



JOHAN LINÅKER (RISE)

Open Source Software and AI

- The What, the Why, the How, and the When



First, what's Open Source Software?



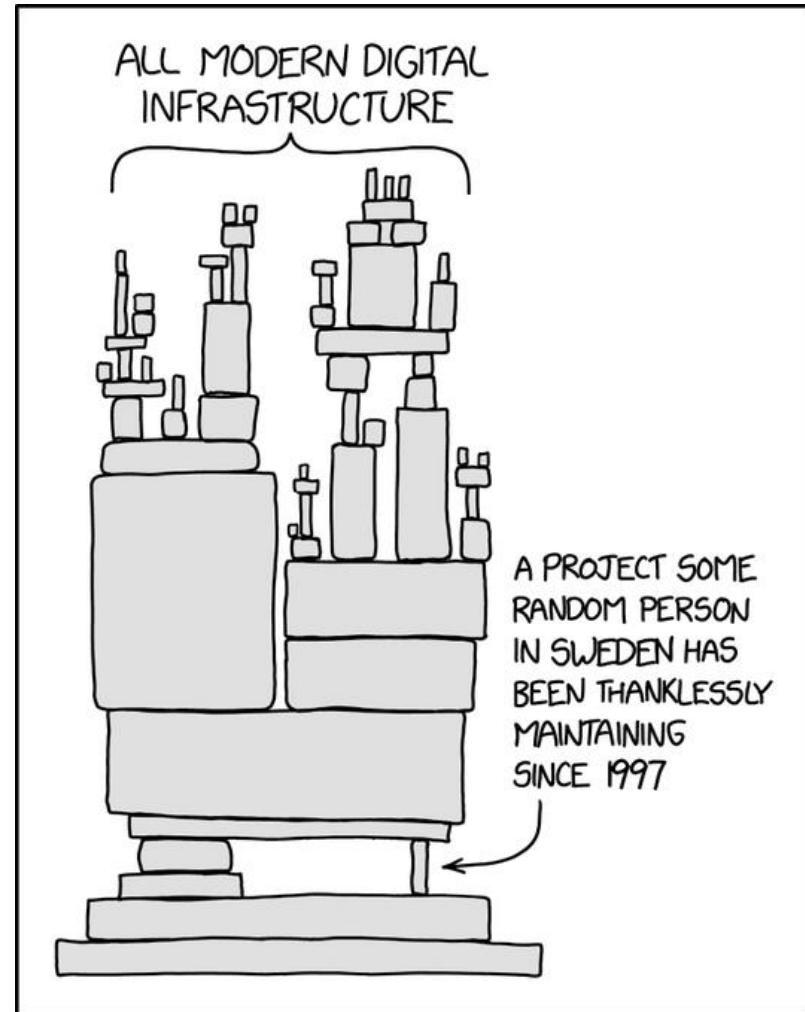
**Liberally Licensed,
Collaboratively Developed Software**

Open Source Software (OSS) today

- Approximately...
 - 95+ % of all software contains OSS components
 - Some estimates showing 90% of code in applications consists of open source code
 - 150 million developers, and 4 million organizations collaborate on OSS projects on GitHub.
 - Collaboration in and between verticals, including Energy, Automotive, Telco, Health



**In other words, it's
everywhere**



Increasing risk of exploitation

- 86% of applications audited in 2025 contained 1+ vulnerable OSS components
 - 81% high- or critical-risk vulnerabilities
- 91% of applications used outdated OSS,
 - 90% more than 10 versions behind latest release
- Over 512,000 malicious open source packages were discovered in 2024—a 156% annual increase
- Several high-profile vulnerabilities including SolarWinds, Log4j, and XZ Utils

