





# Using Crowdsourcing in FOSD to Support Evolution in Industrial Software Ecosystems

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#### **Industrial Motivation**

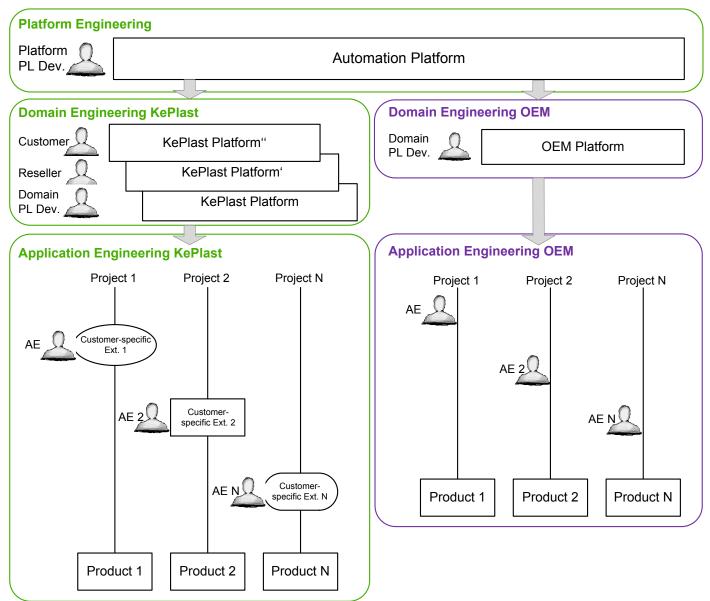


- Industry partner providing automation solutions
  - e.g., for injection molding machines
- Keba operates within industrial software ecosystem (ISECO) context
- Within SECOs internal and external developers create relevant solutions together with a community of domain experts and end users
- ISECOs involve "mainly internal business units with partially different motivations and interests" [1]

[1] Schultis, K-B., Elsner, C., and Lohmann, D. Moving Towards Industrial Software Ecosystems: Are Our Software Architectures Fit for the Future? in *Proc. of the 4th Int'l WS on Product Line Approaches in Software Engineering*, 2013.

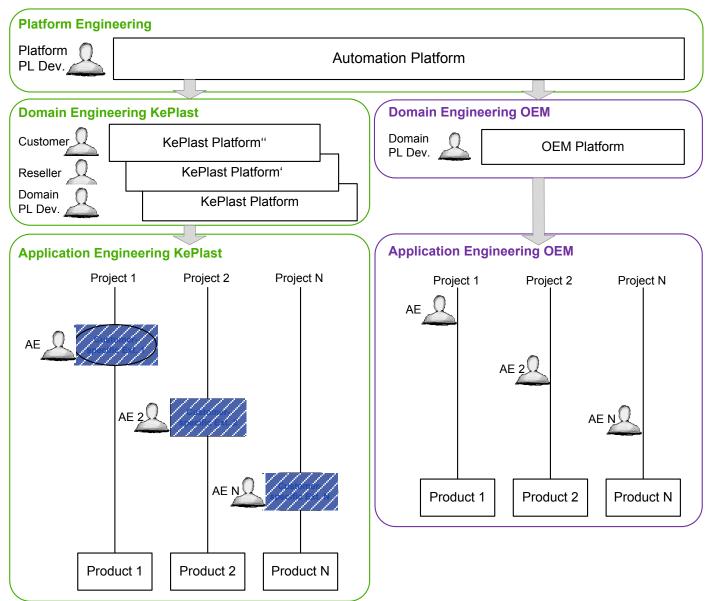












### Challenges



### Application engineers are unaware about

- new and similar features developed in other projects
- mapping of features to code
- current state of a feature

