# Dealing with Contributor overload

Holden Karau

@holdenkarau



## Holden:

- My name is Holden Karau
- Prefered pronouns are she/her
- Developer Advocate at Google
- Apache Spark PMC, Beam contributor
- previously IBM, Alpine, Databricks, Google, Foursquare & Amazon
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- Code review livestreams: <a href="https://www.twitch.tv/holdenkarau">https://www.youtube.com/user/holdenkarau</a>
- Spark Talk Videos <a href="http://bit.ly/holdenSparkVideos">http://bit.ly/holdenSparkVideos</a>





## Who is Boo?



@booprogrammer
Drawn by @impurepics

- Boo uses she/her pronouns (as I told the Texas house committee)
- Best doge
- Lot's of experience barking at computers to make them go faster
- Author of "Learning to Bark" & "High Performance Barking"
- On twitter <u>@BooProgrammer</u>

# Who do I think you all are?

- Nice people\*
- Care about open source
- Possibly work on a project bigger that got bigger than you thought
- Maybe overwhelmed with PRs/CRs/diffs & e-mails/DMs



## Remember it's ok not to fix it all

- Many of us have a backlog of change requests to review
- Many of us have lots of messages we can't answer
- Many of us wish we had more time to mentor folks
- This is normal and ok



# What are we going to talk about?

- What changes < 10 people to > 1k people is different
- It's not your fault if you feel overwhelmed
- All these wonderful people want to help, but its still work
- Community structures (BDFL, ASF, etc.)
- Partial technical attempts at solving social problems
- Biased towards the problems of developers, etc.

#### Also:

If I'm behind reviewing your PRs I'm sorry



# Or another way of phrasing this:



- Is it on fire?
- Why is it on fire?
- Accepting the it is on fire and the marshmallows, are good, but maybe we should do something about this
- Oh wait the block is one fire
- What can we do to have it not all be on fire?
- Eh, it's sort of smoldering but that's ok

# The fun of a small project:

- Simpler communication
- Generally more aligned goals (folks agree on project direction)
- It's easy to tell who knows what
- Tight knit community, easier to convert users to contributors
- Easier to keep track of users & contributors
- BDFL or consensus "just works"\*



# The fun of a large project:



- More people doing the work
- More impact/people thanking y'all
  - Even if your system is mostly used to sell ads, you can probably find someone doing some good with it and tell yourself that's good.
- Lots of ideas\* & experience
- If theres \$s you can have a pretty fun conference
- Easier getting folks (including self) paid to work on it

<sup>\*</sup>Hopefully different ideas & experience. Ask yourself if your project is well diversified. If you can't answer that question maybe try and measure it.



# So what changes?

## Easily Measurable:

- User questions spike\*
- Issue creation spike\*\*
- Code change requests spike\*\*\*
- More people everywhere

#### Less Measurable but also important:

- Unwritten assumptions are lost/not passed on
- Project goals could create silos and divide your community
- At some point your project will get a little more diverse\*
- People will use your software to do unexpected things





# Remember that classic pipeline?

- No, not <u>meltdown & specter</u>
- Users -> Contributors -> Committers -> PMC
- Each stage takes time
  - What happens with a sudden influx? ruh-roh
- And most of us leaky pipelines
- And then add burnout...



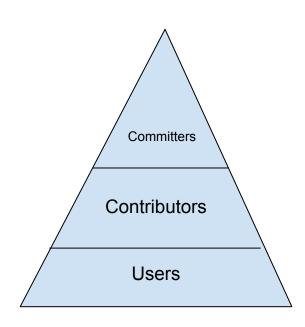


## At the start the distribution is like:

Committers (aka you)

