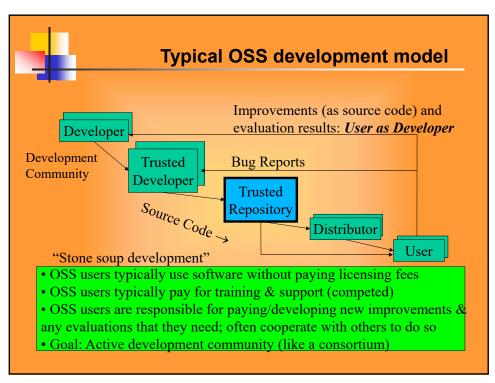




What is "open source" software?

- source = software in source code form
- open = freedom to:
 - View the source code
 - Run the software for any purpose
 - Modify the software in any way
 - Distribute the software and any modifications
- Other synonyms: libre sw, free-libre sw, FOSS, FLOSS
- Software development model
- Philosophy—share and collaborate
- Licensing Model
 - Not non-commercial; OSS almost always commercial

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Open source software as a business

- "Think 'free speech,' not 'free beer"

 Richard Stallman
- Branded distributions
- Sell hardware, give away software
- Sell services and support
- Dual versions
- Dual licensing
- Value added software
- Sell sponsorships
- Sell ads and T-shirts

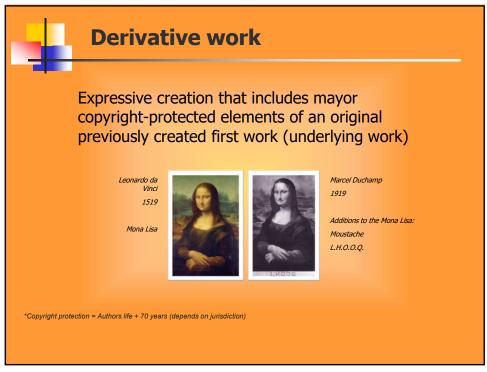
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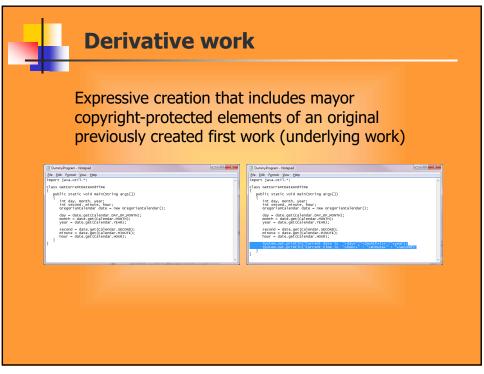


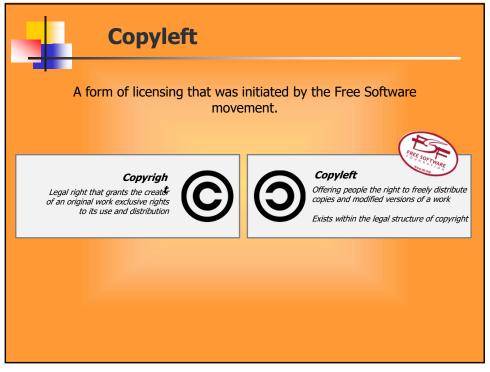
- "Free" and "open" is not:
 - Public domain
 - Copyright "first sale"
 - Shareware or freeware
- Licensing makes it work
 - Control over use
 - Risk shifting
 - "To stay free, software must be copyrighted and licensed." Debian GNU/Linux Group

