



Gephi *towards* v1.0

The codebase, and the rest.

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Mathieu Jacomy

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The future version 1.0

Gephi has always been **unfinished**. The day it stops being unfinished, we will number the version **1.0**. It will hopefully happen in late 2023 or 2024.

The version 1.0 will be:

- Basically **current** Gephi,
- with a **consolidated** set of features,
- meeting better **reliability** goals,
- and better **performance** goals.

It is about finishing the *product** before discussing new directions to explore.

** don't worry, we are not becoming a company. The Gephi team wants to keep being an open source project, and Gephi will remain free, forever.*

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Rationale of the road map

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PREMISE

There is a demand
for Gephi



GOALS

The Gephi project
is sustainable

Gephi's tech side
is sustainable

Gephi is a popular tool. From there, how to make the project sustainable?

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PREMISE

There is a demand for Gephi

THREATS

Contributors and users are clashing

No one *wants* to maintain the codebase (breaks)

No one *knows* how to do it

GOALS

The Gephi project is sustainable

Gephi's tech side is sustainable

One can identify the main threats against the project.

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PREMISE

There is a demand for Gephi

~~Contributors and users are clashing~~

A thriving Gephi community

~~No one wants to maintain the codebase (breaks)~~

Paying developers for maintenance (& improvement)

