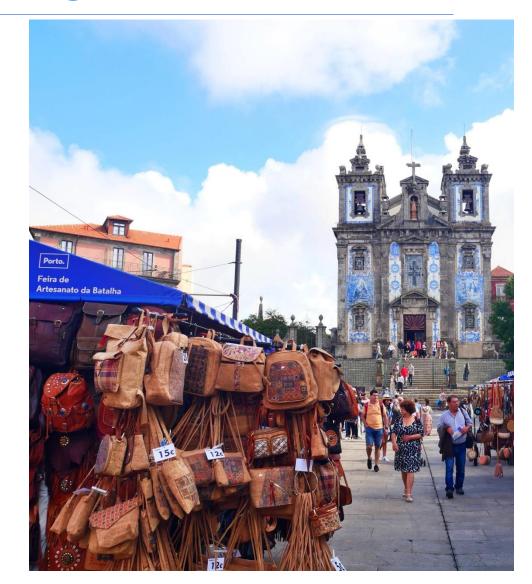
CS 4530: Fundamentals of Software Engineering Module 6, Lesson 4 Organizing Humans to Build Software

Rob Simmons Khoury College of Computer Sciences

Top-Down and Bottom-Up Organization

Eric S Raymond's 1997 essay compares software development methodologies as a "cathedral" or "bazaar"

- Many "free software" projects are designed top-down
- Prototypical "bazaar" example was Linux development, bottom-up and over the internet



Top-Down and Bottom-Up Organization







[python-committers] Transfer of power

Guido van Rossum Thu, 12 Jul 2018 07:59:19 -0700

Now that PEP 572 is done, I don't ever want to have to fight so hard for a PEP and find that so many people despise my decisions.

I would like to remove myself entirely from the decision process. I'll still be there for a while as an ordinary core dev, and I'll still be available to mentor people -- possibly more available. But I'm basically giving myself a permanent vacation from being BDFL, and you all will be on your own.

After all that's eventually going to happen regardless -- there's still that bus lurking around the corner, and I'm not getting younger... (I'll spare you the list of medical issues.)

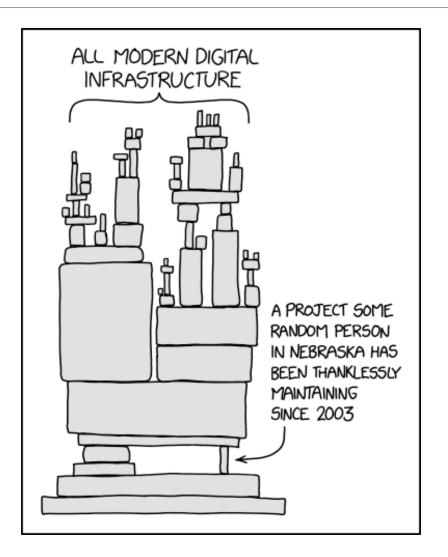
I am not going to appoint a successor.

Successful OSS have strong communities

- OS projects thrive when community surrounding them contributes to push the project forward
- Communities form around collective ownership (even if it's only perceived)
- Contributors bring more than code: also documentation, support, and outreach
- Community/ownership models:
 - Corporate owner, community outreach/involvement (MySQL, MongoDB)
 - Foundation owner, corporate sponsors (GNU, Linux)

Open Source Software Creates Value

- ...who gets to profit off of that value?
- ...how does everyone else live?



