Developer Productivity Engineering for Open Source Communities

Etienne Studer, SVP of Engineering, Develocity
Gradle

Deeply rooted in the open-source world.

- First release of the Gradle Build Tool in 2009
- More than 30 million downloads/month
- Open sourced under the Apache License 2.0
- Default build tool for Google Android and Spring Boot applications
- Leader in the build tool used by new GitHub projects
Community over Code 2023 – Gold Sponsor
ASF – Targeted Platinum Sponsor
Time is precious.
Making optimal use of our time is crucial to our impact and happiness.
Developers are most productive and happy in the state of “flow”, creating high-value, high-quality features at a fast pace.
Oftentimes, developing software comes with a lot of waiting, context-switching, inefficient troubleshooting, googling, and many gut-feel decisions.
Toolchain behavior is a major contributor and inhibitor to developer productivity
High Friction in Developer Productivity

This takes too long!

This takes too long to fix

This should have been observable
• **Waiting on builds and tests is still a problem.** Despite industry-wide investments in DevOps, developers still say the most time-consuming thing they’re doing at work besides writing code is waiting on builds and tests.

*GitHub Survey 2023*
DPE is a new software development practice used by leading software development organizations to maximize developer productivity and happiness.
1970s+  1980s+  1990s+  2000s+  2010s+  2020+

JIT Manufacturing  Business Process Reengineering  Change management  Agile, Lean Six Sigma  DevOps  DPE
Develocity

The Develocity data platform and acceleration engine is available for free to all Apache projects at ge.apache.org.
Develocity is a platform that improves the productivity of engineering teams by providing deep insights into how their software is built locally and on CI and by highly accelerating the execution of their Maven, Gradle, Android, Bazel, sbt builds.
Build Insights
Build insights allow efficient troubleshooting and informed decisions about what to improve to make builds faster and more reliable.

- Resolved dependency graph
- Executed goals/tasks
- Executed tests
- Applied plugins
- Switches/flags
- Environment
- Log
- etc.
Flaky tests are present in every project and a major contributor to unreliable builds, causing wasteful build and test cycles and compute resources.
Build Insights Cross-build Analysis
Build Acceleration
FASTER FEEDBACK CYCLES

- Less idle/wait time
- Less context switching
- More focused developers

QUALITY
- Earlier quality checks
- Fewer downstream incidents
- Few merge conflicts
- Faster MTTR
- More efficient troubleshooting

PRODUCTIVITY
- More frequent builds
- Smaller change sets
### Build cache
Build cache stores and provides artifacts produced by previous task/goal invocations to avoid work that has been done before.

Local build cache node and geo-distributed remote build cache nodes are available for best performance.

### Predictive test selection
Predictive test selection runs only those tests likely to change their state for a given set of changes based on historical data and ML.

Simulator functionality is available to assess the feature's effectiveness.

### Test distribution
Test distribution takes your existing test suites and distributes them across remote agents to execute them faster.

Test agents can be auto-scaled up and down.

<table>
<thead>
<tr>
<th>Inputs</th>
<th>Outputs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gradle Tasks</td>
<td>Gradle Test task</td>
</tr>
<tr>
<td>Maven Goal Executions</td>
<td>Maven Test goal</td>
</tr>
</tbody>
</table>

#### Changes
- Test 1
- Test 2
- Test 3
- Test 4
- Test 5
- Test 6

#### Outputs
- Test 1
- Test 3
- Test 6

#### Graph
- Gradle task
- Maven goal
- Gradle Test task
- Maven Test goal
- Test dist agent
Impact of Gradle Enterprise Build Caching

In the last 28 days, the Beam project

- saved 113 days in task execution time, due to the Remote Build Cache
- ran CI builds on average in 16 min instead of 26 min per build
The Beam project could be saving 27 days of serial test time a week thanks to Predictive Test Selection.
The Eclipse Jetty Project can reduce their test time from 47 minutes to 16 minutes thanks to Test Distribution.

Additional optimizations can reduce their total build time from 51 minutes to 11 minutes by enabling build caching and parallel goal execution.
OSS Contributions

Developers have many OSS projects to choose from that they can contribute to:

- Popularity, relevance, activity
- Tech stack
- Impact
- Community
- etc.
Providing a first-class developer experience

Attract and retain contributors with a first-class developer experience:

- Ease and speed of building, testing, and running the project
- Efficient resolution of errors
- Ability to unblock oneself
- Effective collaboration with the committers
- etc.
Providing a first-class developer experience

Attract and retain contributors with a first-class developer experience:

- Checkout from scratch and build locally very fast
- Use build scans to self-troubleshoot in case of build problems
- Use build scans to collaborate with project maintainers on local & CI build issues
- Use build scans to identify flaky tests
- etc.
Revved up by Develocity OSS program

>25 OSS projects sponsored with a free Develocity license:

- Spring (~70% avg build time savings) – ge.spring.io
- JetBrains Kotlin (~80k builds per week) – ge.jetbrains.com
- JUnit (~55% remote cache benefit) – ge.junit.org
- Quarkus, Hibernate, Testcontainers, AndroidX, Armeria, etc.
Next steps

Embrace developer productivity:

- Visit Gradle at the conference booth
- Browse ge.apache.org
- Contact the ASF Infra team to get your project connected to Develcity (takes 5 min)
- Attend our upcoming training on how to best leverage Develcity on your project
Developer Productivity Engineering for Open Source Communities

Etienne Studer, SVP of Engineering, Develocity