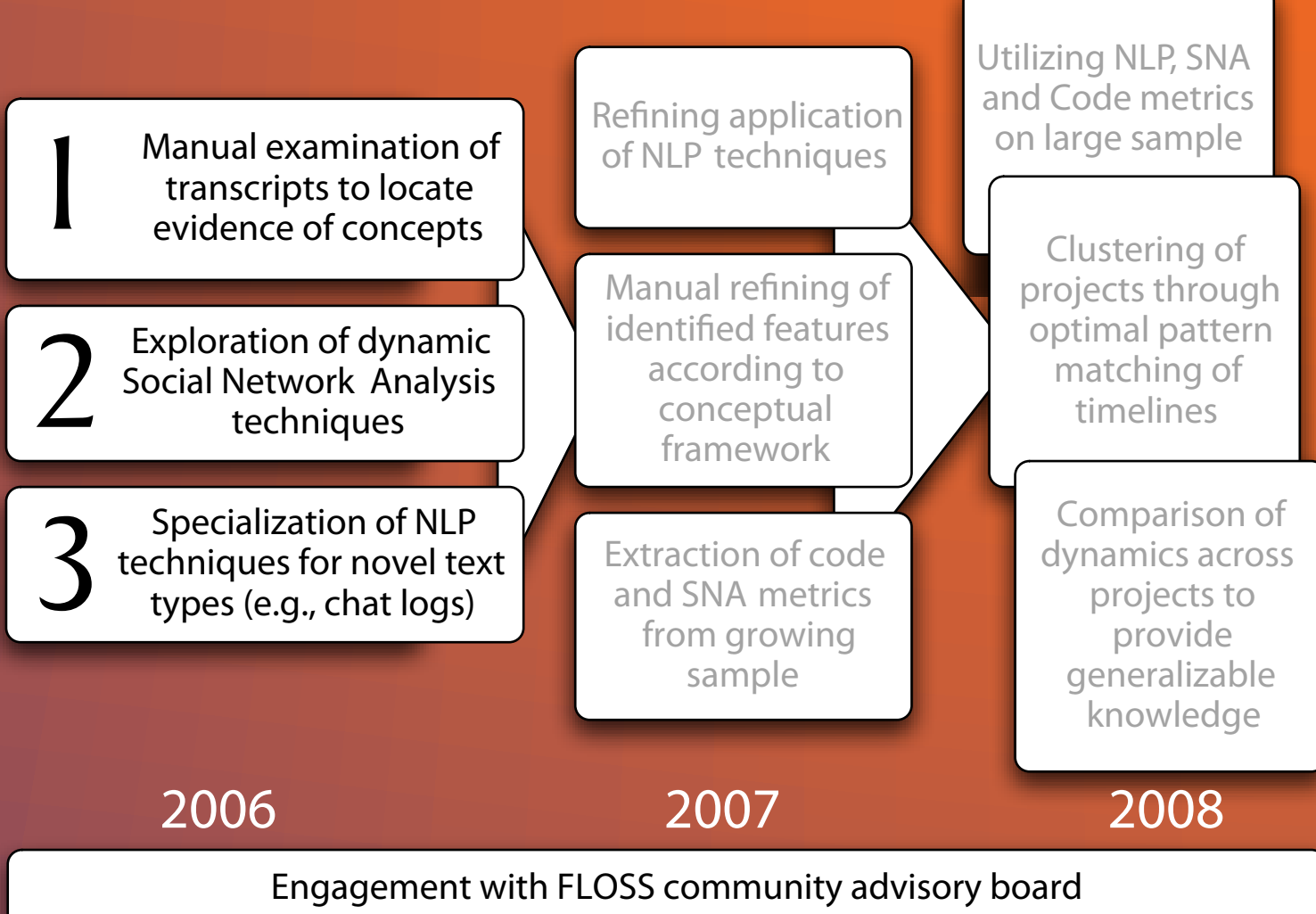
Data Integration



Investigating the Dynamics of FLOSS Development Teams

What are the dynamics through which self-organizing, distributed teams develop and work? Research partially funded by NSF grant 05-27457, with prior support from 03-41475 & 04-14468

Research Plan



Key Findings To Date

- FLOSS projects display highly distributed levels of centralization. Some projects that appear decentralized when examined at a snapshot in time are actually centralized, but with the individuals at the centre changing over time. However, the data suggest that the majority of projects analyzed maintain a single participant at the centre through their lifetimes.
- We identified different trajectories of decision making practices in two comparable projects, one successful and one not. In one, that trajectory connotes acceleration and energy (growth in number of participants, shorter decision time, more inclusive participation, and richer and more complex decision-making episodes), while the other shows signs of deceleration and entropy (shrinking participation, disappearing administrators, longer decision cycles, and increasingly simple and less complex decision-making episodes).

