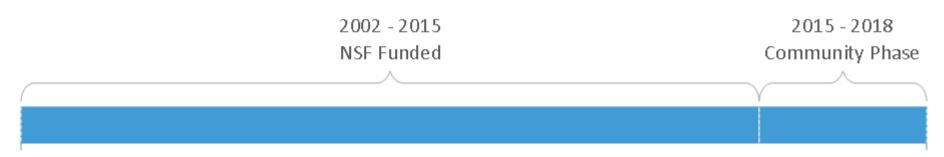
Development of the BOINC Community

Introduction - Kevin Reed

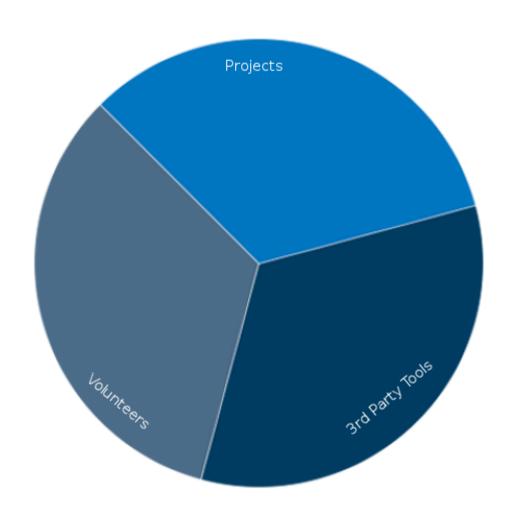
- Volunteer computing participant starting in 2000 (Seti@Home)
- Architect and Developer on IBM's World Community Grid since 2004
- Chair of the BOINC PMC since Dec 2017

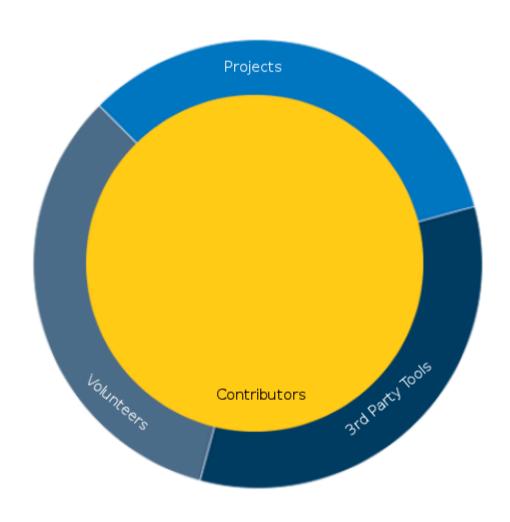
Brief History

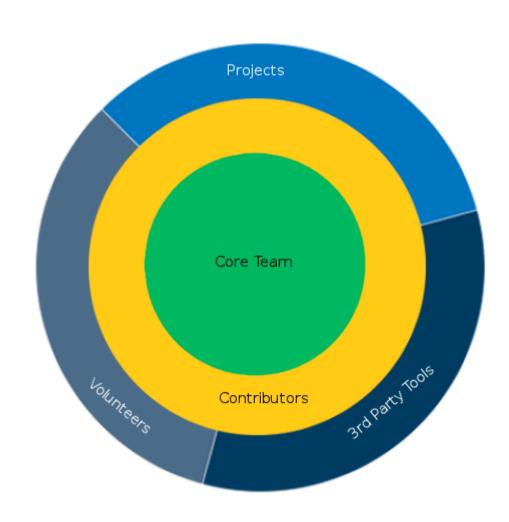


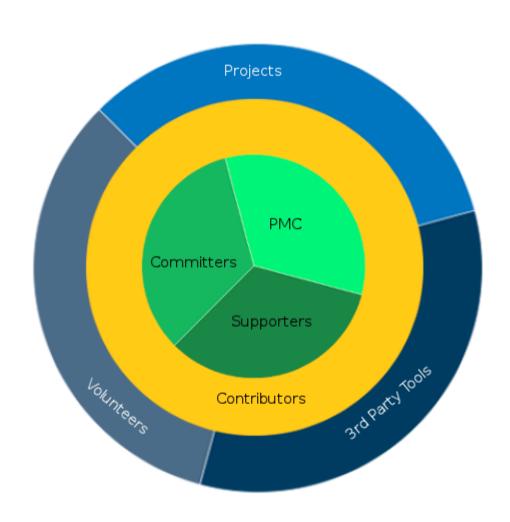
2002 2018

- 2 Phases
 - NSF Supported
 - BOINC Community
 - Transition: 2015-2017
 - Formation: 2017-Ongoing









