

User generated (web) content: trash or treasure

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ABSTRACT

It has been claimed that the advent of user-generated content has reshaped the way people approached all sorts of content realization projects, being multimedia (YouTube, DeviantArt, etc.), knowledge (Wikipedia, blogs), to software in general, when based on a more general Open Source model.

After many years of research and evidence, several studies have demonstrated that Open Source Software (OSS) portals often contain a large amount of software projects that simply do not evolve, often developed by relatively small communities, and that still struggle to attract a sustained number of contributors. In terms of such content, the “tragedy” appears to be that the user demand for content and the offer of experts contributing content are on curves with different slopes, with the demand growing more quickly.

In this paper we argue that, even given the differences in the requested expertise, many projects reliant on user-contributed content and expertise undergo a similar evolution, along a logistic growth: a first slow growth rate is followed by a much faster evolution growth. When a project fails to attract more developers i.e. contributors, the evolution of project’s content does not present the “explosive growth” phase, and it will eventually “burnout”, and the project appears to be abandoned. Far from being a negative finding, even abandoned project’s content provides a valuable resource that could be reused in the future within other projects.

1. INTRODUCTION

The similarities between OSS projects and the more general user-generated content (UGC), such as Wikipedia, have been already proposed and discussed [19, 21, 24]. Both environments are based on the open source model, which is essentially people-centered: people, not paid content-creators¹, use their time to contribute or revise knowledge and content, in a collaborative effort to create various “types” of publicly available knowledge-based products [8].

¹Although a mixed approach to develop OS software by paid developers has been documented, and it’s becoming a very effective business model [6]

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Such user-generated content has become substantial in quantity (and relevant in quality [7]) during the last few years, and centered around major topics and websites: multimedia (YouTube, Flickr, DeviantArt, etc), expert knowledge on specific topics (Slashdot.org, IMDB, Wikipedia, etc), let alone all the source code released with open licenses through well known OSS repositories (SourceForge, Google Code, etc). Similarly to OSS projects, UGC’s face an “*uncontrolled, self-organized community of volunteer contributors, without the traditional tight conditions and organizational policies imposed in industrial production environments*” [21]. Also similarly to OSS projects, UGC’s are essentially based on measurable effort of volunteers and produce measurable output with a determined productivity that can be tracked throughout the content’s evolution, by parsing the recorded history of changes.

Computer scientists have a good understanding of the challenges faced when evolving OSS systems: challenges in the coordination of efforts, in the continuous evolution and maintenance of content, in the recruitment of new contributors, let aside the complexity of the task at hand. However, discording results have been found in the past when analysing the evolution of OSS projects: on the one hand, some studies have claimed that the OSS model can achieve evolutionary patterns not observed before in proprietary systems [11, 12, 14, 22, 28]. On the other hand, empirical studies on randomly chosen OSS projects have shown that most of the OSS projects are small and inactive, and tend to involve a small number of developers and contributors [4, 9, 16, 26, 27]. One of the reasons for such diverse results is due to the type of analysed systems, and the selection process: when randomly sampling, or considering the overall set of projects of large OSS repositories, the findings tend to be uniform and confirmed. Conversely, when sampling a specific, representative sample of successful OSS projects, the findings tend to be more sparse and optimistic: this has been found when analysing specific, successful OSS projects, including packages in the Debian/Linux distribution, or some of the flagship OSS projects (Linux, KDE, Apache, Samba, etc.)

Whether similar challenges, patterns of evolution, or results, are found generally in any UGC (Wikipedia, blogs, OSS projects, etc), and how the lessons learned from OSS evolution can be applied to a more general UGC evolution, are questions that still need to be studied, and they represent the object of this study. In order to do so, this paper analyses two types of UGC: firstly, a random selection of active OSS projects extracted from one of the categories of SourceForge; secondly, a selection of Wikipedia pages, belonging to the same category², namely the “Software engineering” category.

²Categories give a structure to Wikipedia by grouping together pages on similar subjects

For both sources of data, the effort of the contributors and the output are evaluated along the evolution of such artefacts. The overall goal of this paper is to evaluate whether a common framework of the evolution of UGC can be formalized, and which of these resources could be reused when abandoned during their life-cycle.

This paper is articulated as follows: section 2 describes the empirical approach, the goal-question-metrics approach implemented, and the definitions used throughout the paper. Section 3 shows the results from both the samples of FLOSS projects and the Wikipedia pages, while section 4 provides a discussion of the findings. Section 7 finally concludes, and provides avenues of further work.

2. EMPIRICAL APPROACH

This section is divided in 4 subsections: in 2.1, a list of definitions is given to clarify what are the key concepts and the terminology used throughout this study. In 2.2, a formal approach to the underlying empirical study is given through the Goal-Question-Metrics (GQM) approach. In 2.3 and 2.4, the operationalization of two of the attributes (*effort*, and *productivity*) is explained in detail for the analysis of the SourceForge and the Wikipedia samples. The toolchain and the relevant commands to download and retrieve such data are thoroughly described.

2.1 Definitions

The following are the definitions used throughout this study:

- **Contributor:** in any UGC, a contributor represents either the original author of the artefact, or anyone else who provides additions or amendments later in the life-cycle of the same artefact. In the specific case of OSS projects, developers and bug-fixers represent the core contributors of a project (let aside users and bug reporters); in the case of Wikipedia, the editors of wiki pages are the named contributors.
- **UGC item** (or “**item**”): any online content that can be created and modified freely by an online user. In the case of OSS, this could be represented by source files; in the case of Wikipedia, this could be represented by a wiki page.
- **Created items:** number of new items that have been created during a certain period (daily, weekly, monthly, etc).
- **Changed items:** number of items that have been changed once or more per period.
- **Handled items:** sum of the “newly created” and the “changed” items per period.

