Competing on a Common Platform

[Preliminary Results]

Siobhan O'Mahony somahony@hbs.edu Eclipse Members Meeting, Chicago OHare September 22, 2005

Why This Project? Why Now?

- Many individually founded open source projects fail (Healy and Schussman, 2003)
- Most projects that succeed do so with intense commercial support
- Many firms have experimented with some elements of community managed open source projects
- Producing a range of hybrid models that vary in their plurality and governance (e.g. MySQL, OpenOffice, SugarCRM, Mozilla)
- But, there has been no research on how hybrid models are created, managed and sustained

Eclipse: A Hybrid Form

Elements of an open source project

- Committer status is merit based - voted in by other committers
- Development is public and transparent
- Open source license (royalty free)
- Committer status is affiliated with the person not the firm
- Committers at large have board representation
- The best solution wins vendor neutrality sustained

Elements of a consortium

- Corporate membership is on a paid basis (\$5-500k) or 8 FTEs
- Strategic Developers must lead a project
- Project charter approved by the board
- Board representation weighted to paying members
- Requirements, Planning, and Architecture councils have formal requirements
 there is a project roadmap

Research Questions

- 1. Community/Foundation Level How does the transition from corporate sponsorship to community management occur? Where is pluralism created?
 - What role does the foundation play in encouraging cooperation and competition?
- Sponsor Level How do strategic sponsors determine the degree to which they contribute? What costs and benefits do they experience?
- 3. Sub-Project Level How do sub-projects attract and manage multi-lateral contributions? How is vendor neutrality sustained?

Approach

- Phase I (January March, 2005): Interview EMO, strategic members, and select sample of add-in providers
- Phase II (June September, 2005): Interview strategic members, design and conduct member survey, collect and analyze bugzilla data, draft Eclipse Transition case
- Phase III (October January, 2005): Study selected subprojects with committer interviews, observation/site visits to committer development teams, and study online interactions, conduct follow-up interviews

A Snapshot at 3 Levels

Contributions

Individuals

Firms

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Firms

Why do they join Eclipse? What do they gain?

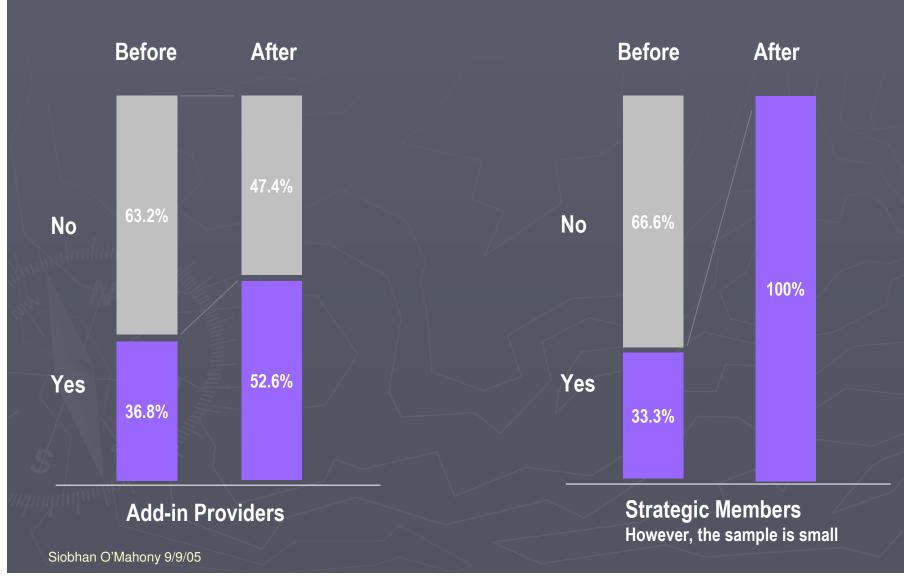
Why do firms join Eclipse?