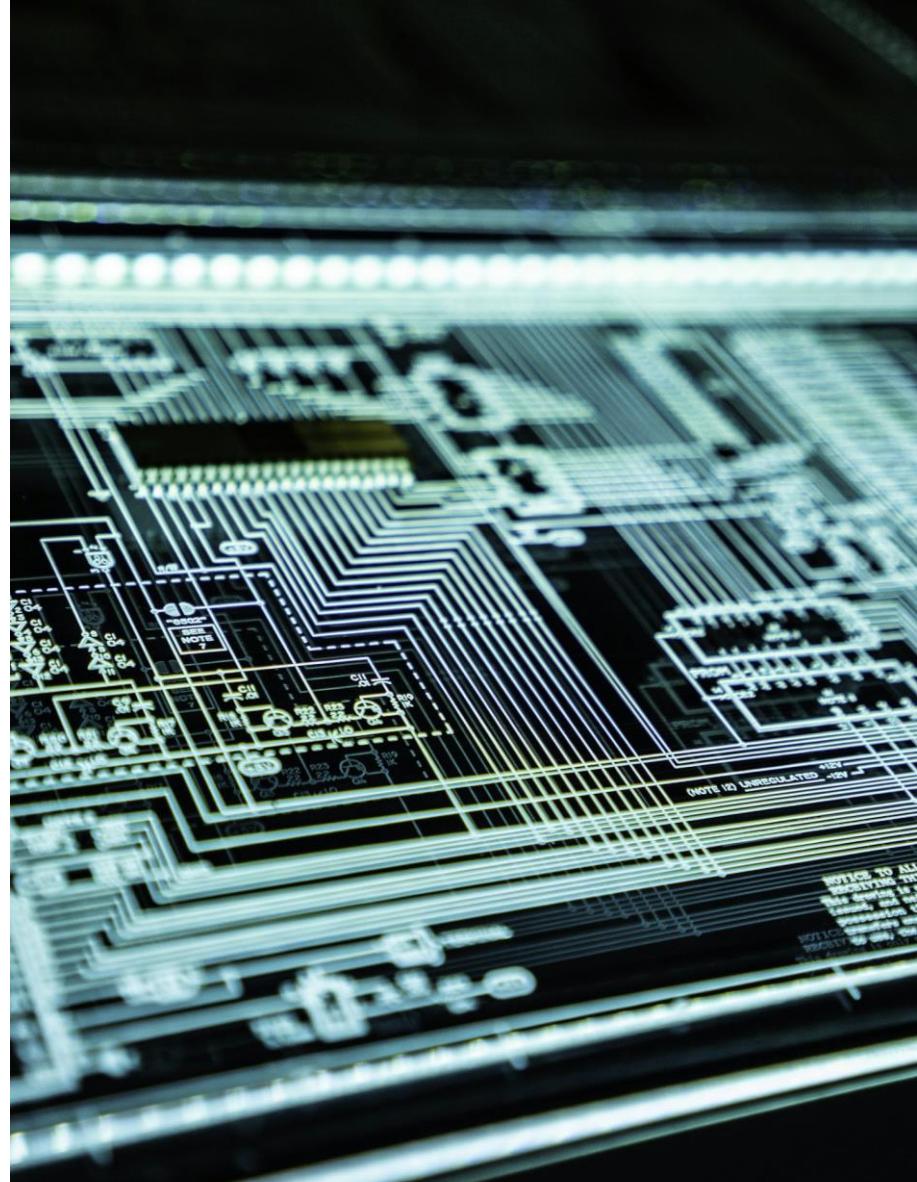


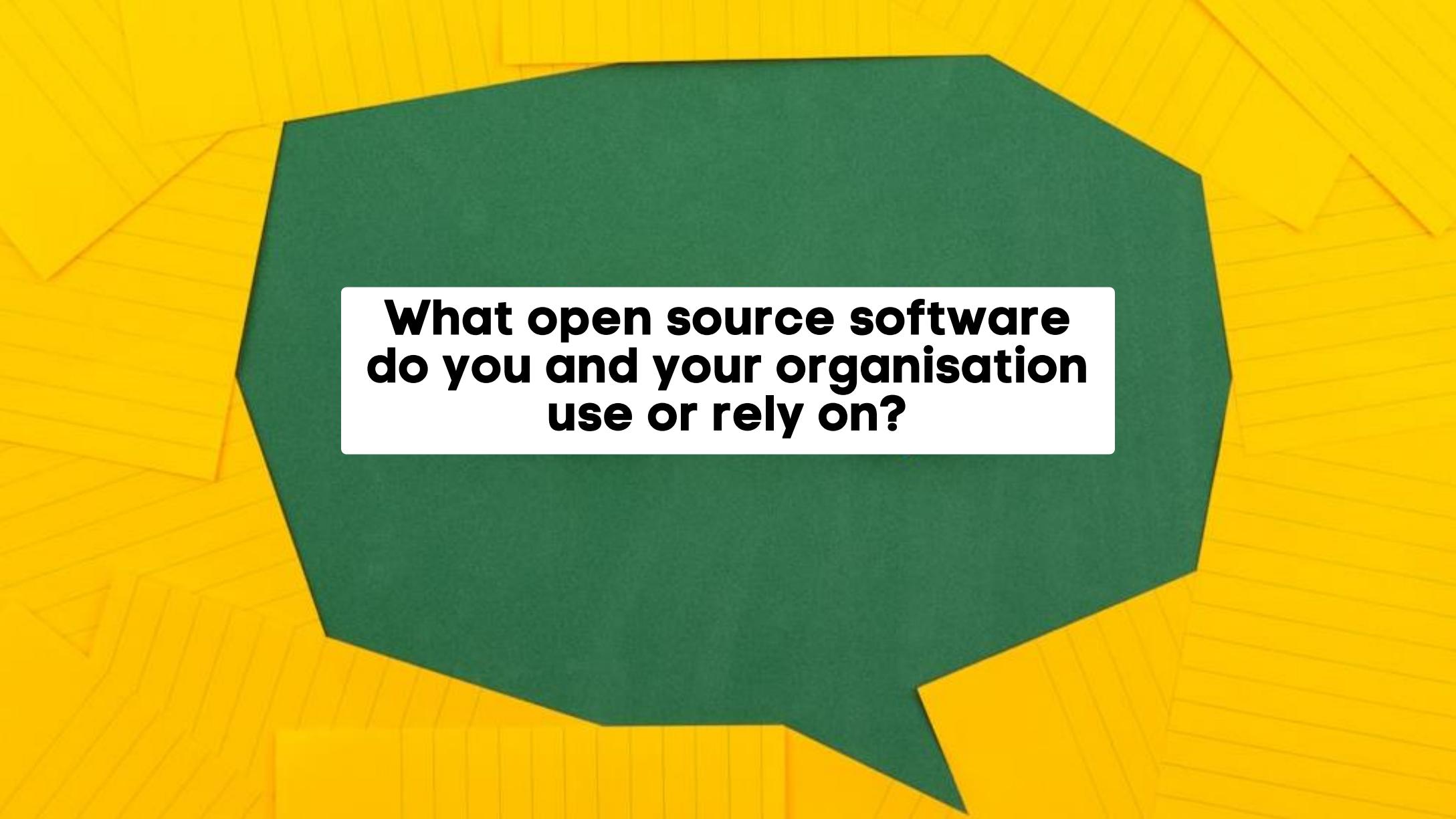
Photo by Adi Goldstein | <https://unsplash.com/photos/teal-led-panel-EUsVwEOsble>

Increasing regulatory requirements

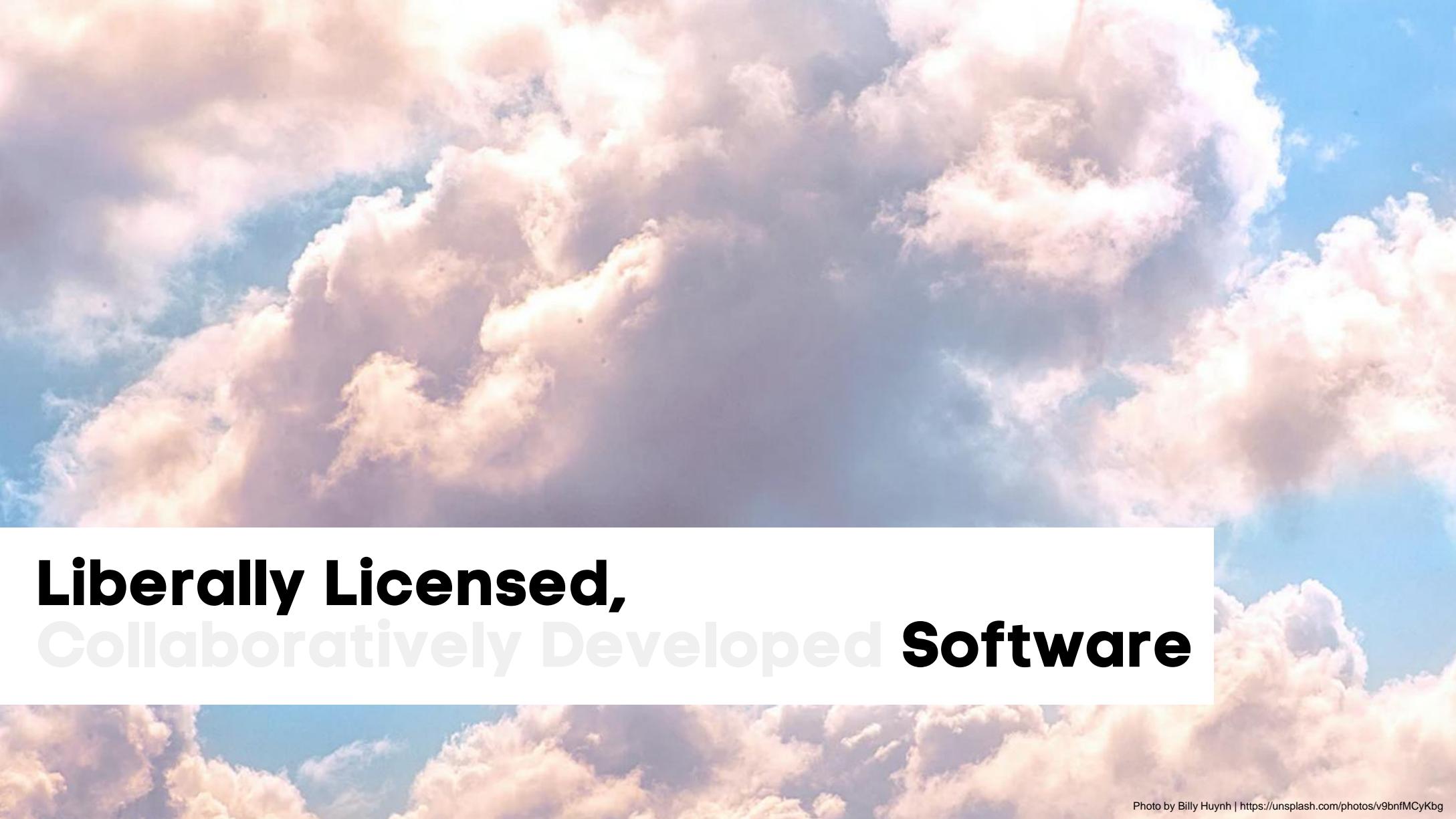
- Executive Order (EO) 14028 mandates the adoption and self-attestation of security practices to improve supply-chain security
- European Union's Cyber Resilience Act (CRA), approved in March 2024, mandates common cybersecurity standards for digital products
- Standardization and organization from industry and community ongoing



Photo by Frederic Köberl | https://unsplash.com/photos/aerial-view-photography-of-room-x_0hW-KaCgI



**What open source software
do you and your organisation
use or rely on?**

The background of the image is a vast, bright blue sky filled with large, billowing cumulus clouds. These clouds are white and light gray on the underside, transitioning to a warm orange and yellow at their peaks where they catch the sunlight. The clouds are scattered across the frame, creating a sense of depth and atmosphere.

**Liberally Licensed,
Collaboratively Developed Software**

Liberally licensed software

- Software available under an OSS license
- License follows the Open Source Definition and approved by Open Source Initiative (<http://opensource.org>)
- Who ever, for what ever reason may inspect, use, modify and redistribute the software
- Further conditions may vary between licenses



Permissive vs. Copyleft licenses

- Permissive licenses – do whatever you want, as long as you recognize the copyright holder
 - E.g., MIT, BSD, Apache
- Copyleft licenses – Above + share any modifications, additions and connecting code under same license.
 - GPL 2, GPL 3, AGPL
- Permissive common for standardizations and collaboration on non-differentiating software
- Copyleft common when copyright holder wants to capture value back





**Liberally Licensed,
Collaboratively Developed Software**

Collaboratively Developed Software

- Software developed as projects by networks of individuals and organizations, aka. Open Source Communities
- "Members" of the community commonly both users and developers
- Are united by a common vision and goal around the Open Source Software.



Incentives for going open source

- Individuals:
 - Sense of belonging,
 - Recognition for contributions,
 - Solves painpoint,
 - Build CV
- Organizations:
 - Lower costs,
 - Increased innovation,
 - Branding and PR,
 - Strategic tool



Incentives for going open source

- Public policy:
 - Open strategic autonomy/
Digital sovereignty
 - Competition
 - Economic growth
- Researchers:
 - Disseminate research outputs
 - Sustain OSS development between
project
 - Collaborate with partners and scientific
community
 - Enable reproducibility