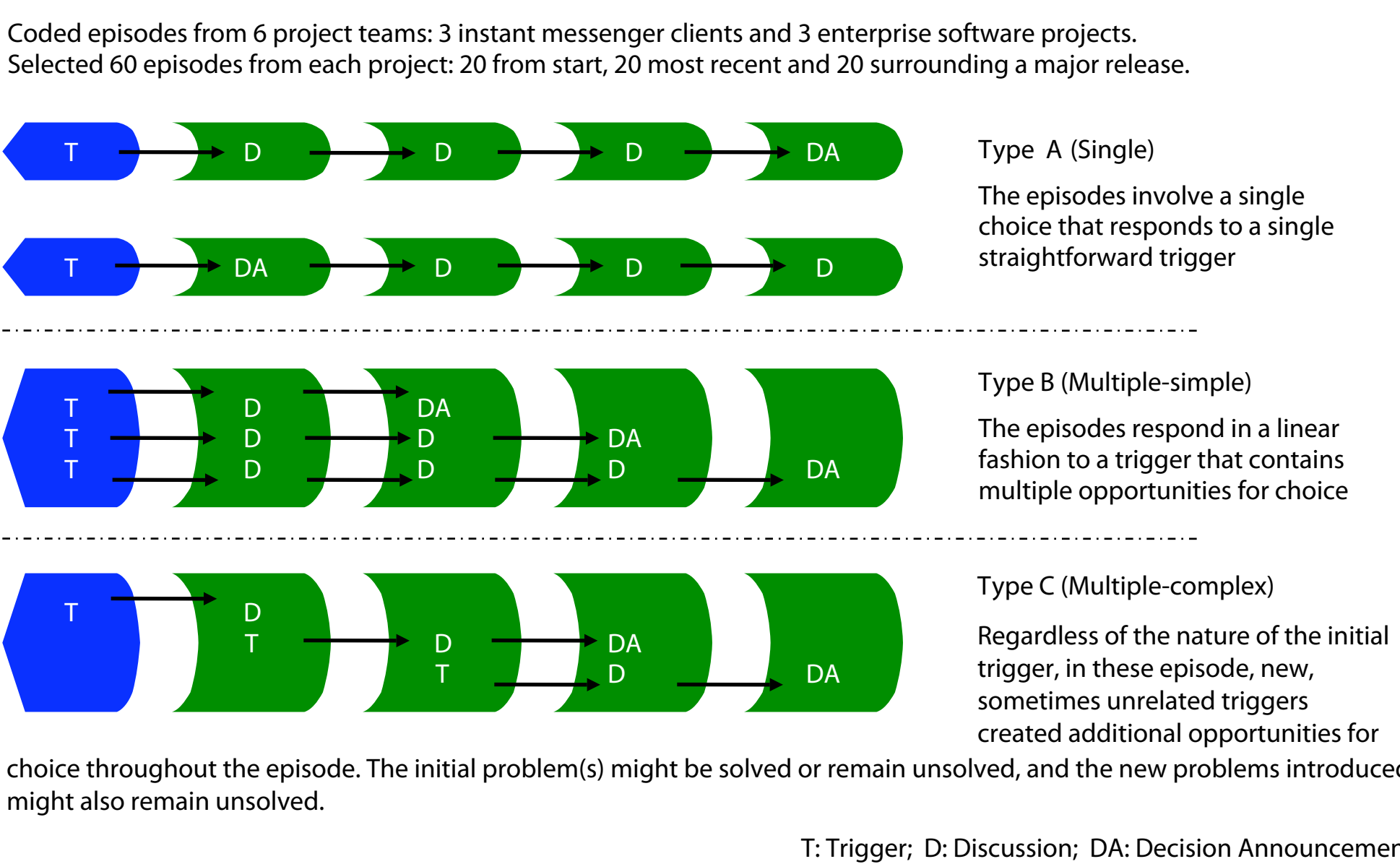
Manual examination of transcripts

Example: Coding team decision episodes

We defined a decision episode as a sequence of messages that begins with a message containing a trigger that presents an opportunity for choice (such as feature request, bug report or strategic problem). It includes discussion related to the issue, and a decision concerning the stated opportunity.