Top Reasons	Add-in Providers	Strategic Members
Enhance functionality of their products	57.9%	66.7%
Enhance product extensibility and market scope	42.1%	50%
Influence the platform	15.8%	33%
Image	21.1%	16%

(Percent of respondents ranking the reason as a top-3 reasons to join)

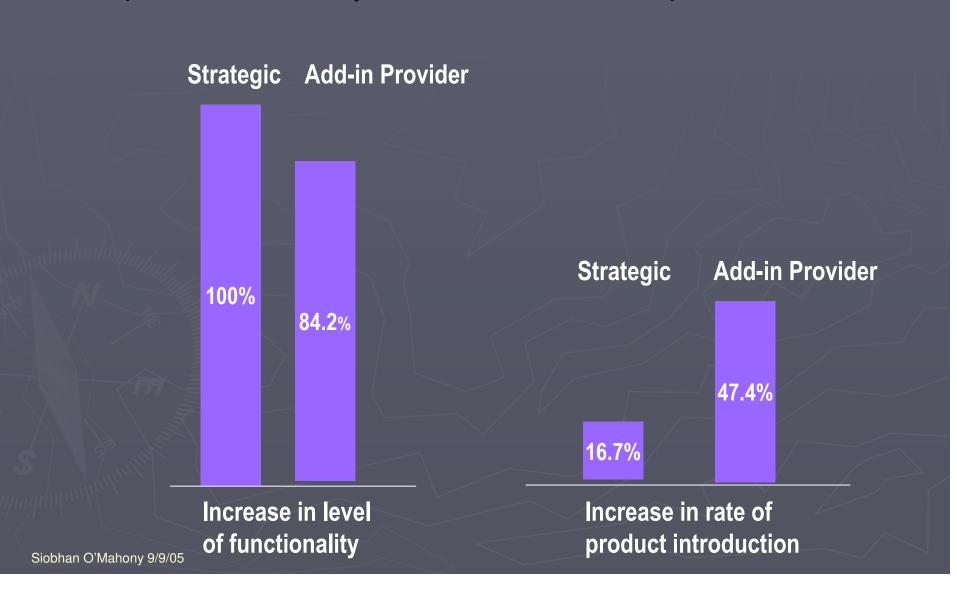
Impact of Eclipse

Companies are leveraging Eclipse to offer a complete IDE



Impact of Eclipse

Most experience an increase in functionality, Add-in providers more likely to see increase in rate of product introduction



Managing A Rising Bar

"What I requested was I need visibility six months out. I can't be commoditized tomorrow. If you give me six months, I can adapt" (*Add-in Provider A*, 2/8/05)

"What I think is interesting here, because of the platform - some of my stuff will become a commodity year after year and I have to keep ahead of it. So, every year some of my proprietary stuff will drop into the open source and I've got to bring out some more stuff" (Add-in Provider B, 2/28/05)

Individuals

How does the committer population change over time?

How does independence affect committer growth?

Modes of Participation

Online Modes

- Mailing list discussions
- Blogs
- Newsgroups

Bugzilla 18,694 registered users 10,214 contributors (55%)

> Source Code Repository 472 committers

Face to Face Modes

- Conferences
- User Groups
- TechnicalCommittees

When is a committer considered "active"?

First commit

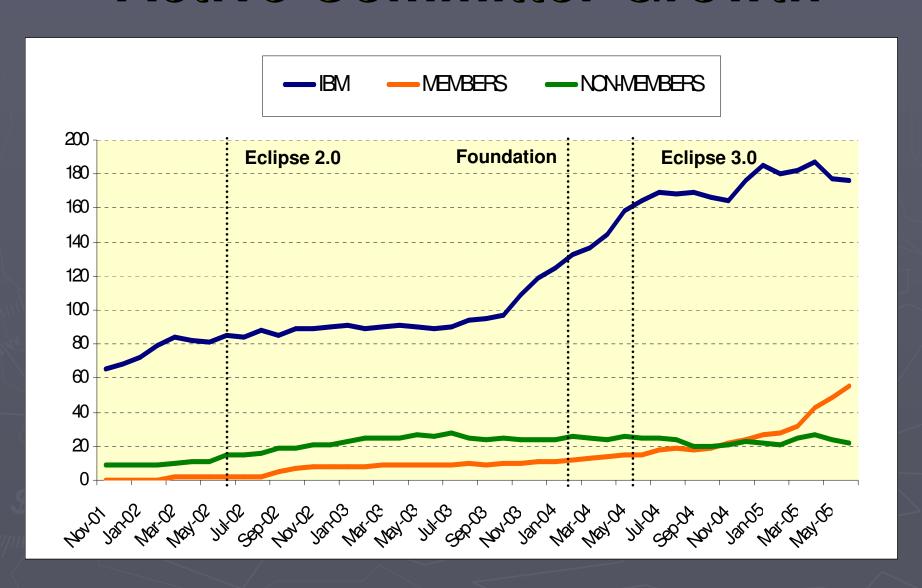
Committer assumed to have quit

Grace period is the maximum of:

