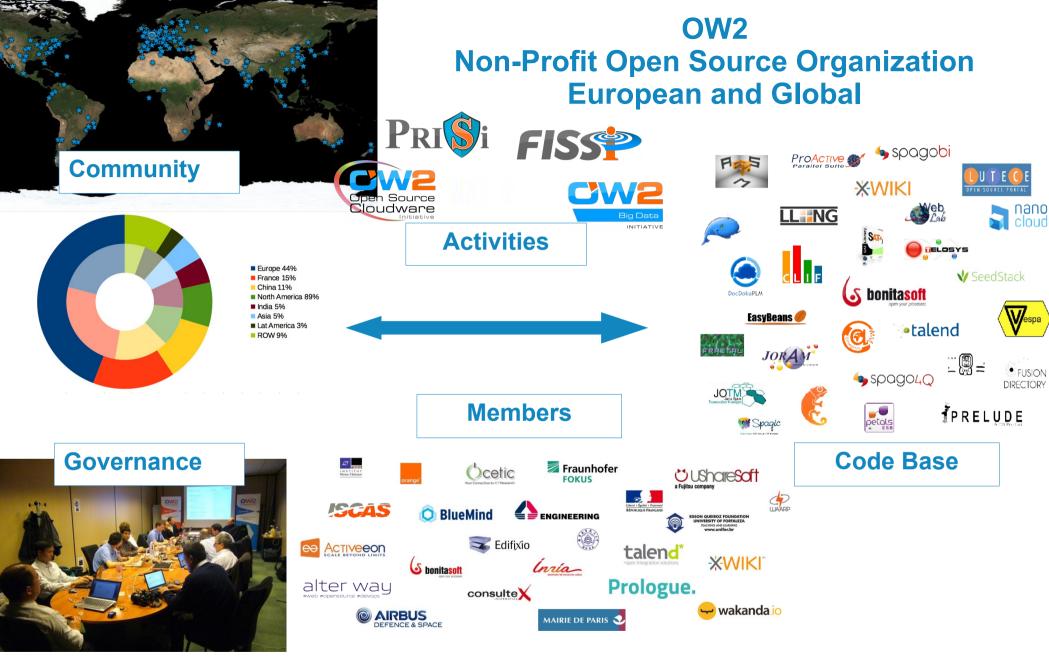




Supporting and Assessing Market Readiness of OW2 Projects

A Progress Report

Cédric Thomas, OW2 FOSDEM, Saturday, February 4, 2017

















OW2-LAPTOP3: " cedricthomas\$

0> The freedom to run the software for any purpose

OW2-LAPTOP3:~ cedricthomas\$

0> The freedom to run the software for any purpose

1> The freedom to study how the software works and to adapt it to your needs

OW2-LAPTOP3:" cedricthomas\$

- 0> The freedom to run the software for any purpose
- 1> The freedom to study how the software works and to adapt it to your needs
- 2> The freedom to redistribute copies of the software

OW2-LAPTOP3: " cedricthomas\$

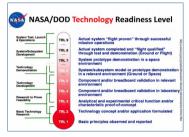
- 0> The freedom to run the software for any purpose
- 1> The freedom to study how the software works and to adapt it to your needs
- 2> The freedom to redistribute copies of the software
- 3> The freedom to improve the software and distribute your improvements to the public

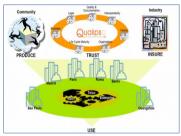


Free Software Commercial Open Source

Agenda









- ► OSS Projects and the Value Chain
- Evaluating Readiness and Maturity
- Evaluating Open Source Projects
- ► OW2 OSCAR Approach





