

Open Source Software and Product Lines 2007

*Workshop at Third International Conference on Open
Source Systems*

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Workshop Topics

Embedded industries have invested a lot in the introduction of software product lines in their software development. In addition, using open source software appears to be a profitable way to obtain good software. This is also applicable for organizations doing product line engineering. On the other hand, because of the diverse use of open source software, product line development is an attractive way of working in open source communities. In fact, the configuration mechanisms used in open source communities may be applicable within software product lines as well. In addition, product line organisations are usually involved in distributed development, which works very efficiently within open source communities. However, at present, there is limited interaction between the open source and product line development communities. The aim for the workshop is to explore what the two communities can learn from each other and to develop a better understanding of how the two communities can benefit from each other. The workshop deals with the following issues:

- Community: Ownership, control and management of product line assets in an open source community
- Visibility of the code: when it is valuable to share proprietary code and how to take the right decision.
- Architecture Views: Creation of different levels of architecture visibility: proprietary, among closed consortium, public. Is this possible?
- Product line requirements roadmaps and planning in open source development
- Variability management: Using the open source community to evolve components and being explicit about variability
- Variability representation: in an open source community
- Deployment: Open source for the platform and in applications

- Heterogeneous processes: Cohabitation of product line management and agile processes
- Tools: Open source asset management tools in product line development
- Domain and application engineering and their meaning in an open source context
- Recovery and recognition of a product line in an open source asset base
- Legal: Aspects dealing with evolutionary, variability or distribution of development relating to legal risks involving: liability, warranties, patent infringements etc.

Previous workshop

A previous workshop OSSPL06 with the same topic was held during the SPLC 2006 conference in Baltimore. Proceedings are at the OSSPL06. The OSSPL06 workshop resulted in the following topics that need further investigation:

- Human issues: The way that people are recruited and fired, Culture
- Tools: OSS has simple useful tools - they integrate! Especially there are good OS asset management tools. Within OS, variation is often implicit, embedded in packages
- Processes & maturity: Are all SPL practices necessary?
- Organisational issues: Ownership, fear of the unknown by commercial organisations
- Architecture: SPL concentrates on models, OSS on code/configurations. A further aspect of investigation is the assessment of open and close source quality
- Business: How/when to use OSS in SPL - what about participation?

Program committee:

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