Quarterly review **Editing Department**Q1 - 2015/16

Approximate team size during this quarter: 32 FTE *Time spent: strengthen 70%, focus 20%, experiment 10%*

Key performance indicator (provisional metric; * - N.B. data for Q1 is for the first two months only)

Monthly active editors on all wikis 75.2k average in Q1* -4.7% from Q4 (78.9k) -0.7% YoY (75.7k)





Objective	Measure of success	Status
Make Flow available to communities that want it, reduce deployment burden Team members involved: 8	Release opt-in Beta feature for users to enable/disable Flow on their user talk page	Launched on MediaWiki.org on 29 September, coming to various language Wikipedias in early October



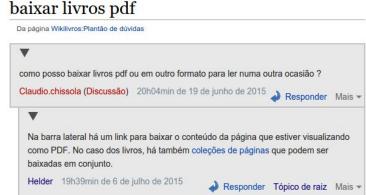
During this quarter, we manually converted on request about 90 user talk pages on French, Catalan and Hebrew Wikipedias, Wikidata, and MediaWiki.org. To satisfy the growing user demand for Flow talk pages, we released the opt-in feature, which will be enabled on wikis that want to use it.

Objective: LQT de-deployment



Objective	Measure of success	Status
Reduce the department's technical debt Team members involved: 3	Convert existing uses of LiquidThreads to Flow, where the community is willing	MediaWiki.org converted in mid- August, se.wikimedia in late September, pt.wikibooks TODO





pt.wikibooks could not be converted due to a technical issue with Portuguese translations

Objectives: Technical debt



Objective	Measure of success	Status
Align with UI standards Team members involved: 7	Convert common UI elements in Flow to use OOjs UI	Editor system rewritten with OOjs UI, other things converted where relevant.
Remove urgent blocker to Operations Team members involved: 3	Switch Flow to work with the "External Storage" cluster's compression needs	Collaboration Team's script ready in early August, no further blockers.

We were the first team to convert large, existing features to OOjs UI, instead of being written in it from the start. We learned that OOjs UI isn't yet ready to be used on every page; trying to do so caused performance problems. We're working with the Performance team to find a solution.



- Goals changed in early September
- Changed design of Echo notification popup
- First notification changes deployment was reverted due to Safari bug and performance problems
 - Learning: Performance team will adjust dashboards so these problems can be spotted earlier in the future https://phabricator.wikimedia.org/T112557

A 5 English 2 TestUser12 11 2 Talk Preferences Beta Watchlist Contributions Log out

Objectives: CX availability and adoption



Objective	Measure of success	Status
Move Content Translation out of beta feature for a subset of wikis.	In Wikipedia in at least one language Content Translation is enabled by default. A conversion process from beta	De-prioritised to attend to high priority bugs being reported after wider deployment last quarter.
Team members involved: 3	status to default status is defined.	

Wider availability surfaced several bugs and the added responsibility to ensure better uptime of the tool.

- **Learning** The need to consider the follow-up work created for patrollers and support them better by generating cleaner wikitext. This would mean better handling of tags, templates etc. from within the tool.
- **Learning** Ensuring reliability of the platform can be a challenge as the tool is now available to more users. Besides quick responses, we need to invest time to identify interruptions like publishing failures, monitor closely and provide long term fixes.

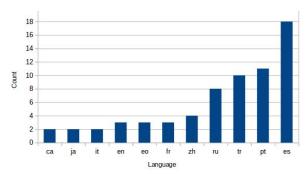
Objectives: CX availability and adoption