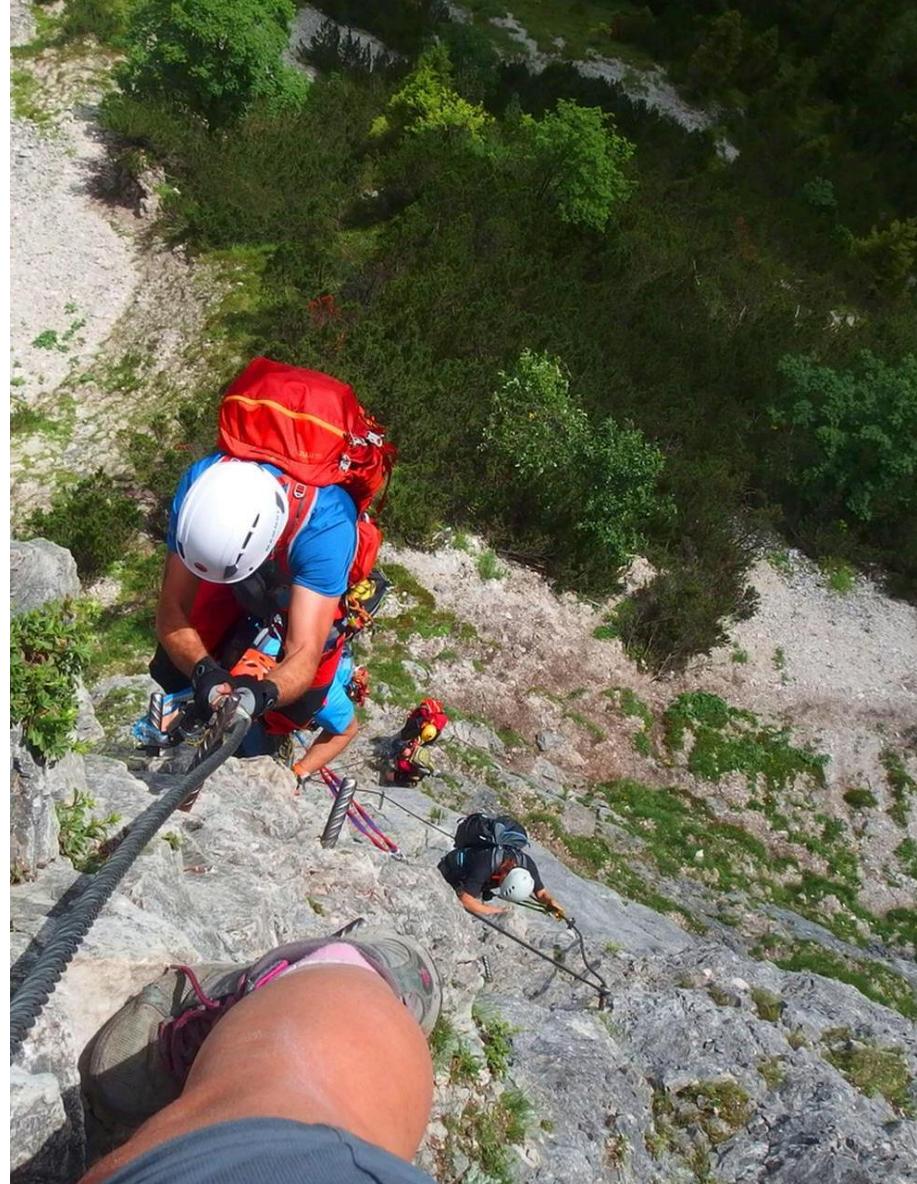
@johanlinaker | <https://linaker.se>

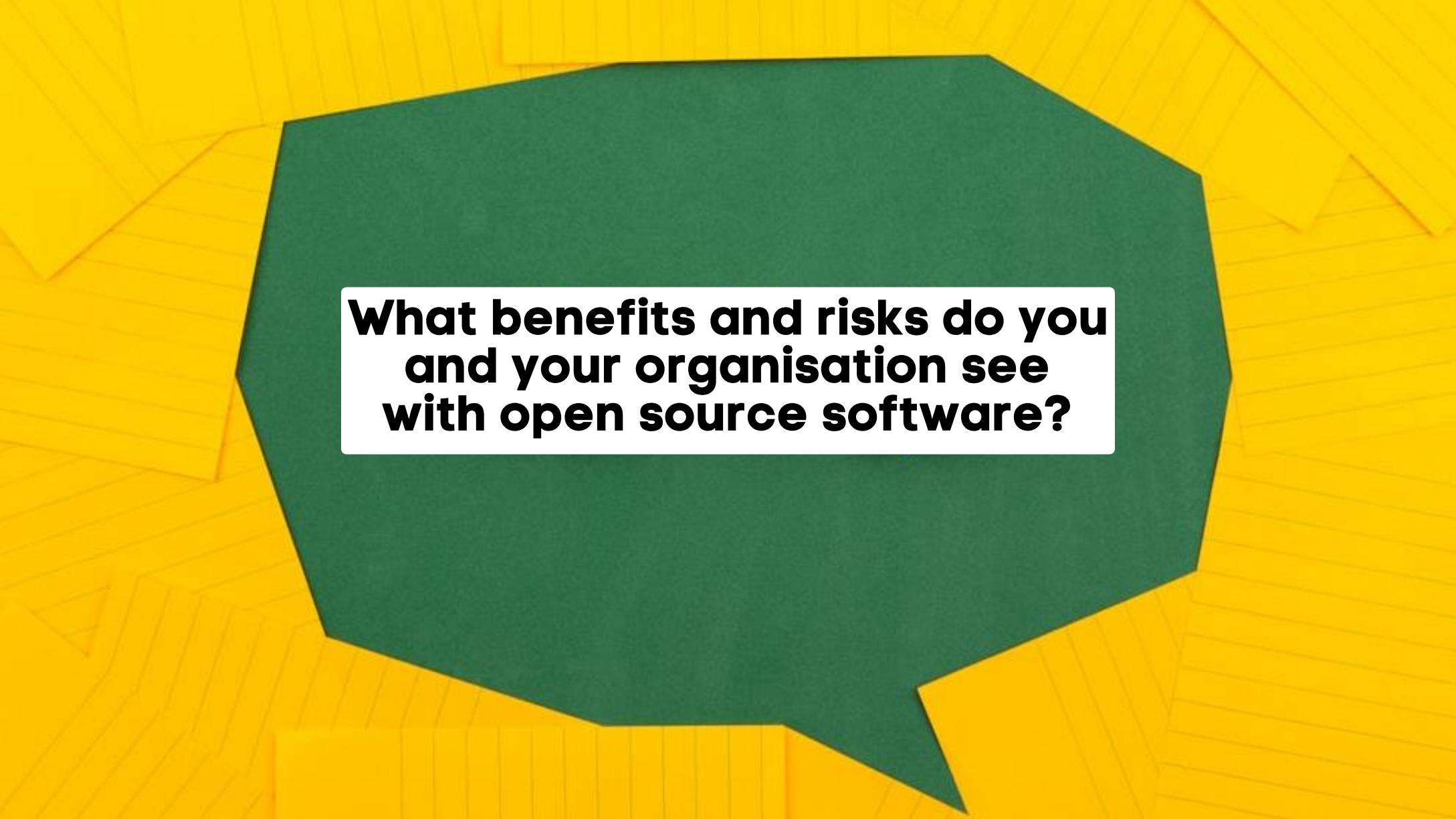


Photo by Annie Spratt | <https://unsplash.com/photos/QckxruozjRg>

Risks, costs and complexities

- Companies:
 - Differentiating functionality, competitive edge and commoditization
 - Sensitive IPR and patents
- Public administrations
 - Compete with industry
 - Ethical aspects and responsibility
 - Integrity and confidentiality
- General:
 - Internal budget and resource constraints
 - Modularity and technical architecture