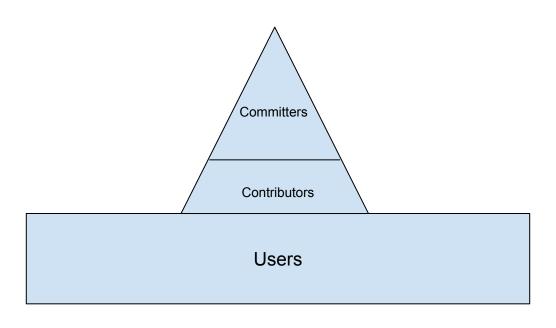






# But hyper growth, can quickly go sour





# But hyper growth, can quickly go sour

Committers

Contributors

Users



## Add burn out and....

Contributors

Users



## Add burn out and....

Sad Users

# Even without hyper growth: sadness

- It can be like boiling a frog (please don't)
- If your user -> contributor pipeline stalls
  - question overload
- If your contributor -> committer pipeline stalls
  - Oh god too many prs! The goggles do nothing
- If committer -> "management" pipeline stalls
  - Who should we make a committer? idk? (then see above)

Insert joke about CPU pipelining here (see news)









- You don't have to answer everyone. This can be hard.
- Stackoverflow it isn't perfect but it have interesting gamification
- Are your answers easily searchable?
  - Can you summarize FAQs to the docs
- Ask for help (think like peer support for Spark users :p)
- Filters some questions aren't worth answering or will be answered by others



pjmorše

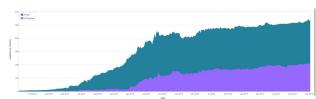
- Improve discovery for existing answers
  - Knowledge base + "did you mean" (often in corporate idk OSS)?
  - Or even just indexed list (eg. google groups) rather than IRC/Slack
- Take time and look for patterns:
  - Do you error messages make sense? Are there common ones you can improve. Potentially great starter issues!
  - Maybe old version has common bug? Add a bot to ask to upgrade?\*
- Find people who like training/teaching/writing: trick them
  - Writing has terrible direct \$s ROI, but maybe ok indirect ROI
  - Don't do this yourself if you're already overloaded (do review)

## Issue overload?



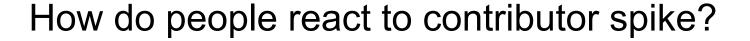
## Again:

- You don't have to answer everyone. This can be hard.
- Seeing lots of duplicates?
  - Similar questions as with user list, also consider <u>find duplicates tooling</u>
- Seeing lots of "help me"? Is issue form easier than question?
- Can you make it easier for folks to fix own issues?
- Lots of things that can't/won't be fixed: <u>auto close?</u>





vins Strauhmanis





## Generally a mix 3 broad approaches:

- "Raise the bar" (e.g. make it harder for contributors)
  - e.g. We have too many pull requests, add more restraints or hoops
  - See some of the discussions around the Go review system
- Make it easier for contributors
  - o e.g. We have too many pull requests, let make this simpler
- I have a social problem I bet perl\* can solve this

<sup>\*</sup>For modern folks replace perl with Python or the language of the day (one day it will be Perl again...)

# What does "raising the bar" look like

- Rejecting small changes as "trivial" or "irrelevant"
- Picking non-standard systems to make it harder\*\*

#### Downside:

- Reduces the accessibility of the on-ramp for contributors
- Only contributors willing to jump through hoops remain
- More posts/questions on how to contribute
- Money makes this not work: if it's my job I like food.
- Worsens issue/question overload