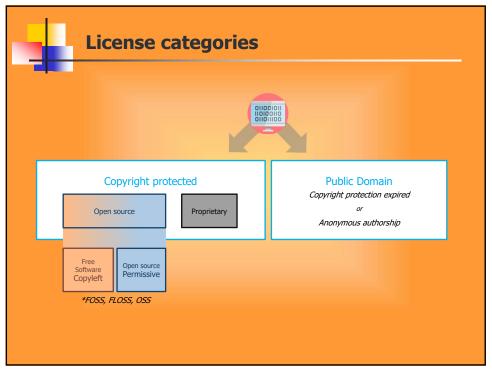


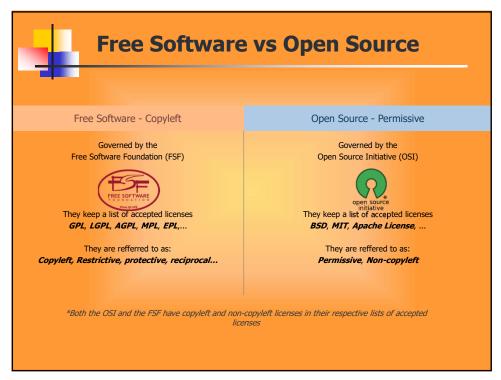


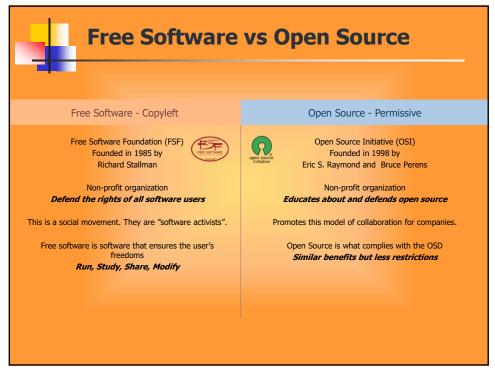










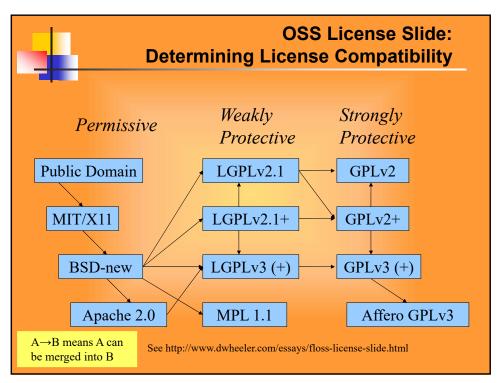


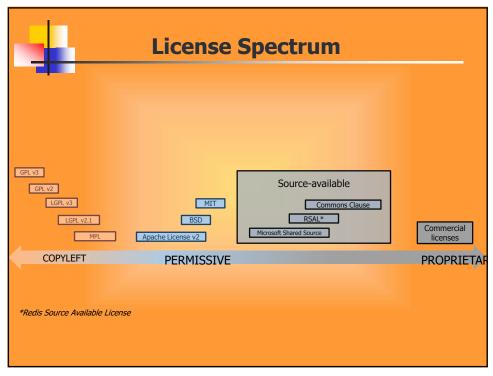


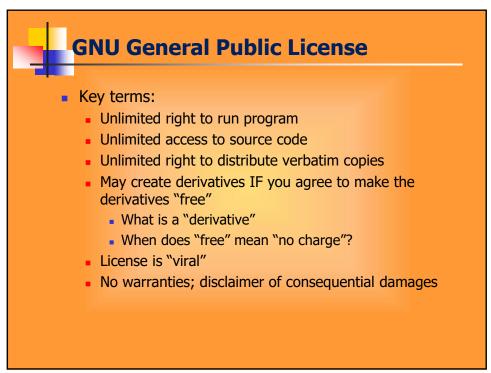
Types of OSS licenses

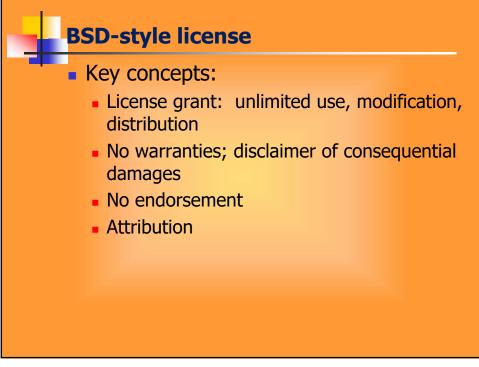
- · Copyright law: Must have permission to copy software
 - Permission is given by a license
 - Proprietary software: Pay for a license to use a copy/copies
 - OSS licenses grant more rights, but still conditional licenses
- · Over 100 OSS licenses, but only a few widely used
- Can be grouped into three categories (differing goals):
 - Permissive: Can make proprietary versions (MIT, BSD-new)
 - Weakly protective: Can't distribute proprietary version of this component, but can link into larger proprietary work (LGPL)
 - Strongly protective: Can't distribute proprietary version or directly combine (link) into proprietary work (GPL)
- The most popular OSS licenses tend to be compatible
 - Compatible = you can create larger programs by combining software with different licenses (must obey all of them)