"Open Source as a Utility" is a common model

- The largest, most successful open source projects implement utility infrastructure:
 - Operating systems, web servers, logging libraries, programming languages
 - Business model: build and sell products and services using those utilities, contribute improvements back to the ecosystem
 - Linux, Kubernetes, React, etc.
 - Many companies provide specialized distributions of these open source infrastructure and specialized tools to improve them; support upstream project







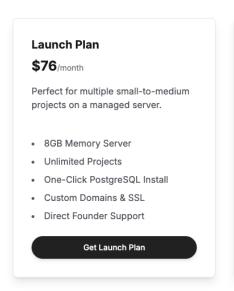
Cloud services make this easier... and harder

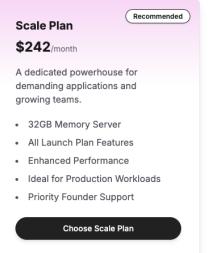
- Many companies offer PaaS/SaaS hosted versions of their OS offerings to pay for continued development.
- But AWS can easily undersell those people... but long-term is reliant on them!

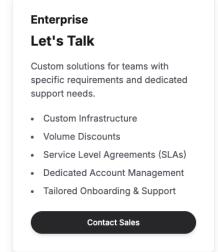
disco

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Flexible Pricing for Every Team







Or, Host It Yourself

Disco is Open Source. Install it on your own server — any cloud provider or even a Raspberry Pi — and only pay for your infrastructure.

Monetize OSS by offering title insurance

- SQLite is an extremely popular database library, in the public domain (copyright is waived)
- To have legal proof that the code is in the public domain (traceable links from code to waivers of copyright), you pay money



Monetize OSS with "open core, closed plugins"

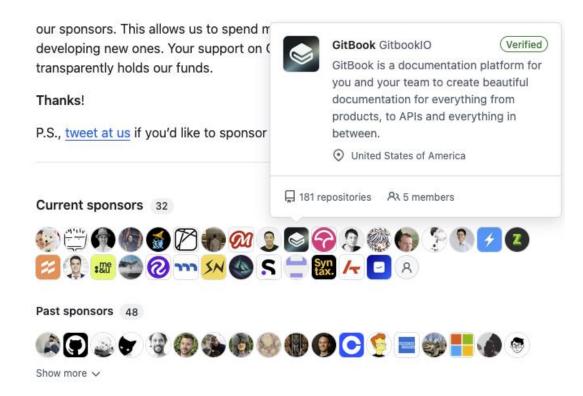
- Model: core component of product is open source; plugins for a fee
- Example: Apache Kafka, a distributed message broker (glue in event-based system)
 - Product is open source, maintained by Apache foundation, supported by a company
 - Confluent provides plugins to connect Kafka to different systems out-of-the-box

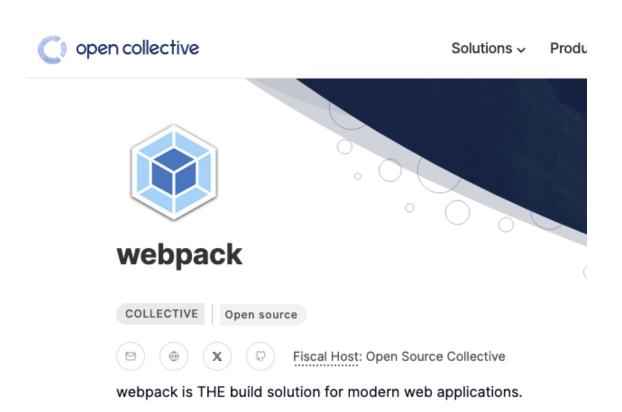


Find a "Benevolent" Sponsor



Find Lots of Benevolent Sponsors

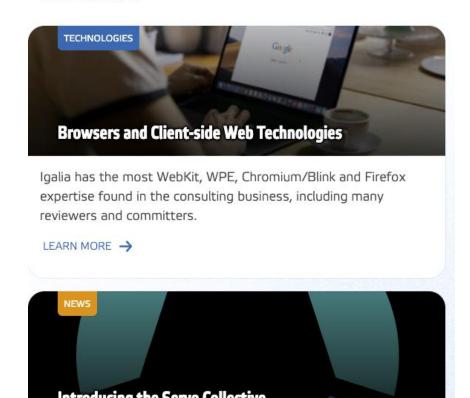




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How do we pay people to build other kinds of software?