2.2 Goal-Question-Metric Approach

This work uses the well known approach for empirical studies proposed in the Goal-Question-Metric (GQM) approach [2]. This approach establishes whether a goal has been reached by associating that goal with several questions that explain it. For each of the questions, several metrics are identified in order to answer those questions.

Goal: the long term goal of this research is to produce a common framework for the evolution of user-generated content, when reliant on the Open Source model, by identifying phases and transitions.

Questions: The following questions were addressed from the above goal:

1. Does the effort measured in the production of Wikipedia contents follow a similar pattern to the OSS one?
2. Does the produced output of Wikipedia contents follow a similar pattern to the OSS outputs?

3. Is it possible to differentiate between models of evolution, based on the type of UGC?
4. Is the productivity of UGC generally increasing, decreasing or following other complex patterns?

Metrics: The following are the two types of metrics that have been extracted in this study

- **Input metrics:** the effort of contributors was evaluated by counting the number of unique (or *distinct*, in a SQL-like terminology) contributors during a specific interval of time. The chosen granularity of time was based on months: different approaches may be used, as on a weekly or on a daily basis, but it is believed that the month represented a larger grained unit of time to gather the number of active contributors [3].
- **Output metrics:** the work produced was evaluated by counting the sum of created and modified items during the same interval of time. Each modification or creation affects at least one item, and it is recorded with a plain-text description (in OSS projects, by the relative versioning system; in Wikipedia, by the number of edits gathered during the evolution of a page, and collected by the Mediawiki and the statistics toolserver).

2.3 OSS data extraction

The following steps were performed to analyse a sample of OSS projects: below the steps to achieve each are described.

- i selection of an appropriate OSS repository;
- ii application of filters to reduce the population space;
- iii sizing of the sample;
- iv download of the relative version control systems, and
- v evaluation of metrics of effort and productivity.

The Sourceforge repository was chosen as the largest and more representative OSS repository. In order to extract a sample from it, the flossmole.org database [15] was downloaded, containing the basic information of all the Sourceforge projects³. From this database, two filters were applied: one based on the status of the projects, and one relative to the specific topic (or application domain) that each project is developed for.

- **Status:** within Sourceforge, the status of each project is categorized as “Inactive” (3,720 projects in the studied dump), “Planning” (28,315), “Pre-Alpha” (22,003), “Alpha” (23,528), “Beta” (31,214), “Production/Stable” (25,877) and “Mature” (2,293). Only the projects classified in the ‘Production/Stable’ phase were considered, so to exclude the bias of inactive projects (they are deemed useless/irrelevant), to exclude mature projects that don’t evolve anymore, or those at the very beginning of their life.
- **Application Domain:** within Sourceforge, the projects are listed under 20 “categories” or “topics”: Communications and Multimedia, Database, Desktop Environment, Education, Formats and Protocols, Games/Entertainment, Internet,

³The latest available dump of such data, at the time of the extraction was April 2009, and containing 126,142 projects.

Mobile, Office/Business, Other/Nonlisted Topic, Printing, Religion and Philosophy, Scientific/Engineering, Security, Social Sciences, Software Development, System, Terminals and Text Editors. Each category is composed of one or more sub-categories, and each project can be classified in one or more categories, and zero or many subcategories. The Venn diagram, obtained using the R tool, shows that the categories with the largest number of common projects are “Internet” and “Software Development” (figure 2.3). Therefore, the “Production/Stable” projects, under the category “Internet” were considered for the sampling of OSS projects (and containing 5,103 projects).

2.3.1 Sampling + raw and intermediate data

For the calculation of the sample size, the following parameters were considered: (i) Confidence Level: 95%, (ii) Confidence Interval: 10%, (iii) Population Size: 5,103, and (iv) Percentage (worst case): 50%. With such parameters the sample size was requested to be 100 projects, and chosen through a random SQL select statement within the studied dump.

An automatic procedure downloaded the CVS and SVN change logs, that were used to obtain the information about the evolution of a system. Only SVN and CVS projects were considered: projects managed with different version control systems (such as Git or Mercurial) were replaced by others random projects (actually the data extraction automatic procedures work only on SVN and CVS logs). Projects without an active version control system (around 50%) were also replaced.

From the history logs, and for each project, the following fields were extracted for each atomic change recorded in the change log:

- month of change
- year of change
- contributor
- change type (creation or change)
- module name (either function and file, or method and class)
- subsystem name (either containing directory or package)

Each change affects at least one *module*, and is recorded with a plain-text description. In some cases many changes affect the same module during the same period: these changes were counted only once for the same module [5].

Tables containing these fields were populated for all the projects: SQL queries extracted the *distinct* contributors per month (i.e., “man-month” [3]), and the monthly output. With these metrics, we were able to observe the evolution of both the contributors community working on the project and the output produced, and to evaluate the productivity of each month of the life-cycle.

The productivity was evaluated through the following formula:

$$Productivity_{(i)} = \frac{Handled_items_{(i)}}{Contributors_{(i)}} \quad (1)$$

where (i) is the referred month.

2.4 Wikipedia data extraction

The same steps as above were performed to analyse the other UGC portal: (i) selection of an appropriate UGC portal; (ii) application of filters to reduce the population space; (iii) sizing of the sample; (iv) download of the data from the appropriate online database, and (v) evaluation of metrics of effort and productivity.