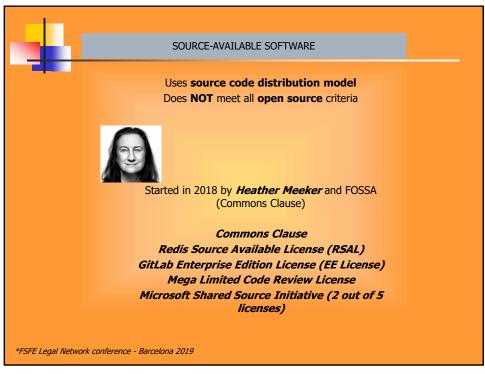
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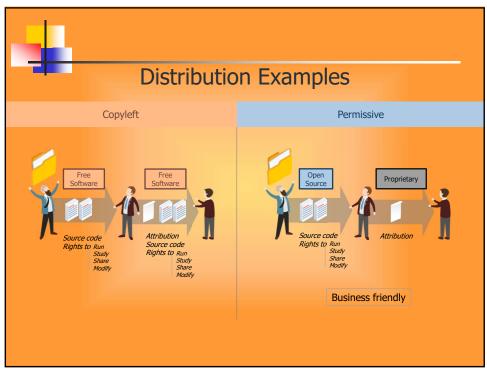
















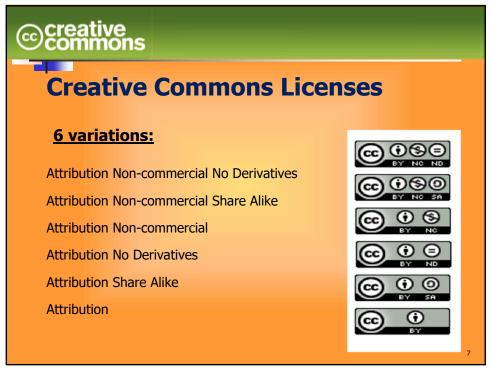
Creative Commons Project

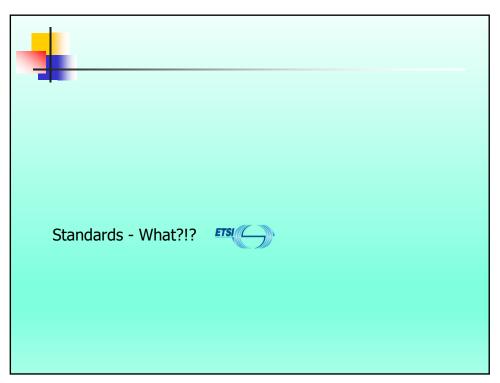
- Release of a set of copyright licenses free for public use
- Inspiration: GNU General Public License for software
- Objectives:
 - Creators retain copyright while licensing works as free for certain uses, on certain conditions
 - Develop web application to help people dedicate their creative works to the public domain (sharing)
- Fields of application:
 - Copyright protected works: websites, scholarship, music, film, photography, literature, courseware, etc.

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Introduction to standards

- Standards support everyday life much more than people think
- Society recognized importance of standardized measurements thousands of years ago: e.g. weight, distance or length



- Development of a <u>common reference system agreed upon people and institutions</u>
- Rapid technological progress \rightarrow need for standardization grows
- Especially in the area of Information and Communications Technologies (ICT)

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What standards are

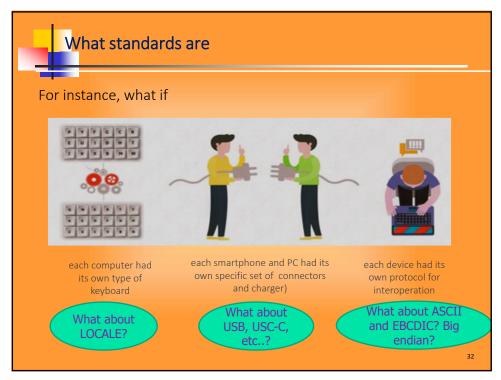
The most general definition for a «standard» may be

«a widely agreed way of doing something»