~~No one knows how to do it~~

Clean codebase & robust testing

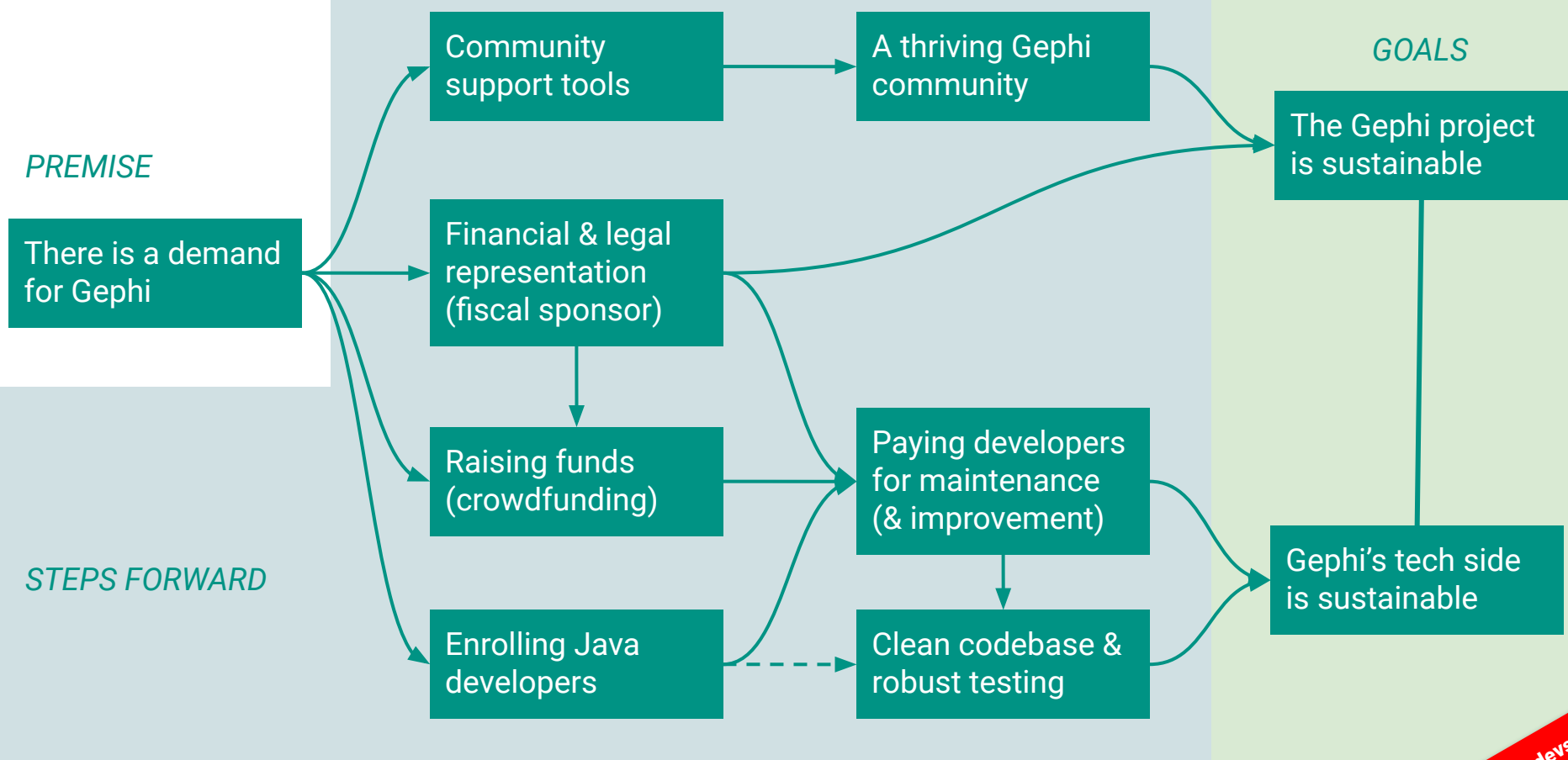
GOALS

The Gephi project is sustainable

Gephi's tech side is sustainable

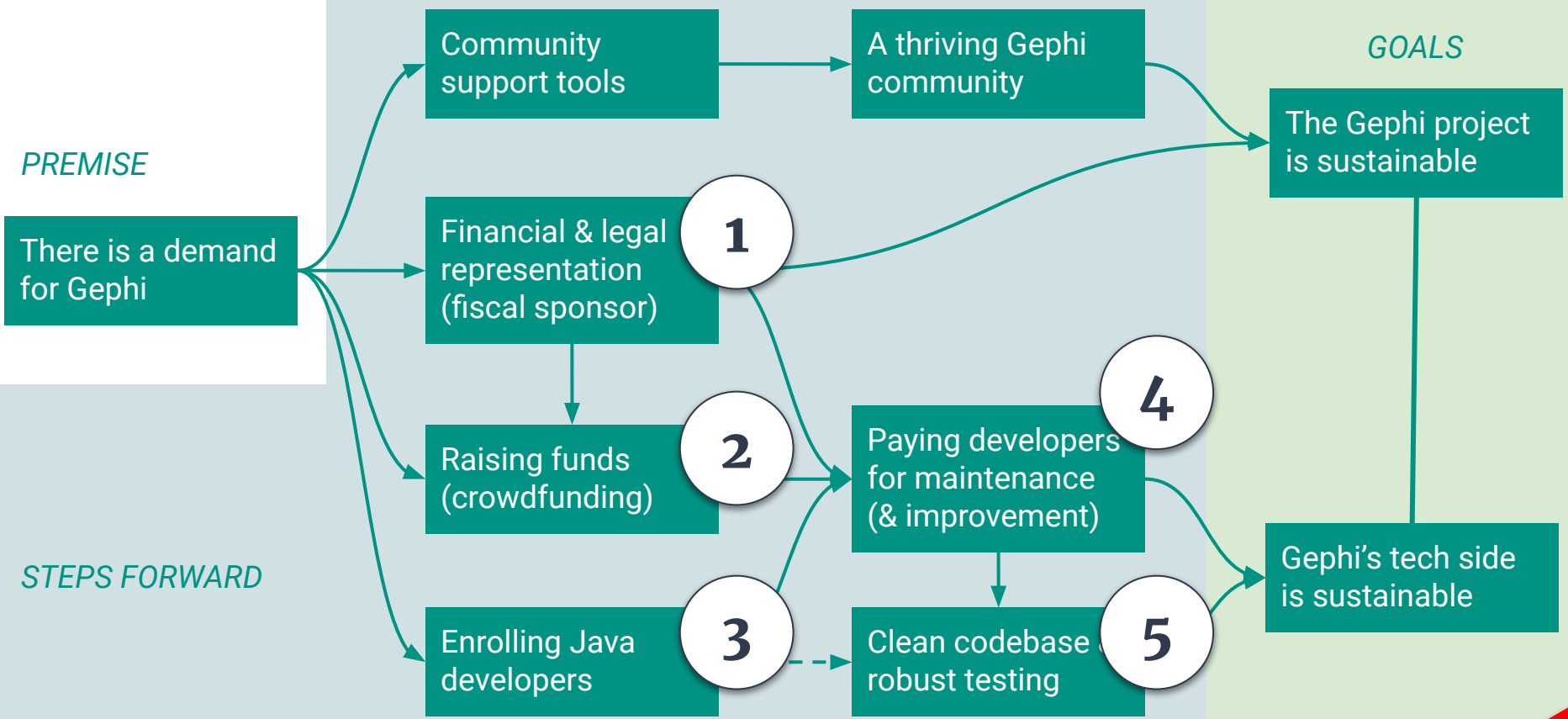
Our priority is to prevent the main threats.