#### <u>Consequences</u>

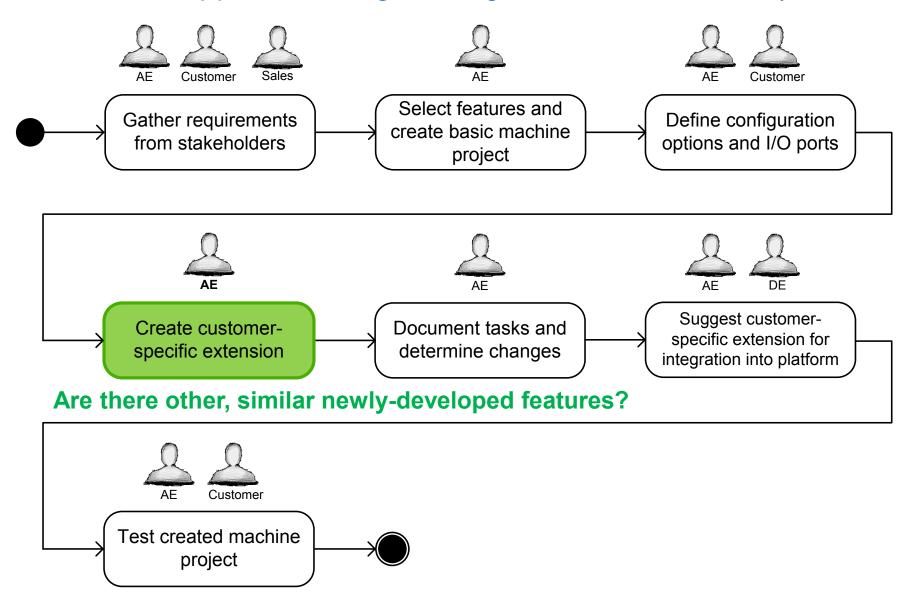
- Reuse potential not fully exploited
- Lack of discoverability of existing solutions
- Code duplicates without link to original solution

Lettner, Angerer, Prähofer, and Grünbacher. A case study on software ecosystem characteristics in industrial automation software. ICSSP 2014.



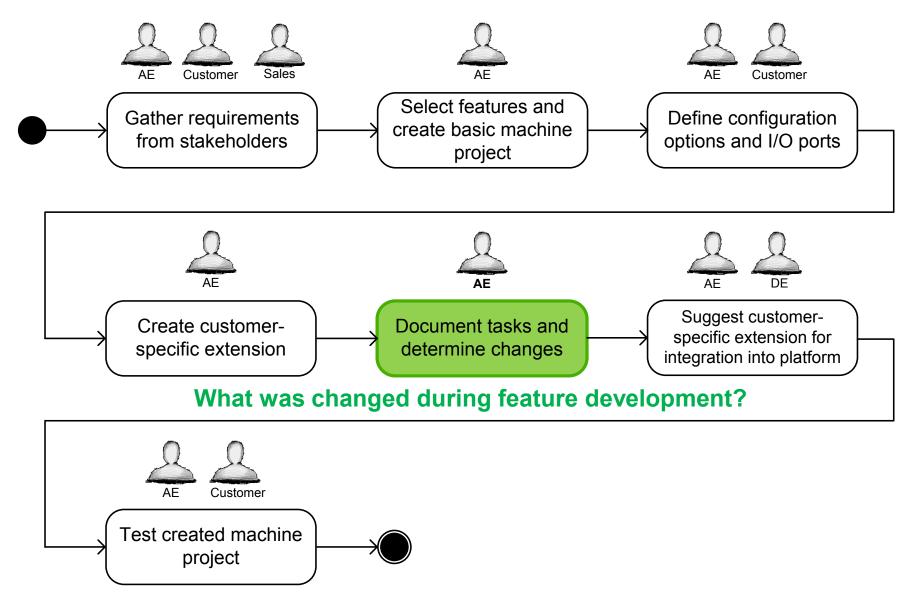
# KEBA Automation by innovation.