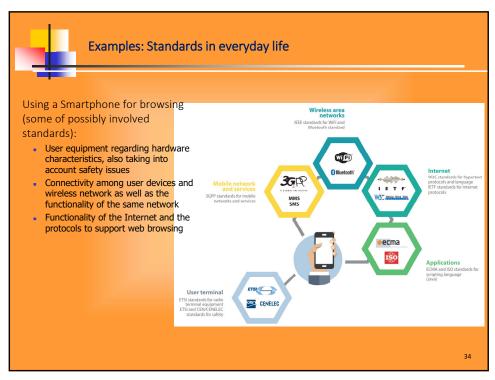
.... where, depending on the specific area of application, "doing something" may be replaced by, e.g., "designing a product", "building a process", "implementing a procedure" or "delivering a service".

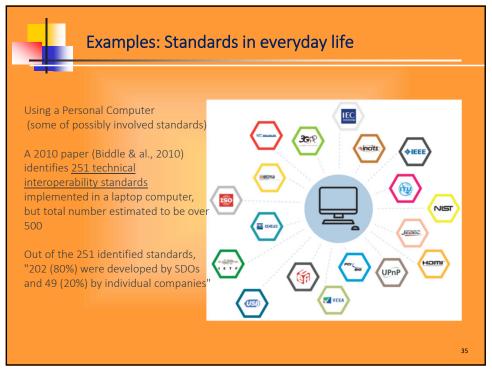
«Standard» (i.e. agreed and common) ways of doing things bring lot of benefits; our technological world without «standards» simply would not work (or, at least, it would be harder to make it work)

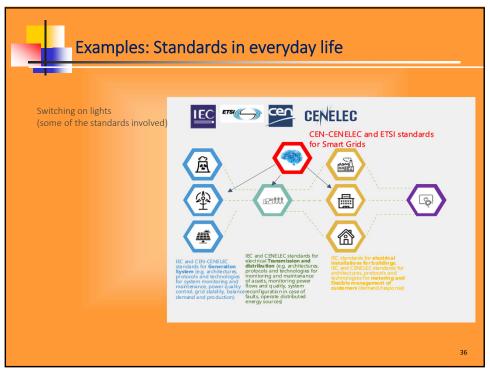
Note: standard vs protocol

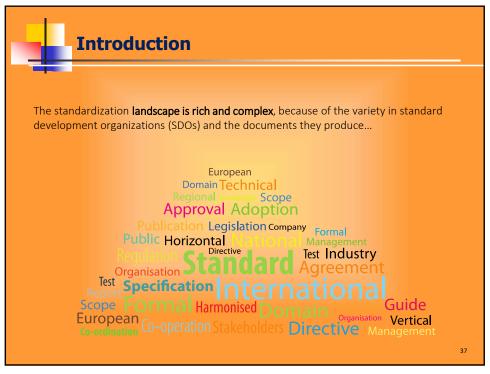




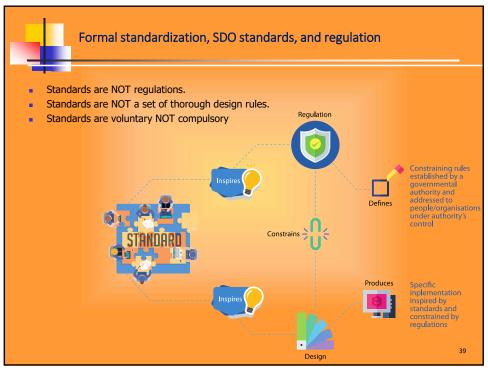














- Standards are NOT regulations
 - While conformity with standards is voluntary, regulations are compulsory;
 - An item (product, service, process, etc.) that doesn't fit regulations is not allowed in the territory/market where those regulations apply;
 - On the contrary, non-compliance to standards 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

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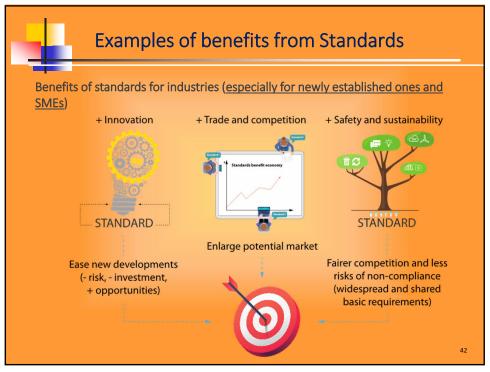