OSS projects and the value chain

Project categories
Code to product
Supporting market readiness





Community projects







































Feb 4, 2017

Enterprise projects

































Collaborative projects







P°¶□□□□ B•••WARE

























Software is Code



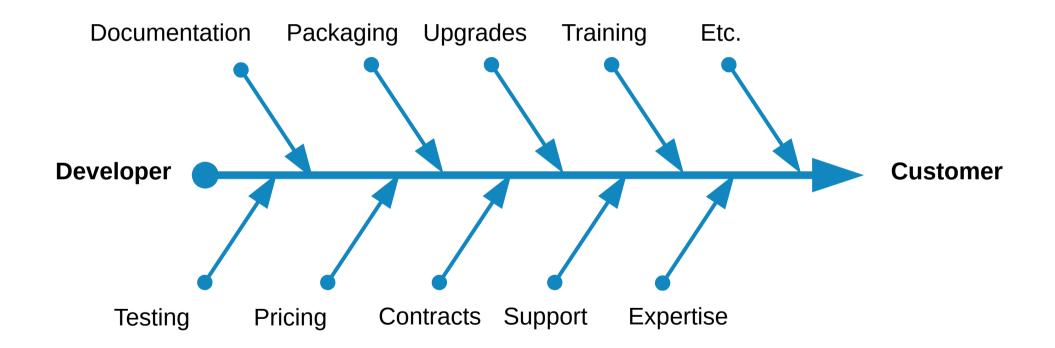
What is a Software *Product*?

Developer Customer





What makes a Software *Product*?







What creates value?

Market Value Support Packaging Case studies Collateral Pricing Early adopters Documentation **Demonstrators** Upgrades Bug-fixing Training Contracts Jse-cases Predictability Testing Code POCs Quality Trust **Delivery** Research & Development **OSS** Challenge

Who creates value? The ecosystem

Market Value Early adopters Documentation Roadmap Upgrades Bug-fixing Training Support Packaging Case studies Collateral Pricing **Demonstrators** Predictability Quality Trust Contracts Jse-cases Code POCs Systems Integrators Open Source Orgs. Contributors Distrib. Vendors Developmen (Fiduciary Services) **Users**





Supporting market readiness and value creation

Market Value



POCs Use-cases Demonstrators Documentation
Roadmap
Upgrades
Bug-fixing
Training
Support
Packaging
Case studies
Collateral
Pricing
Contracts
Early adopters
Etc.

Predictability Quality Trust





Communication, Outreach, Marketplace

Governance, Projects, Initiatives, Quality Program

Collaborative Development Technical Resources











Evaluating Readiness and **Maturity**

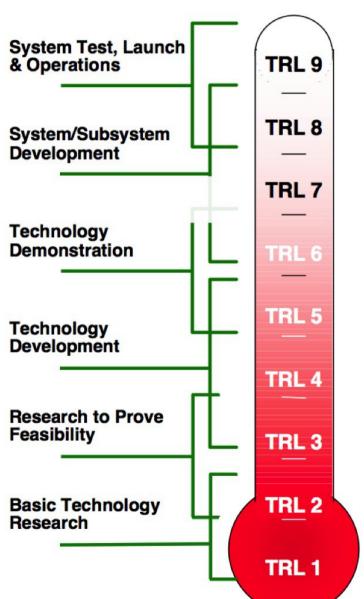
Technology Readiness Level Market readiness Open source readiness







NASA/DOD Technology Readiness Level



Actual system "flight proven" through successful

Actual system "flight proven" through successful mission operations

Actual system completed and "flight qualified" through test and demonstration (Ground or Flight)

System prototype demonstration in a space environment

System/subsystem model or prototype demonstration in a relevant environment (Ground or Space)

Component and/or breadboard validation in relevant environment

Component and/or breadboard validation in laboratory environment

Analytical and experimental critical function and/or characteristic proof-of-concept