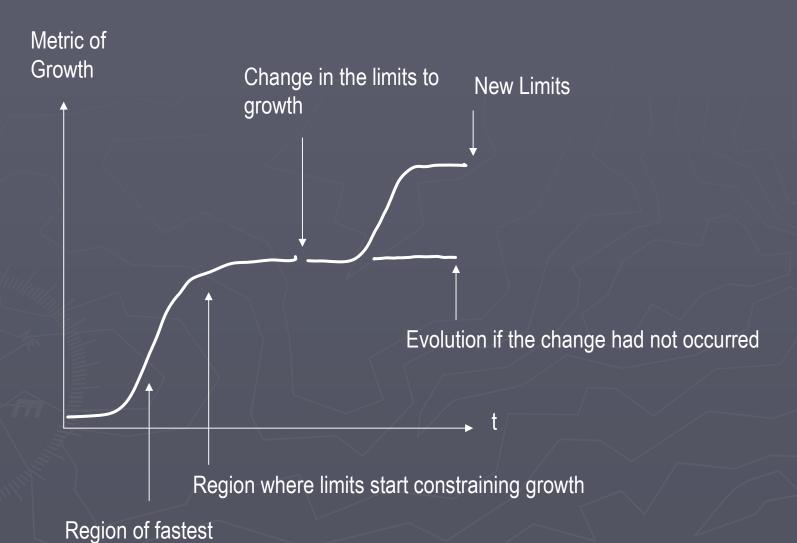
-1 month OR
-4 times the committer's average time between commits

Observation: since committers make changes very often, it is quite evident when they stop committing

Active Committer Growth

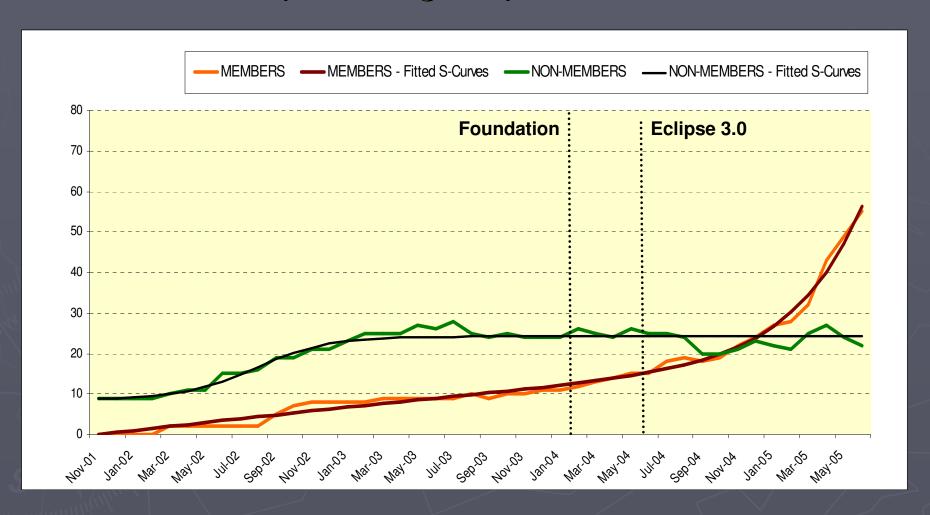


S-Curve Analysis: the theory



growth
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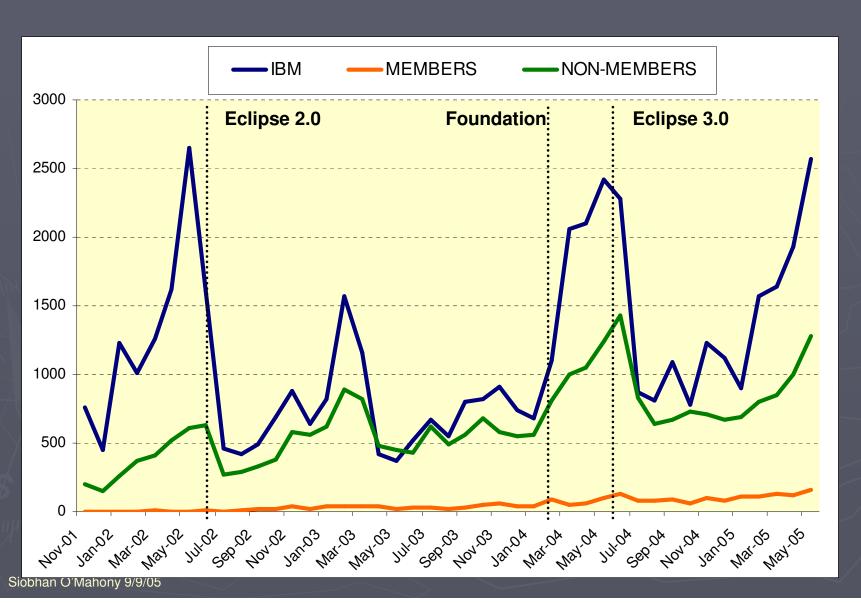
External Active Committer Population Members (excluding IBM) and Non-Members