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Those steps forward underlie our road map.

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The dependencies tell in which order we have to structure the project.

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The priorities of the Gephi project

- **Sustainability.** Maintenance. Gephi needs to work before anything else. That is:
 - Easy to install (including Java) on all platforms
 - UI and OpenGL acceleration working on all screen resolutions and (most) hardware
 - Testing! (not all modules currently covered)
 - Stability (fix major bugs)
 - Sufficiently clear and documented codebase
- **Getting to version 1.0.** We want to finalize today's Gephi before discussing new directions to explore.
- **Stabilizing core contributors.** This entails institutional support, fundraising, and discussing governance.
- **Other things.** There are many sides to the project.
 - Community tools and online presence (GitHub, website...).
 - Plugins.
 - Web integration (Gephi JS).
 - Evolution of Gephi.
 - Documentation, tutorials and teaching material.
 - Dev community (code examples).
 - Keeping Gephi state-of-the-art over the long term.

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Technical road map to v1.0



Embed **Java**



Update to the **latest Netbeans Platform**



GDPR compliance for bug reports



New OpenGL engine. Improvement + solves maintenance issues.



Quick search in nodes/edges and metadata.



New icons.



Unit and UI testing (for instance end2end).

- **UNDO/REDO** feature, with **Activity log**
- **Autosave and crash recovery.** Better recover data from crashes.
- **Parallel edges.**
- **Cleaner data laboratory.**
- **Revamp appearance** (label color & size, sliders).
- **Logging** (much more logs to facilitate debugging)
- **Instrumentation** (opt-in statistics on feature usage)
- Some **modules to rewrite** from scratch (timeline...)
- A lot of other small things...

Gephi's code sustainability retreats (also called "Gephi Week")

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2021, 2022, and hopefully every year to come

2021: Restarting the machine

One week in Copenhagen, 6 participants.

- We made the **codebase healthy enough** to welcome new developers.
- **New features** developed (as prototypes).
- A long **bug bash** was started (finished later).
- Building a **common vision** for the project!

It paved the way forward and kickstarted a new dynamic in the team.

<https://gephi.wordpress.com/2021/12/06/gephi-co-de-sustainability-retreat-2021-debriefing/>

2022: Thinking the way to v1.0 and beyond

One week in Paris, 22 participants.

- **Improved dev tools** and documentation
- **Refreshing the UX** (icons, dark mode...)
- **New features** (Neo4J plugin, web export...)
- **Issues fixing** session
- **Gephi Lite** (more on this later)
- Experiments about **community detection**