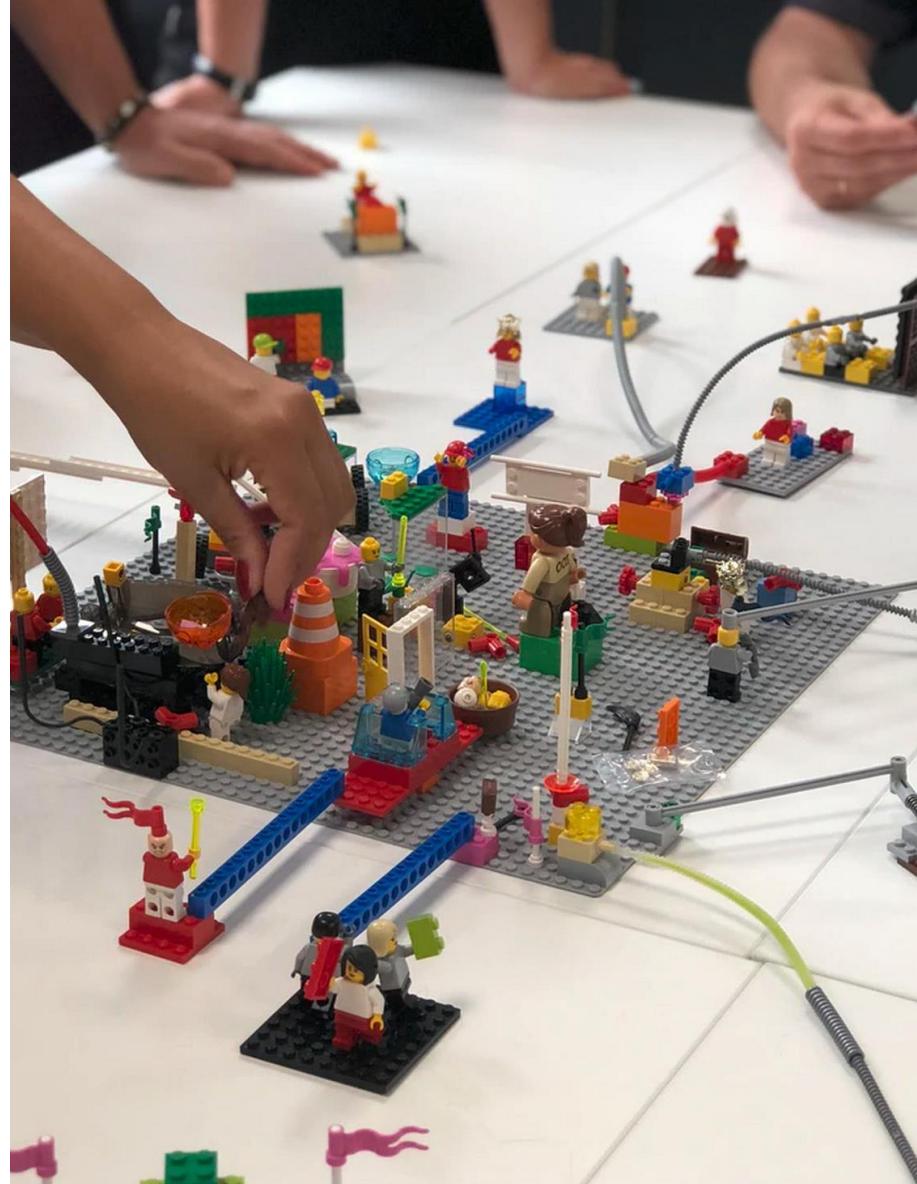




**What benefits and risks do you
and your organisation see
with open source software?**

Technical and non-technical contributions

- Development of new functionality and bug fixes
- Requirements identification, analysis, and prioritization
- Testing and quality assurance
- Documentation, marketing and community management
- Financial and infrastructural support
- ...



Open development process

- Informal structure, dependent the community
- Focus on openness
 - Whomever can contribute
 - Influence through merit
 - Self-appointment of tasks
- Traditional development
 - Structured in silos
 - Influence through hierarchy
 - Appointed tasks



Open development process

- Meaning, you cannot...
 - Expect quick and professional support
 - Expect to get your feature requests implemented
 - Order individuals to act according to your agenda



Open development process

- Transparent and open discussions on bug reports, features, and road map
- Conversations and information persisted in an open infrastructure
- Requirements fragmented and decentralized in various "informalisms" (Scacchi), e.g., bug reports, mail threads, code commits, etc.
- Formality typically dependent on corporate interest
- Community full of (un)known stakeholders, all with their own agendas





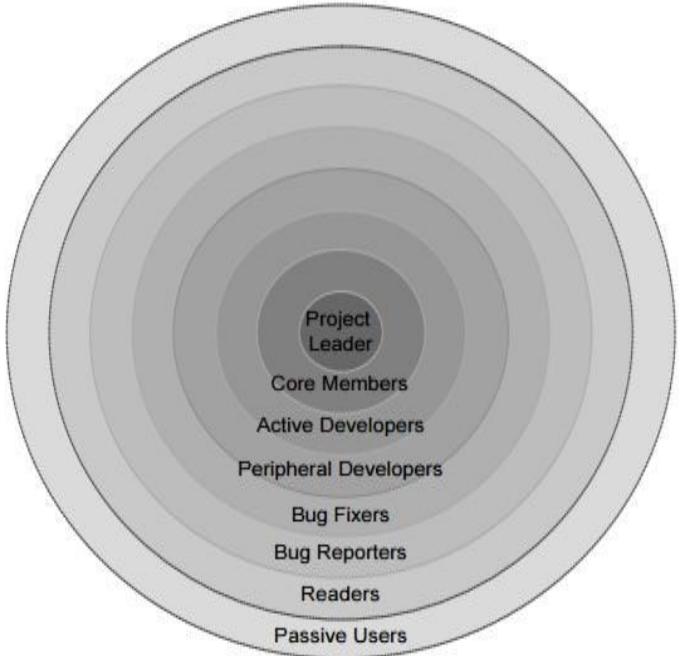
**Have you or any in your
organisation contributed to open
source software projects?**

Governance for OSS projects

- Means and processes for
 - Deciding on requirements, i.e., the technical direction of the OSS project, and
 - How the collaboration should be coordinated to enable this direction.



Community Structure and Governance



Community Structure and Governance

Leadership

Maintainership Maintainership Maintainership

Committers Committers Committers Committers
Committers Committers Committers Committers

Contributors Contributors Contributors Contributors
Contributors Contributors Contributors Contributors

Users Users Users Users Users Users Users Users
Users Users Users Users Users Users Users



Governance structures

- Autocratic governance
 - Centralized steering where roles assignment and influence over development is decided top-down
 - Usually the actor(s) that founded the project
- Democratic governance
 - Decentralized steering where roles assignment and influence over development is decided collectively, and gained through active engagement and contributions
- Transitions and combinations common



Governance structures

- Centralized governance
 - Formal steering and maintenance through a single or collective organization
 - Commonly pooled ownership of copyright
- Decentralized governance
 - Informal steering and maintenance through existing community
 - Distributed ownership of copyright
- Commonly transitions from decentralized to centralized structure

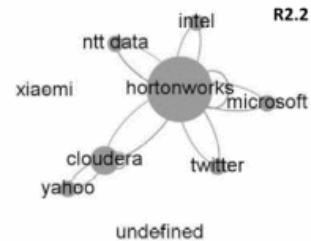


Type of community

- Developer-driven community
 - Steering and maintenance typically performed by those who contribute to the development of the project
- User-driven community
 - Steering and maintenance typically performed by the end-users of the project.
 - Development performed through acquired resources



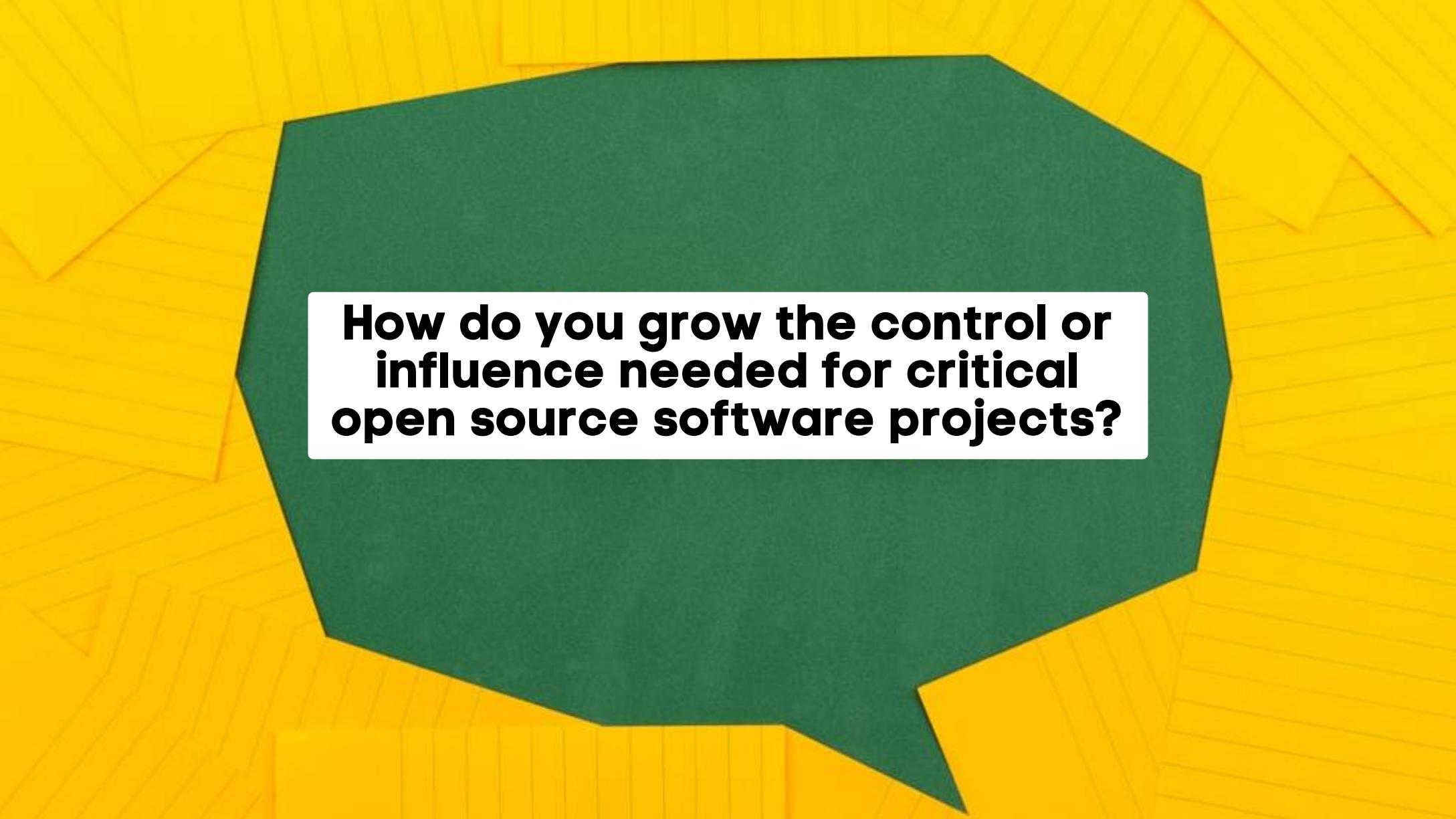
Communities evolve constantly



Relationship with community

- Symbiotic
 - Win-win for both firm and community
 - Contributing to influence projects according to internal agenda and improve health to mitigate security risks
- Commensalistic
 - Gain for firm, community indifferent
 - Use project and doing lighter contributions. Project in line with internal agenda and healthy with others already supporting it.
- Parasitic
 - Firm free-riding on community.
 - Using as is not giving anything back. Worst case expecting free work for nothing in return. Looked down on from communities.