BOINC Community Working Group

- Met weekly for about 8 months start in summer 2017
- Purpose was to identify how to grow and develop the BOINC Community
- Studied how other open source communities work and learn from their experiences
- Discussed challenges and specifics of the BOINC community
- Made recommendations and began working on them

BOINC Community Working Group

- David Anderson (Founder of BOINC)
- Christian Beer (Einstein@Home)
- Andy Bowery (ClimatePrediction.Net)
- Jord van der Elst (Community Contributor)
- Laurence Field (CERN)
- Richard Haselgrove (Community Contributor)
- Eric Korpela (Seti@Home)
- Tristan Olive (Grid Republic)
- Kevin Reed (World Community Grid)

Primary Recommendations

- Improve opportunity for communication and collaboration
- Agree on and document on processes
- Designate client and server release managers with regular releases
- Final report will be published next week

Opportunities to Connect

- Project Management Committee (pmc only) meet at least monthly, but so far this year it has been about every other week
- Contributors call every 2 weeks announced on boinc_dev and boinc_projects
- Projects call quarterly - announced on boinc_dev and boinc_projects
- Workshop annually meet in person this!

Processes Documented and Status

- Maintained and published at https://github.com/BOINC/boinc-policy
- PMC Processes
 - Governance
 - Appeals process (proposed)
- Contributor Processes
 - Development Workflow
 - Code Review Guidelines
 - Client and Server Releases Process (Proposed)
 - Detailed Branch and Merge Guidelines (Proposed)

Release Management

- Regular releases of client and server
- Client Release
 - David Anderson is client release manager
 - 3 client releases in the past 8 months
- Server Release
 - Laurence Field is server release manager
 - 1st server release will be made after GDPR changes in master
 - Intent is to provide server versions that are tested and easier to upgrade

Who makes decisions?

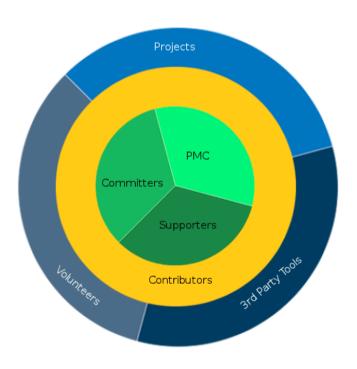
- PMC makes decisions about the community. Ex: Provide overall guidance, governance and dispute resolution
- Committers make decisions with regards to the software and development processes. Ex: For example code reviews, and deciding if code can be merged into master.
- Supporters and Committers make decisions around organizing issues and releases
- Processes for voting are detailed in the Governance docment at

https://github.com/BOINC/boinc-policy/blob/master/Governance Documents/Governance.md

Who decides what gets built?

Contributors

by actual building it



Is it working?

- In response to regulator compliance issue, projects stepped up to implement necessary code.
- An example of successful community engagement of the community in the process:
 - https://github.com/BOINC/boinc/issues/2447
 - https://github.com/BOINC/boinc/pull/2472

Work to be done

- Improve time to review and resolve pull requests
- Better management of the issue backlog
- Regular server releases
- Better help for first time contributors
- Better test and build automation
- Better dependency management
- And much more

How can you help?

- If you haven't contributed before, find a bug on the backlog and fix it. If you are non technical, look into helping alpha testing new clients or helping with translations.
- If you have contributed before, do it again :-) Also consider helping review existing pull requets.
- Join the contributor calls to know what is going on and what people are working – helps connect you with the ongoing work in the community
- Subscribe to notifications for the boinc repository to see the discussions that are ongoing and join in