<https://gephi.wordpress.com/2022/10/16/gephi-week-2022-debriefing/>

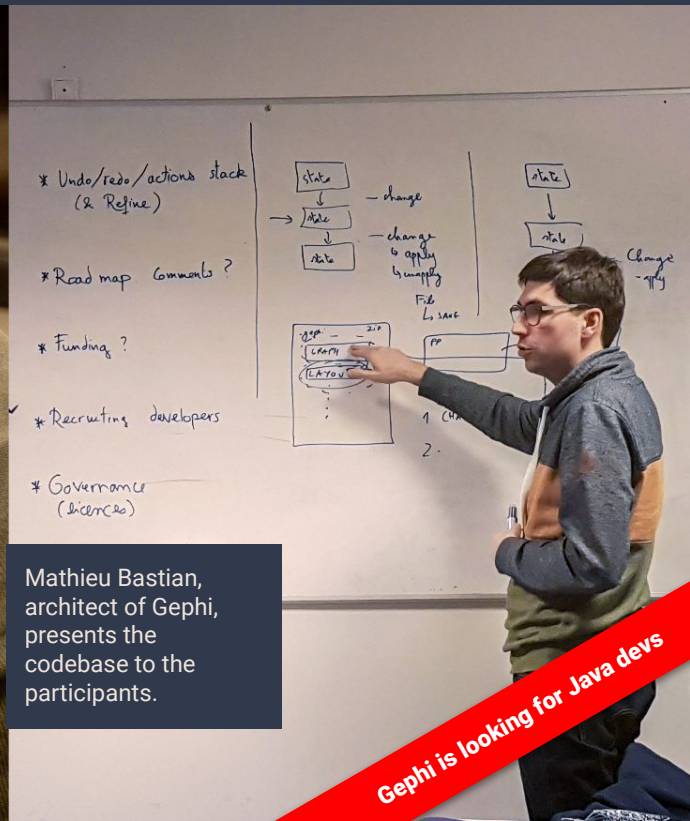
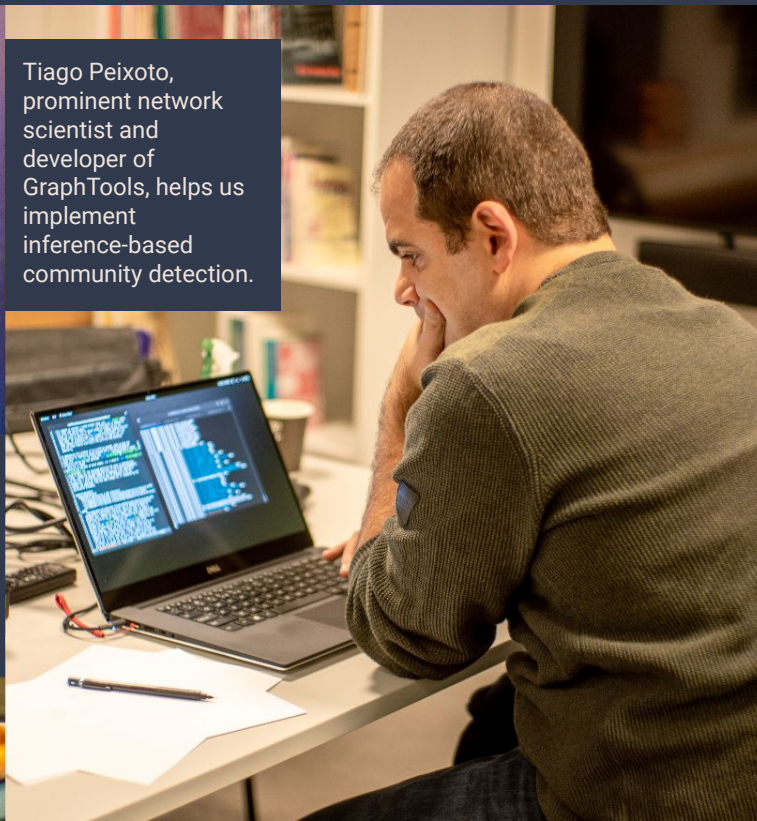
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Gephi Week 2021



Antonin Delpuch, maintainer of OpenRefine, provides advice on Java, structuring an open source project, and the “undo” feature.

Tiago Peixoto, prominent network scientist and developer of GraphTools, helps us implement inference-based community detection.

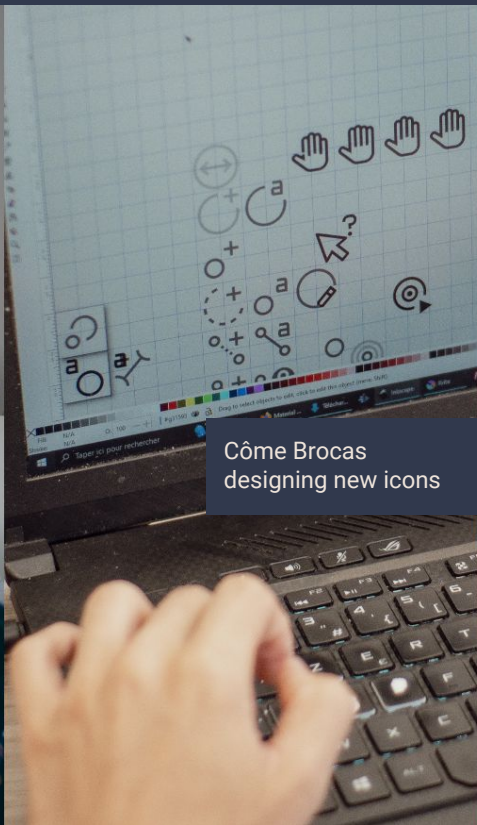


Mathieu Bastian, architect of Gephi, presents the codebase to the participants.