How do you grow the control or influence needed for critical open source software projects?

OSS Project health

- The OSS project's capability to stay maintained to a high quality, long-term without interruptions
 - Productivity: There is an active development of the project
 - Robustness: The development is open and spread out on several (independent) individuals
 - Openness: Users of the project can influence and contribute to the development of the project



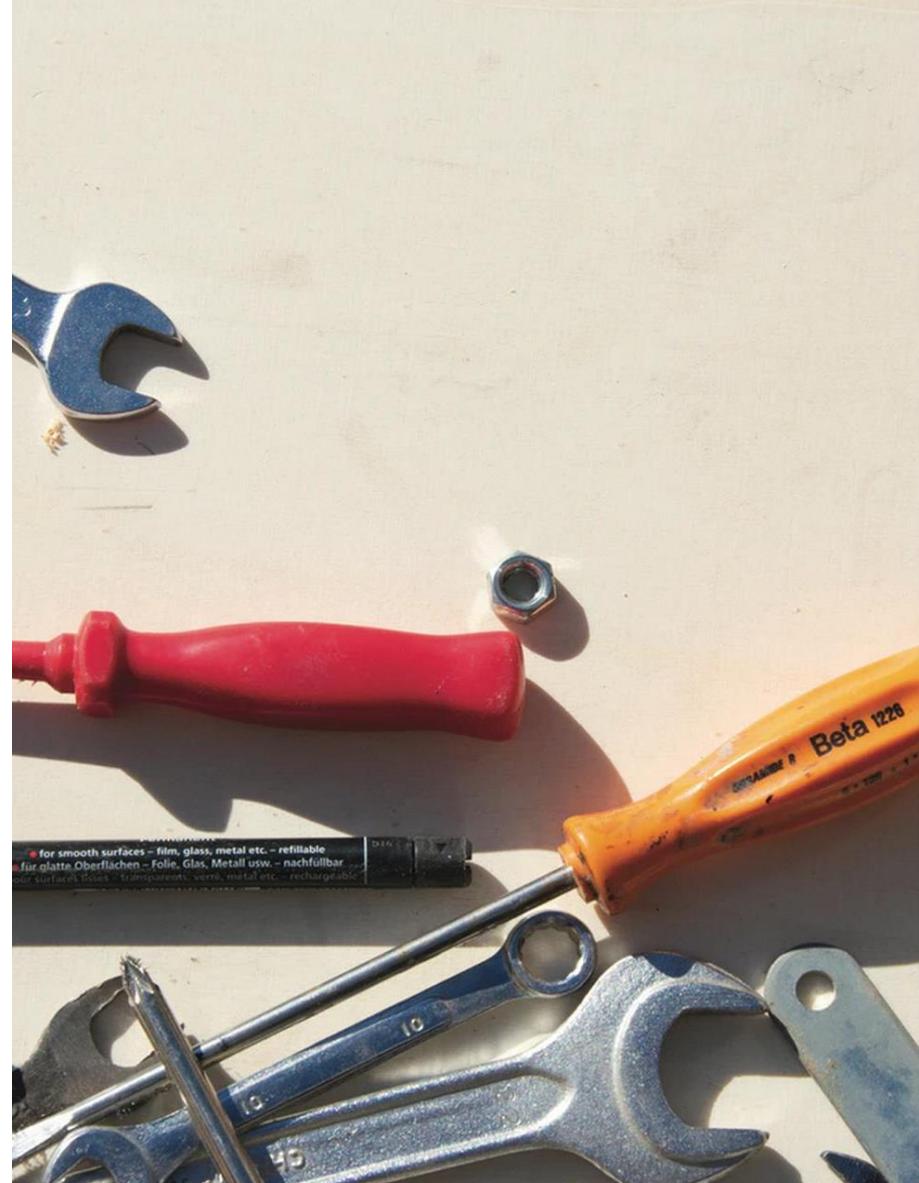
OSS and our Digital Infrastructure

- Open Source Software makes up a vitale building block in our digital infrastructure
- Needs maintenance as with physical infrastructure to stay secure and robust



The Dualism of Quality

- Open Source Software is...
 - full of, or receptive to, vulnerabilities ready to be exploited
 - always more secure than proprietary alternatives



The “Many-Eyes” effect

- Also known as Linus' law →
 - “Given enough eyeballs, all bugs are shallow”
 - Requires that enough eyeballs actually reaches the codebase



Development Resources are Depletable

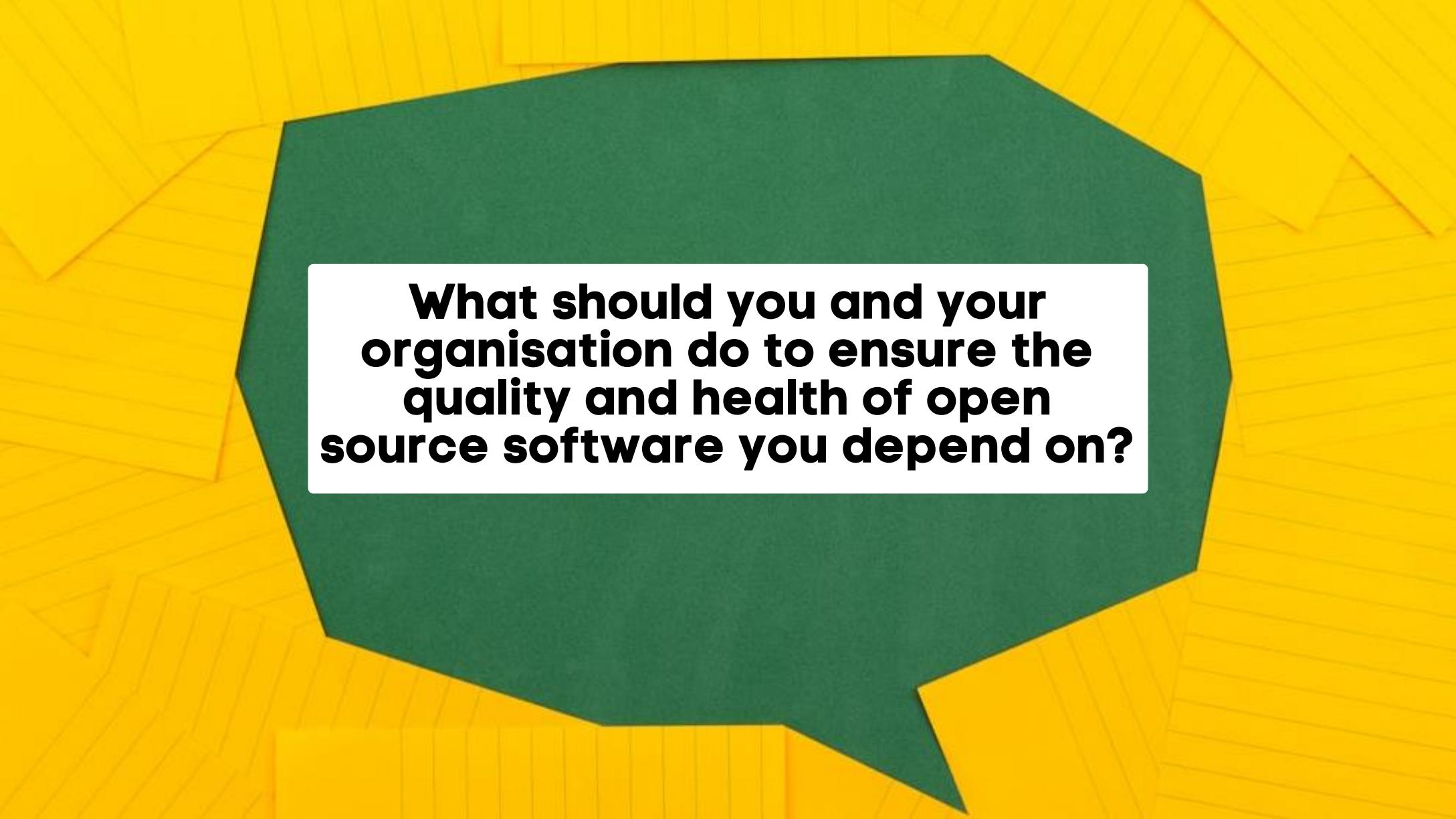
- Maintainers are humans, not robots
 - Burnout, changed family or working conditions
- Companies must adapt to stay competitive
 - Refactorization, new products, changed business model



Who's responsible for the SW quality?

- Maintainer(s)?
- Developer community?
- User community?
- Individuals vs. Companies vs. Government?