Wikipedia⁴ is certainly the most important and diffused online UGC: as of May 2011, the English Wiki accounts for some 3,6 million articles. In order to analyse the Wikipedia’s user content, the following Open Source tools were used:

- *Mediawiki Special Export Interface*: this interface⁵ allows a researcher to extract an XML file containing all the revisions of a page (or a category of pages), for offline analysis. The website to visit in order to download the revisions of all the pages belonging to a category is as follows (replacing NAME_OF_CATEGORY with the appropriate category):

```
http://en.wikipedia.org/w/index.php?
title=Special:Export&addcat&catname=
\textbf{NAME_OF_CATEGORY}&\&pages=XXXX
```

It was decided that only one category was to be studied in this work, therefore it was decided to study only the “Software Engineering” category⁶.

- *Mediawiki Dumper*: this tool is a Java program that produces a SQL dump from the previously downloaded XML dump⁷. Before importing it in an SQL database for further analysis, the table structure must be created using a wiki script⁸. The “revision” table contains all the revision histories with timestamps and page references. The “page” table contains, among others, the titles and the IDs of each page. The “text” table, finally, contains the whole text revisions in BLOB. The dump downloaded in May 2011 of the category “Software_engineering” contains an overall of 7,600 revisions, and about 900 pages.
- *Eclipse BIRT Framework*: this Java tool was used to automatically generate graphs from specific SQL queries. Wikipedia provides an instant visualization tool, provided for each page, the *soxred93* toolserver⁹. It was noted that the latter does not provide some of the requested metrics, or that such metrics are not precise: therefore it was chosen to use the raw data from the Wikipedia database and custom tools.

3. RESULTS

This section is articulated in two subsections: in 3.1 the results from the evolutionary analysis of a sample of active, stable projects from Sourceforge, implemented for the Internet category, while 3.2 presents the results of the analysis of the Wikipedia pages contained in the “Software engineering” category.

3.1 Evolution of OSS software

By applying the process described in 2.3, the location of the version control systems of all the projects was identified, and each repository was downloaded and its history studied separately. It should be noted that only 76 projects have a recorded history larger than 2 months, which made the regression analysis of the productivity quite difficult. More in general: (i) 28,95% of the projects has

⁴http://en.wikipedia.org/wiki/Main_Page

⁵http://www.mediawiki.org/wiki/Manual:Parameters_to_Special:Export

⁶http://en.wikipedia.org/wiki/Category:Software_engineering

⁷<http://svn.wikimedia.org/svnroot/mediawiki/trunk/mwdumper/>

⁸<http://svn.wikimedia.org/viewvc/mediawiki/trunk/phase3/maintenance/postgres/tables.sql?view=markup>

⁹<https://wiki.toolserver.org>

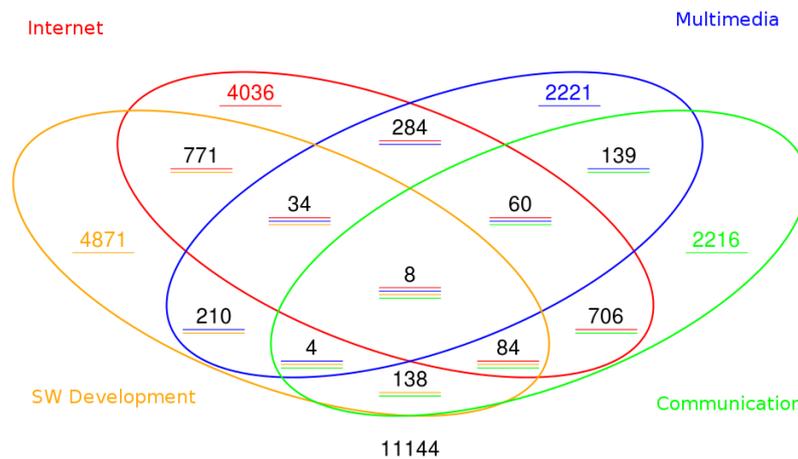


Figure 1: Intersection of Application Domains in Sourceforge, “stable” & “active” status

a life-cycle duration shorter than 1 year; (ii) 22,37% shorter than 2 year; (iii) 31,58% shorter than 5 year; (iv) 17,11% longer than 5 year. Even when sampling only among the *active* projects, and by focusing on only one Sourceforge category, the general results found regarding the bias of Sourceforge still apply [9].

After extracting the raw data and filtering the relevant attributes mentioned above, the effort (in terms of distinct contributors per month), the number of UGC items, and the number of created and changed items was extracted. From these metrics, the productivity was evaluated as in equation 1 above.

3.1.1 2-Phase Patterns

The main objective was to extract recurring patterns from the evolution of the effort and the output produced: indeed, some 60% of the analysed projects show a recurring 2-phase pattern, described as follows:

1. in the first phase, the activity appears to be sustained with a relevant contribution in terms of created and changed items per month. The amount of contributors can see the addition of new people interested in creating new, or changing existing, items and content;
2. in the second phase, the activity of the contributors shows a considerable slow-down, sometimes dropping to a null activity, in terms of new or modified items. The number of contributors often drops to one, at which time the overall activity becomes even more sparse.

Figure 3.1.1 shows such pattern for two of the analysed projects, *epoz* and *xelem*¹⁰. In both, it is clearly visible that the projects started to generate some interest from other contributors, which helped in the creation and modification of the underlying contents. After this initial phase, the original project owner remained alone to keep the project going, which decreased the overall activity, and its sustainability (the activity is completely null during some months).

The second phase of decreasing activity can be considered in one of two ways:

- The collaboration between contributors has been interrupted due to a loss of enthusiasm. The project represents a failure and is left to its own resources. This would identify an E-type

¹⁰<http://sourceforge.net/projects/xelem>

program, as per the original S-P-E classification [20], which did not achieve its objectives of continual evolution. It could be interesting to try to understand which factors can cause the project failure, and which factors can help a project to raise new contributors: it has been argued that failing to continually introduce new items for the contributors is a cause of such failure [5].

