



<http://www.irill.org>

Initiative pour la Recherche et l'Innovation sur le Logiciel Libre

Research and Innovation on Free Software

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# Context : FOSS = radical change

## Society :

- Contributes to scientific and technological commons;
- Give back to citizens control of strategic technologies

## Technology :

- Changes how software is designed, developed, distributed, sold, maintained, customised and taught; from generic infrastructure to specialised applications; in more traditional areas, and in the emerging embedded and mobile market

## Industry/Economy

- Reopens to competition entire sectors of the Economy
- Reduces time to market with software built faster and cheaper
- Reduces cost, and fosters vendor independence in all sectors of activity

# Accompanying FOSS growth

## Face the new challenges

- scientific,
  - New scientific and technological problems are brought to the limelight from FOSS, with an unprecedented change of scale in software artifact size and speed of evolution,
- educational,
  - Teach tomorrow's engineers how to develop software in the FOSS environment, and help them stay up to date,
  - Educate technical and non technical newcomers to FOSS values and principles, and include them in the community
- economic,
  - Help transfer from academia to industry, and ease bottom-up innovation
  - Foster an open ecosystem approach to information technology

See also INRIA's strategic plan

<http://www.inria.fr/valorisation/logiciel%20libre.fr.html>

# IRILL's goals and ambition

Contribute to all three challenges, and become an internationally recognized center on FOSS development, research and education.

Three main axes:

- A reference center for safe and reliable FOSS
  - Work on the technological breakthroughs our enterprises need
- A reference center for developing new curricula for CS with FLOSS
  - Help educating the qualified engineers we all need
- An experimentation platform for FLOSS technology transfer

# IRILL : a place to bind them all

Three communities meet: academia, developers and industry

**Developer  
Communities**

**Industries**

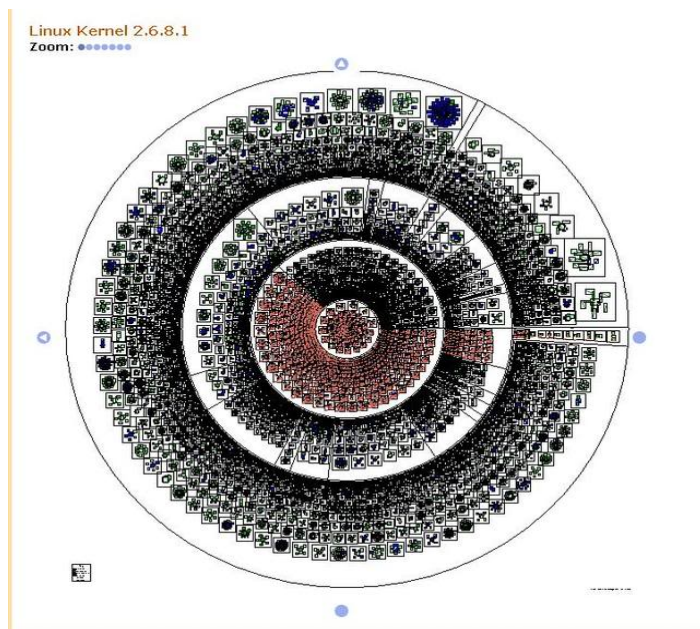


**Research and  
Education**

# RESEARCH

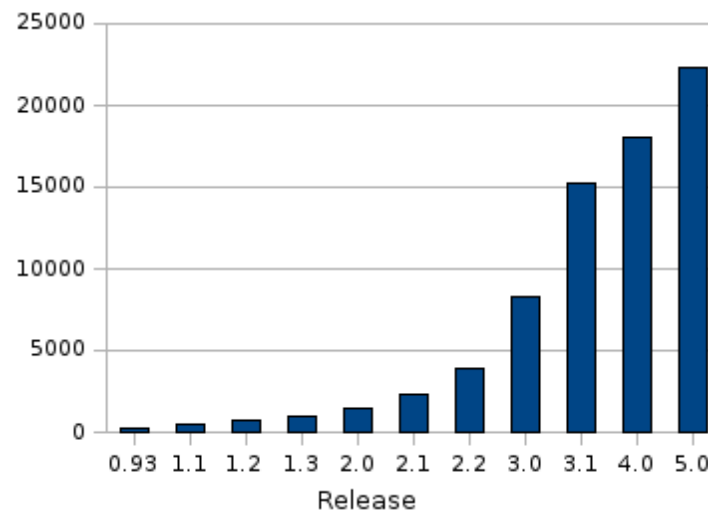
# Change of scale

## Component size



Over 8 M SLOC

## Component number



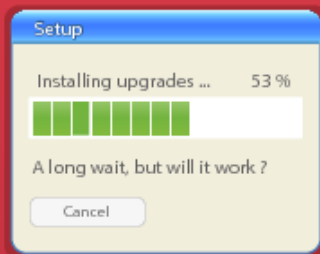
Over 20.000 packages

*We need measures and tools to scale up*

# Open innovation virtuous cycles : the Mancoosi example

## ➔ Why Mancoosi ?

Did you ever install an upgrade on your PC, just to find out afterwards that something very important was not working anymore? The problem is that, especially when you think about large, complex software packages, there is no general way to know if a software package, with all its dependencies on obscure libraries, configuration files, hardware components or security setup, will work properly on a specific computer. That is, there is no way to know it BEFORE actually installing it, and before finding out the hard way that it has destroyed something else.