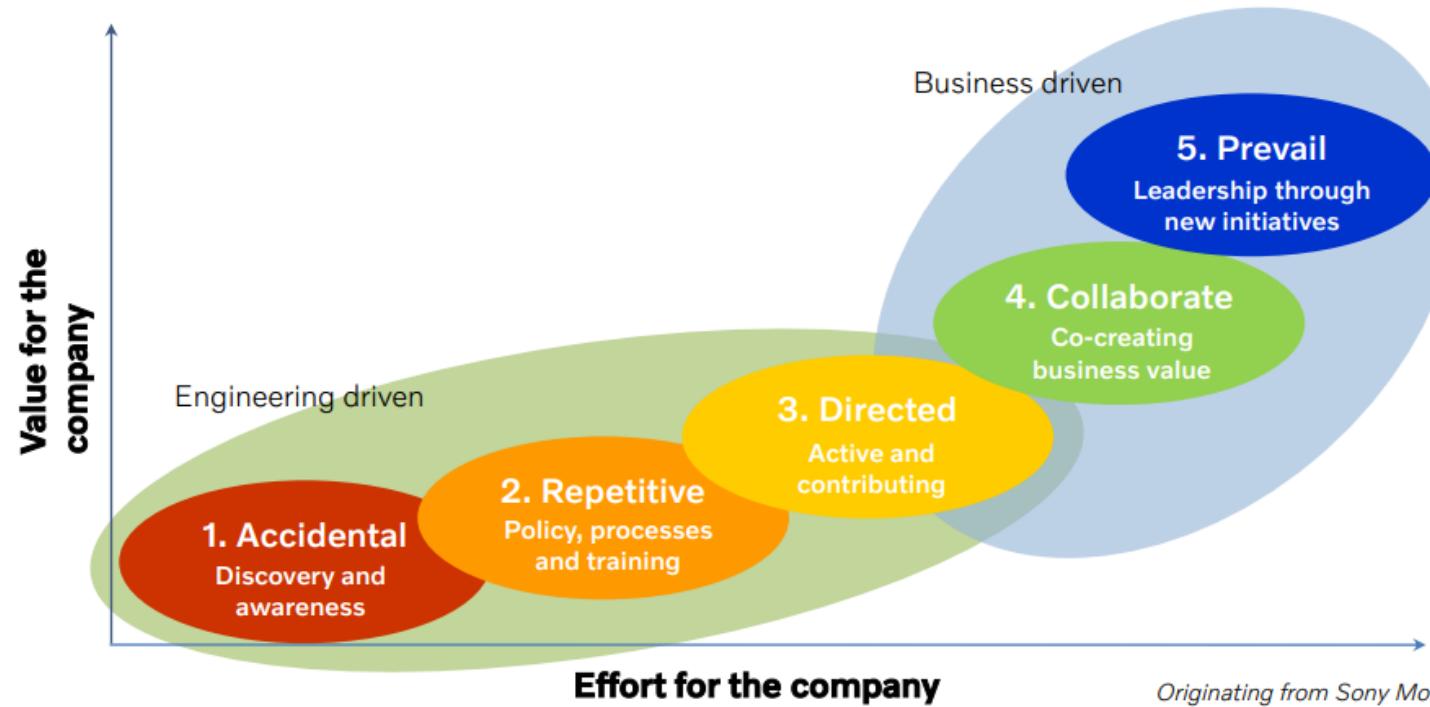
**What should you and your
organisation do to ensure the
quality and health of open
source software you depend on?**

Importance of growing a healthy community

- Collectively grow and communicate a common vision for the project
- Be responsive and helpful in communication
- Grow an open, inclusive, and supportive culture
- Enable on-boarding and self-support through
 - detailed documentation,
 - standardized tooling
 - clearly defined development and governance processes



Maturing from consumption to leadership



*Originating from Sony Mobile in 2011
/ Adapted by Carl-Eric Mols 2023*

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SE**

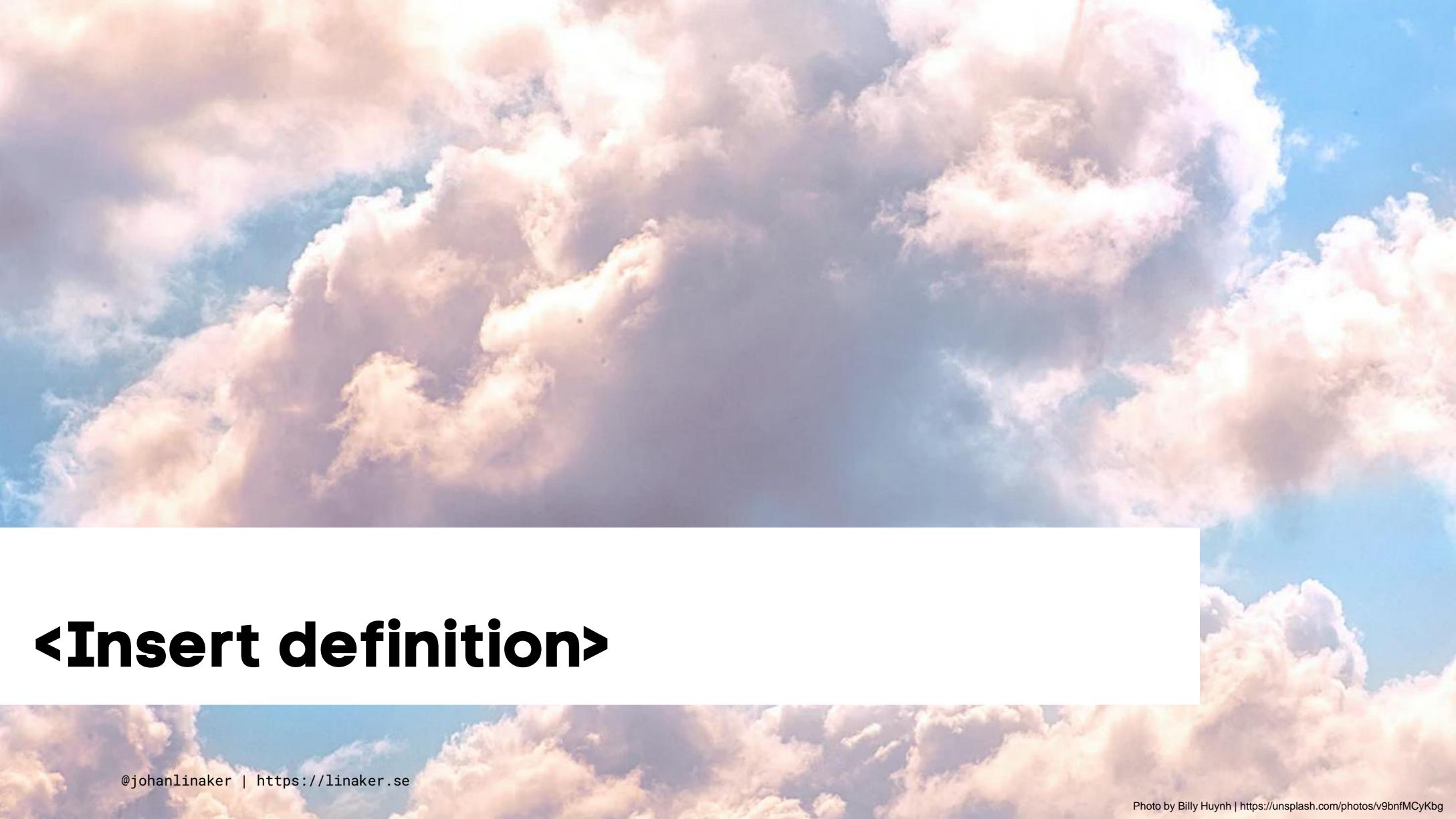
Open Source Program Offices (OSPOs)

- Center of competency and support
- Drives organizational readiness and maturity forward on open source
- Designs and executes an organization's overarching open source strategy
- Provides voice of reason and objectivity on the benefits, risks, and costs of open source and how to balance between
- Supports use, development, and collaboration on open source





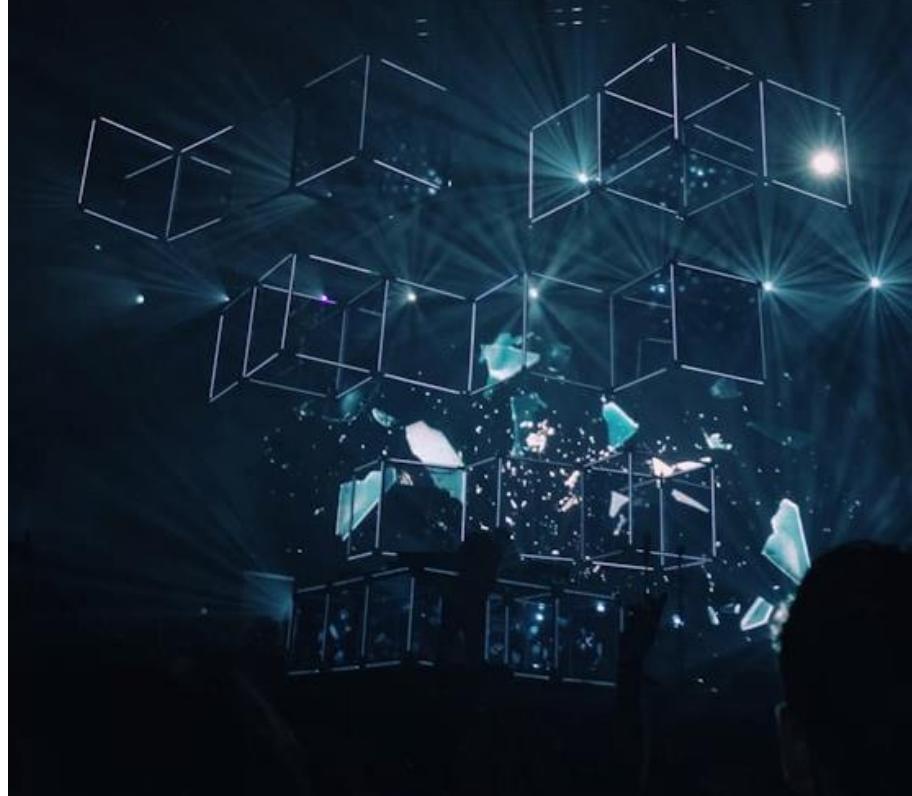
So, what's Open Source AI?