Technology concept and/or application formulated

Basic principles observed and reported

Basic principles observed and reported

Investment Readiness

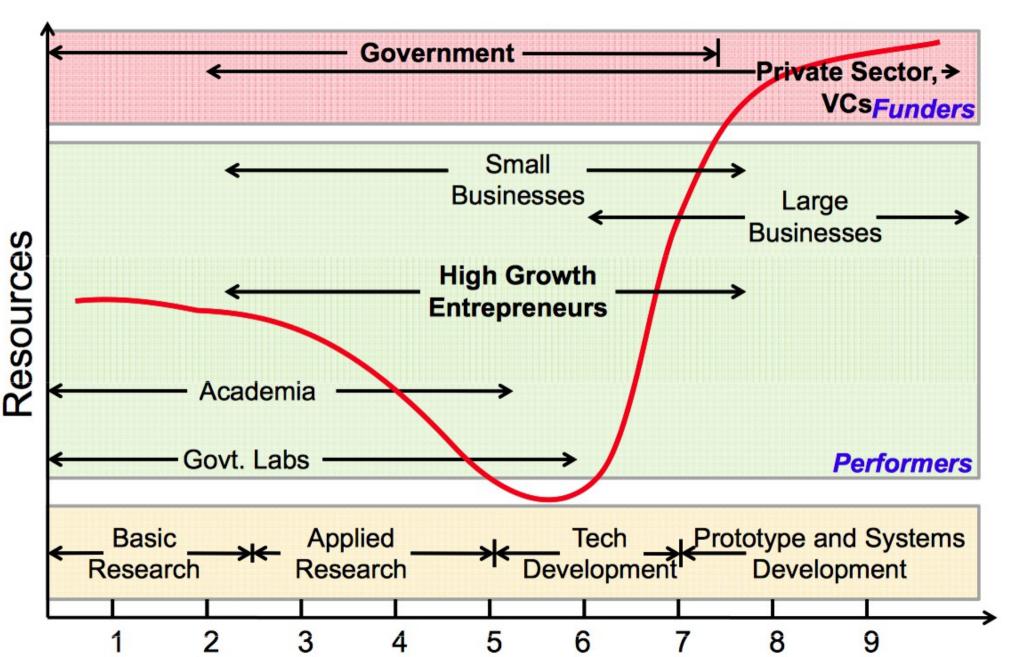
Level



- 7. Prototype High Fidelity MVP
- 6. Validate Right Side of Canvas
- 5. Validate Product/Market Fit
- 4. Prototype Low Fidelity MVP
- 3. Problem/Solution Validation
- 2. Mkt Size/Competitive Analysis
- Complete First-Pass Canvas







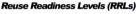
Evaluating Open Source Projects

QualiPSo OW2 SQuAT Cll Badge Program





OSS Analysis Landscape











EU Collab. Projects

Industry













Standardization





IP analysis







Qualitative analysis

Engineering

Static analysis

OW2 OMM forms



spago4Q metrics

















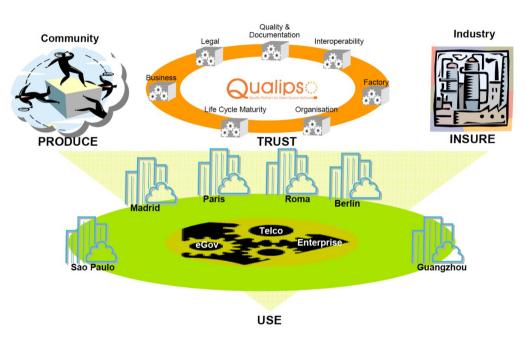






Crowd testing

2007: QualiPSo



► European project

- ▶48 months (2007-2010)
- ▶22 organisations from 9 countries (3 continents)
- ▶It is all about TRUST
 - Trust cannot be claimed without being proved!!!
- ▶ QualiPSo aimed at standardising the way OSS systems are built, offered and consumed.