MANCOOSI will propose reliable solutions to this problem, by establishing virtuous cycles of collaboration among users, distribution editors, and researchers.

## ➔ Better upgrades

Installing a software component can be a puzzle: if there are several possibilities on how to satisfy its dependencies, the system may ask the user obscure questions, and finally choose one solution using its own blind algorithm, which may lead to remove other useful packages, and leave the user in the dark. Mancoosi will develop sophisticated optimization algorithms to find efficient upgrade paths and high level request languages which will make software upgrading a simpler process for any user, not only for experienced computer wizards.

### Outcomes :

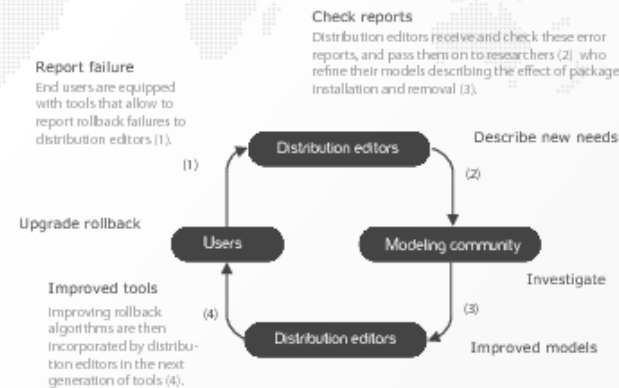
Safer, more flexible package installers. Better reporting for failed upgrades.

## ➔ Rollback solutions

No matter how significant the advances in theory, we know there will always be the possibility the installation process fails or is not what the user really wanted. Mancoosi is also building a transactional layer into end-user package management tools, which will allow to bring your system back to a previous state ("rollback") without further problems, working at the level of individual components, and not on file-system checkpoints.

### Outcomes :

Tools and techniques to safely and selectively undo package installation





# EDUCATION

# Education to FOSS, education with FOSS

Patterson, Mars 2006, Communications of the ACM :

JOIN THE OPEN SOURCE MOVEMENT.

Most schools teach "write programs from blank sheet of paper" programming, of which there is very little real-world bearing. A different approach is to leverage high-quality examples of the open source movement. [ . . . ] Do civil engineering students get to contribute to the construction of a real bridge in the classroom ? [ . . . ] The recruiting pitch is to join CS and learn in part by contributing immediately to the real world.

# The challenge

- Increasing IT proficiency and education early in education, for everybody
  - See Gilles Dowek's talk
- Introducing FOSS and collaboration skills in academia for all :  
*educating users, enabling them to make a difference*
  - See Ralf Treinen's talk
- Introducing FOSS in CS Curricula
  - See the reports from FTA and Evry
- Adapting CS Curricula
  - See the effort started at <http://oscurr.v2.cs.unibo.it/>
- Making connections between communities, industries and academy
  - What Fossa is all about
- Building the education and collaboration infrastructure (textbooks, forges, coordination)
- Recognize and reward quality efforts in Academia in this direction

# A challenging challenge

- Setting up this whole process may require 5 to 10 years
  - Creating the new curricula (one to two years)
  - Getting them adopted and running (one to two years)
  - The first students from the new system will come out 3 to 5 years later
- We need to jump start some levels to shorten this path
  - Specialised Masters in Open Source
  - Early connections between all the actors

INITIATIVE DE RECHERCHE ET INNOVATION SUR LE LOGICIEL LIBRE

## IRILL - Research and Innovation on Free Software



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### Context

Free and Open Source Software is becoming pervasive, providing fundamental building blocks for most of today's and tomorrow's software solutions, being them commercial or not. This phenomenon is tightly connected with the generalisation of complex, and new, interaction patterns between users, developers, researchers and other stakeholders, enabled by the quick development of high speed internet connections, and a wealth of other technologies and applications that went along with it, radically changing the traditional landscape of software development: a developer evolving in the **FOSS** world is led to cooperate with partners he interacts with via e-mail, instant messaging, phone and visio-conference, sharing information either directly or through wikis, forums, or indirectly, through search engines, news agregators; he is usually present on one or more software forges, using different kinds of software configuration and versioning systems, and all this happens largely outside the usual centralised control barriers of enterprise intranets. While writing, compiling, testing, installing or customizing them, he may be often led to propose modifications for inclusion in many FOSS components that his company has no control on.

It follows that the problems raised by *successful* software developed as FOSS are *not the same* as those of proprietary software: some new issues come from the *different development process*; other come from the *different economic models*, and some very challenging ones come from the *new possibilities* opened by the fact that software is now becoming *transparent*, complex systems built out of FOSS components can be theoretically opened up and scrutinized fully, from the system level down to the single memory word of data or code, with no artificial barriers imposed by the absence of access to the sources of this or that vital component.

### Search

[Advanced Search...](#)

23 AVENUE D'ITALIE, PARIS, FRANCE - 5TH FLOOR

Oct 04, 2010

IRILL Days 2010

Where FOSS developers, researchers, and communities meet

### Agenda

September 2010						
Mo	Tu	We	Th	Fr	Sa	Su
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			