

Abstract

The Pulp project is in good shape in many community aspects, such as web site design, social media growth, and clarity of message. The project does have some community elements that, upon first glance, are missing. In many cases, those elements are present, but do need to be made more visible.

Overall, enhancements can be made to the Pulp Project with some simple adjustments and content highlights, which will lend a great deal to the project's onboarding and community workflows.

Infrastructure

The infrastructure for the Pulp Project has some positive aspects, in that the website is well designed and clear in presentation of project mission and documentation. Because of the complexity of Pulp installation, there is no single download link on the home page of the site, nor is there quick start documentation.

Currently, the project is moving towards a new version release (v3, scheduled for Nov. 2018) that will be a substantial shift in the codebase and architecture for the Pulp code itself. Because of this very large undertaking, less work has been aimed at v2, since much of v3 will be changing for documentation and installation flow. The initial audit recommendation to add quick-start documentation was accepted by Community Co-Lead Brian Bouterse.

Subdomains exist for the site, and consistent navigation is in place.

A governance model for the project *is* present as [Pulp Update Proposals](#), however the PUPs are not linked on the main Pulp site and it is not evident that they serve as governance documentation. Bouterse accepted the new recommendation to provide a link to the PUP collection. There was also a discussion about whether the PUPs themselves were complete enough, and if the Pulp governance model was in need of review.

Accepted Recommendations:

- Create a quick start documentation guide
- Create a more visible link to the PUPs
- Review PUPs to see if a Tech Advisory Board or other adjustments need to be made to governance model

Release Management

Pulp follows a versioned release model, like many software projects. Currently the project is available for Red Hat-based and other Linux distributions. The project has made extensive progress in release management, with v3 easier to port to other Linux distributions and the separation of the development and build teams to enhance the process.

Automation, in the form of Travis CI, is in place. Pulp is self-hosting using a lot of automation; this extends to beyond devel/build to release.

Recommendation:

- None at this time

Activity

This is perhaps the weakest area for Pulp. No information was obtainable for metrics (commits, mailing lists). Nor was information available for events.

Because of the focus on v3, there has not been a lot of energy focused on outward community activities. Discussions were made to market the talks and discussions that are going on now, without the need to divert energy from the v3 release process.

Accepted Recommendation:

- Create an online calendar to create a steady-state place for community members to discover events

Documentation

While there is no quick start for Pulp, the installation guide is easy to follow. All documentation, created by Red Hat engineers, is aimed at experienced Linux administrators.

Community processes are well documented in the contributor guide. There are dedicated release notes, but they are not easily discoverable.

Recommendation:

- Create a direct link to release notes on the Pulp website

Code Quality

Code quality is not as high as other projects. Currently there are 40.27 bugs per 1,000 lines of code. More tellingly, 46.1% of opened bugs remain open.

The migration to v3 will mitigate many of these issues, according to Bouterse. 1,140 bugs are ascribed to v2, and will be mass closed (save for high priority issues) after the v3 release. Because of the new architecture and framework of v3, it is anticipated that the economics of fixing a v2 bug (which can average around eight hours) will be radically improved by the fact that v3 bugs should only take minutes to repair.

Recommendation:

- None at this time

Outreach

Blog activity is marginal, following a burst pattern with a lot posted at once, then a scarcity. Events, as noted earlier, are not easy to find.

Project communications are in standard form, using blogs and mailing lists to make release announcements.

Because of the focus on v3, there has not been a lot of energy focused on community outreach. Following the v3 release, more effort will be put into supporting community outreach.

In the meantime, it should be explored if the Pulp Community would benefit from a dedicate part-time or full-time outreach and marketing person.

Accepted Recommendation:

- Explore if Pulp would benefit from a part-time or full-time outreach and marketing person

License

All code is licensed under the GPLv2. There is no apparent contributor licensing statement or agreement.

Bouterse acknowledged the lack of a CLA, and indicated that conversations with Red hat Legal had indicated one was not needed. At this time, OSAS will reach out to Legal and determine what criteria should be in place (if any) to recommend a CLS/CLA.

Accepted Recommendation:

- Discuss recommendation strategies for CLS/CLA

Summary

After the audit debriefing, the accepted recommendations are (in priority order):

- Create a quick start documentation guide
- Create a more visible link to the PUPs
- Create an online calendar to create a steady-state place for community members to discover events
- Create a direct link to release notes on the Pulp web site
- Review PUPs to see if a Tech Advisory Board or other adjustments need to be made to governance model
- Explore if Pulp would benefit from a part-time or full-time outreach and marketing person