







- Standards are NOT regulations
 - While conformity with standards is voluntary, regulations are compulsory;
 - An item (product, service, process, etc.) that doesn't fit regulations is not allowed in the territory/market where those regulations apply;
 - On the contrary, non-compliance to standards doesn't limit 'by law' the diffusion of an item
- Standards are often (fully or partially) captured into regulations, as this simplifies and accelerates regulatory work thanks to the directions of established best practices defined in standards
- Standards are NOT a set of thorough design rules
 - Standards are aimed at defining a minimum set of requirements for an item (product, service, process, etc.) in order to make it meet certain well-defined objectives (e.g., to guarantee a certain degree of interoperability or to define a minimum level of performance)
- Many 'standard-compliant' implementations of the item are possible

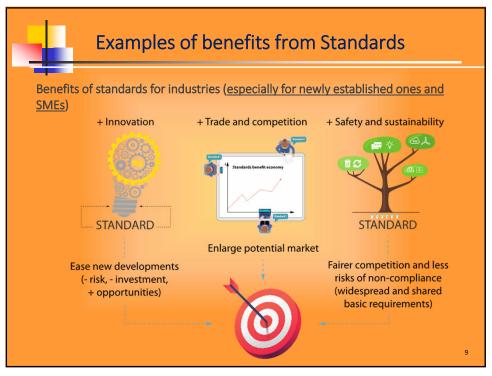


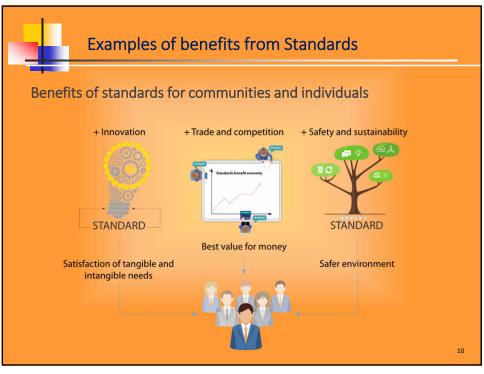
Benefits of standards

Standards benefit:

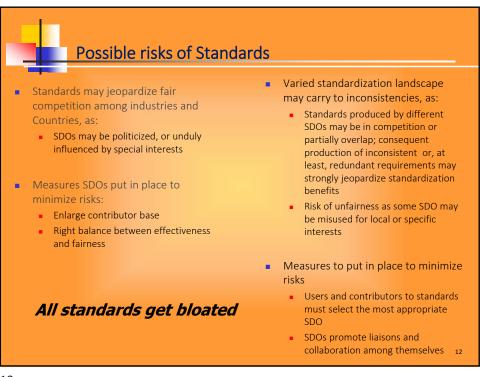
- The economy
 - Economics of scale, facilitates trade
- Innovation
 - Setting quality levels, reducing risk
- The environment
 - Environmental sustainability, enhancing safety
- Industries
- Communities and individuals

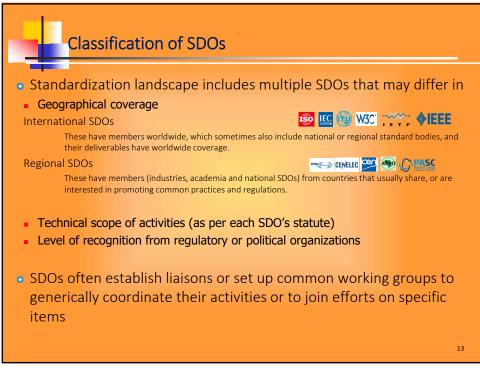
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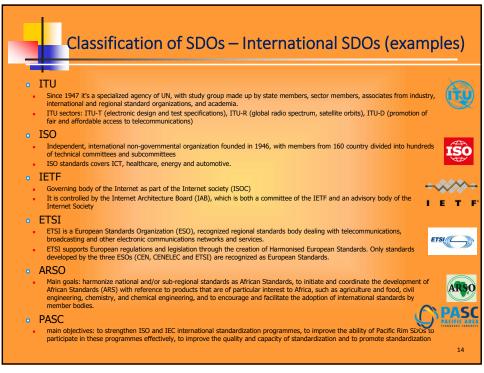