Item	Code	Description
Decision Type	Code	Central issues related to a change in the code/software, or an acceptance of a patch or lines of code that will become part of the code base
	Non-code	Central issues related to something other than code, e.g., legal issue, membership issue, funding, group maintenance etc
	Problem	Problem/crash without knowing exactly what causes it.
	Bug	Clear bug identification and bug report
Trigger Type	Patch	Patch or lines of code submission
	Feature	Clear identification of a desired functionality or change in code
	Releases	Release-related issue
	Mixed	Multiple, mixed issues listed together, but not related to a release
Non-Code		Any problem / issue that isn't resolvable by a change in the code of the software being built, and complex or major issues that will eventually, but not immediately affect the code base, including major rewrites or redesign, voting, organizational changes, legal issues.

Preliminary results

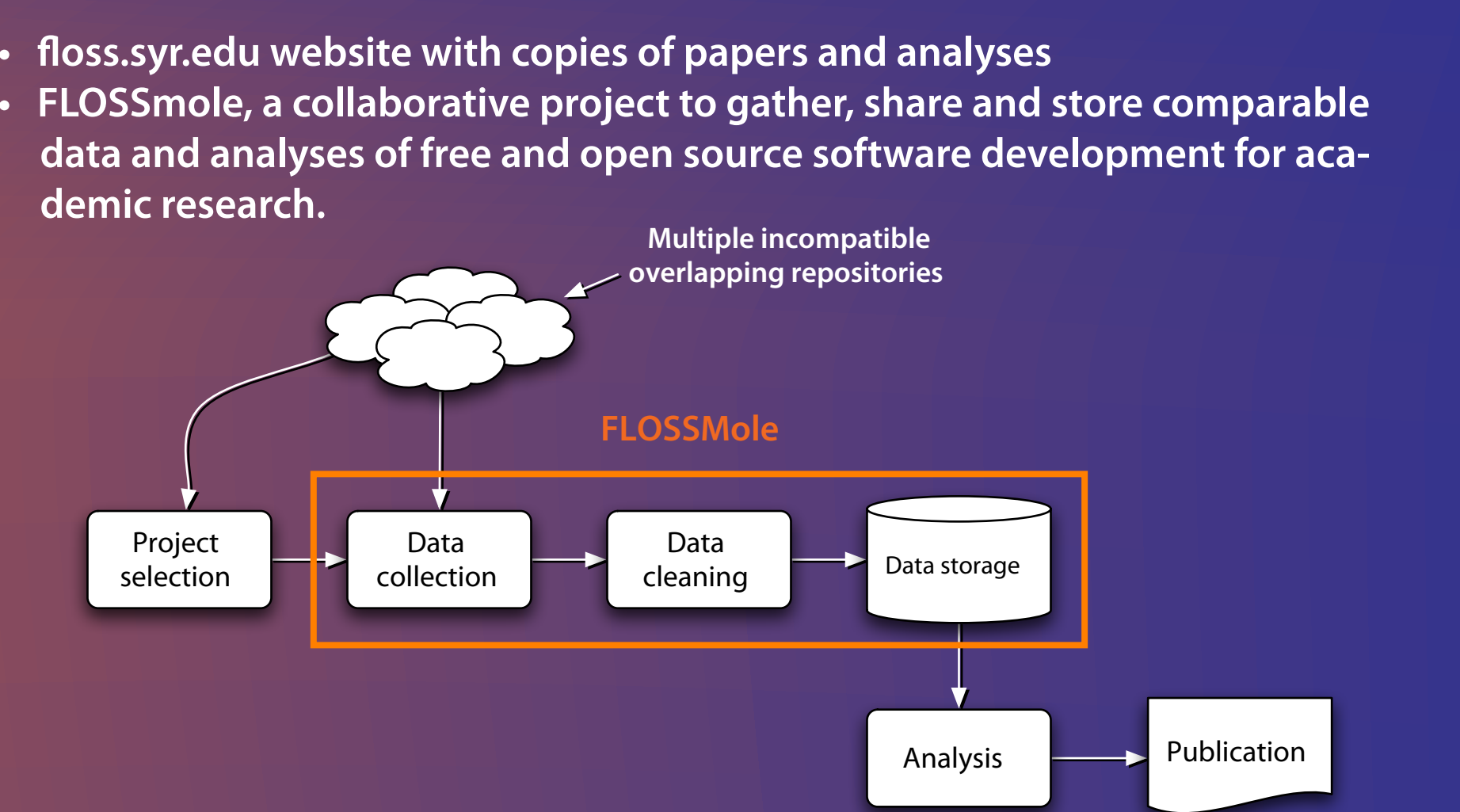


People



not shown: Keisuke Inoue, Sarah Harwell, Steven Rowe, Nancy McCracken

Products

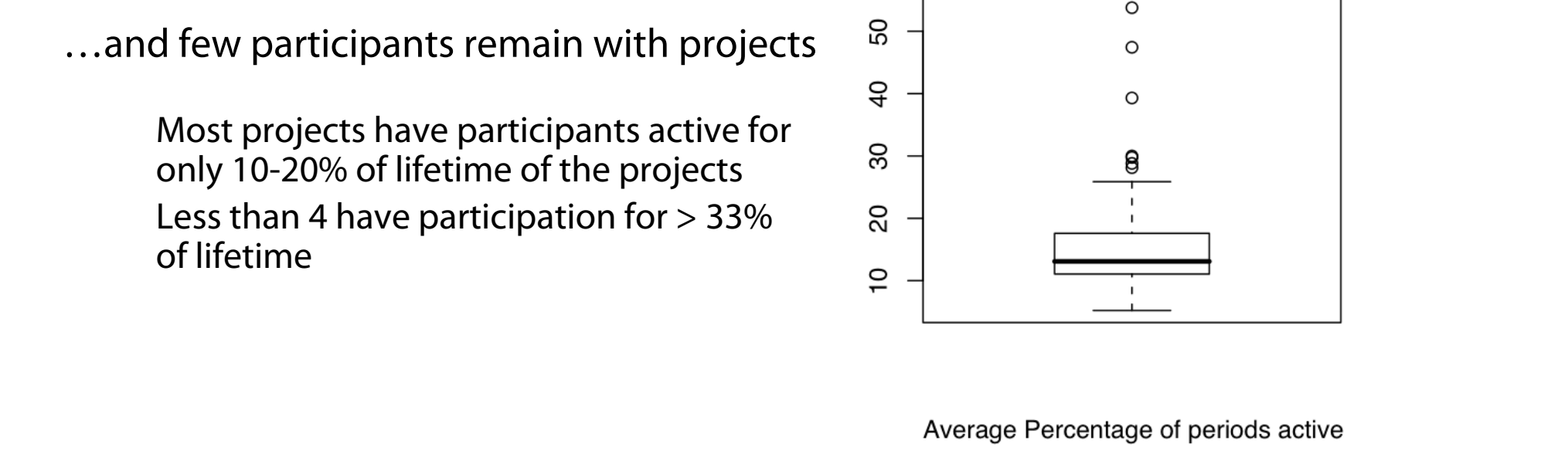
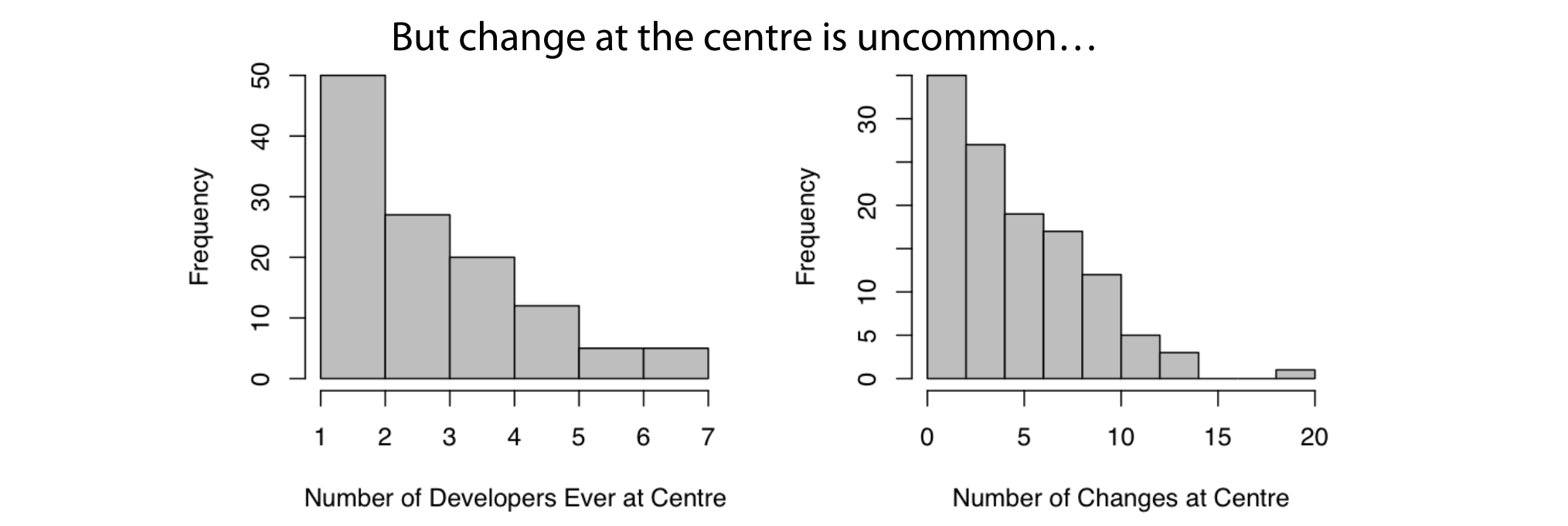
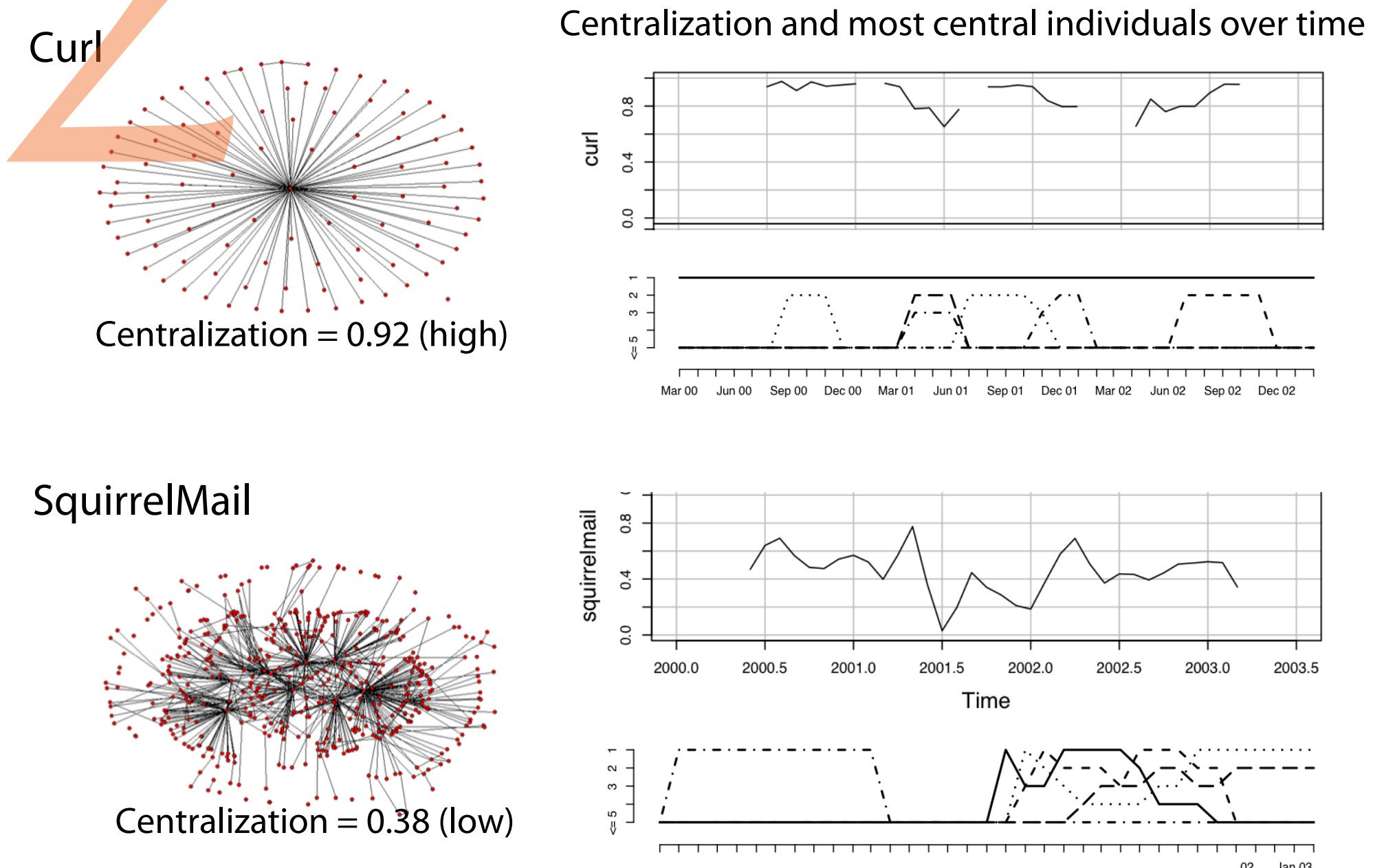