<Insert definition>

Open Source AI (Systems)

- Definition being developed by the OSI
 - See: <https://opensource.org/ai/open-source-ai-definition>
- Open community effort working towards reaching consensus among key stakeholders
- Building on the four freedoms, and the AI systems definition by OECD



Open Source AI Systems

- An Open Source AI is an AI system made available under terms and in a way that grant the freedoms to:
 - **Use** the system for any purpose and without having to ask for permission.
 - **Study** how the system works and inspect its components.
 - **Modify** the system for any purpose, including to change its output.
 - **Share** the system for others to use with or without modifications, for any purpose.

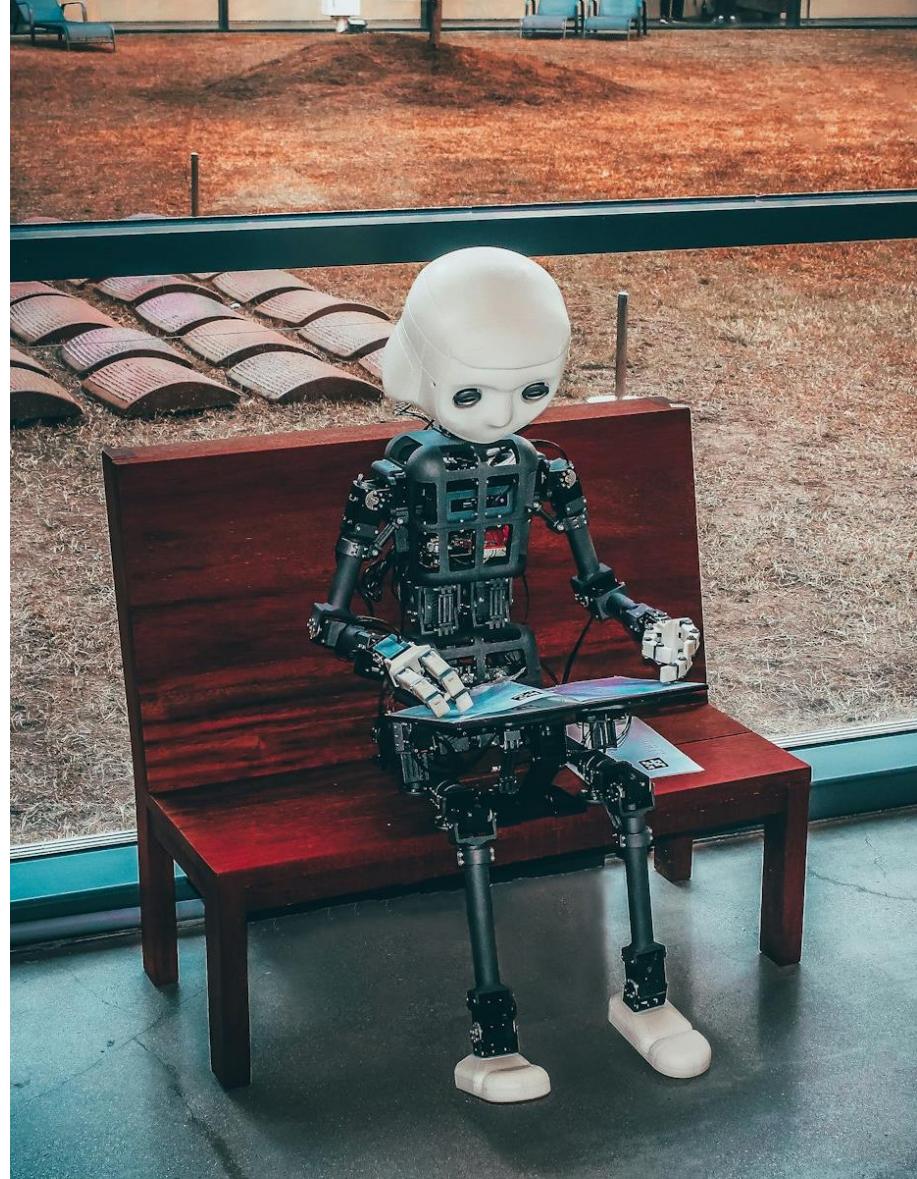


Parts required for modifying an AI/ML system

- **Data Information:**
 - Sufficiently detailed information about the data used to train the system so that a skilled person can build a substantially equivalent system.
- **Code:**
 - The complete source code used to train and run the system. The Code shall represent the full specification of how the data was processed and filtered, and how the training was done.
- **Parameters:**
 - The model parameters, such as weights or other configuration settings.

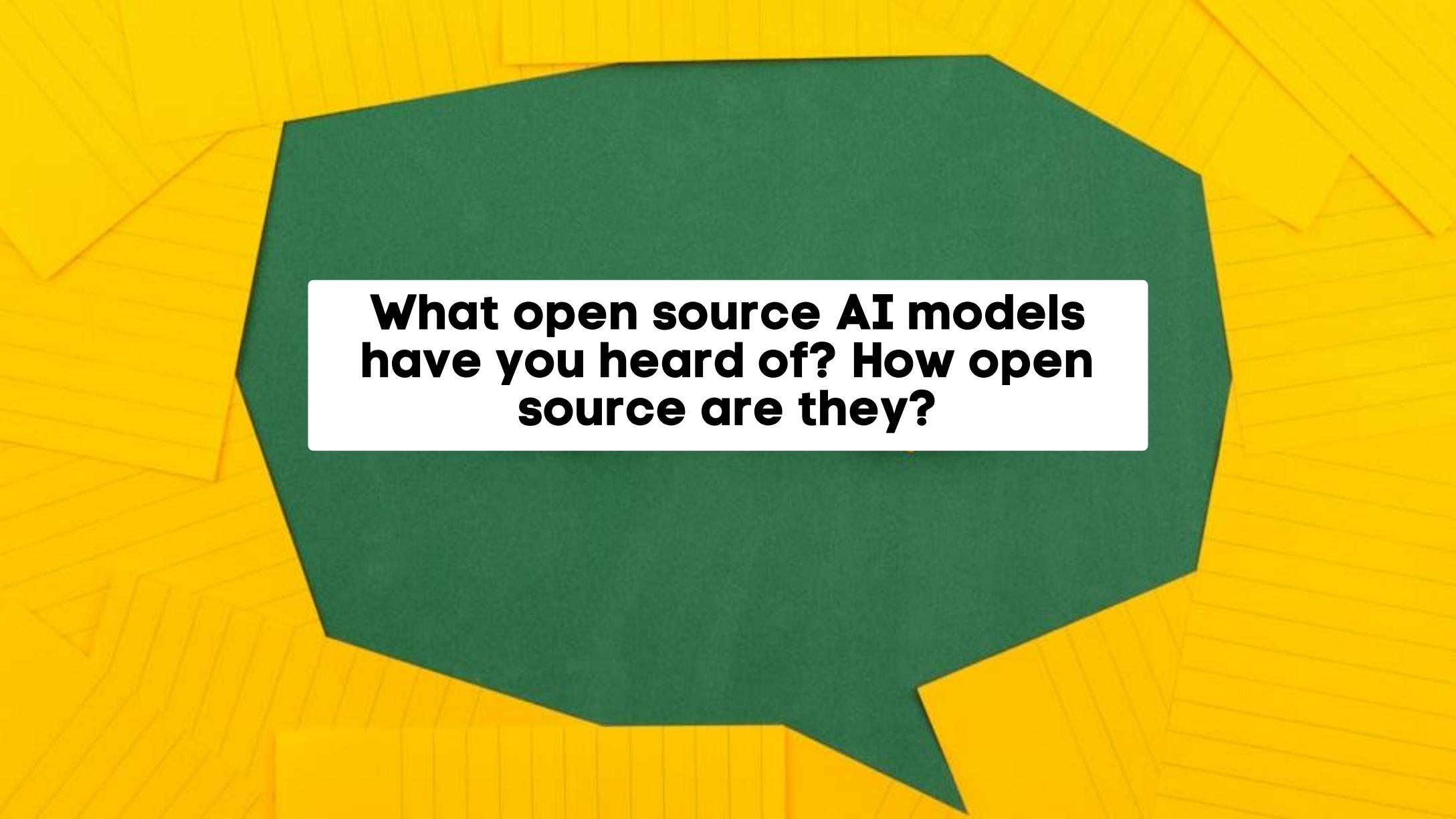
Many models referred to as “open source”