- The collaboration between contributors was successful and all the goals prefixed when the project was planned have been reached: in this case the low activity could be due for example to occasional maintenance operations. This would identify an S-type program, also from the classification in [20]: its requirements are exactly specified, and the project can be declared closed as long as all of such requirements are achieved. When contacting the main developer of the *xelem* project, he confirmed this point¹¹.

It was found that some 60% of the analyzed projects show the 2-phases pattern just described. In this subset: (i) 36,36% of the projects has a history shorter than 1 year; (ii) 15,91% has a history shorter than 2 year; (iii) 36,36% has a history shorter than 5 year; (iv) 11,36% has a history longer than 5 year. Most importantly, 88,64% of such projects are managed by only one developer. This is an interesting observation that could explain the loss of interest on the project that wasn't able to attract other developers in order to create a community able to continue the development.

3.1.2 3-Phase Patterns

For other projects, the observed evolution featured a first phase of slow evolution, a larger phase of many contributors and high activity, and a later phase of burnout (see Figure 3 top), while other projects have only two phases (large growth and burnout phase) recorded in their versioning system (see Figure 3 bottom).

These findings shows some resemblance of the phases found in the SIR model [1], which is used as the underlying model for the modern mathematical epidemiology: according to such model, an epidemic occurs in three predictable phases, depicted in a *logistic growth*: (i) at first a slow growth phase, (ii) an explosive phase of growth and dissemination, and finally (iii) a burnout phase.

¹¹In his words, “The project fulfilled more than its task at release 3.0. It raised some attention as well.”

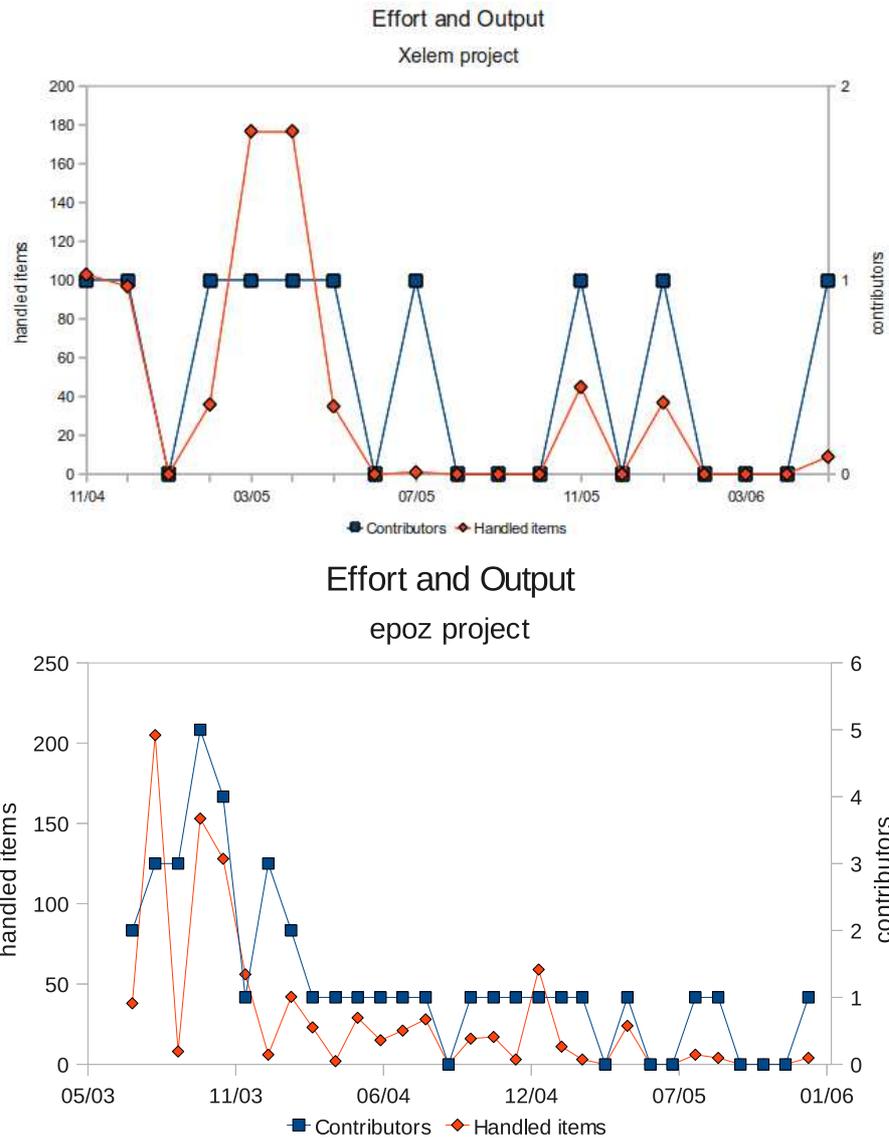


Figure 2: 2 Phases Pattern

Instead, the projects mentioned in section 3.1.1 above show quite clearly an initial phase, and a burnout phase, but somehow they fail to achieve the explosive phase of “growth and dissemination”. If new contributors are not added to OSS projects, it becomes less likely that such projects will produce an explosive phase of growth; if only one contributor remains in the development, it is more likely that the project will observe a burnout phase. Similarly in the SIR model, the vast spread of epidemics not always occur: most of such diseases can be controlled by human intervention, avoiding the explosive phase of growth [25].

