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REUSE

Making copyrights and licenses *computer* readable.

About Us

FSFE is a charity that empowers users to control technology. Software is deeply involved in all aspects of our lives; and it is important that this technology empowers rather than restricts us. By greasing the legal wheels which underpin free and open source software, the FSFE contributes to a healthy and lively ecosystem with minimum fuss.

What is REUSE?

An important initiative

- REUSE is seeking to make working with copyrights and licenses a little bit easier.

- We do this by making license information and copyrights in software computer readable (and understandable)

Git repos and templates

- It is also Git repositories which follow the best practices, to be forked as the starting point for projects.

- These Git repositories work as templates to show the best practices in action.

Best practices

- REUSE is a set of three basic best practices focusing on making licensing understandable.

A REUSE badge

- For projects compliant with the REUSE best practices, there's also a badge for README.md and similar!

REUSE compliant

Best practice overview

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License texts

1

Provide the exact text of each license used, in verbatim form, without removing any existing license texts.

License header

2

Include a copyright notice and license in each file, with a consistent style, with an appropriate SPDX License Identifier.

Inventory

3

Provide an inventory for included software, but only if you can generate it automatically!

"The Software Package Data Exchange® (SPDX®) specification is a standard format for communicating the components, licenses and copyrights associated with software packages."

1. License texts

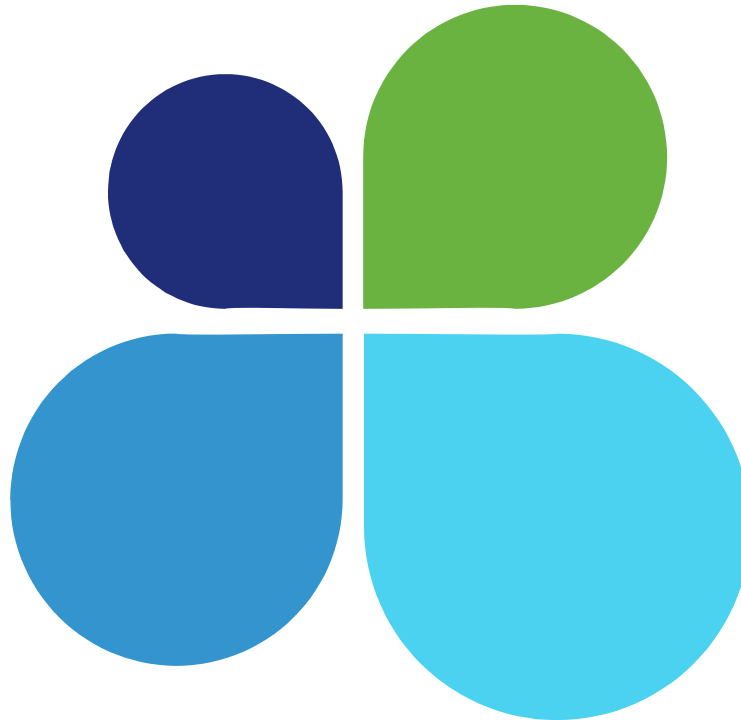Provide the exact text of each license used

1. License texts

Standard texts

License texts are standardised. Include the verbatim form of the license you use, and include the verbatim license text of any 3rd party code included in your project.

LICENSES/

If there are more licenses, as there often are, include each one in a subdirectory called LICENSES/

LICENSE{.md}

Include the license in your repository, and give it the filename LICENSE, potentially with a suffix like LICENSE.md.

Don't change!

Don't change any existing license texts. Even if two license texts look almost identical, if both are relevant for your project, include both!

2. License headers

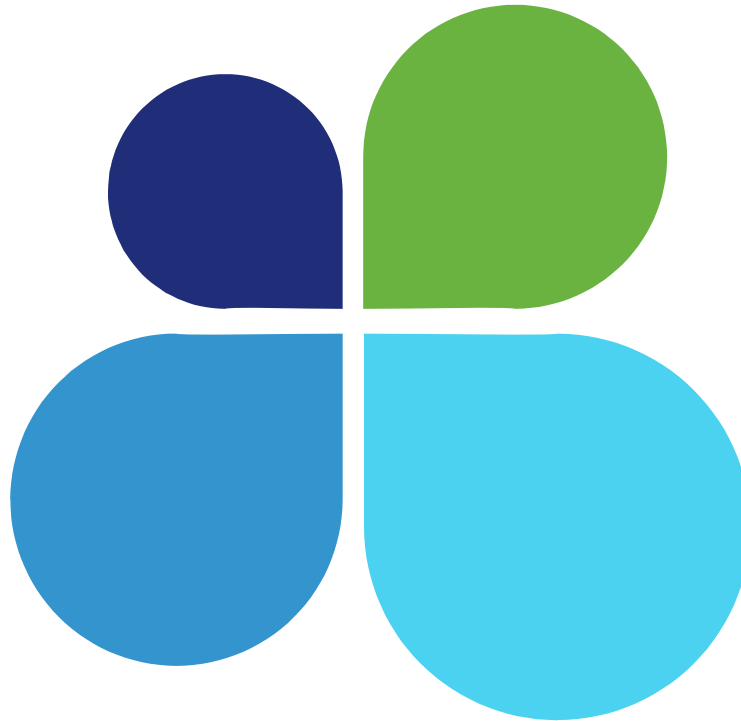Include a copyright notice and license in each file

2. License headers

Be consistent

Use the same header style throughout your project, so computers can learn to read it more easily.