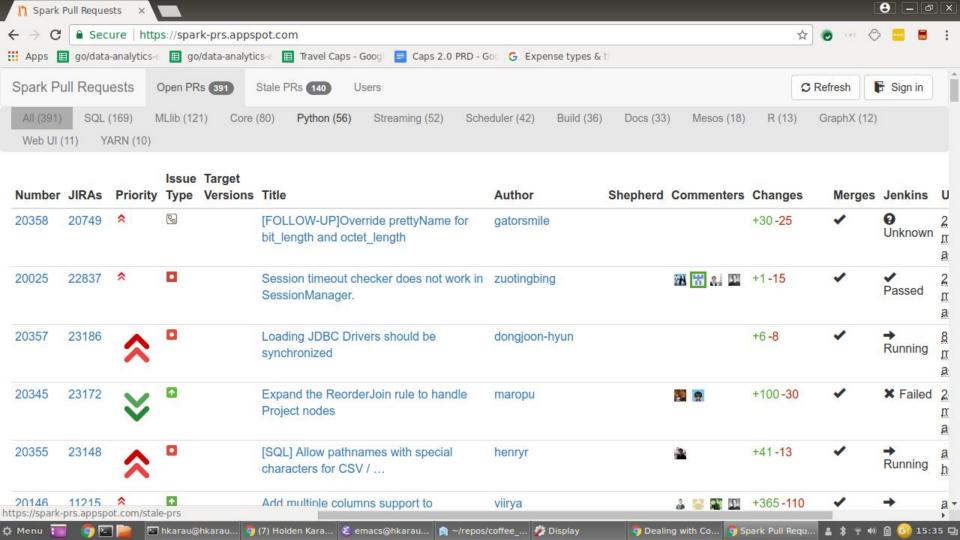


# What can we solve with perl\*?



- Bots, bots, bots!
- Decide on a style guide & automate linting, run in Cl
  - Stop arguing about spacing
- Make it faster to merge (e.g. close issue automatically)
- Improve PR + reviewer notice (e.g. <u>mention-bot</u> or <u>spark-pr-dashboard</u>, broken down by area)

<sup>\*</sup>Fine Python.





# Community > Code\*

- If we had bots that could handle the review we could just code this away, but we don't
- Scaling your existing reviewers can only go so far, you probably need to look at community fixes.

\*One of the ASF slogans

# Decide what you aren't doing\*

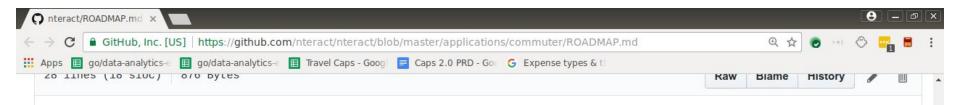
essie

- Communicate what's in+out of scope clearly
  - Have these conversations in public so it isn't super arbitrary
  - Even if it's cool and related doesn't mean you have the bandwidth
  - Learn to say no nicely\*\*, this can be hard. #dreamcrusher
- Consider extensibility -- let work live outside
- Project splitting maaaaybe you don't need keep doing everything

#### e.x.:

- In Spark we added <u>ML roadmaps</u> + <u>made pluggable</u>
  - o On the other hand we aren't so good at closing issues or PRs
- Spark+K8 support: not fully pluggable had 3+ forks :(
- Nteract keeps <u>roadmaps</u> in repo

<sup>\*</sup>For now. It can change.



#### **ROADMAP**

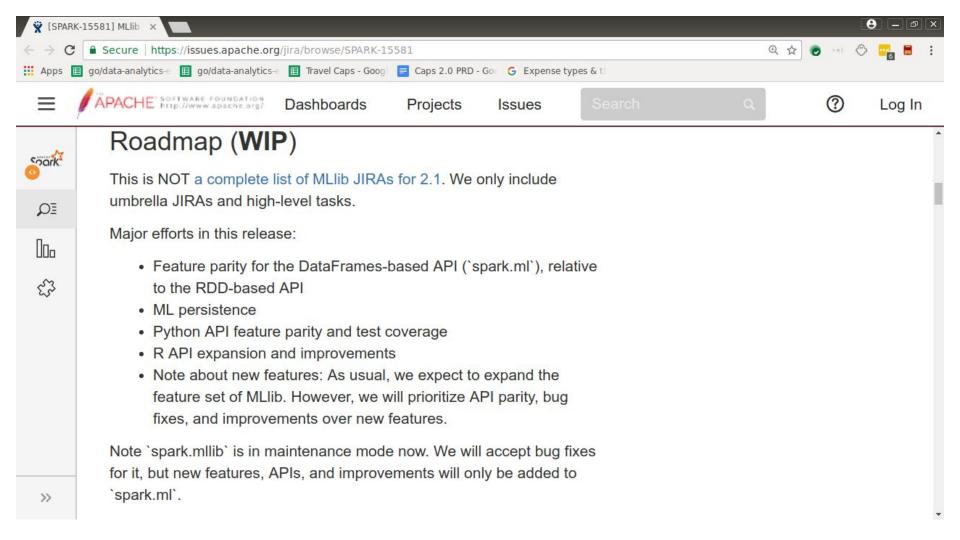
This roadmap is organized into stages of development, leading towards a backend for (mostly) real-time collaboration.