3.2 Evolution of Wikipedia pages

After examining the OSS projects, a sample of Wikipedia pages was examined with the same empirical approach: the amount of changes (“edits”) were counted, and the number of contributors noted in every month of activity of each page, and for the whole category. As detailed above, only the evolution of chosen Wikipe-

dia pages (belonging to the “Software Engineering” category) was analysed: in total, an additional 17 subcategories had to be followed (i.e., *Computer programming, Programming language topics, Programming rules of thumb, Software architecture, Software design, Software development, Software engineering conferences, Software engineering disasters, Software engineering organizations, Software engineering publications, Software engineering stubs, Software engineering terminology, Software engineers, Software maintenance, Software metrics, Software quality, Specification languages*), for an overall amount of some 900 pages sharing the “Software engineering” category. The number of analysed edits to these pages is some 74,000.

The images in Figure 4 show the amount of edits for the whole category (left), and the number of distinct developers editing these pages (right)¹². As observed also for the SIR logistic model, in

¹²The number of contributors was evaluated by SQL queries, since the values found in the *soxred93* server were not accurate. The

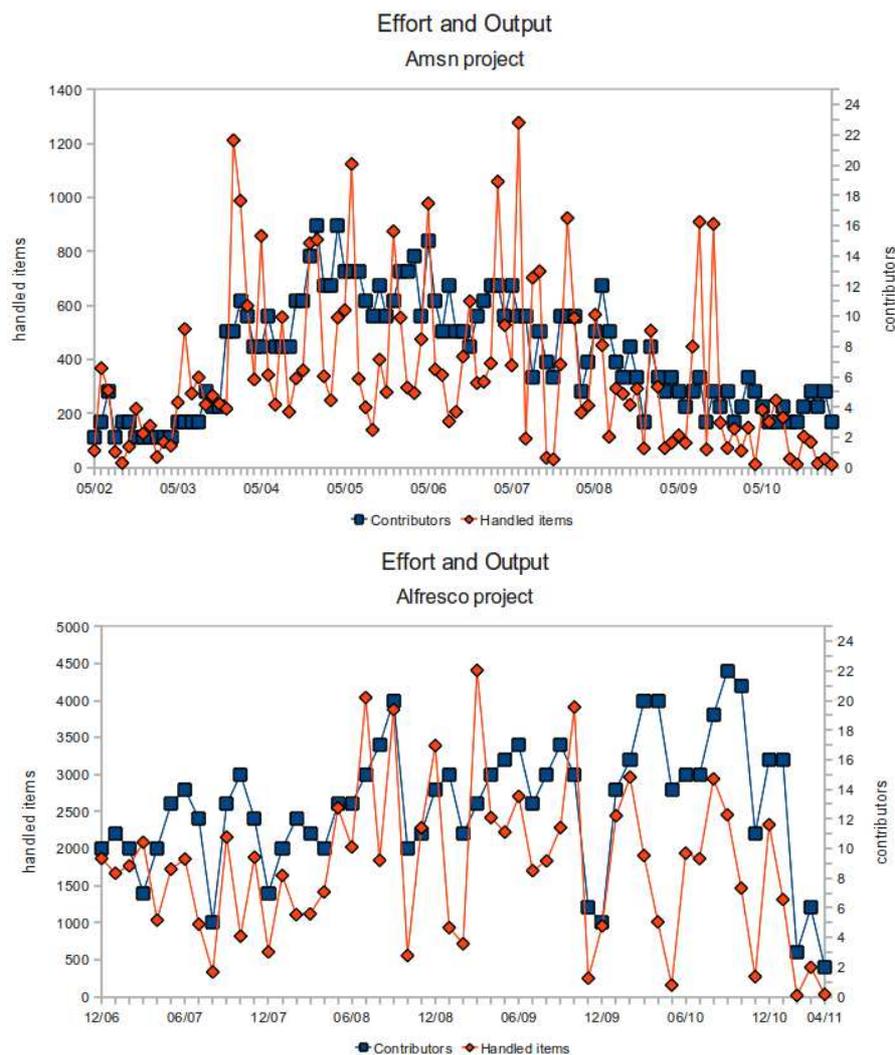


Figure 3: 3 Phases Pattern

these graphs it's possible to note the three phases: a "lazy-initialization", then a longer period of high activity in the middle, finally the curve tends to lower values. When the edits graph manifests the same pattern, it's possible to deduce the following: "After a set-up time, followed by an high peak of activity, both the number of contributors and number of edits, gradually diminish."

The previous sentence has three possible interpretations:

1. There are no more people able to improve the article's quality and content. The free contributors are not enough.
2. There are people able to write something more, but they are not interested or they left the project.
3. There is nothing more to add, the page is complete: the quality and the depth of that article (or category) has reached its objectives.

The first and the second interpretations have a negative effect, meaning effectively that the Wiki System is failing, due to the lack values of the monthly edits were also evaluated by SQL statements: when cross-checked with respect to the *soxred93* values, they were also confirmed as inaccurate

of contributors. This has been reported as a viable threat to the continuous success of the online UGC portal [21, 19], which seems to be losing several thousands of contributors every year. The third interpretation, instead, shows a positive point of view; it means "reuse" of such material. There is nothing to write, because the page is complete, so it can be used for an high purpose: it can be part of an encyclopedia, because its quality is very high. It could be even used to replace some parts of existing books, in order to update such knowledge with shared information.

4. DISCUSSION – THE REUSE OF UGC

The results found in section 3 above show that a relevant fraction of UGC can be considered "unevolved", which could mean either "abandoned" or "completed". In both meanings, since the core source of such UGC is available to anyone for modifications and additions, one could argue how such content would be adaptable for a more general reuse. The next two subsections will highlight some of the relevant aspects that should be taken into account when reusing either the OSS content or any of the Wikipedia pages.