Link back to license

Each header should include an SPDX license identifier.

Headers everywhere

Include a license header even for files which don't support headers. For foo.jpg, place the license header in foo.jpg.license. Or use DEP-5/copyright format.

Be vary of VCS

You can use a version control system to track copyright and license information, but you must take special care if you do so.

3. Inventory

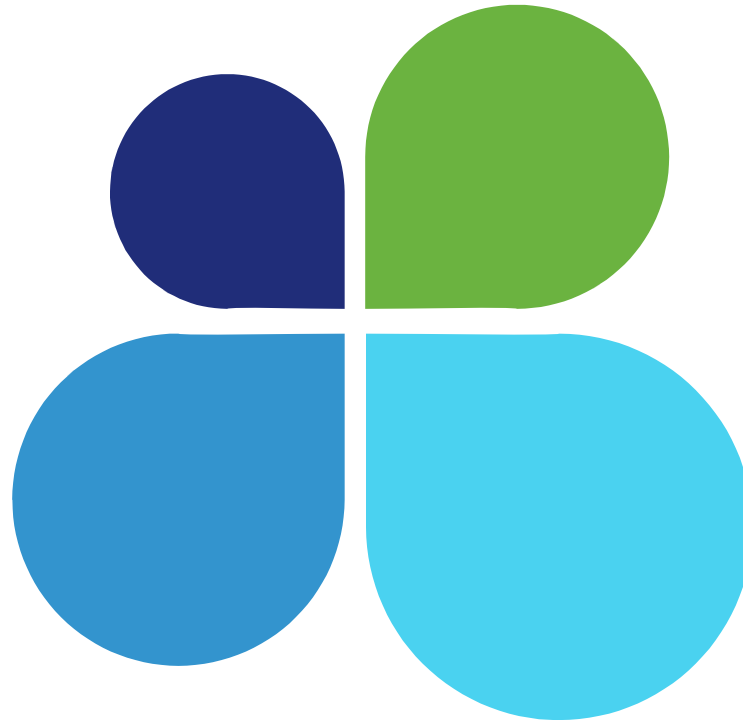Provide an inventory for included software

3. Inventory

Don't do this first

Make sure you follow best practices #1 and #2 first, before you consider an inventory.

Don't do it manually

It's very difficult to keep an inventory updated if you do it manually. Always use tools to generate your inventory.

Use SPDX

If you do include an inventory, make it compliant to the SPDX specification, which is widely used.

Verify & validate

Use tools like FOSSology and ScanCode to validate your code and verify the inventory.

Catch the details on

http://reuse.software/

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SOFTWARE

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Where to now?

Summer of 2017

Develop practices, community dialogues and calls.

1

Fall of 2017

Minimal technical infrastructure & tooling, new version of the REUSE principles, updated material and community outreach.

2

Spring 2018

Continued outreach activities, encouraging practical uptake. Establishing a standards board to drive development.

3

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2pm (Sonoma Valley), *Automating Compliance: solving the problem at the 'source'*

3.40pm (Pavilion Theater), *ClearlyDefined: Enabling Project Success through Metadata.*

Tomorrow 1.50pm (Sonoma Valley) *The need for Build-time analysis in open source compliance tooling: lessons learned from the Quartermaster prototype.*

Tomorrow 3.30pm (Sonoma Valley) *Scanning your code with ScanCode: Automating FOSS Compliance with AboutCode*

How does REUSE look in practice?

LICENSES/mit.txt

```
Valid-License-Identifier: MIT
License-Text:

MIT License

Copyright (c) <year> <copyright holders>
Permission is hereby granted, free of charge, to
any person obtaining a
copy of this software and associated
documentation files (the "Software"),
...
```

LICENSES/mylicense.txt

```
Valid-License-Identifier: LicenseRef-MyLicense
License-Text:

My very own license

Permission is hereby granted, bla bla bla
...
```

LICENSES/GPL-3.0.txt.license

```
Valid-License-Identifier: GPL-3.0-or-later
Valid-License-Identifier: GPL-3.0-only
```

LICENSES/GPL-3.0.txt

```
GNU GENERAL PUBLIC LICENSE
Version 3, 29 June 2007

Copyright © 2007 Free Software Foundation, Inc.
<https://fsf.org/>
```

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assets/mypic.jpg.license

```
/*
 * Copyright (c) 2017 Alice Commit <alice@example.com>
 * Copyright (c) 2009-2016 Bob Denver <bob@example.com>
 * Copyright (c) 2007 Company Example <charlie@example.com>
 *
 * SPDX-License-Identifier: GPL-3.0-only
 */
```

assets/mypic.jpg

src/mycode.c

```c
/*
 * Copyright (c) 2017 Alice Commit <alice@example.com>
 * Copyright (c) 2009-2016 Bob Denver <bob@example.com>
 * Copyright (c) 2007 Company Example <charlie@example.com>
 *
 * SPDX-License-Identifier: GPL-3.0-only
 */
```

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