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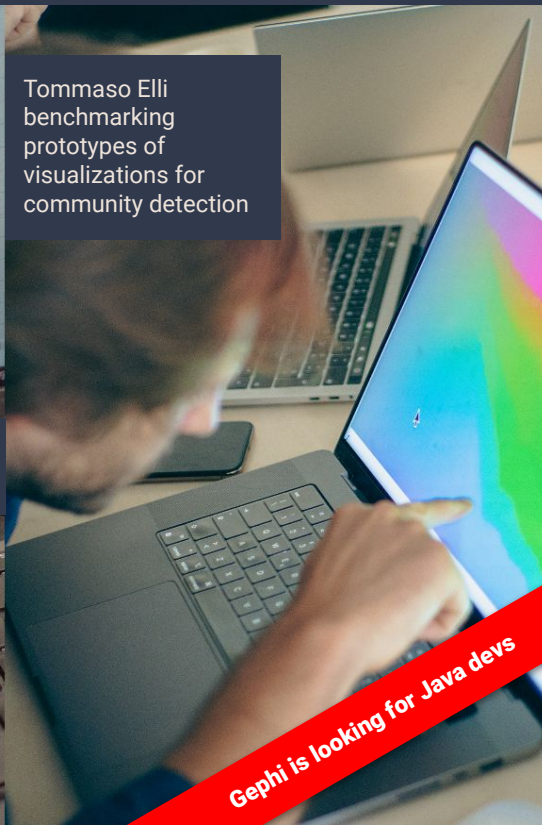
Gephi Week 2022

Our collective included developers, users, designers, researchers...



Côme Brocas
designing new icons

Tommaso Elli
benchmarking
prototypes of
visualizations for
community detection



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Takeaways about these initiatives

These retreats are **beneficial** to the project: they provide the room we need to tackle the most important issues.

It works in **unexpected ways**. We met surprising people and brand new ideas emerged. The event creates a powerful, attractive dynamic.

The “Gephi Week” becomes a **mini-festival**, but it seeks a **balance** between development and other parts of the project: community life, experimentation, research...

We still **fail to attract Java devs organically**. How to convert this good will? Even though we pay for travel and accommodation, few developers applied (although many contribute through plugins).

→ What is the path to Gephi for a developer?

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What is the path to Gephi for a dev?

Path #1: you co-founded the project

Ex: Mathieu Bastian, architect of Gephi.

Path #2: from plug-in developer to core dev

Ex: Eduardo Ramos Ibáñez, current lead dev;
Matthieu Totet (Twitter plug-in)...

Path #3: from user to developer via a Gephi Week!

Ex: Schuh (coordinate export features in 2022)

Open question: are there Java developers working with Gephi in the industry, who would like to contribute to maintaining the project?

→ Path #4: from industry to open source project?

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Our efforts to engage Java devs

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The Gephi team is a **welcoming** crowd who wants to make the new dev's life **easier**.

The codebase is **commented** and **documented**, but we are working at improving both aspects.

It is not just about the code, but also the **infrastructure**. We aim at improving the coverage of testing: more unit tests, end2end...

We rely heavily on **GitHub**: we accept pull-requests, we use issues and projects to organize maintenance, our build process uses GitHub actions, even our website is hosted on GH.

We actively worked on reducing the number of GH issues from ~600 to ~400. Cleaning up helps bring clarity.

We **teach the codebase** during the Gephi Weeks, also available on our YouTube channel. We will share knowledge via other means in the future: conferences, meetups, live streaming...

To improve: the online resources for the dev community are not all up to date (ex: plugin boot camp).

Open question: is it a problem for the attractivity of the project that Gephi is coded in Java?

Open question 2: how important is the Gephi Toolkit to Java developers? Is it a significant entry point into the codebase?

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Why developing Gephi is so challenging?

It's a **full product**, with lots of UI code but also deep **performance** challenges.

