# BOF
# Key terms to understand OSS communities
# - from  the viewpoint of
# "Activity" and "Common Sense"

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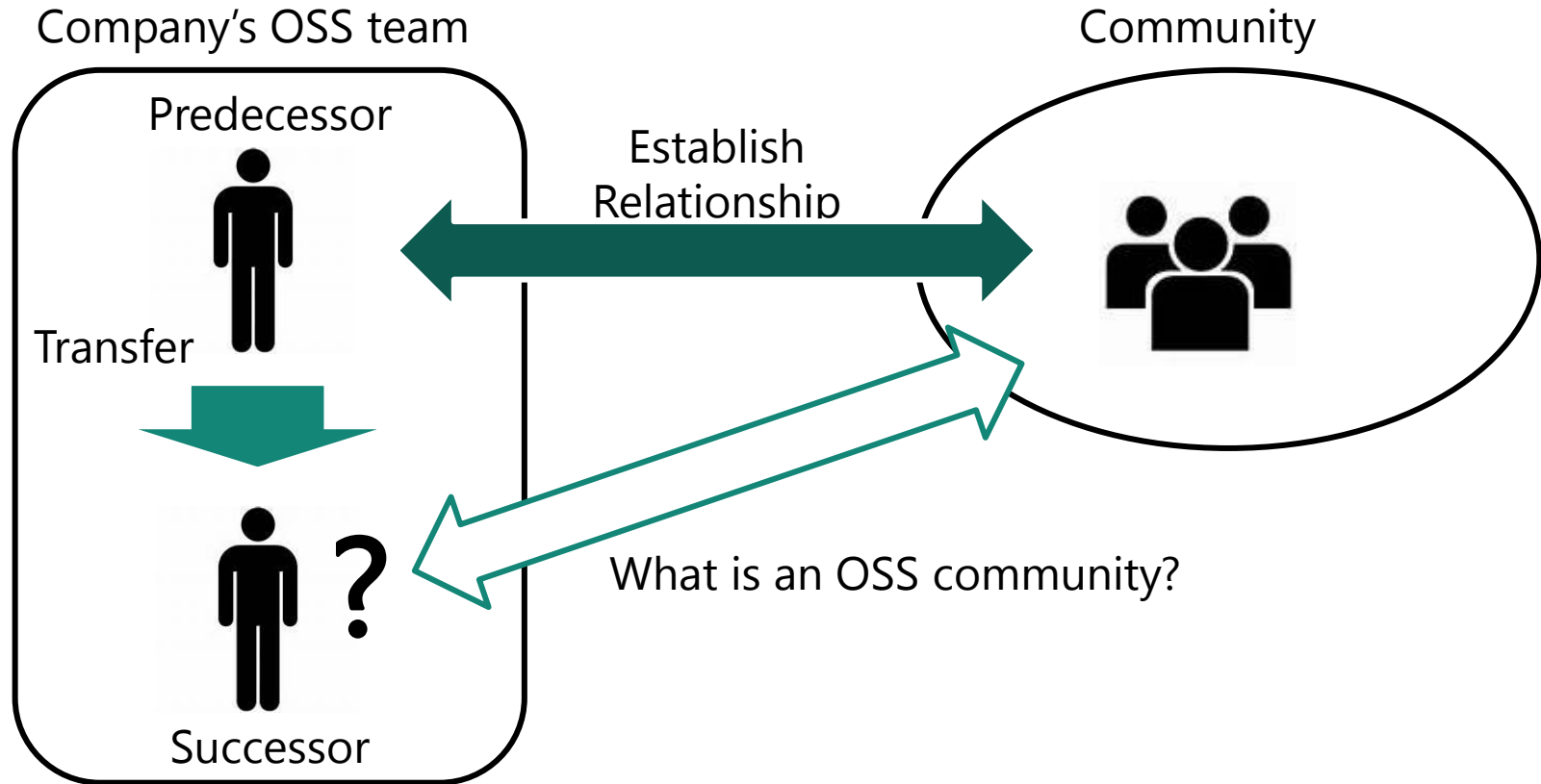
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# Agenda

- My background and mission
- Generation Change
- Knowledge about an OSS Community
- Activities
- Common Sense
- Discussion

# My Background and Mission

- Background
  - Signal processing technology
    - Audio CODEC, Video CODEC, Audio signal processing, etc.
  - Firmware development
    - DSP firmware
    - SoC firmware
  - Software Process Improvement

- Joined OSS team for 1 year ago
- My mission
  - OSS Compliance and Community Relationship
  - Receive OSS related knowhow and skills from predecessor

# Background of my presentation: Generation Change

Company's OSS team

Predecessor

Transfer

Successor

Establish Relationship

Community

What is an OSS community?