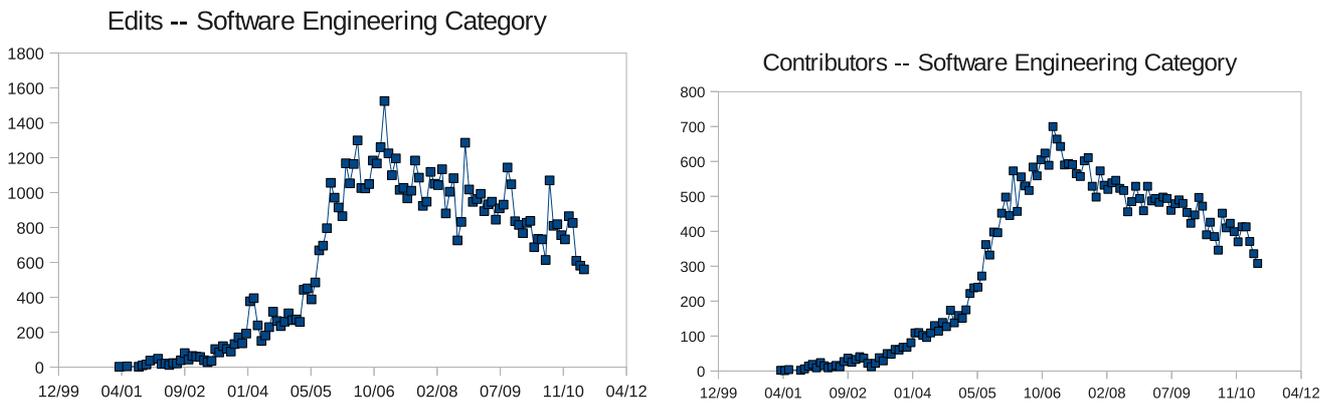


Figure 4: Wikipedia results – Number of edits per month (left) and number of distinct contributors per month (right)

4.1 Reuse of OSS content

Starting from the sample of projects described in 2.3, and given the visualizations given in Figure ??, three releases of the *xelem* project (i.e., r1.0, r2.0 and r3.0) were analysed further, by analysing the evolution of the source code, and how the components evolved in these three major releases. This project appears to be experiencing a burnout phase, which is visible in the scattered effort during the latest months, and the few modifications and additions of items. Since it is a Java project, the packages, classes and methods composing the three versions were analysed. The coupling between method calls (i.e., the control coupling) was also evaluated through the Doxygen tool¹³: the method-to-method calls were firstly converted into class-to-class calls (by extracting the classes that these methods belong to), and secondly into package-to-package calls.

The results of such extraction show that r1.0, released in 2004-12-10, is composed of an overall 9 packages: the total number of calls performed by all classes in this release is 1,093. It is also visible that 2 of the packages (*nl.fountain.xelem.excel.ss* and *nl.fountain.xelem.excel*) alone produce more than 80% of the total calls: the other packages perform only the 14% of the calls, so one can conclude that most of the logic for this specific project is contained within these two packages.

When analyzing the other two available releases of Xelem project (r2.0 and r3.0), despite the growth of the project in terms of number of packages (14 in r3.0) and number of total calls (1,806 in r3.0), the relevant packages which perform more than 80% of calls are still the same as before, plus another package which however is a sub-package of *nl.fountain.xelem.excel*. The core of the Xelem project has always remained stable during the evolution cycle of the entire project: this could be considered as signaling a quality architecture. Figure 5 shows the two releases, and how the evolution in growth did not affect the overall composition of the architecture and its components¹⁴.

One of the main issues of component reuse then becomes how to “index” or “summarise” what each of these packages does, in order to they are good candidates for a future reuse. For example, a short description of those packages work could be the following:

- *nl.fountain.xelem.excel*: provides interfaces and classes that

¹³<http://www.stack.nl/~dimitri/doxygen/>

¹⁴the "Calls IN -> IN" represents the percentage of calls which start from the core of the specific project and terminate in the core itself; the "Calls OTHER -> IN" represents the percentage of calls which start from the others packages of the specific project and terminate in that packages that are the core; and similarly the other notations

represent elements in SpreadsheetML (the XML schema for Microsoft Office Excel 2003);

- *nl.fountain.xelem.excel.ss*: provides classes that represent the elements of a spreadsheet’s namespace;
- *nl.fountain.xelem.excel.ss.lex*: provides classes that enable reading SpreadsheetML.

With these descriptions and packages available, a possible way to reuse this sub-architecture could be by wrapping these packages, which are known to be stable during their evolution, and by making an opportunistic reuse of a large amount of code, and avoiding to “reinvent the wheel”.

When analysing a project still under development (and that presents a different trend according to the productivity analysis), the findings are different: as seen above, the Alfresco¹⁵ project shows a constant activity, and a community of contributors behind its effort. In order to analyze the architecture’s evolution of Alfresco project we considered 3 releases of this specific software:

Regarding this project, three releases were analysed: the r2.1 released in 2007-07-10, the r3.2 released in 2009-10-09 and the r3.4 released in 2011-01-25. In release 2.1, 168 packages are responsible for 15342 calls: only 19 of these packages, though, are responsible for more than the 80% of the total number of calls is 19. Differently from what has happened in Xelem, the Alfresco project increases the number of its packages, during its evolution, to more than 900, while the “relevant” ones (i.e., responsible for more than 80% of the calls) have grown with respect to the original 19 (now they are 76). This has an immediate effect to be a less “stable” architecture, and it would be more challenging to extract reusable resources without dealing with many unresolved calls.