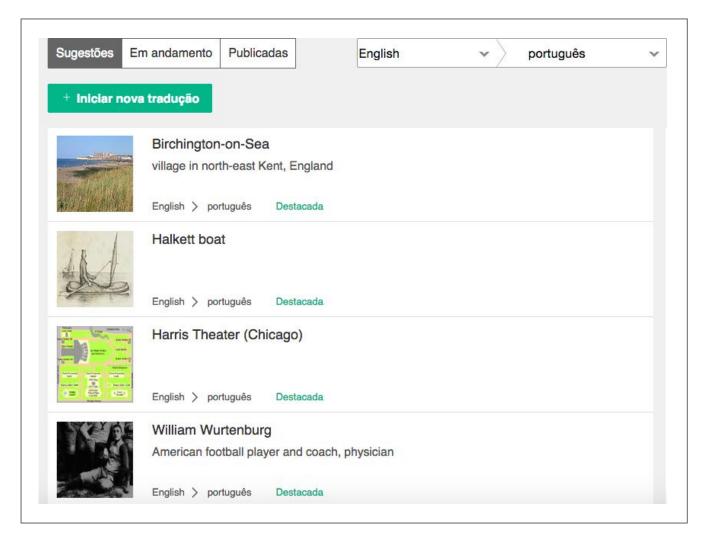


Objective	Measure of success	Status
Engage with the translators to keep them translating helped by notifications appreciations, campaigns and article suggestions. Team members involved: 3	At least 33% of the users who published anything with CX, made at least 5 translations. At least 20,000 articles are published using CX.	50% achieved: ✗ About 11% of users with 5+ translations ✓ 20,000+ articles created at the end of the quarter (see appendix for details)

Article suggestions were made available towards the end of the quarter in 11 Wikipedias and it is too early to be able to measure the impact. (See image for the 1st week.)

• **Learning** - Cannot measure the impact of features completed late in the quarter. For Q2 we will adjust the metrics to practical sub-goals mapped to delivery schedule for features.





Article Suggestion

- English → Portuguese
- 10 more languages added (Q2)
- Featured articles
- In Collaboration with Research team

Upcoming:

- Customized Lists
- Collections
- Availability in all languages

Objectives: CX technical improvements



Objective	Measure of success	Status
Translation tool enhancements for better links, reference, dictionary support and provide the parallel corpora to enhance MT engines. Team members involved: 3	Parallel corpora implemented, so that third party machine translation developers can use the output of users of Content Translation. Access to at least 3 more dictionaries implemented.	Deprioritized due to no immediate requests from 3rd parties and to focus on high priority bugs ✓ Increased machine translation support through Apertium for more languages
Have an initial exploration for mobile support Team members involved: 3	An initial exploration plan written and reviewed.	Available at: https://www.mediawiki. org/wiki/Content_translation/Mobile_exploration



- Priority of several goals had to be adjusted to handle issues reported by users
 - Learning 66% Maintenance work vs 33% New Functionality (from Phabricator)
- Improved stats page weekly trends, deletions included
 - Learning The stats data is essential to make feature related decisions but to extend this further we will need support from Analytics
- Aligned parsoid/restbase usage with other parsoid consumers (Flow, VE) with help from Parsing team
 - Learning & Q2 plan align exserver service with ongoing WMF Services plan.

Q1 - Multimedia Team

Objectives: In-edit-upload and graph features



Objective	Measure of success	Status
Uploading within the visual editor	Users can upload files within the editor without abandoning their edit	Not completed by EOQ; done but not live by time of QR. Follow-on work forthcoming in Q2.
Team members involved: 3		3 3
Reduce performance drag of multiple technologies	UploadWizard is completely converted to OOUI with no loading of jQuery UI code, technical debt	Completed for main-sequence experience; one edge case tool needs a single library, for Q2.
Team members involved: 3		riceus a sirigie library, for QZ.
Graph integration within the visual editor	Users can modify charts from the Graph extension inside the editor	Completed in early September. Led to contracting the GSoC
Team members involved: 1	[GSoC mentored project.]	student for further work on this.

Objectives: Support VisualEditor roll-out



Objective	Measure of success	Status
Fix VE blocker bugs	Zero Parsoid-related VE deployment blocker bugs in	All VE blocker bugs resolved.
Team members involved: 3	Phabricator	Reduction in <nowiki> insertions.</nowiki>

- Monitored VE feedback page and promptly addressed Parsoid-related issues.
- Promptly addressed bugs that affected VE deployment or reception.
- Strong focus on addressing <nowiki> complaints (making fixes to VE code where necessary)
 - Current status: about 1 in 100 VE edits has <nowiki> added to them (for fr, it, he, en)
 - # edits / day with nowiki additions
 - fr: $30 \rightarrow 21$; it: $15 \rightarrow 12$; he: $8 \rightarrow 4$; en: $14 \rightarrow 40$
 - fr, it, he: Noticeable reduction in # edits / day that had nowikis added
 - en: Increase because of VE rollout (anecdotally, many due to use of wikitext in VE mode), but it is still 1/100 edits that get a <nowiki>

Objectives: Improve parsing performance



Objective	Measure of success	Status
Improve parsing latency	Speed up PEG tokenizer by 25%	Change in parse latencies (†)
Team members involved: 1		✓ mean: 0.95s → 0.81s
		x p99 : 49.5s → 52.9s
		PEG tokenizer is just one part of
		entire parse pipeline => it definitely sped up more than 25%

Parsing latency:

- We forked an upstream library (pegjs) and improved its performance; deployed on 22 July.
- Load on Parsoid cluster depends on edit activity of templates (and can vary quite a lot at times)

† – Picked 3-week period before/after 22 July (when fix was deployed) to measure impact, but somewhat difficult to accurately correlate perf changes with deployment, because of load variability.