# Why do we need knowledge about OSS community?

- OSS compliance (usage)
  - Licensing policy
  - Activity level of OSS
  - Copyright owner

- OSS contribution
  - Rules of contribution
  - Way of participation
  - Contact to maintainers
  - Bug fix

# Why is it difficult to understand a community by newcomers?

- Newcomers do not know the word "Community".

- A community does not have a company-like organization.

- Veterans can not explain a community by easy words.
  - For veterans it is natural about a community, but for newcomers it is not natural.

- A community continues to change / grow.

# Why is it difficult to understand a community?

- Because an OSS community has usually own history and unwritten rules,

# Who are target listeners?

- For newly joining managers and engineers
  - who want to understand OSS communities.
- For veterans
  - who should transfer their skills and knowledge to their successors.

- I hope my viewpoint would help
  - newcomers to understand OSS communities.
  - those who should transfer their knowledge,
    - to organize their skills and knowledge,
    - to prepare their handover for generation change.

# Key terms

- Two key terms – activity and common sense – help to understand behaviors of OSS community members.

- Sociological viewpoints

- Activity
  - For understanding why they did

- Common Sense
  - For predicting what they will do

# Activity

- Human activities are classified into 3 categories in sociology.
- **Labor** meeting biological needs
- **Work** creating artificial things from nature/nothing
- **Action** interacting each other in the public space

- Hannah Arendt : "Human Condition"

- My interpretation of Activity.

# Labor: typical character of Company behavior

- Labor : human activity to meet biological necessities for self-preservation.

- Companies need to earn money, profit.

- Behaviors of some employees are characterized by Labor.
  - They do it, because their bosses or companies direct them, "you should do it".

- Top management can behave in other way(Work).

# Work: typical character of Developer behavior

- Work : human activity to create artificial things from nature or nothing.

- Behaviors of some developers are based on Work.

- We want to make beautiful code, unique idea.

- It is not directly connected with living and money
  - Beauty of source code
  - Fun for creating uniqueness
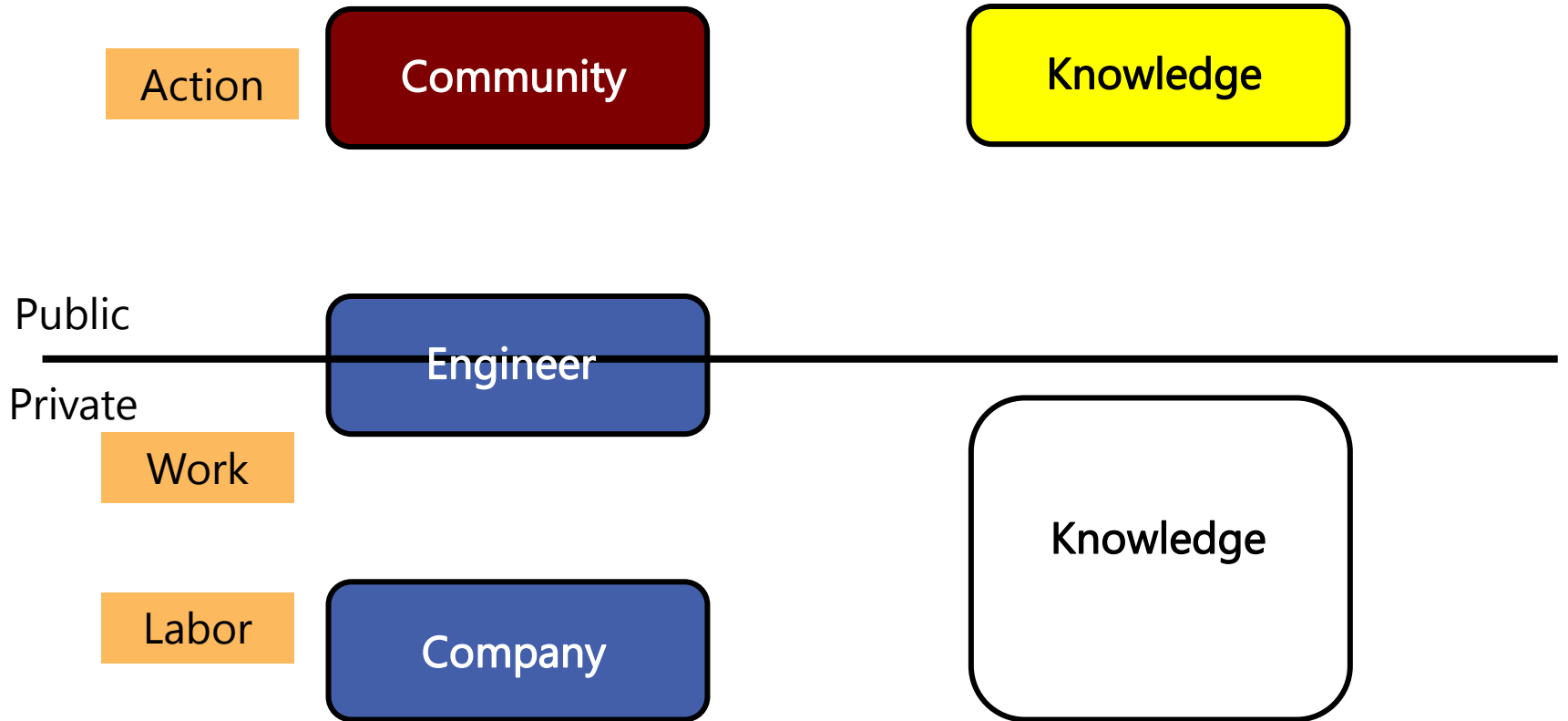  - Joy for development