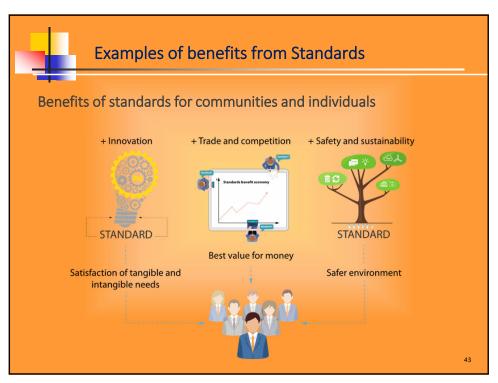
Benefits of standards

Standards benefit:

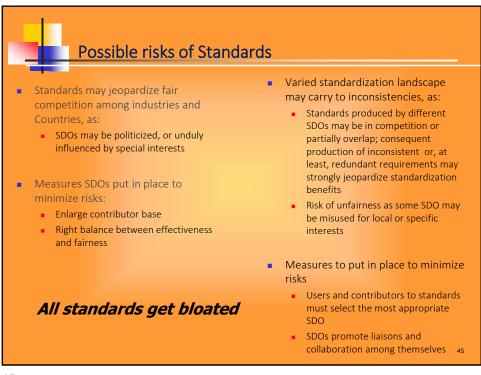
- The economy
 - Economics of scale, facilitates trade
- Innovation
 - Setting quality levels, reducing risk
- The environment
 - Environmental sustainability, enhancing safety
- Industries
- Communities and individuals

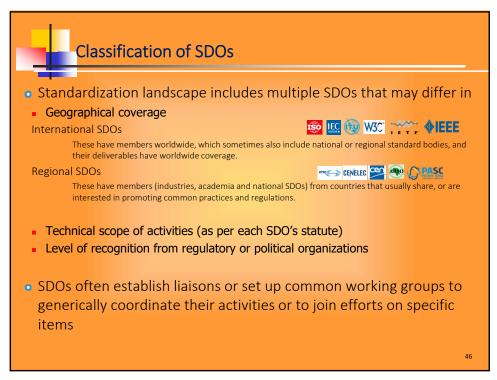
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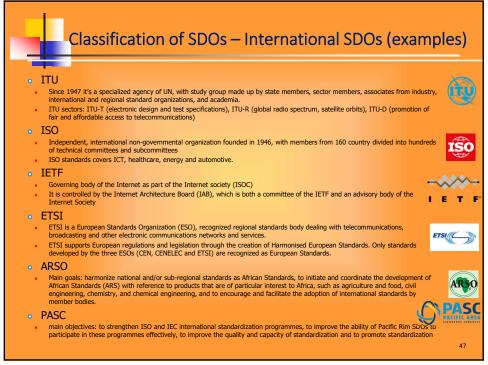






