

A large pile of unsorted, colorful puzzle pieces is scattered across a dark, reflective surface. The pieces are in various colors including blue, yellow, red, green, and black, and are in various orientations. The background is slightly blurred, showing more pieces and a hint of a room with a window.

Open Source & Microsoft Licensing & OSPOs

Justin C. Colannino

Microsoft Open Source & Standards
GitHub Developer Policy

January 28, 2021
The Internet

The Open Source Stack For Lawyers

Economic

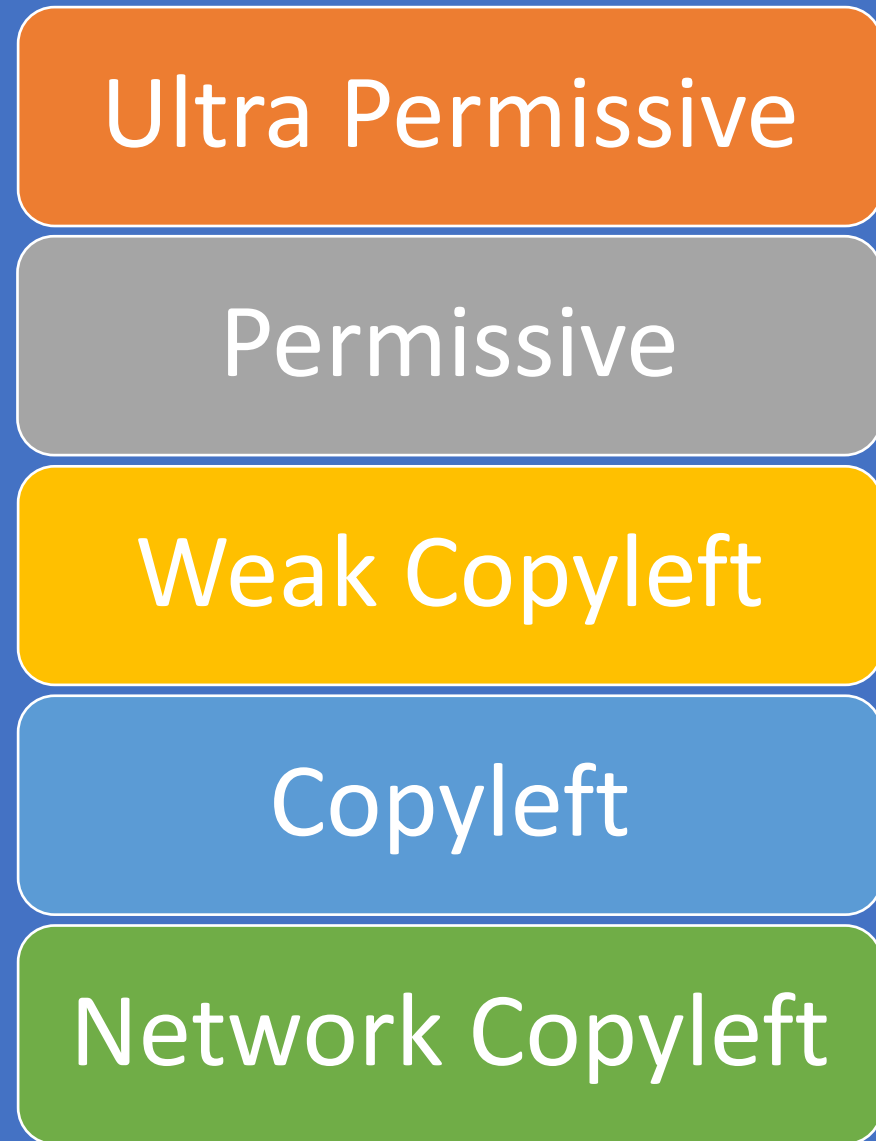
Political

Social

Legal

Technical

License Archetypes



Increasing Obligations

Open Source License Archetypes

Ultra Permissive
(WTFPL, Unlicense, CC0)

- Goal: Maximum Rights, **NO** Obligations

Permissive
(MIT, BSD, Apache 2.0)

- Goal: Maximum Rights, Minimal Obligations
- Distribution Triggers Attribution Obligation

Weak Copyleft
(EPL, LGPL, MPL)

- Goal: Preserve Freedom In A “Core”
- Distribution Triggers Attribution Obligation & Source Code Obligation

Copyleft
(GPL)

- Goal: Preserve Downstream Rights
- Distribution Triggers Attribution Obligation & Source Code Obligation

Network Copyleft
(AGPL, EUPL, CPAL)

- Goal: Extend Copyleft to Network Services
- Network Interaction Triggers Attribution Obligation & Source Code Obligation

A Counseling Framework

Economic

Political

Social

Legal

Technical

Commodity

Custom

What Is an OSPO?

Structures Open Source Maturity Inside an Organization

Level 0: Denial

“We don’t use open source”

Level 1: Tolerant

“Ok, but just a bit”

No standardized processes

Level 2: Proficient Inbound

“Follow this process to bring open source in”

“IP too valuable to contribute out”

Level 3: Proficient Inbound/Outbound

“If I don’t fix upstream, I need to maintain a patch set!”

Level 4: Mastery

“share maintenance with the whole industry and focus on the hard stuff”

NOTICE

- Slide 1: “Puzzled” by Brad Motgomery. License: CC BY 2.0.

Questions?