## Illustration: Application Engineering Use Case



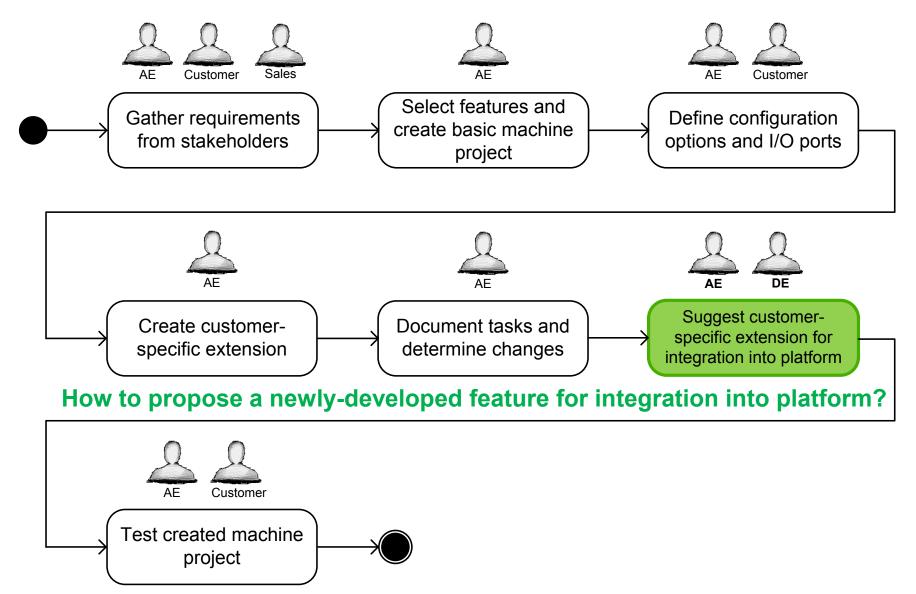






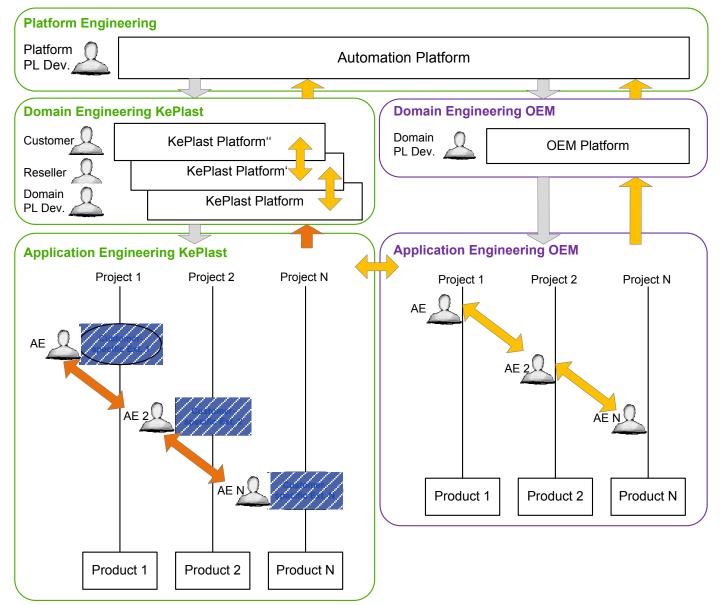




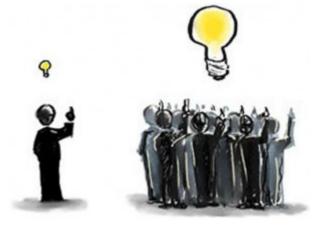




### Feedback Scenario in the ISECO



# Can the Scenario be supported with Software Crowdsourcing?



- What is Software Crowdsourcing?
  - Utilizes large group of distributed people to help accomplish tasks
  - Online, distributed problem-solving model [2]
  - Organizes work into short-duration, self-descriptive tasks (microtasks) [3]
- Scenario can benefit from Software Crowdsourcing
  - Feedback loop from products, to product lines, to ISECO level
  - Support for multiple distributed users performing product customization

<sup>[2]</sup> Brabham. Crowdsourcing as a Model for Problem Solving: An Introduction and Cases. Int. Journal of Research into New Media Technologies 14 (1): 75–90. 2008.

<sup>[3]</sup> LaToza, Towne, van der Hoek, and Herbsleb. Crowd development. WS on Cooperative and Human Aspects of SE at ICSE 2013.