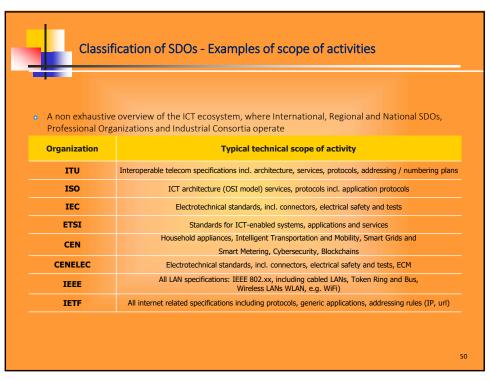


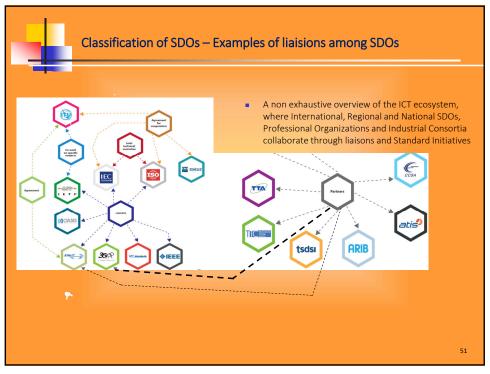


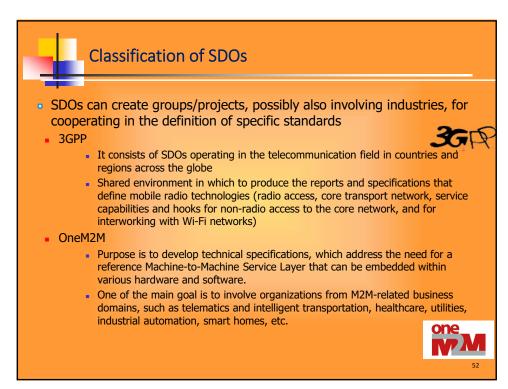




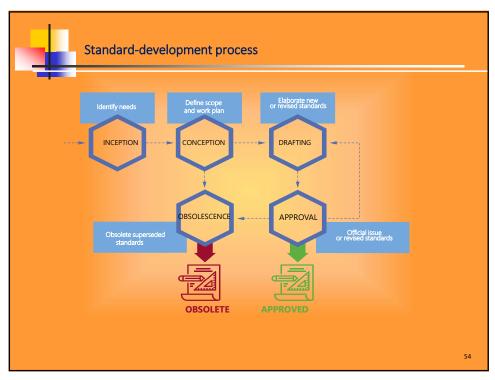












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How to find a standard

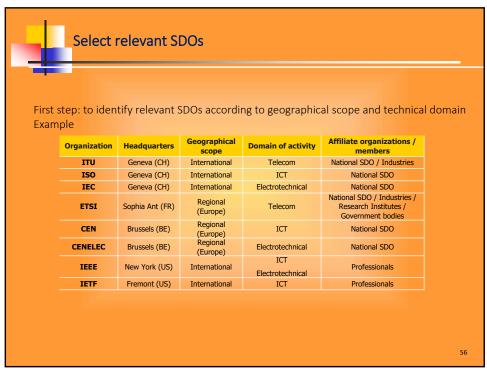
The procedures described here in order to identify standards related to a specific product/service are a simple example of how a beginner may proceed (depending on seniority, knowledge or specific goals the steps can change)

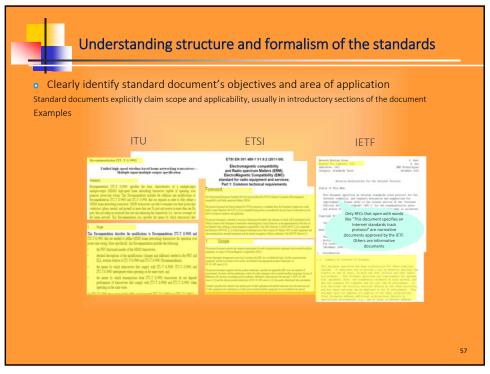
- Select relevant SDOs
 - by technical scope (which corresponds to the typology that the product/service is targeted for)
- by geographical scope (which corresponds to the geographical market that the product/service is targeted for)

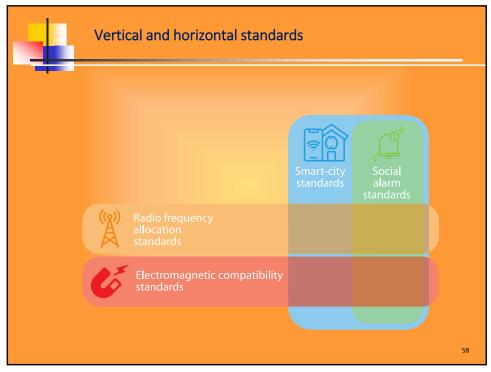
Note: Evolution of standards needs to be monitored to be informed about SDOs' scope and possible liaisons

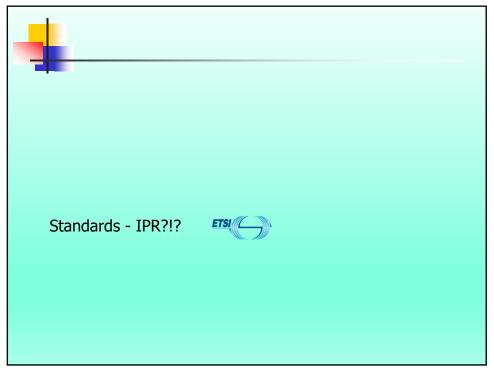
- Identify selected SDOs' relevant specification documents and their relevance
- SDOs may produce different kinds of documents such as technology roadmaps, product/service requirements, product/service technical specifications, regulations produced on behalf of regulatory bodies and product/service test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

