Rust’s Community Automation

6/28/2016
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Rust

- Started ~2010
- 1.0 Stable May 15, 2015
- 54380 commits, 1582 authors
- Safe, Concurrent, Fast.
Community

- https://www.rust-lang.org/
- https://github.com/rust-lang/
- https://www.reddit.com/r/rust/
- https://users.rust-lang.org/
- http://stackoverflow.com/questions/tagged/rust
- irc.mozilla.org #rust #rust-beginners
- http://rustaceans.org/
- https://twitter.com/rustlang
Automation

**automatic**

/əˈdəʊmədɪk/

**adjective**

1. (of a device or process) working by itself with little or no direct human control.
   "an automatic kettle that switches itself off when it boils"
   synonyms: mechanized, mechanical, automated, computerized, electronic, robotic;
   self-activating
   "automatic garage doors"

2. done or occurring spontaneously, without conscious thought or intention.
   "automatic physical functions such as breathing"
   synonyms: instinctive, involuntary, unconscious, reflex, knee-jerk, instinctual, subconscious;
   More

**noun**

1. an automatic machine or device, in particular.

2. FOOTBALL

another term for audible.

Translations, word origin, and more definitions
Processes
Expectations

“...most impressive aspect of Rust is the welcoming community that supports it. This community could become Rust’s not-so-secret weapon.”


“The Rust community seems to be populated entirely by human beings. I have no idea how this was done.”

http://scattered-thoughts.net/blog/2015/06/04/three-months-of-rust/
The Rust Code of Conduct

Conduct

Contact: rust-mods@rust-lang.org

- We are committed to providing a friendly, safe and welcoming environment for all, regardless of level of experience, gender, gender identity and expression, sexual orientation, disability, personal appearance, body size, race, ethnicity, age, religion, nationality, or other similar characteristic.
- On IRC, please avoid using overtly sexual nicknames or other nicknames that might detract from a friendly, safe and welcoming environment for all.
- Please be kind and courteous. There’s no need to be mean or rude.
- Respect that people have differences of opinion and that every designer or implementation choice carries a trade-off and numerous costs. There is seldom a right answer.
- Please keep unstructured critique to a minimum. If you have solid ideas you want to experiment with, make a fork and see how it works.
- We will exclude you from interaction if you insult, demean or harass anyone. That is not welcome behaviour. We interpret the term “harassment” as including the definition in the Citizen Code of Conduct; if you have any lack of clarity about what might be included in that concept, please read their definition. In particular, we don’t tolerate behavior that excludes people in socially marginalized groups.
- Private harassment is also unacceptable. If you feel you have been or are being harassed or made uncomfortable by a community member, please contact one of the channel ops or any of the rust-moderation team immediately. Whether you’re a regular contributor or a newcomer, we care about making this community a safe place for you and we’ve got your back.
- Likewise any spamming, trolling, flaming, baiting or other attention-stealing behaviour is not welcome.

Moderation

Here are the policies for upholding our community’s standards of conduct in our communication channels, most notably in Rust-related IRC channels.

1. Remarks that violate the Rust standards of conduct, including hateful, hurtful, oppressive, or exclusionary remarks, are not allowed. (Cursing is allowed, but never targeting another user, and never in a hateful manner)
2. Remarks that moderators find inappropriate, whether listed in the code of conduct or not, are also not allowed.
3. Moderators will first respond to such remarks with a warning.
4. If the warning is unheeded, the user will be “kicked,” i.e., kicked out of the communication channel to cool off.
5. If the user returns and continues to make trouble, they will be banned, i.e., indefinitely excluded.
6. Moderators may choose at their discretion to un-ban the user if the first offense and they offer the offended party a genuine apology.
7. If a moderator bans someone and you think it was unjustified, please take it up with that moderator, or with a different moderator. In private, complaints about bans in-channel are not allowed.
8. Moderators are held to a higher standard than other community members. If a moderator creates an inappropriate situation, they should expect less leeway than others.

In the Rust community we strive to go the extra step to look out for each other. Don’t just aim to be technically unimpeachable, try to do your best. In particular, avoid flaring with offensive or sensitive issues, particularly if they’re off-topic; it all too often leads to unnecessary fights, hurt feelings, and damaged trust; worse, it can drive people away from the community entirely.

