

Towards an OW2 Manifesto

Rationale

This document intends to foster collaboration for the definition of an OW2 Manifesto, to define and communicate the OW2 Technology Positioning. Feel free to annotate, to comment or to contribute new sections.

This initial version is proposed by Gaël Blondelle, Alexandre Lefebvre and Cédric Thomas.

Some parts are inspired by the OW2 strategic discussions being held for 6 months, while other parts are inspired by the recent survey sent end October 2009 to the community.

Please make sure that your contribution is not anonymous by adding your initials in the list below, and by choosing a color.

GB: Gaël Blondelle Contribution

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OW2 Technology Vision Executive Summary

At last, we should propose and Executive summary.
But let start with a discussion about the different topics

OW2 mission

(from the OW2 Development Plan Executive summary being written as we speak)
OW2 is an international open source community dedicated to developing a code base of open source infrastructure software concentrating on middleware and, increasingly, on applications.

Our mission at OW2 is to develop open source infrastructure software and to foster a vibrant community and business ecosystem. (note the wording: "infrastructure software" instead of "middleware" -- not definitive but a strong suggestion)

OW2 facilitates information exchange and cooperation between its members:

- a) helping innovative academics and developers create sustainable open source projects for their own benefits and those of end-users,
- b) helping software and service companies grow their own business ecosystems and market visibility.

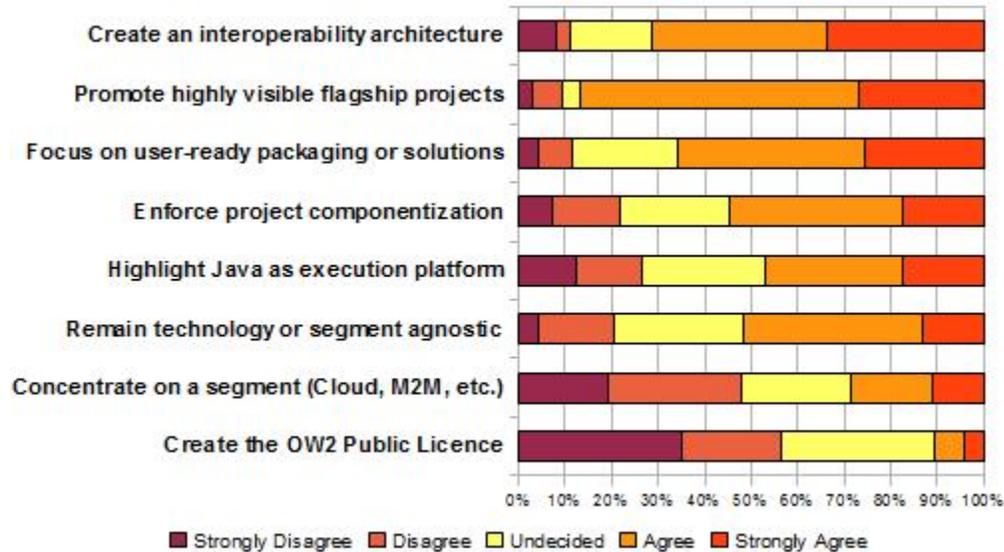
Reflecting its mission statement, OW2 supports two broad categories of open source projects:

- a) community-driven projects including academic research, publicly-funded projects and accessory code on one hand
- b) market-driven projects under either service or product business models or research projects incubating new start-ups, on the other.

Community survey

Aggregated results from community survey show preference for:

- * promoting flagship projects (84%)
- * creating an interoperability architecture (70%)
- * focusing on user-ready projects (64%)



Any proposals for other alternative polls?

Promoting flagship projects

"Role of TC" : Promoting flagship projects is more a concern of the Management Office or the Ecosystem Council. The TC can help by voting if a project is considered an "OW2 flagship project"

Create an interoperability architecture

In 2008, we introduced Himalaya with the idea that projects in the codebase should interoperate.

Code Base Consistency: Himalaya Program



- ➔ OW2 code base consistency is part of OW2 value proposal
- ➔ OW2 middleware projects must interoperate
- ➔ Project interoperability based on open standards
- ➔ No constraints on internal project architecture
- ➔ Create a compatibility matrix
 - Interoperability
 - Compatibility
 - Integration
- ➔ Synchronous release process
 - One version per year
- ➔ 2008 : First iteration of the program

One main idea behind Himalaya is to promote Eclipse synchronous released demonstrate that it is possible at a consortium level and that it strongly leverages the efforts of the members. note that Eclipse synchronous release started with only 5 projects, and now, they integrate up to 30 projects. Such interoperability may already exist in the BI initiative. CCV is another outstanding example.

Focus on User-Ready projects

Think Solutionware.

Focusing on User-Ready projects is more about marketing that about technology. We can add User Readiness as a criteria in the process of evaluation to determine the project status (incubator, mature, archive, ...)

Component model and Software Integration Architecture

One way to implement an interoperability architecture is to define software architecture rules.

Example of other consortiums:

- Linux or W3C : No strong rule, but everything is approved by the guru or director (Linux Torvald or Tim Berners Lee)
- Eclipse : Everything must conform to OSGI architecture
- Apache : No strong component model, but quality rules ensure the same level of quality for Apache top level projects. More, cross fertilisation is very common in Apache. OSGI under large adoption.

At OW2, we think that project componentization is a key issue to foster collaboration and reuse.

Historically, OW2 promotes Fractal component model and OSGI. Fractal and OSGI are now well integrated.

We propose to focus on OSGI as a common "packaging and deployment" component model.

Fractal is a component model of choice for advanced use cases which necessitate reflection and reconfiguration.

Polls :

- Large solution oriented projects should provide or contribute at least two "commodity" projects to the consortium.
- Every project should list the references of outside components so that it is easier to identify common
- Project leaders should maintain a list (at the consortium level) of "like to have" "commodity" projects.

Standardization

From the beginning, ObjectWeb then OW2 have been strongly committed to standards. OW2 is well positioned as a member of JCP. OW2 should be more active at JCP. OW2 is also about to be a member of OSGI Alliance.

Developer Friendly infrastructure

OW2 is committed to provide a best in class infrastructure for developers and open source project managers.

The Technical Council is typically the place for developers to share development and dev process best practices

Emerging technologies and innovation

From the beginning of OW2, and previously of Objectweb focused on emerging technologies. For example, many research projects, either academics or industrial find a natural place in OW2.

In the past, the ESB initiative demonstrated the ability of a consortium like Objectweb to create a momentum, and to incubate new open source

projects like Petals and Frascati.

The efforts around RFID technologies in the context of the Aspire project are also noticeable.

One of the strength of OW2 is the mix of academic with corporations. OW2 is a good place to innovate

OW2 licensing scheme

LGPL is by far the main licence chosen by OW2 projects. GPL is growing due to the growing popularity of dual licensing models with commercial open source start-ups; AGPL might grow for the same reason. Other licences (EPL, BSD) depend on opportunities.

Licensing could be a mean for the consortium to explain the match between license and exploitation schemes (dual licensing, community extension, ...).

With multiple licenses come incompatibility issues.