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IPRs can be relevant to standards and standardization

- IPRs can be relevant to standards and standardisation in different ways:
 - 1. 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 Wi-Fi Alliance 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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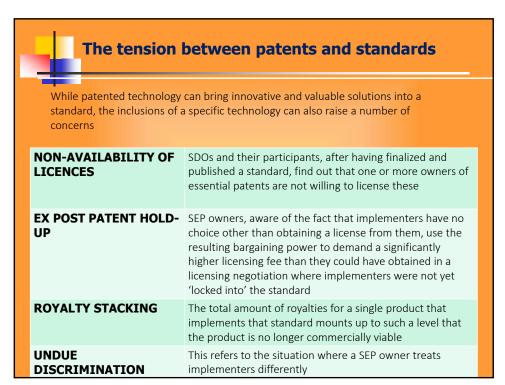
The tension between patents and standards

- The patent system and the standardisation system are both institutionalized to serve the public benefit
- Yet, they have an 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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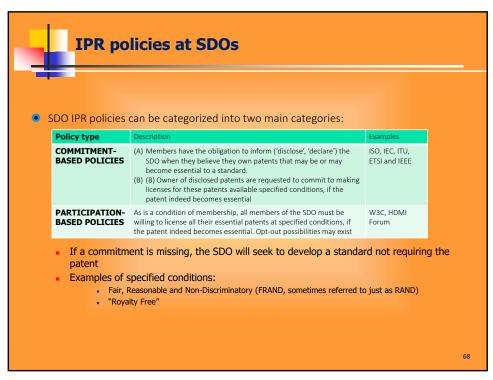


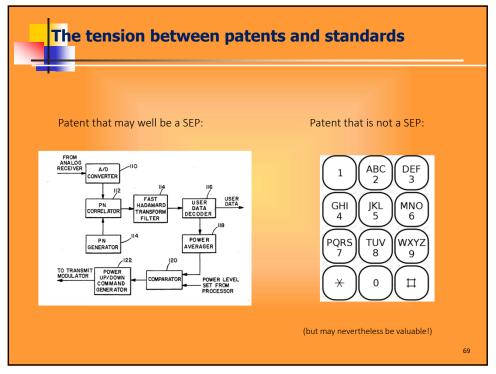
The tension between patents and standards

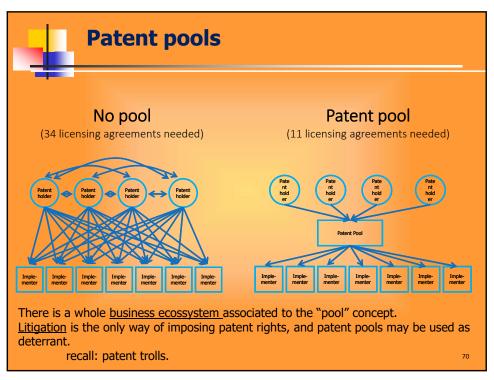
- Q: How many SEPs are there? A: Nobody knows
 - Many SDO policies require participants to disclose information on patents that are
 potentially essential. A recent study for the European Commission showed that per
 February 2019, parties declared around 260,000 patents as potentially essential for ETSI
 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)

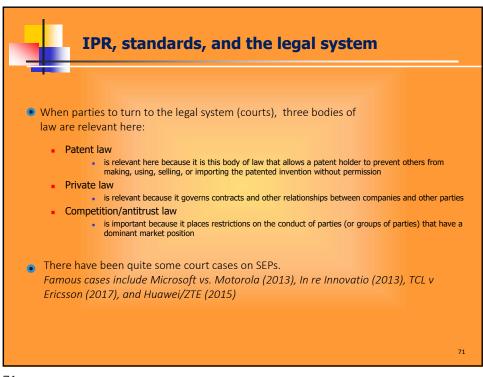
In 2017, the European Commission announced it wants to increase transparency in this field, and noted that it is desirable that information on factual essentiality would be available to market players

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Other resources

- Robert W. Gomulkiewicz, *De-bugging Open Source Software Licensing*, 64 U. Pitt. L. Rev. 75 (2002)
- 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)