4.2 Reuse of Wikipedia content

As seen for the OSS resources, it could be argued that any wiki page produces knowledge per se. It has been concluded above that majority of pages, within the “Software engineering” category, present a descending trend in the activity. One typical pattern that can be observed is depicted in Figure 6 (diamond trend), which depicts the edits of the “View Model” page¹⁶. As visible, the number of edits starts as the typical growth phase, then very quickly descends to few edits per month, in a “burnout” phase. In a parallel

¹⁵<http://sourceforge.net/projects/alfresco>

¹⁶http://en.wikipedia.org/wiki/View_model

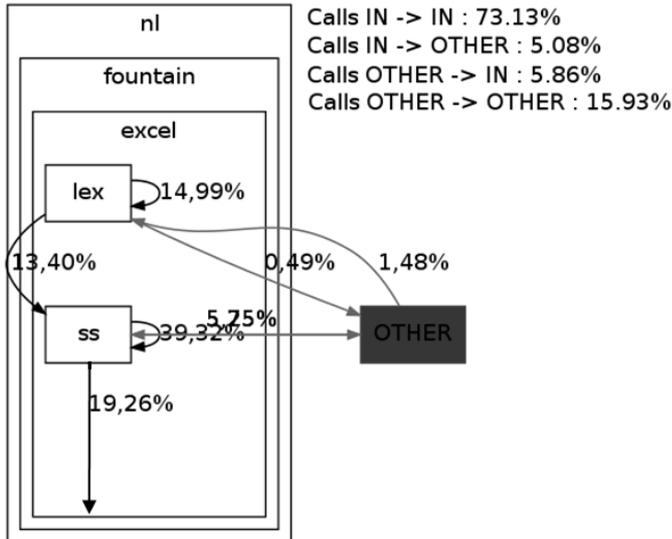
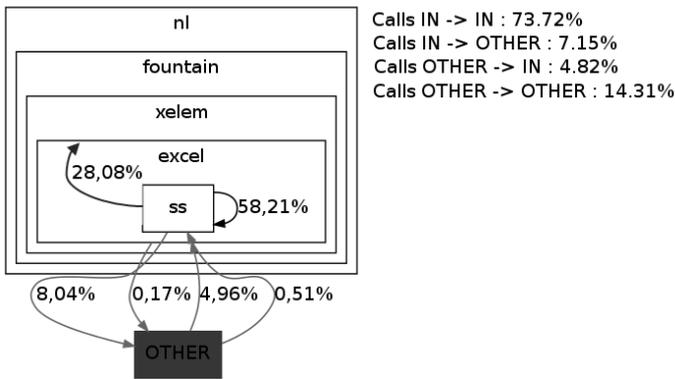


Figure 5: Xelem Architecture Digraph – Releases 1.0 and 3.0

with the OSS development model, one would assume the “abandonment or the “completion” of such project.

By cross-checking the “number of visits” on the same page, one interesting aspect emerges: this metric produces an inverse trend than the number of edits, low at the beginning and then increasing later, remaining quasi-constant in the latest months (Figure 6, square trend). This can reflect the assumption that this page is complete, and it’s being visited regularly as a reference by students and researchers. Such status should trigger some sort of recognition, and such pages could be promoted to the status of “stable”, or “third-party checked”, therefore properly reusable as references. A very similar attribute could be used in OSS projects, when considering the number of downloads: as pointed out in Israeli et al [18], constant activity is not always related to users’ downloads and few OSS projects can sustain a constant number of downloads. When projects get abandoned or completed, an improved mechanism to increase their download rate would be to highlight few of their resources that could be reused in other projects.

5. RELATED WORK

The evolution of OSS has attracted attention by researchers in particular when trying to compare “open” and proprietary systems, in order to test, in an open development, the validity of the now widely accepted “laws” of software evolution [11]. As mentioned above, some studies have demonstrated that a number of flagship

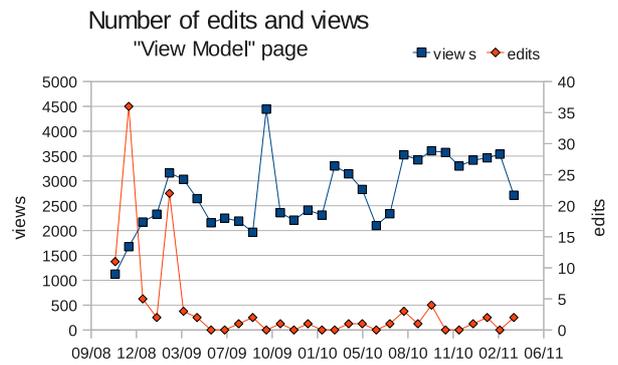


Figure 6: Wikipedia edits and views – “View model” page

OSS projects achieve patterns of evolution that have not been observed in proprietary systems: among others, Godfrey et al. [12] demonstrated that the Linux kernel achieved a superlinear evolution; Herraiz et al. [14] examined the growth of 13 OSS systems (mostly from the Debian/Linux distribution), also concluding that the predominant mode of growth was superlinear; similarly other studies, based on a selection of large OSS projects, claimed that some of such projects can practically achieve a linear or a superlinear growth [11, 28, 22].

On the other hand, further empirical studies on OSS projects have highlighted recurring issues and results that researchers face when mining large repositories of OSS projects, the most important and diffused one being SourceForge: it has been reported that most of the OSS projects are small, tend to involve very few developers, and they are mostly inactive, let alone being actively used by users after the download [4, 9, 10, 16, 26, 27].

One of the reasons for such diverse results is due to the type of analysed systems, and the selection process: when randomly sampling, or considering the overall set of projects of large OSS repositories, the findings tend to be uniform and confirmed. Conversely, when sampling a specific, representative sample of successful OSS projects, the findings tend to be more sparse and optimistic: this has been found when analysing specific, successful OSS projects, including packages in the Debian/Linux distribution, or some of the flagship OSS projects (Linux, KDE, Apache, Samba, etc.). This paper has tackled this second approach to sample OSS projects, in order not to highlight “exceptional” characteristics, but to propose a more general view of what is found in large OSS repositories, and whether “trash” or “treasure” could be identified from the reuse point of view.