There are deep, **open technology questions**

- Java as a UI framework
- Multi-platform 3d acceleration (OpenGL)

We put the bar high on **multi-threading**. Practically, it means longer development time.

We're committed to being **multi-platform**. Each platform having their own unique challenges.

We have big gaps in **testing**, and no proper **quality assurance** processes yet.

Managing the **plugin lifecycle** is a challenge by itself.

The ecosystem is very wide and being **interoperable** is also a challenge.

The group of contributors is small, making **specialisation** difficult.

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Why we still believe in it?!

First, **desktop tools** still matter.

We have built strong foundations

- Scalable **modular architecture**
- **Fast, memory-efficient and robust** [GraphStore](#)
- **Automated** build and release

We have been able to **rewrite modules one-by-one**, with good outcomes.

We have become much better at **testing** and its paying off.

Java keeps improving and there is a lot of potential still untapped in **better performance**.

There is some exciting **work in progress** (viz-engine, ...)

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Gephi Lite

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Gephi Lite: Branching out to the web in 2023

Gephi Lite is a **spin-off**: a different team, with web developers ([OuestWare](https://www.ouestware.com/)).

It is called **Lite** because it does not target the same graph scales, and it will not try to include every features that Gephi offers.

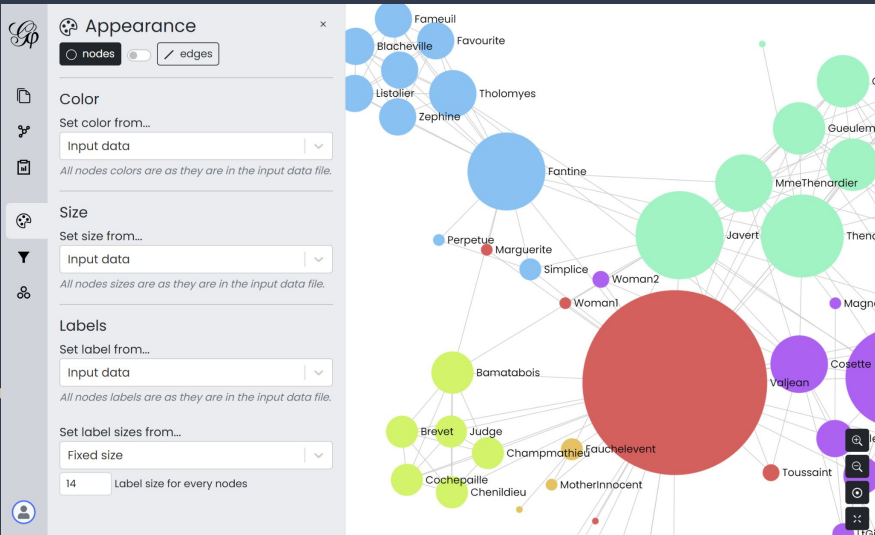
Because it is web based, it will offer a few **unique features**, such as JavaScript inputs alternatives to some forms (mimicking [Graph Recipes](https://graph-recipes.com/)), or GitHub synchronization (i.e., Gist as a database).

It might also be used as a **playground** for the Gephi project, to test new features.

Repo: <https://github.com/gephi/gephi-lite>

Proto: <https://gephi.org/gephi-lite>

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Conclusion

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Forthcoming

In the next few years you can expect:

- A new OpenGL engine
- An *undo* button
- A progressive refreshing of the UX (icons...)
- A consolidation of statistics plug-ins (with a systematic benchmarks)
- New documentation portal
- Gephi Lite
- More Gephi Weeks
- A fiscal sponsorship
- A crowdfunding campaign
- Gephi 1.0

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Open questions

Thank you for your attention!

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Do you have feedback on **fiscal sponsors** adapted to the Gephi project? *Bonus points if it is in Europe!*

Should we launch a crowdsourcing campaign **before or after** the version 1.0? What is the best strategy for the project?

Ideas about where to start a discussion with the **Java dev community**, both to engage developers and to get advices when we need it?

We're looking for **sponsors** to the next Gephi Week!

—

Remark: the FOSDEM is an awesome place to make new connections with interesting people. Example: we met Antonin Delpéuch, maintainer of OpenRefine, who helped us specify the upcoming *undo* feature.

KUDOS TO THE OPEN SOURCE COMMUNITY!