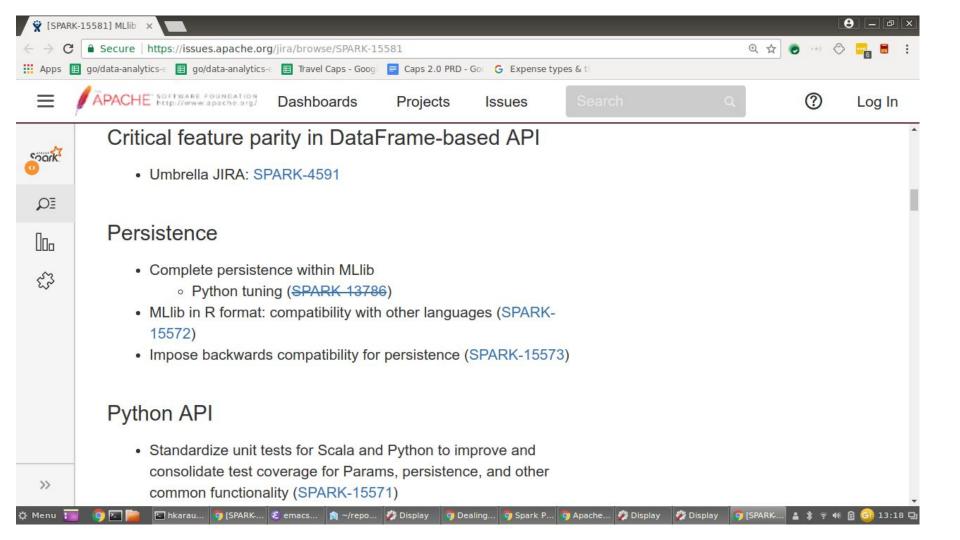
#### Stage I

- List and Load notebooks from S3
  - Bucket, etc. loaded from configuration (e.g. commuter\_bucket=xyz )
  - Roles or Amazon environment variables automatically picked up (via aws-sdk)
- Tree view of notebook content
- Render page using notebook-preview

#### Stage II

- Save notebooks back to S3
- Delete notebooks





## Increase committer productivity

- Better tools to merge changes
- Easier to review changes
- More tests to reduce worry about changes
  - Tests make it less scary/easier to trust new changes
- Make it ok to break things and fix in master
  - Everything could break something,
- Better tools for reviews





#### Add more committers:

I Saxvc

- Encourage people to be interested in being committers
  - Share decision making (e.g. if it didn't happen on the list...)
- Evaluate how you pick committers
  - Consensus voting is a great way to eat at cheesecake factory
  - Are your standards unreasonable? Encourage folks to be really clear with -1s
- Make guides for committers
- Encourage more issues for new committers to handle
- Find people who are almost ready and mentor them
  - Encourage the high volume contributors to help out with review
    - Review mention bots can help here
  - Help them on the review
    - Livestream reviews can help people feel comfortable reviewing.
- Make it shiny

## Mentoring folks to become committers

- Encourage contributors to review each others code
  - Hey I saw your working and X and its related to Y, can y'all sync?
- Teaching people to review OSS PRs well
  - Very different skill with OSS than internal.
  - Much less shared background, we probably didn't all study at UTS
  - Encourage partial reviews / asking for second opinions
- Allow specialization to start, and optional growth
  - If you require folks to know everything before they start they might walk away
- Hard to scale, and hard to find people excited about.