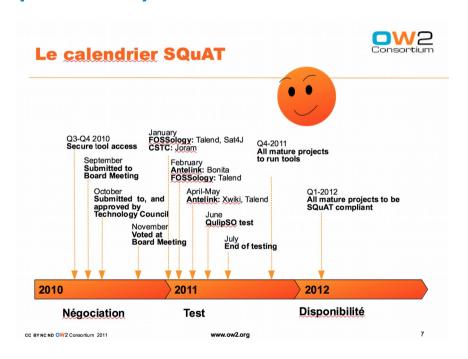


348		Moderate mailing lists / forums	0	1	2	3	4	
349		Moderate bug/issue management systems	0	1	2	3	4	
350		Survey regularly users what is their satisfaction level with available communication channels	0	1	2	3	4	
351		Adapt communication channels according to new requirements and comments provided by users	0	1	2	3	4	
352	Practice	Door the project recovery and the communication incide the community of		1	2	3	4	4
353	STK-2.2	Does the project measure regularly communication inside the community?	0	-1	2	3	4	
354	LookFor	Number of bug-tracking issues (evolution ratio)	0	1	2	3	4	-
355		Number of bug-tracking issues unassigned (evolution ratio)	0	1	2	3	4	-
356		Percentage of bug-tracking issues resolved (per week, per month etc)	0	1	2	3	4	_
357		Number of writers in mailing lists (evolution ratio, classes: active, passive, quite active, very active)	0	1	2	3	4	
358		Number of mailing lists subscribers turned into developers (evolution ratio)	0	1	2	3	4	
		Ratio of downloads this week over number of downloads in previous week	0	4	2	3	4	
359	-	Number of feature requests submitted by users/developers (evolution ratio)	_	4			'	
360		Number of bugs/issues submitted to the project (evolution ratio)	0	1	2	3	4	
361		Number of subscribers in the mailing lists (evolution ratio)	0	1	2	3	4	
362	Practice STK-2.3	Does the project measure the response rate inside different communication channels?		1	2	3	4	3
363	LookFor	Provide strong reactivity based on roles assignment	0	1	2	3	4	
364		Provide strong reactivity in mailing lists	0	1	2	3	4	
365		Provide strong reactivity in bug solution	0	1	2	3	4	
366		Provide strong reactivity in issues consideration	0	1	2	3	4	
367								
368	Goal STK 3	Does the project improve stakeholders involvement?						
369	Practice STK-3.1	Does the project measure the response level inside different communication channels and propose improvements?		1	2	3	4	4
370	Practice STK-3.2	Does the project improve the management style inside the project?		1	2	3	4	4
371	LookFor	Regularly assign roles related to different communication channels	0	1	2	3	4	
372		Regularly evaluate the quality of the communication inside the project	0	1	2	3	4	
373	Practice STK-3.3	Does the project improve the communication level inside the community?		1	2	3	4	4
374	LookFor	Take actions to prevent flaming	0	1	2	3	4	
375		Define communication rules	0	1	2	3	4	
376		Assign responsibility related to abuse inside the communication channel	0	1	2	3	4	
377		inappropriate communication (flaming, etc.) leads to loss of privileges	0	1	2	3	4	
378		Require from users that want to start actively communications inside the community to explicitly agree with defined communication rules	0	1	2	3	4	
379								
380								
381		OMM: Basic Level						
382	Purpose: C	heck if the level is reached. If the percentage of fulfilment of practices is higher then 90 (percent) the Basic OMM level is reached.						90.09





2010: OW2 Software Quality Assurance and Trustworthiness (SQuAT)



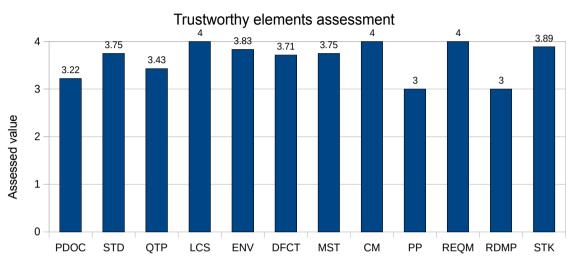
- ▶IP verification: **FOSSology**
 - ► Applied on all OW2 mature projects
- ▶Code verification: Antelink
 - Provides traceability of external libraries
- ▶Static analysis: **Sonar**
 - ▶Set of OW2 Sonar rules
- ► Maturity analysis: **Qualipso**
 - ►OMM applied to OW2 projects

CW2



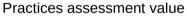
OW2 Implementation of the QualiPSo OMM

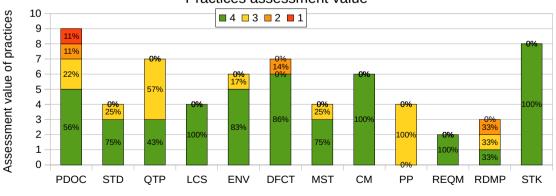
OMM Basic level



Trustworthy elements

OMM Basic level





Trustworthy elements





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2012: RISCOSS



- ►Open source as a public resource freely accessible
- ▶But OSS come from very different backgrounds
- Exploring and mapping the open source landscape
- Need to identify, measure, evaluate existing software
- Many tools and online services available



Commercial Products/Services

2015: Cll Badge Program (Linux Foundation)



David A. Wheeler at OW2con'16

- ► Core Infrastructure Initiative (CII)
- Launched after the Heartbleed failure
- Organized by The Linux Foundation
- Supported by Amazon Web Services, Adobe, Bloomberg, Cisco, Dell, Facebook, Fujitsu, Google, Hitachi, HP, Huawei, IBM, Intel, Microsoft, NetApp, NEC, Qualcomm, RackSpace, salesforce.com, and **VMware**

UX FOUNDATION COLLABORATIVE PROJECTS



NEWS

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CII BADGE PROGRAM	Checklist:
Basics	Project website
	Project website content
	FLOSS License
	Documentation
	Other
Change control	Public version-controlled source repository
	Version numbering
	Release notes (ChangeLog)
Reporting	Bug reporting process
	Vulnerability reporting process
Quality	Working build system
	Automated test suite
	New functionality testing
	Warning flags
Security	Secure development knowledge
	Good cryptographic practices
	Secured delivery mechanism
	Publicly-known vulnerabilities fixed
Analysis	Static code analysis
	Dynamic analysis