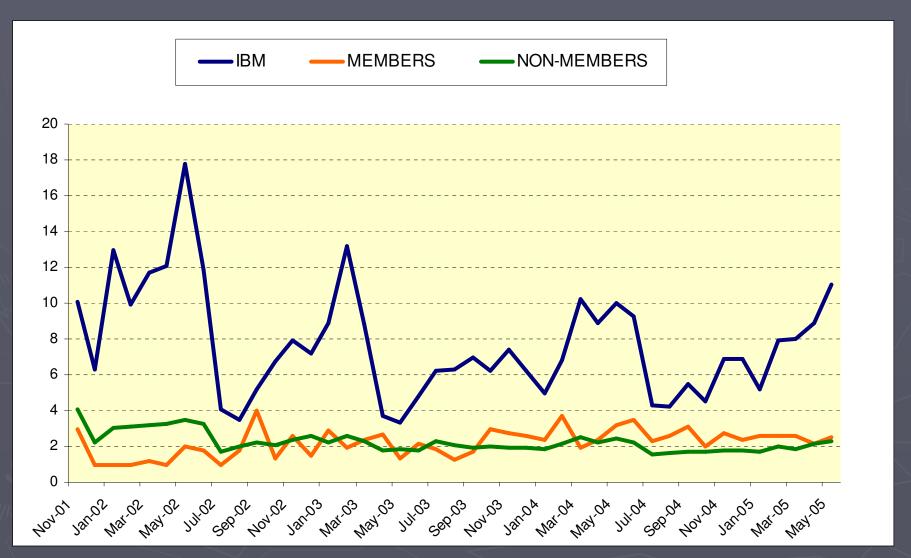
Contributions

How do the contributions of members, non-members and IBM contributors to the platform differ over time?