### And then onto: effective committers



- Encourage people to feel safe making changes
  - New committers can often be gun-shy
  - Follow the new committers and reach out if they don't merge anything
- Make a guide for new folks to follow
  - It can help to point out what can be fixed easily and what can't
  - We forgot SCM makes a lot of things less scary
- If you can make a safe space to ask questions
  - That nagging feeling "maybe they'll realise how little I know and take away my bit" can be hard to overcome
  - Mailing lists can be scary (especially if it's the same one used for serious business)

## But a lot of this is about your project...

### Mentoring a new committer

So I'm a committer now. What's next? What rights do I have now that I didn't have before? What are the social conventions around making a commit?

These things vary from one project to another, so clearly documenting them for your particular project is critical.

Here's the basics that are true across (almost) all Apache projects.

TODO

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# Making it easier to contribute

Dave Smith

- Semi-counter intuitive solution to too many contributions
- Adds more simple small changes, mini-victory
- Introduce a half-step: empower new committers for simple issues
  - Helps move the pipeline along faster
- Gives more people to move forward
- Try to push people (initially) towards contributing in areas that easier for you to handle

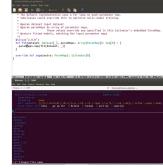
### Reduce overhead to contribute well

Tambako The Jaguar

- Set expectations clearly (CONTRIBUTING.md)
- Is your style guide easy to find? It should be
- PR templates (if possible)
- Tooling (send-pr, linters, etc.) -- ideally integrate in the process before committers see the changes

### There are more decisions & they get harder to make

- Consensus voting
  - Consensus\* voting can stall
  - A way for companies that have different interest to work together
  - Style used by ASF (additional requirements)
  - Feeling of loss of control
- BDFL: Scale difficulty, may upset more folks
  - Even then delegation is necessary
  - May be more likely to fork?
- Democracy
  - Feeling of loss of control



## Primarily technical things explode too

- Codebases tend to get bigger
- Build times get longer
- More and more tests get added for the bug the community finds
- The technical problems can feel simple in comparison



## Technical problems -> technical fixes

- Componentize/refactor
  - Faster build times
  - Allows people develop separately to some degree
  - Also makes it easier if you decide to split up into separate projects
- Parallelize testing
- Quick tests + validation/integration testing
- More hosted testing/validation infra
  - This can be rough, trusting folks with existing infra is scary
  - Consider parallel testing infra where you let the "new kids" work

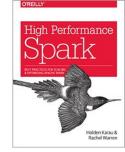


## Wrapping up: It's ok not to be perfect

- Many of us have a backlog of change requests to review
  - My areas of Spark have > 100 open PRs, many of which I'll never touch
- Many of us have lots of messages we can't answer
- Many of us wish we had more time to mentor folks
- It's ok to only do some, it doesn't mean you're bad at this.



### I also have a book...



High Performance Spark, it's available today & the gift of the season.

Unrelated to this talk, but if you have a corporate credit card (and or care about distributed systems)....

http://bit.ly/hkHighPerfSpark



# And some upcoming talks:

- June
  - Live streams (today & tomorrow) follow me on twitch & YouTube
  - Office hours tomorrow ~ 1630 to 1730 somewhere close by
  - Scala Days NYC Missed out on Scala Days EU? Come to NYC!
- July
  - Possible PyData Meetup in Amsterdam (tentative)
  - Curry on Amsterdam
  - OSCON Portland
- August
  - JupyterCon NYC
- September
  - Strata NYC
  - Ctrongology CTI