OW2 OSCAR Approach

More than just TRL Market readiness Promotes best practices





OSCAR Open Source Capability Assessment Radar

Risk analysis

Visual Reporting

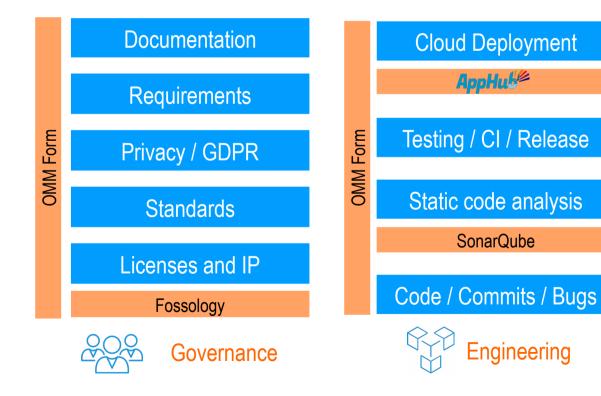
Metrics



Metrics / Scorecards

More to come:

- Accessibility
- Deployability
- Marketing
- Funding



CW2

BY NO ND

OMM Assessment Web Form

ProActive OMM

Project Documentation

Purpose: Develop and maintain project documentation, making it readily accessible to the community

Asset documentation

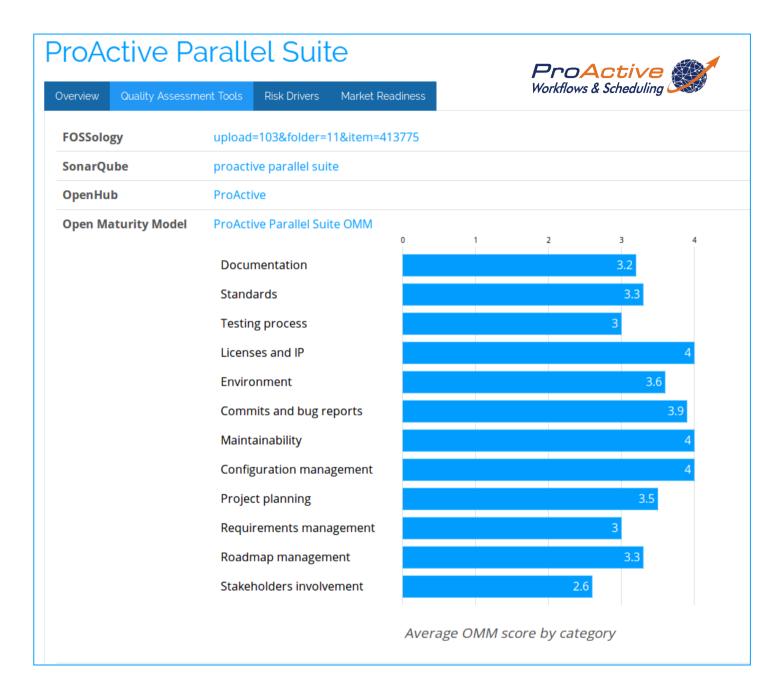
Documentation related to assets need to be provided and properly maintained. Access needs to be provided for the community and relevant stakeholders.

Cloud	6	75-100 % implemented					
Purpose: assess cloud deployment readiness throuh quality requirements that have to be met in order to ensure that a project							50-75 % implemented
delivers	deployable assets (binaries, images,	, templates) withi	n a cloud marketplace such as AppHub.				
DEP-1.1	Does the project provide cloud te	emplates or image	es that are ready for deployment?	8	% implemented	6	75-100 % implemente
DEP-1.2	Does the project provide deployable templates / images versions that are aligned with the project's releases? % impl			% implemented	6	75-100 % implemented	
DEP-1.3	Does the project define a procedure for managing the deployable templates / images (e.g. % implements as part of the configuration / release management)?				% implemented		
DEP-2.1	Does the project provide evidence	e that the deploy	able assets function correctly?	6	% implemented	6	25-50 % implemente
						6	0 -25 % implemented
		PDOC-3.3	Does the project improve intrinsic quality of	documentatio	on?	6	75-100 % implemente
		PDOC-3.4	Improve documents based on feedback and	on evaluation	1	0	50-75 % implemented