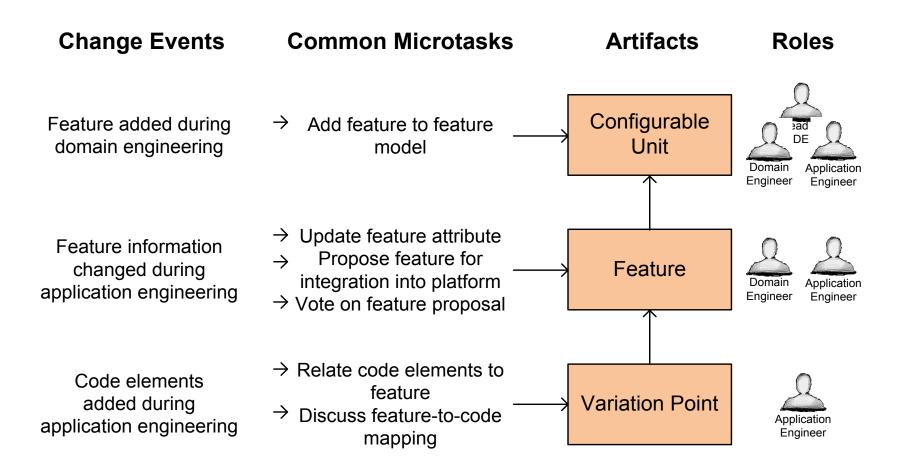
#### **Feature Feeds**



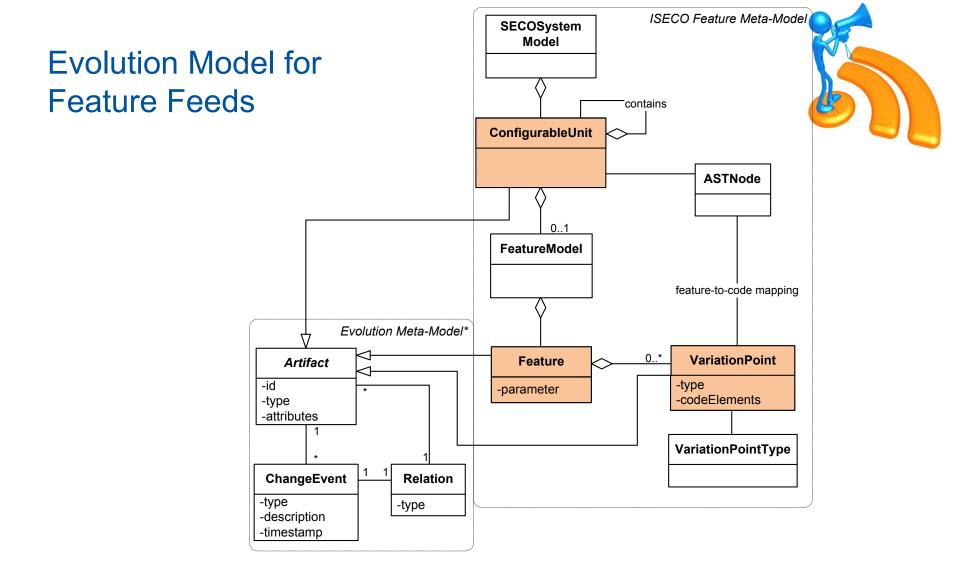
- Goal: Improve awareness of developers regarding evolution in the ISECO
- Communicate evolving ISECO features to interested developers
- Provide support for proposing customer-specific features for integration into ISECO platform
- Make project-specific developments visible that are not yet integrated into platform
  - because they might have reuse potential in the future

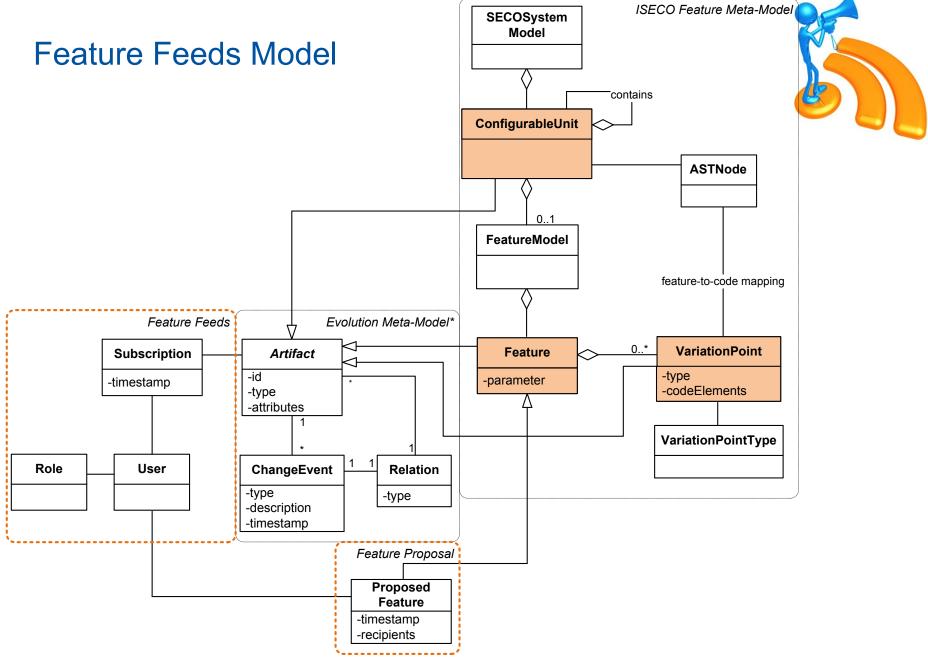
# Feature Feeds – Change Event and Microtask Examples