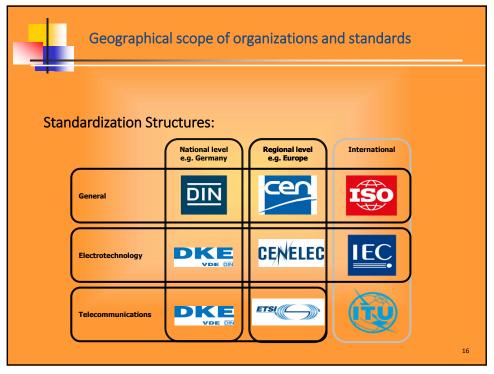


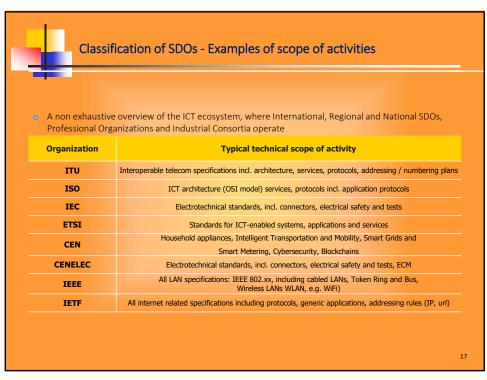


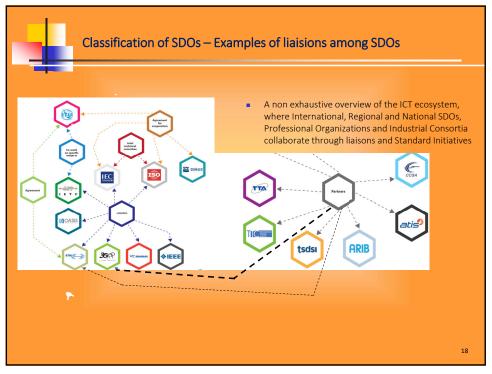


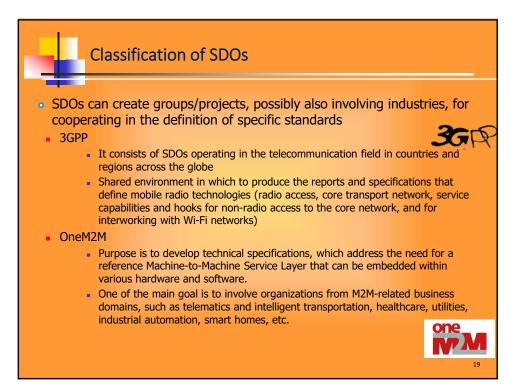




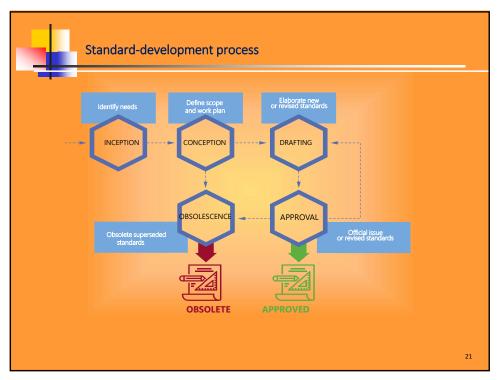












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How to find a standard

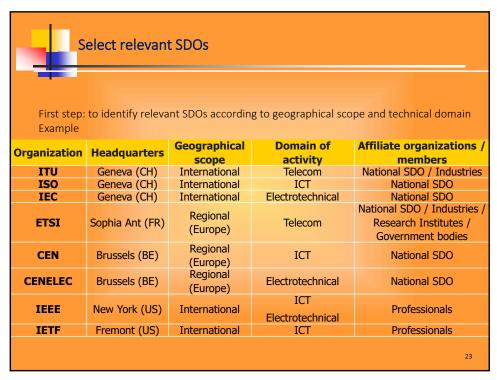
The procedures described here in order to identify standards related to a specific product/service are a simple example of how a beginner may proceed (depending on seniority, knowledge or specific goals the steps can change)

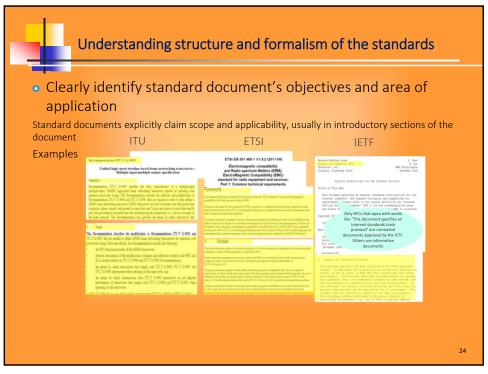
- Select relevant SDOs
- by technical scope (which corresponds to the typology that the product/service is targeted for)
- by geographical scope (which corresponds to the geographical market that the product/service is targeted for)