CW2



OMM Assessment







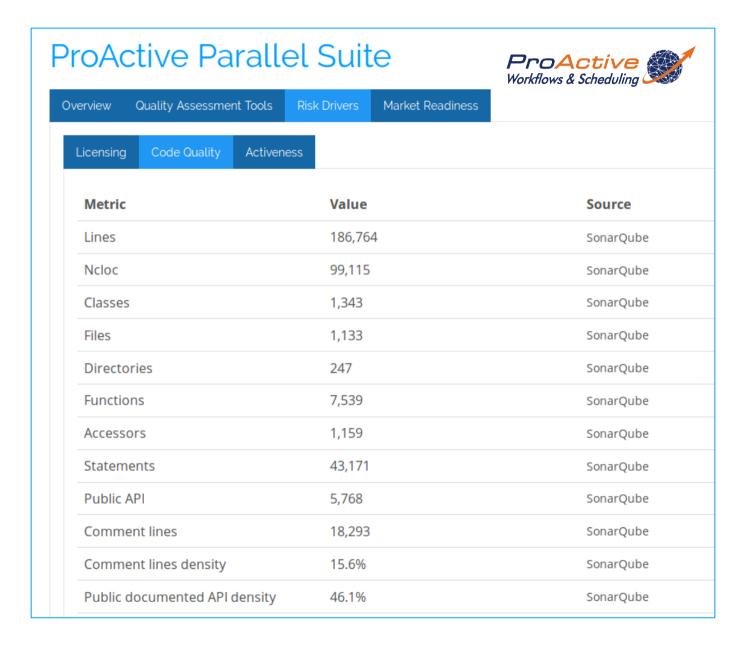
FOSSology License analysis

ProActive Parallel Suite ProActive Workflows & Scheduling Quality Assessment Tools Risk Drivers Market Readiness Overview Code Quality Activeness License File count Source AGPL-3.0 940 FOSSology No license found 427 FOSSology MPL 12 FOSSology Microsoft-possibility 6 FOSSology 6 FOSSology BSD Apache-2.0 5 FOSSology MIT 4 FOSSology GPL-3.0 4 FOSSology OFL-1.1 2 FOSSology MIT-style 2 FOSSology MIT-possibility 2 FOSSology **GPL-possibility** 2 FOSSology 2 FOSSology GPL-2.0