The evolution of Wikipedia has also attracted several studies: what is interesting to note is a certain point in time (in 2007) where researchers reported a change of slope in the rapid growth of this online resource. Studies reporting the evolution of Wikipedia before and until 2007 have shown that the number of pages and content grew exponentially, and that this was due to the fast growth of its users and contributors base [17]. A later article proposed instead that the Wikipedia growth can be expressed by a logistic curve, and that “the population of Wikipedia editors is exhibiting a slowdown in its growth due to limited opportunities to make novel contributions” [23]. This point was later confirmed either as a real danger for the whole ecosystem within Wikipedia [21], or simply as a normal issue in large system, where growth goes through different stages, modeled by different growth models [19]. Interestingly, the proposal that any UGC (as Wikipedia, or the OSS content) could

be uniformed in a “lightweight” or a “heavyweight” model for peer production could produce the first differentiation between sustainable and abandoned (or completed) content [13]: an “heavyweight” model in fact produces stronger-ties between participants and better negotiation of purpose.

6. THREATS TO VALIDITY

Like any other empirical study, the validity of ours is subject to several threats. In the following, threats to *internal validity* (whether confounding factors can influence the findings), *external validity* (whether results can be generalized), and *construct validity* (relationship between theory and observation) are illustrated.

6.1 Internal Validity

The following threats to internal validity have been detected:

- as a metric for the input, we used the number of distinct contributors per month. This was done to compare the OSS data with what is available in the Wikipedia edits (also recorded monthly). This means that if a developer only makes a small change in one month, while another does the vast majority of the coding (or editing), we will be counting 2 contributors for that given month.
- as a metric for the output in Wikipedia, we used the total number of edits to the pages composing a given category. We are aware that some of the edits are recorded as “minor” by the *soxred93* toolserver: since we were not completely confident on the accuracy of the “number of edits” metric, let alone the “number of minor edits”, we preferred to avoid a cumulation of weakly defined metrics, and just use the “number of edits” alone.

6.2 External Validity

Recognised threats to external validity are:

- the OSS results apply to a sample of projects from Sourceforge. Surely enough another, higher-profile repository (Debian, KDE, Gnome, etc) will yield different results, in terms of less “one-man bands”. The study nonetheless highlights that something precious is hidden in a large repository as Sourceforge, where a large percentage of projects simply do not evolve;
- the Wikipedia sample is also very small compared to the population: instead of randomly extracting Wiki pages, we decided to analyse one full category. Obviously the results could change considerably by choosing another category. We are confident though that a random extraction of pages (not categories) from wikipedia could yield similar results to ours.

6.3 Construct Validity

Further threats to construct validity are:

- we assumed that the categorization of “stable” and “active” projects as recorded by Sourceforge is accurate. Since this is not a parameter that we could control, we had to accept it “as is” since all the hosted OSS projects are classified by that metric;
- we assumed that the data of the Wikipedia edits contained in the *soxred93* toolserver are appropriate. Since we saw discrepancies in the measurement data, the data on contributors was re-evaluated by using the dumps by the MediaWiki website

7. CONCLUSIONS AND FUTURE WORK

This paper has argued that UGC as the Wikipedia content, or the OSS projects, share some commonalities in terms of their evolutionary patterns; in particular, it has argued that a predefined, logistic model could be used to explain several of the similarities in “abandoned” or “completed” projects and Wikipedia pages.

By making use of a random sample of OSS projects, and analysing the Wikipedia pages composing a pre-determined category (“Software engineering”), this paper provided two main contributions: first, it showed that large UGC content is modellable by a three-phase logistic model, typical of the mathematical epidemic modelling: at first an initial phase of slow growth, a longer phase of more sustained growth, and finally a phase of burnout. Smaller UGC content is instead modelled by a two-phase pattern, i.e., the explosive growth phase does not happen. The second contribution showed that abandoned (or completed) UGC items represent a valuable resource for potential reuse: by investigating completed OSS projects, one can find valuable components ready to be reused; by investigating frequently visited Wikipedia pages, one can define third-party checked knowledge that does not need further amendments.

In terms of the first contribution, by examining the amount of effort provided (e.g., number of contributors), and of output obtained (e.g., added and modified items) it emerged that 60% of a sample of OSS projects (from a specific Sourceforge category, and flagged as “active”) show a two-phase evolutionary pattern, somewhat failing to achieve the phase of explosive growth. Larger OSS projects show instead a three-phase evolution, while others appear still to be in the second phase. Similarly, by analysing the pages composing one of the Wikipedia categories, it was found something similar: larger “projects” (as the Wikipedia categories) can display a three-phase pattern, while the majority of single pages of the sample show a two-phase pattern, with an activity fastly descending to zero.

In terms of the second contribution, it was found that, when OSS projects get abandoned or completed, some of their resources could be reused: in particular, analysing the architecture of one of the “completed” OSS projects, it was found that some components are more relevant and well-contained than others. These could be automatically extracted for future reuse, after indexing them semantically to provide a description of their capabilities. It was also found that the number of views of one of the analysed Wikipedia pages has a growing trend, albeit the changes follow a two-phase pattern, and descend quickly. This could signal the use of such pages as shared and common references, their high quality, and their potential reusability in high profile publications.

The findings of this paper, if confirmed, have several open avenues of development and research: first, other UGC sites could be added to this analysis, by parsing for instance the results of *technorati*¹⁷, that can browse for a large amount of user-generated media (including weblogs). Second, the effects of the three phases should be clarified: are all UGC’s destined to end up in a burnout phase? What is the repercussion of such finding? Third, the potential of abandoned projects to be reused (fully or in part) as resources in other projects should be studied, by evaluating techniques to automatically index and list resources which comply with the basic requirements of reuse.

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