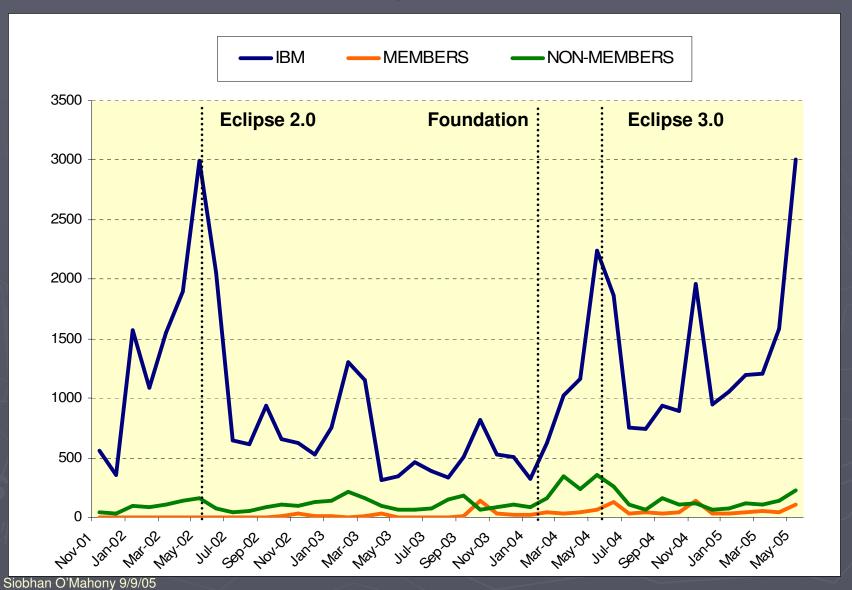
Bug Reports



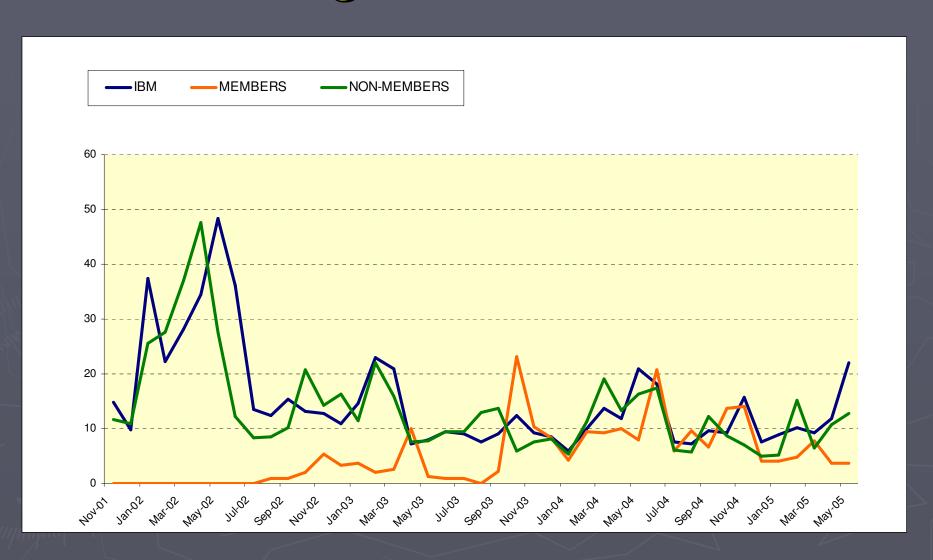
Mean Bugs Reported Per Person



Bug Fixes



Mean Bugs Fixed Per Person



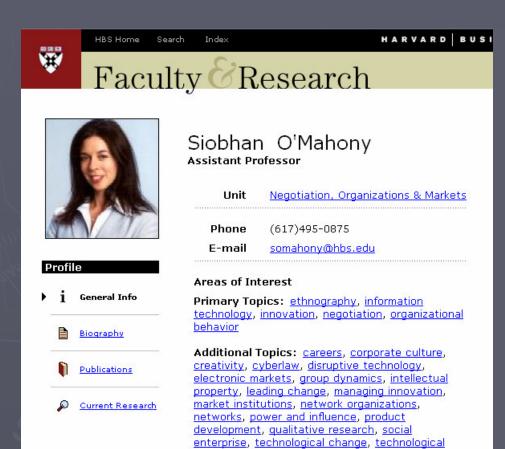
Questions for Consideration

- Eclipse demonstrates the potential of a hybrid model will this become a model for others?
- Each sponsor has had a different concern with respect to 'coopetition' which affected the design of the foundation and its management structure - it may be more robust as a result, but to what degree can it scale?
- Sponsors use the platform for different purposes some compete with the platform, as opposed to 'on' the platform does the platform entrain new development cycles and rhythms? Does this differ for small and large firms?
- How does the evolution of community differ within subprojects?

Relevant Prior Work

- "Managing the Boundary of an Open Project" (with Fabrizio Ferraro), in Market Emergence and Transformation, forthcoming.
- "Hacking Alone? The Effects of Online and Offline Participation on Open Source Community Leadership" (with Fabrizio Ferraro), under review.
- "The Participation Architecture of Online Production Communities" (with Joel West), under review.
- "Nonprofit Foundations and Their Role in Community-Firm Software Collaboration" in Perspectives on Free and Open Source Software, MIT Press, 2005.
- "Guarding the Commons: How Community Managed Projects Protect Their Work" Research Policy, 2003.

How You Can Get Involved



- Conduct an interview with me
- Connect me with your product development teams
- Send me an email somahony@hbs.edu
- Complete survey

Sample Demographics

Very large and very small companies dominate

Revenues	%
<\$10 M	36%
\$10-100M	12%
\$100-500M	24%
>\$500M	28%

% Rev. from Software	%
0%-40%	20%
40%-70%	16%
70%-100%	28%
100%	36%

Developers	N
1-50	44%
50-200	12
200-500	16%
>500	28%

% Rev. from Eclipse	%
0%	28%
0%-10%	34%
10%-85%	16%
85%-100%	20%

Eclipse Ecosystem