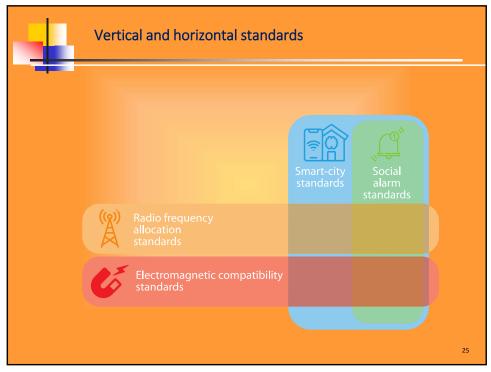
Note: Evolution of standards needs to be monitored to be informed about SDOs' scope and possible liaisons

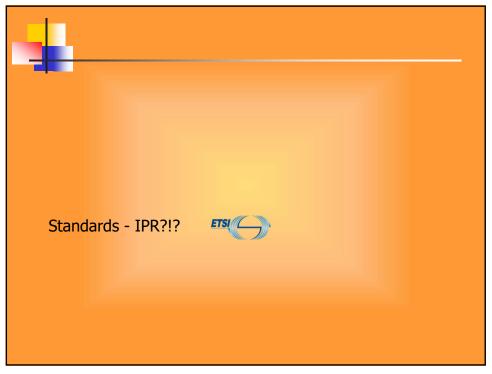
- Identify selected SDOs' relevant specification documents and their relevance
- SDOs may produce different kinds of documents such as technology roadmaps, product/service requirements, product/service technical specifications, regulations produced on behalf of regulatory bodies and product/service test specifications

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IPRs can be relevant to standards and standardization

IPRs can be relevant to standards and standardisation in different

- ways:
 - Standards are text documents, and the question of copyright arises
 - 2. Standards are often known by a name and associated with certain logos (or symbols or emblems, think of GSM, Wi-Fi, Bluetooth and CD)

Often, the SDO will be copyright owner of the name

But not always: the well-known 'GSM' logo is owned by the GSM

Association (GSMA), and the trademark 'Wi-Fi', is owned by the

Often these trademarks are associated with specific licencing conditions (with certification processes).

3. The implementation of a standard into a product or service may require the use of certain intellectual property rights

May require mandatory software code

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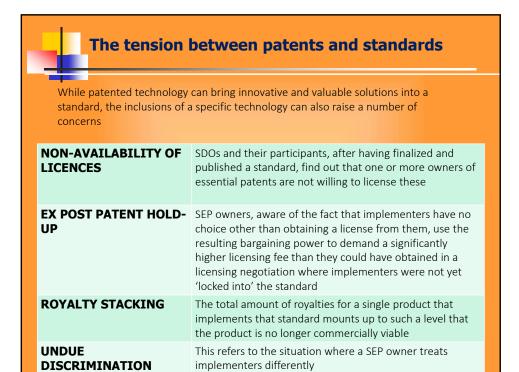
The tension between patents and standards

- The patent system and the standardisation system are both institutionalized to serve the **public benefit**
 - Uneasy relationship, which creates tension and calls out for thoughtful considerations and policy

Underlying reason:

- patents aim to promote innovation by granting temporary rights to exclude others from using technological innovations,
- whereas standards aim to promote innovation by an endeavour to make technical solutions available to all interested parties without any undue barriers

This tension specifically pronounced for so-called **Standard Essential Patents (SEPs):** without the use of the technology protected by that patent, it is impossible to make a product that satisfies the standard



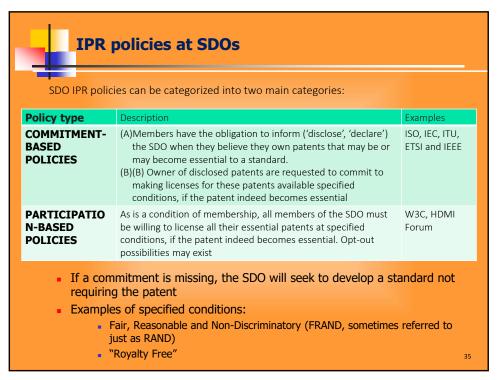
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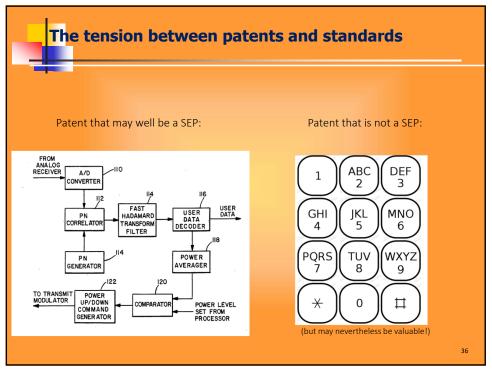