And if someone takes issue with something you said or did, resist the urge to be defensive, just stop doing what it was they complained about and apologize. Even if you feel you were misinterpreted or unfairly accused, chances are good there was something you could’ve communicated better — remember that it’s your responsibility to make your fellow members comfortable. Everyone wants to get along and we are all here first and foremost because we want to talk about cool technology. You will find that people will be eager to assume good intent and forgive as long as you earn their trust.

*Adapted from the Node.js Policy on Trolling as well as the Contributor Covenant v1.3.0.*
Automatic Reminders

Welcome to The Rust Programming Language Forum — thanks for starting a new conversation!

- Does the title sound interesting if you read it out loud? Is it a good summary?
- Who would be interested in this? Why does it matter? What kind of responses do you want?
- Include commonly used words in your topic so others can find it. To group your topic with related topics, select a category.

For more see our community guidelines. This panel will only appear for your first 2 posts.
Exclusion

“The Rust community gives me a particularly bad feeling. They're rather tyrannical about enforcing their code of conduct. They even have a moderation attack squad to go after anyone they deem to be an enemy! ... This sets off warning alarms for me.”

https://developers.slashdot.org/comments.pl?sid=8652809&cid=51352141
Communication

“We ask that [larger changes] be put through a bit of a design process and produce a consensus

⋯ so that all stakeholders can be confident about the direction the language is evolving in.”

· https://github.com/rust-lang/rfcs/
Pain of rejection vs. Time invested
Appreciation

- https://this-week-in-rust.org/
- http://blog.rust-lang.org/
- “Friends of the Tree”
Processes Recap

- High expectations
- Exclude the immoderate
- Require & simplify communication
- Show appreciation
Robots
AUTOMATICALLY MAINTAIN A REPOSITORY OF CODE THAT ALWAYS PASSES ALL THE TESTS

http://graydon.livejournal.com/186550.html
Rust: Bors & Homu

- https://github.com/servo/homu
- Test tree’s state after landing r+’d PR
Starting out...

- Test every PR!
  - https://docs.travis-ci.com/user/getting-started/
- Protected branches help...
  - github.com/user/repo/settings/branches
Welcoming Newbies

- https://github.com/nrc/highfive
- Offer guidance & assign reviewer

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**rust-highfive** commented 4 hours ago

Thanks for the pull request, and welcome! The Rust team is excited to review your changes, and you should hear from [@alexcrichton](https://github.com/alexcrichton) (or someone else) soon.

If any changes to this PR are deemed necessary, please add them as extra commits. This ensures that the reviewer can see what has changed since they last reviewed the code. Due to the way GitHub handles out-of-date commits, this should also make it reasonably obvious what issues have or haven't been addressed. Large or tricky changes may require several passes of review and changes.

Please see the [contribution instructions](https://github.com/nrc/highfive#guide) for more information.
For Your Repos

- Use PR templates

- Enable notifications
  - github.com/user/repo/settings/hooks
Mentorship & Guidance


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**Rust Starters**

Contributing to Rust is fun!

Sometimes it's hard to know where to get started, though. Rust Starters is a list of easy tasks that are good for beginners to rust or rust.

I'm Feeling Adventurous...

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**Open Issues**

- [34516] - Clearer error messages when parser encounters an outer attribute when parsing inner attributes.
  - A-parser, E-easy, E-help-wanted

- [34455] - Clarify use of `assert!` and `debug_assert!` in the documentation
  - A-docs, E-easy, E-mentor

- [34329] - Rust book documentation does not mention "crate documentation"
  - A-docs, E-easy, E-help-wanted, E-mentor
Automate your pipeline!

- CONTRIBUTING.txt
- https://www.codemontage.com/
- http://www.codetriage.com/
- http://issuehub.io/
- http://up-for-grabs.net/
- http://yourfirstpr.github.io/
- https://openhatch.org
Robots Recap

- Automatically maintain a repository of code that always passes all the tests
- Welcome & guide new contributors
- Mark & share introductory bugs