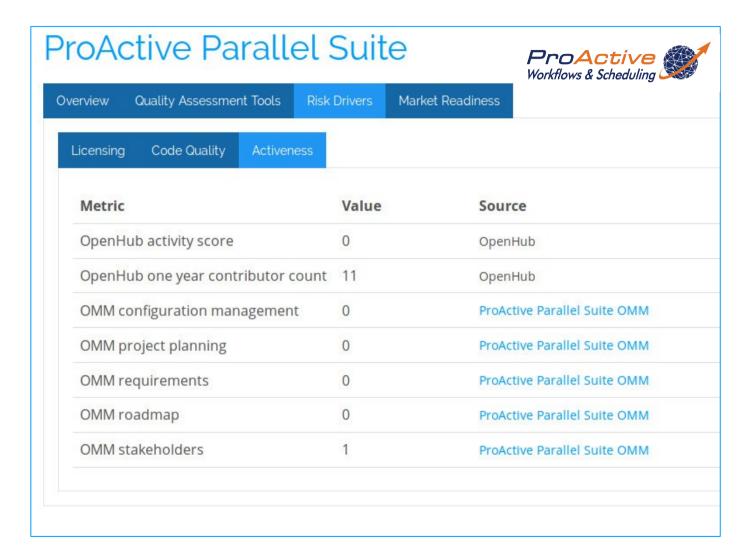
SonarQube Static code analysis







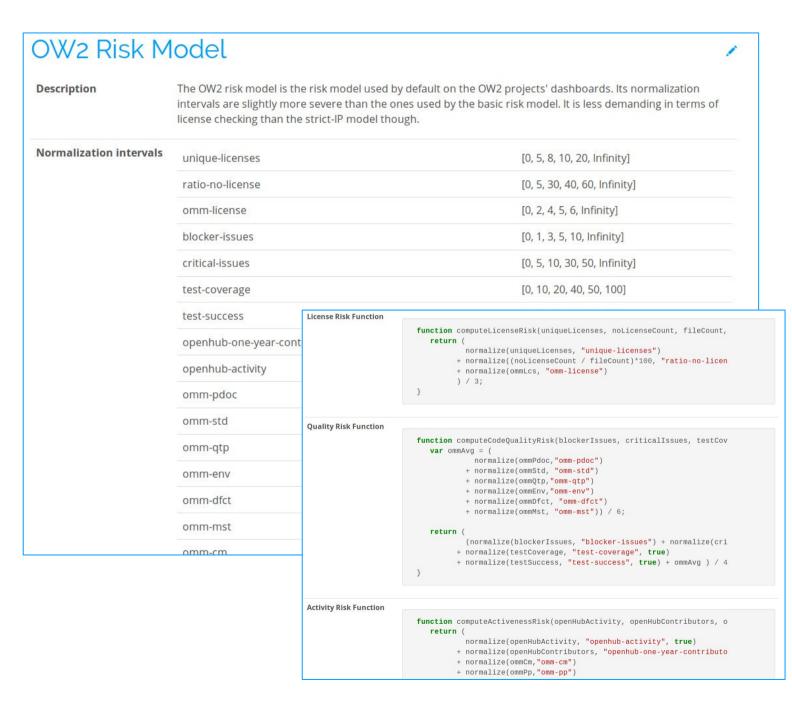
Risk Analysis







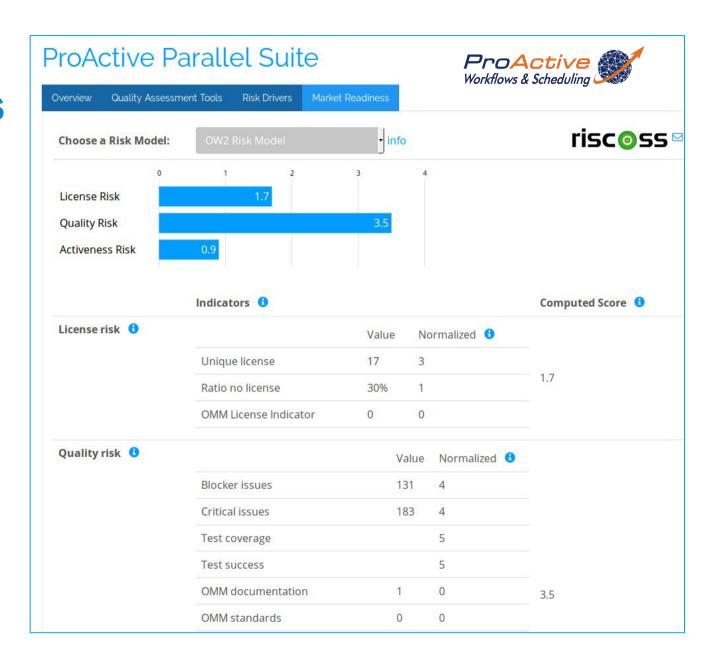
Risk Models





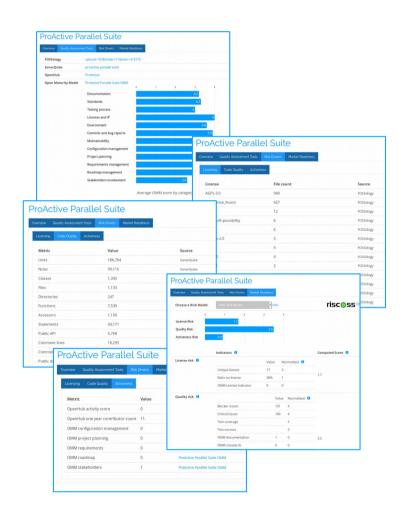


OSCAR Market Readiness Scorecard



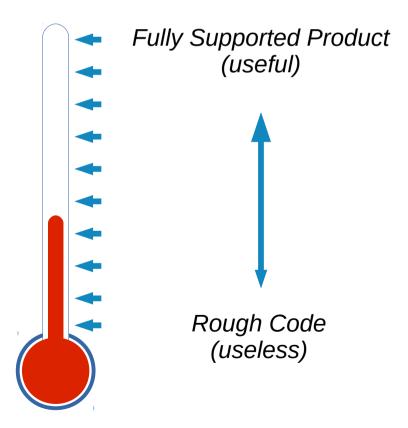


Work in Progress!



► Market Readiness Level

A type of measurement system used to estimate the market maturity and readyness of a particular project







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For more details please contact Cedric Thomas, OW2 CEO, cedric.thomas@ow2.org