# Action: typical character of a Community's behavior

- Action : human activity to interact each other in the public space

- Behaviors of community members are characterized by Action.

- Community members want:
  - To share new ideas in the public space.
  - To interact each other in the public space for making
  - Free speech

# OSS Knowledge?

Action

Community

Knowledge

Public

Engineer

Private

Work

Labor

Company

Knowledge

# Written / Unwritten Knowledge

| Written/Unwritten | Examples | Applicable |
|---|---|---|
| Written | OSS Licenses<br>Rules and Procedures<br>Training Course<br>Documents<br>FAQs<br>   Etc. | General<br>Typical |
| Unwritten | Memory/History<br>Common Sense<br>   Etc. | Specific<br>Exceptional<br>Case by case |

# Common Sense

- Common Sense is NOT common knowledge.

- Common sense is a basic ability to understand, and judge things that is shared by almost all members.

- By sharing among a community, we can judge same as our colleagues without direct communication each other.

- In a community, important things in the past are stored in common sense of each member.

# When you face an unprecedented issue.

"I will do in this way, and,
I believe that
my colleagues will do in the same way."

They stand on Common Sense.

# Example of Common Sense

One of the most impressive thing to me was
the attitude to GPL enforcement:

Not by legal action,
By working with each other,
and showing them the benefit of the GPL,
And win the converts to the GPL

# How do we get Common Sense?

- The most important things are unwritten.

- To Feel Common Sense by ourselves:
  - By coming to Face to Face meetings.
  - By engaging  a difficult issues with veteran, who has Common Sense.
  - By joining a community activity.

# Discussion

- How do you transfer your OSS knowledge to others?

- How do you find OSS knowledge?
  - Veterans have knowledge, but also can find important information!

- How do you build relationship with a community?
  - Veterans can introduce you a person, but you should make a good relation.

- How do you find an activity that you need?

# Feedbacks from BOF

- OSS community is like quantum dynamics, so we cannot understand it. We should just jump into it and run the same orbit.
  - Jumping into community is most important thing.
- Sociological theorists proposed beautiful theory. Theory is beautiful, but the real world is so complex that the theory does not match. It is difficult to explain OSS community.
- We cannot know OSS community, we should just do community activity.
- Experiences to fail, for example patch review, is important to lean about rules of OSS community ant community itself.
  - In some cultures, most engineers are afraid of failings. We should encourage them.
  - More or less, in every culture people are afraid of failings.
- Engineers understand and want to join OSS communities, but managers does not understand and not allow his engineers to join OSS acitivities.
  - Managers should come to community events and learn about communities.
- More than 10 years ago, in a company they worked hard everyday. One day, an engineer who had had experiences of community said "these hard works are nonsense and stop these effort, because these efforts are only inside a company, instead of public." And then, they changed their way of working.

# Resources

- "Taking over to the next generation" by Satoru Ueda
  - Linux Con Japan 2016
  - http://events.linuxfoundation.jp/sites/events/files/slides/LCJ2016_HO ot.pdf
- "Human Condition" by Hannah Arendt
  - (Wikipedia)
  - https://en.wikipedia.org/wiki/The_Human_Condition_(book)
- Common Sense
  - (Wikipedia)
  - https://en.wikipedia.org/wiki/Common_sense

# Thank You!