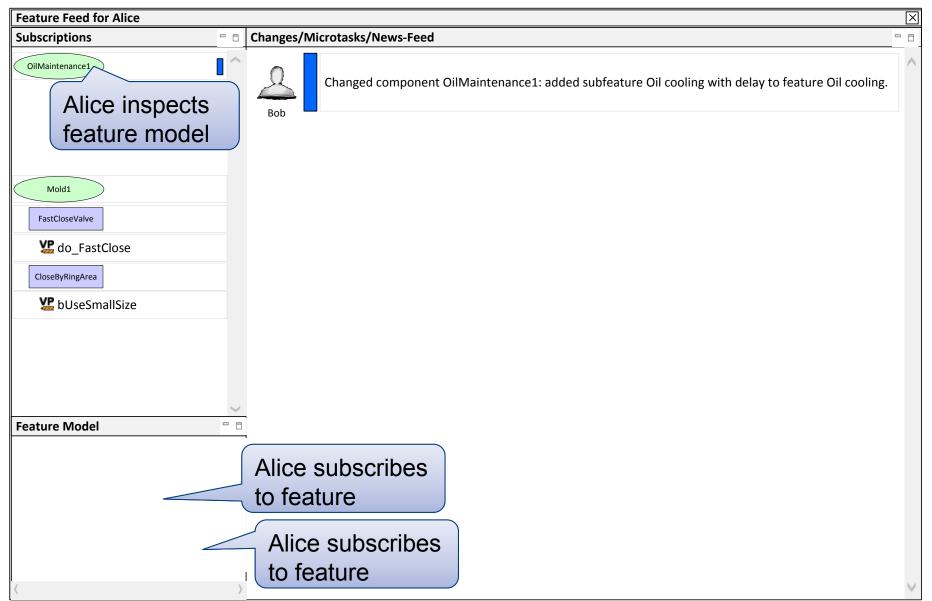
Common Variability Language contributors. Common Variability Language. http://www.omgwiki.org/variability/doku.php, 2013.



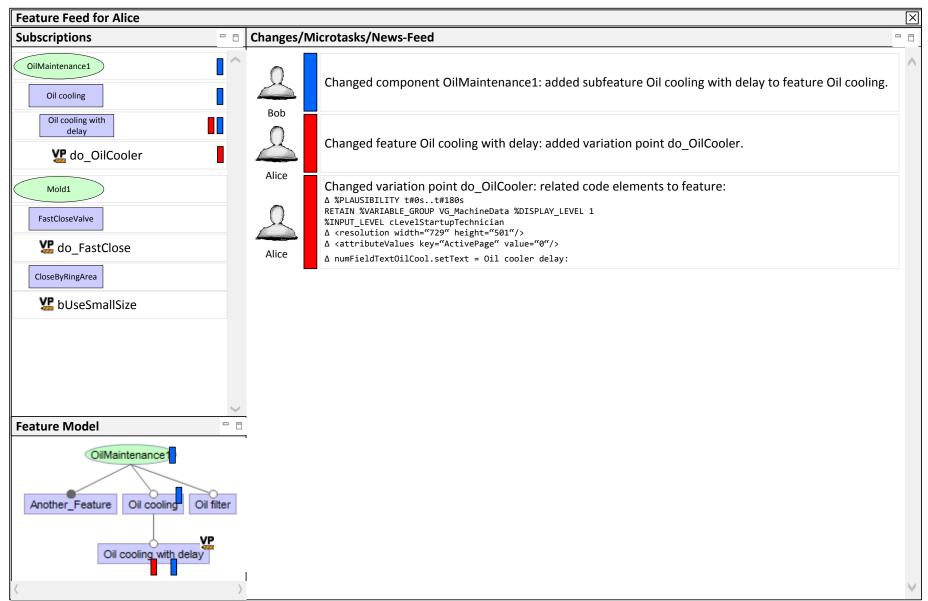


<sup>\*</sup>Heider, Grünbacher, Rabiser, Lehofer: Evolution-Driven Trace Acquisition in Eclipse-Based Product Line Workspaces. Software and Systems Traceability 2012: 195-213.