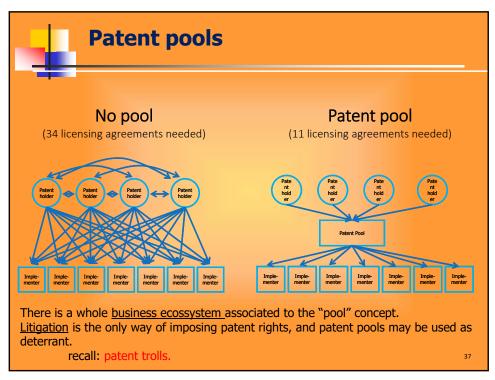
The tension between patents and standards

- Q: How many SEPs are there? A: Nobody knows
 - Many SDO policies require participants to disclose information on patents that are
 potentially essential. A recent study for the European Commission showed that per
 February 2019, parties declared around 260,000 patents as potentially essential for
 ETSI standards, which can be grouped into slightly over 25,000 patent families
 - Patent families group patents on the same invention but applied for in different countries
 - Yet, a potential SEP is not a factual SEP
 - At the time of such a declaration, the precise content of the final standard is not yet known, and the technology in the declared patent may eventually not be included in the standard at all. Furthermore, by the time of such declaration, the ultimate scope of the patent may not be yet known either – this only becomes known at the moment when that patent is actually granted (or granted at all)

In 2017, the European Commission announced it wants to increase transparency in this field, and noted that it is desirable that information on factual essentiality would be available to market players $\,$











Other resources

- Robert W. Gomulkiewicz, How Copyleft Uses License Rights to Succeed in the Open Source Software Revolution and the Implications for Article 2B, 36 Hous. L. Rev. 179 (1999)
- Robert W. Gomulkiewicz, *De-bugging Open Source Software Licensing*, 64 U. Pitt. L. Rev. 75 (2002)
- Yo Sop Choi, Andreas Heinemann, Standard essential patents – a comparison of approaches between East and West, 2018
- Jorge L. Contreras, A Research Agenda for Standards-Essential Patents, SJ Quinney College of Law, University of Utah, 2023

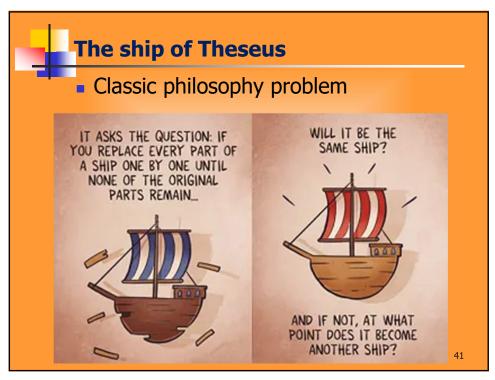
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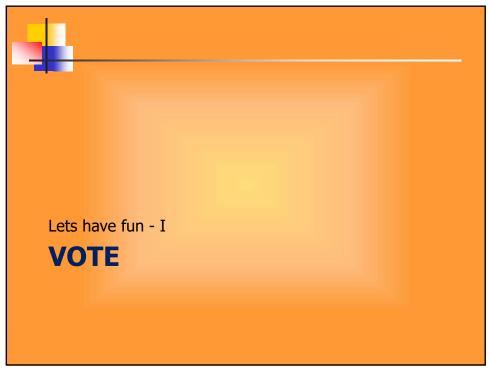