Plans

- Continued qualitative analysis of email transcripts, including analysis of group maintenance, power and perhaps leadership
- Refining application of NLP techniques to automate aspects of qualitative analysis
- Development and extraction of software source code metrics
- Quantitative event sequence and time series analysis of processes
- Field study of shared mental models in FLOSS teams
- Literature review of empirical studies of Open Source Software development

Exploration of dynamic social network analysis

We analyzed the communications network in project bug tracker logs and found that projects exhibited a range of centralizations. We then examined the networks as they evolved over time and found evidence in some projects of changes in the center members.



Specialization of natural language processing techniques

PreProcessing

The first step in creating structure from unstructured or semi-structured text is to prepare a text for further processing

- Identification of major sections of an email message, eg header, signature, tagline
- Removal of ">" symbols that interfere with sentence detection
- Identification of quote levels embedded in messages and author of the quoted snippets

Original message (slightly edited)

Preprocessed message in xml format

Sections identified

Metadata identified

Paragraphs separated

Emoticons - finding them, categorizing them

Original Text: > Other opinions? I though we'd been swamped! :-)

Before - each element of punctuation is a separate token:

<sentence sid="S29"> ||PRP though|IN we|PRP have|VBD be|VBN swamp|VBN |. </sentence>

<sentence sid="S30"> :-: |SYM |SYM |SYM </sentence>

After : Emoticon is pulled together as a single token. Each is categorized as neutral, positive, or negative. Part of speech is ignored for now.

<sentence sid="S43"> ||PRP though|IN we|PRP have|VBD be|VBN swamp|VBN |. </sentence>

<sentence sid="S44"> <SYM cat="positive"> :-: |JJ </SYM> </sentence>

Automatic Coding - exploratory work

Group Maintenance/ Task Assignment

Decision Announcements

Fire: doc1403

Fire: doc1773

Fire: doc55

Citations

Crowston, K., Wei, K., Li, Q., Eseryel, U. Y., & Howison, J. (In press). Self-organization of teams in free/libre open source software development. *Information and Software Technology Journal*, Special Issue on Understanding the Social Side of Software Engineering, Qualitative Software Engineering Research, Accepted with major revisions.

Heckman, R., Crowston, K., Li, Q., Allen, E., Eseryel, Y., Howison, J. & Wei, K. (2006). Emergent decision-making practices in technology-supported self-organizing distributed teams. In *Proceedings of the International Conference on Information Systems (ICIS 2006)*, Milwaukee, WI, 10-13 Dec.

Howison, J., Inoue, K., & Crowston, K. (2006). Social dynamics of FLOSS team communications. In *Proceedings of The Second International Conference on Open Source Systems*, Como, Italy, 8-10 Jun. (First-runner up for best paper in conference.)

Li, Q., Crowston, K., Heckman, R., & Howison, J. (2006). Language and power in self-organizing distributed teams. Paper presented at the OCIS Division, Academy of Management Confer

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