Objectives: Parsoid HTML for read views



Objective	Measure of success	Status
Reduce Parser: Parsoid HTML rendering diffs Team members involved: 3	At least 10% test pages render with pixel-perfect accuracy. (4.6% on 6/30/15) At least 75% render with "< 1% diffs" (63% on 6/30/15)	 ✓ 16% test pages render with pixel-perfect accuracy ✗ 63% test pages render with "< 1% diffs"; lot of false positives in the other 37%

- Fixed several bugs that brought Parsoid's rendering closer to PHP parser's rendering.
 - Goal did not get sustained focus -- bug fixes for VE, Flow, CX often help this indirectly.
 - Q4 2014/15 work on CSS-based customization of Cite helped as well.
- Worked on visual diffing infrastructure to analyze rendering differences
 - Generalized it for use in other scenarios (testing correctness of the Parsoid Batching API, testing impact of replacing Tidy in core parser with HTML5 tools)
- Insufficient work on visual diffing infrastructure towards this goal
 - Lot of false positives because of rendering-irrelevant pixel shifts.
 - Test set very small (~750 pages) and needs to be expanded and updated.





Objective	Measure of success	Status
Performance: Reduce Parsoid's load on the MediaWiki API cluster by batching requests	Noticeable reduction in load on MediaWiki API cluster without impacting parse latencies in Parsoid	Deployed Sep 28. Non-production testing showed reduction in parse latencies.
Team members involved: 2		Too early to evaluate impact in production, but MW API cluster load seems somewhat lower. Needs more tuning and testing.

- Parsoid is one of biggest clients of MediaWiki API
 - Pre-HHVM days, saturated API cluster at 60% or above a lot of time.
 - In April 2015, Parsoid (in combination with faults in multiple components), caused a series of cascading failures in the Mediawiki API cluster. https://wikitech.wikimedia. org/wiki/Incident_documentation/20150423-Commons
 - Among other actionable items, this was one of them.



- Initiated work to replace Tidy with a HTML5 parser -- taking this to completion is a Q2 goal
 - Long-requested.
 - Version in production is not compliant with HTML5 parsing algorithm.
 - Helps pay down tech debt in the core PHP parser + helps bring Parsoid closer to it.
- Standardized API interfaces and configuration across Parsoid and clients / services: RESTBase,
 Flow, ContentTranslation, VisualEditor, and Collection
- Continued to address tech debt, improve docs, code cleanup.
- Ongoing twice a week (or more frequent at times) deployments
 - See https://www.mediawiki.org/wiki/Parsoid/Deployments

Q1 - VisualEditor Team

Objective: English Wikipedia deployment



Objective	Measure of success	Status
Successfully complete deployment of the visual editor on the English Wikipedia	The visual editor is enabled for all new accounts on the English Wikipedia	New account availability ramp-up started post-Wikimania, reached 100% on 1 September.
Team members involved: 5		

- Uptake varies widely between wikis with otherwise-identical configurations; we do not know why
- Typically 16% of article edits are made with VisualEditor on big wikis where it's available to all
 - French 18.0%, Italian 16.5%, Polish 14.3%, Russian 16.1%, Hebrew 15.2%
 - Outliers: Portuguese is **34.0**%; Swedish is **11.3**%.
- Typically 0.7% of article edits are made with VisualEditor on big wikis where it's not
 - Spanish 0.9%, German 0.8%, Dutch 0.5%
- English is now at **3.9**%, increased from ~0.6% at the start of the quarter

Numbers reflect the proportion using the visual editor out of all article edits made by IPs and accounts excluding unattended bots in the last week of September. Use of attended bots & tools not excluded.