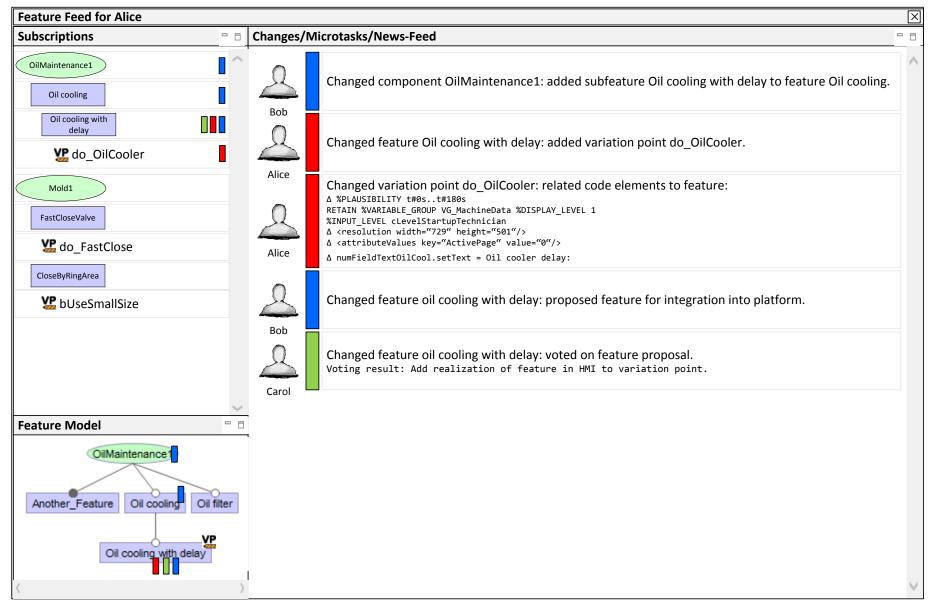




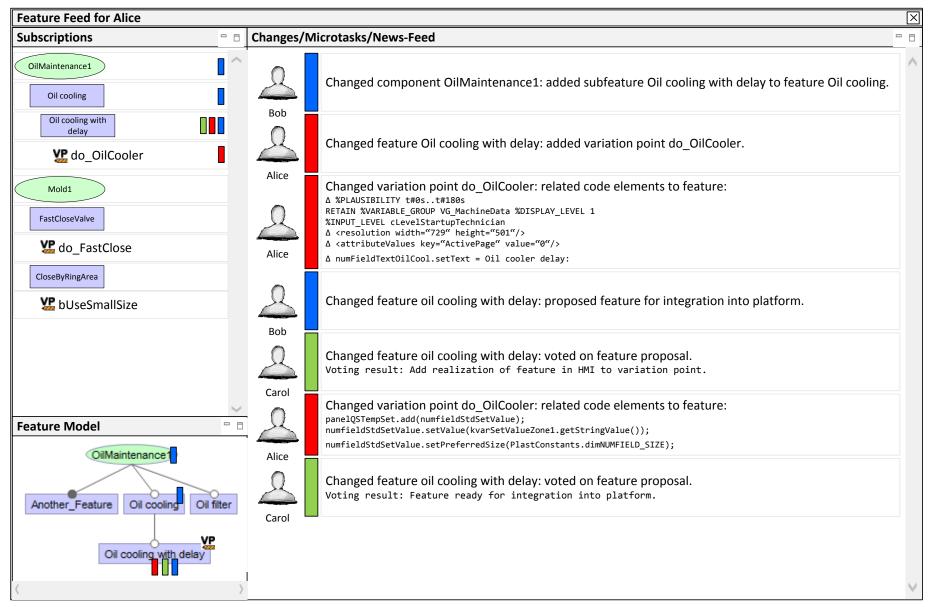












### **Current State and Outlook**



- Case Studies on Software Ecosystem Characteristics and Software Evolution in ISECOs
- Design and Implementation of Envisioned Tool Prototype
  - supporting feature feeds
  - extending the FeatureIDE
- User study on the usefulness of feature feeds for application engineers

Thank You!

Questions now or later at daniela.lettner@jku.at