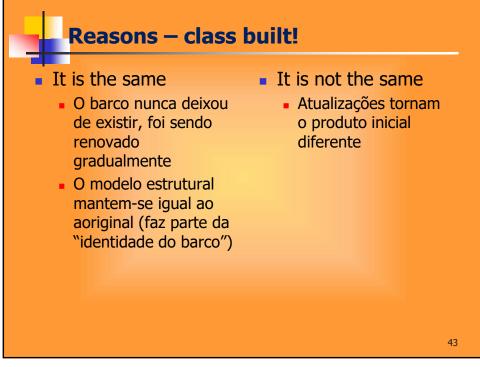


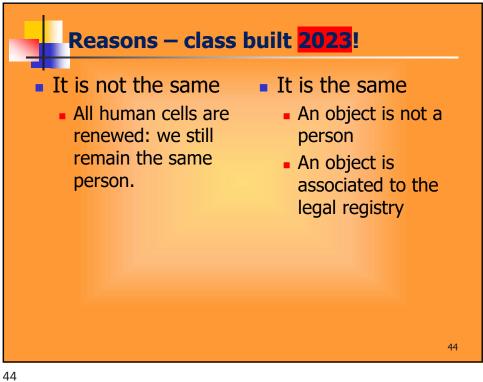
Lets have fun - I

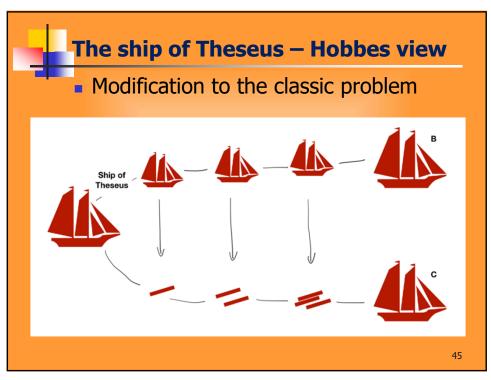
FLOW OF REALITY

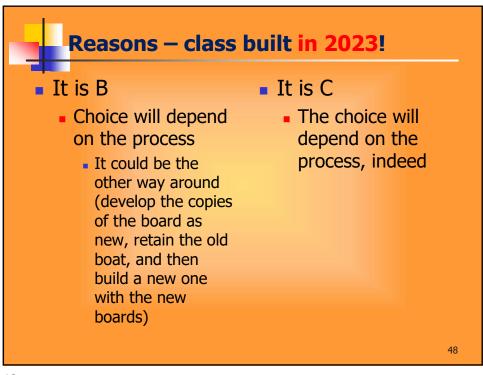














Theories of Identity and Time

What is an object? Does it change?

Presentism:

■ Only those things that exist at the present time – now – really exist at all. The only qualities that these things really possess are the qualities that they possess now.

Eternalism:

- All things exist. Or, rather: past and future objects and times are just as real as currently existing ones. Reality is a four-dimensional spatiotemporal manifold of objects and events.
 - <u>Reducionism</u>: language can be reduced to scope the instant of the existence of the thing
 - <u>Perdurantism</u>: Objects persist through time by having different temporal parts, or "stages," at different times

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But do you remember LAWs exist?

- What defines a boat a boat?
 - What are the properties that make the object part of a class?
 - In this case... a registration license, with a license plaque.
 - Remember the car registration?
 - But then is the registration license the "boat"?
 - This approach is implicitly following a concept known as spacetime worms associated to objects (eternalism).

How do you handle this discussion in the context of software objects?

- Remember "copy as is" concepts? "derivative works"?
- Can you comment on NFTs?

Side Note: there are different philosophy theories on the subject (eternalism/presentism;

Reductionism vs holism: complex systems can be explained based on simpler phenomena vs complex systems need to be analysed globally)



Law

- Laws are brought about by tension, agitation and conflict by dramatic situations.
 - Governments create and enforce laws
- Laws are societal rules or regulations that are obligatory to observe.
- Laws protect the welfare and safety of society, resolve conflicts, and are constantly evolving.

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Ethics and Morality

- Ethics is a set of moral principles and a code for behavior that govern an individual's actions with other individuals and within society.
- Morality is what people believe to be right and good, while ethics is a critical reflection about morality.
 - Different cultures have different moral codes.
 - There are no universal truths in ethics because it is difficult to say that customs are either correct or incorrect.
 - Human declaration of human rights, etc... are voluntary processes.



Law vs Ethics

- Law, and ethics are different but related concepts.
- Laws are mandatory to which all citizens must adhere or risk civil or criminal liability.
 - Legal bodies will impose the law
- Ethics relate to morals and help us organize complex information and competing values and interests to formulate consistent and coherent decisions.
 - Professional bodies may impose ethics (e.g. Ordem dos Engenheiros, Comités de ética ou deontologia)

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Law, Regulations, Ethics

- You cannot avoid following the law.
 - There are consequences
- Regulations are professional aspects that must/should/may be followed in a specific context
 - Enforced by different (professional) bodies
- You can avoid following ethics, but may be community consequences
 - Anyone remembers "cancelling"? "untrustable partner"?