Q1 - VisualEditor Team

Objective: Code quality



Objective	Measure of success	Status		
Secure and build upon the foundational work for comprehensive mobile support	VisualEditor on a mobile phone secures positive feedback in predeployment user testing	Prototype found some issues in heuristic evaluation and is being tweaked before further user testing.		
Team members involved: 4				
Improve stability; maintain or increase test coverage	Code coverage is maintained at or increased from current levels.	Overall coverage increased from 75% to 76%; for dm, from 87% to		
Team members involved: 4		90%; for ce, from 66% to 67%.		
Hiring a mobile-expert engineer	Team has a mobile-expert engineer join, to bring the engineering team up from 3.0 to 4.0 FTE.	Our new Senior Software Engineer David Lynch started on 1 October.		
Team members involved: 4				

Q1 - Editing Department

Metric	2016Q1	2015Q4	2015Q1	QoQ	YoY
Monthly active editors (headline KPI)	75 200 ‡	78 900	75 730	-4.7%	-0.7%
New editor activation rate †	6.1%	4.4%	4.2%	+38%	+45%
Monthly Wikipedia article edits	11.6 m ‡	11.5 m	10.2 m	+0.8%	+13.4%
Monthly Wikipedia article edits via mobile (Percentage of total)	0.35 m (3.0%)	0.23 m (2.0%)	0.16 m (1.6%)	+49%	+113%

^{† –} Top 5 Wikipedias only. We are weighing generating this automatically and globally in Q2.

^{‡ –} First two months of the quarter only.

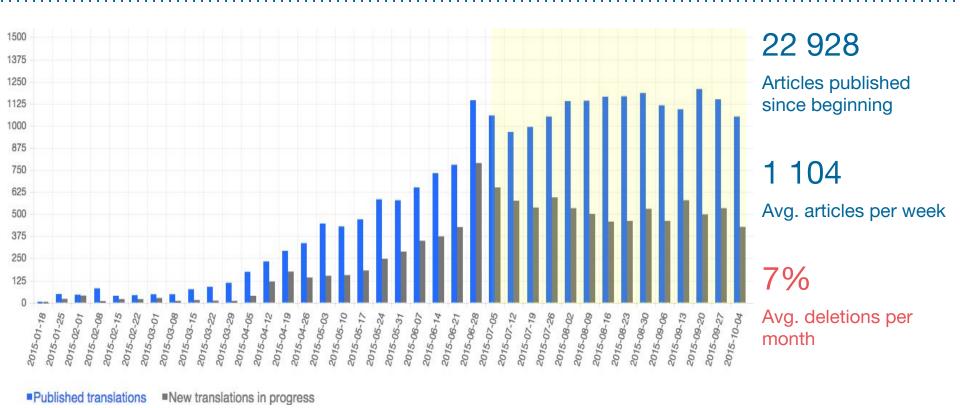


Metric	2016Q1	2015Q4	2015Q1	QoQ	YoY
Monthly clicks on Echo notifications (Percentage of total Echo notifications)	412 000 ‡ (21.2%)	419 000 <i>(17.4%)</i>	165 000 (11.4%)	-1.6%	+149%
Average weekly unique users of Flow	350	253	192	+38%	+82%
Number of messages posted using Flow	10,540	7,626	6,794	+38%	+55%

^{‡ –} First two months of the quarter only.

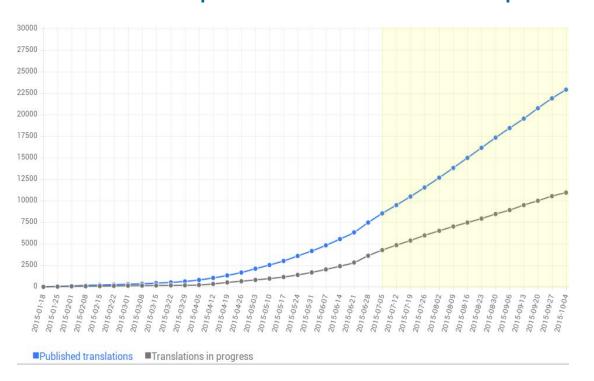








Translations published in 289 Wikipedias



	Total articles	Users with 1–4 tr.	Users with ≥ 5 tr.
2015 Q 4	8 100	2 453 (90%)	275 (10%)
2016 Q1	22 928	4 246 (83%)	875 (17%)

More info

- Live statistics dashboard
- 2016 Q1 reports: <u>July</u>; <u>August</u>;
 September
- Release board for the quarter
- 2016 Q2 Goals