- But what is open? Are you able to
 - *Use the system for any purpose and without having to ask for permission?*
 - *Study how the system works and inspect its components?*
 - *Modify the system for any purpose, including to change its output?*
 - *Share the system for others to use with or without modifications, for any purpose?*
- Copyright ownership of data typically a main blocker



“For [a machine learning system] to be open. I need to be able to question it,”
- Julia Ferraioli

<https://aibusiness.com/ml/amazon-ml-expert-what-makes-machine-learning-truly-open-source>



**What open source AI models
have you heard of? How open
source are they?**

Incentives for going open source

- Very similar to open source software with certain nuances
- Social motivations
 - Democratizing access and inclusion in AI development
 - Knowledge sharing and community building
 - Expanding language and cultural representation
 - Transparency and explainability



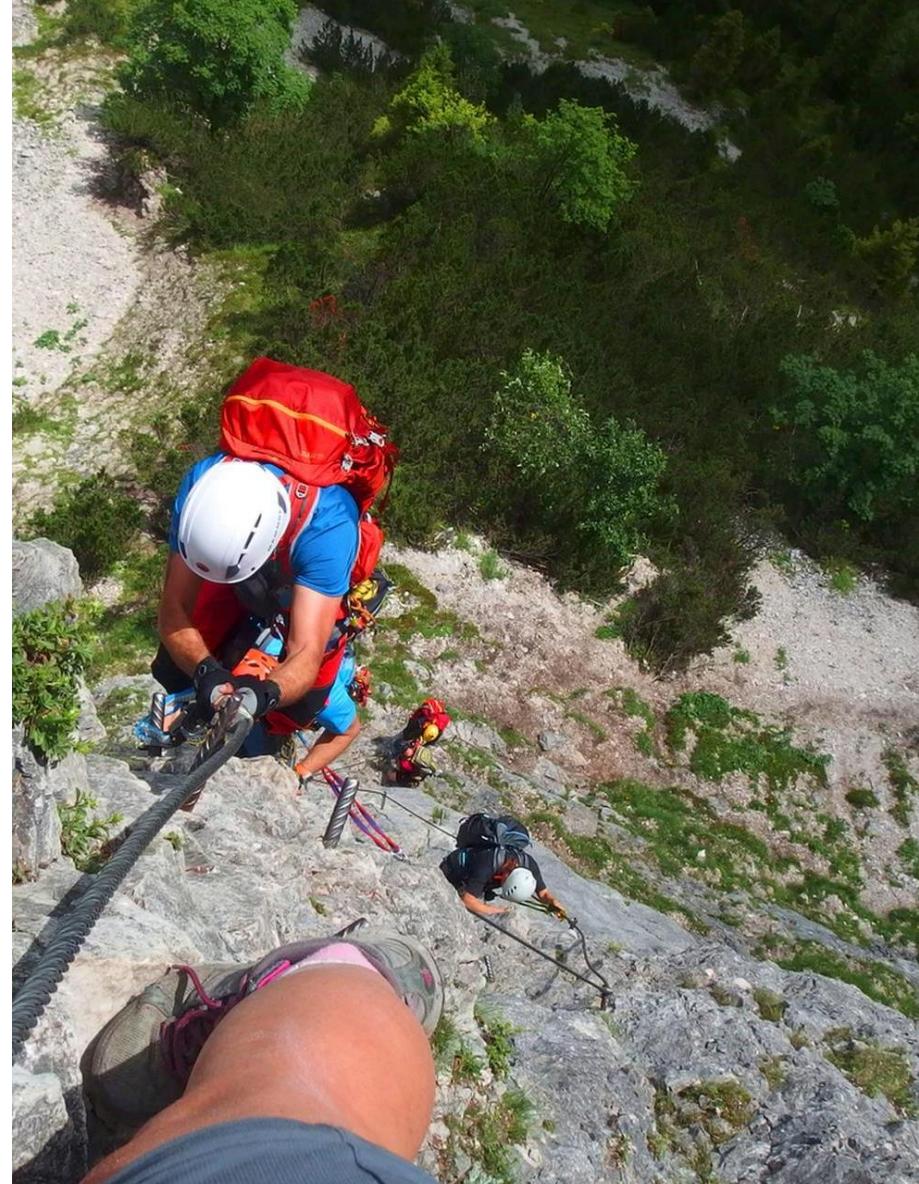
Incentives for going open source

- Economic motivations
 - Ecosystem building
 - Resource efficiency
 - Market recognition
 - Dual business strategies
- Technological motivations
 - Promoting open science and reproducing models
 - Standardisation of tools and processes
 - Technical experimentation
 - Digital sovereignty



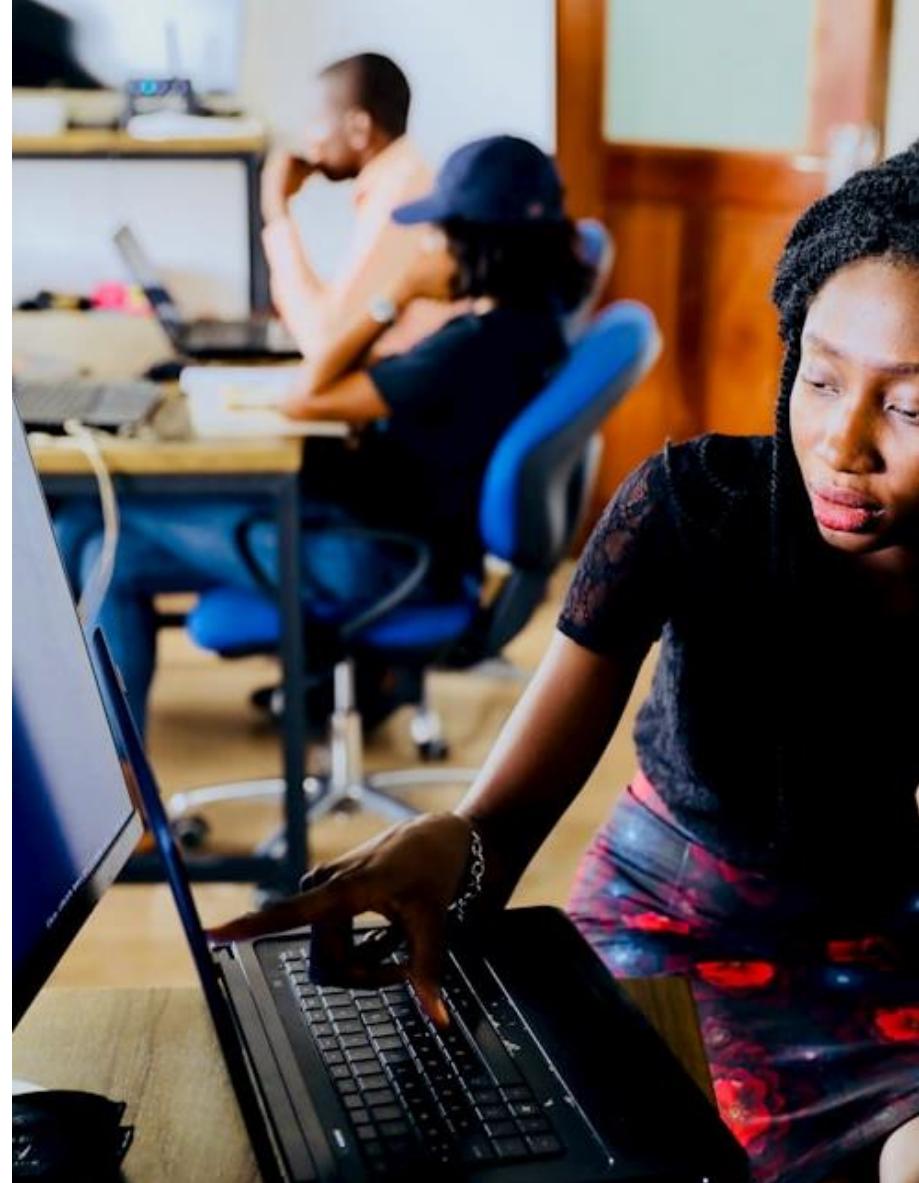
Risks, costs and complexities

- Similar as for open source software but with additional complexities
- General:
 - Access to high quality and permissively licensed data limited
 - Access to computational resources limited and costly
 - Access to specialized expertise limited
 - Complex model development process including several disjunct steps and efforts
- Usually limited to resourceful, or venture-backed firms or research institutes



Collaborative development varies

- Presence and form for collaboration may differ based on the component:
 - data (e.g., for training, validation, and testing),
 - source code (e.g., for training and inference),
 - model architecture (e.g., for design choices and hyperparameters), and
 - documentation (e.g., for training procedure and evaluation).

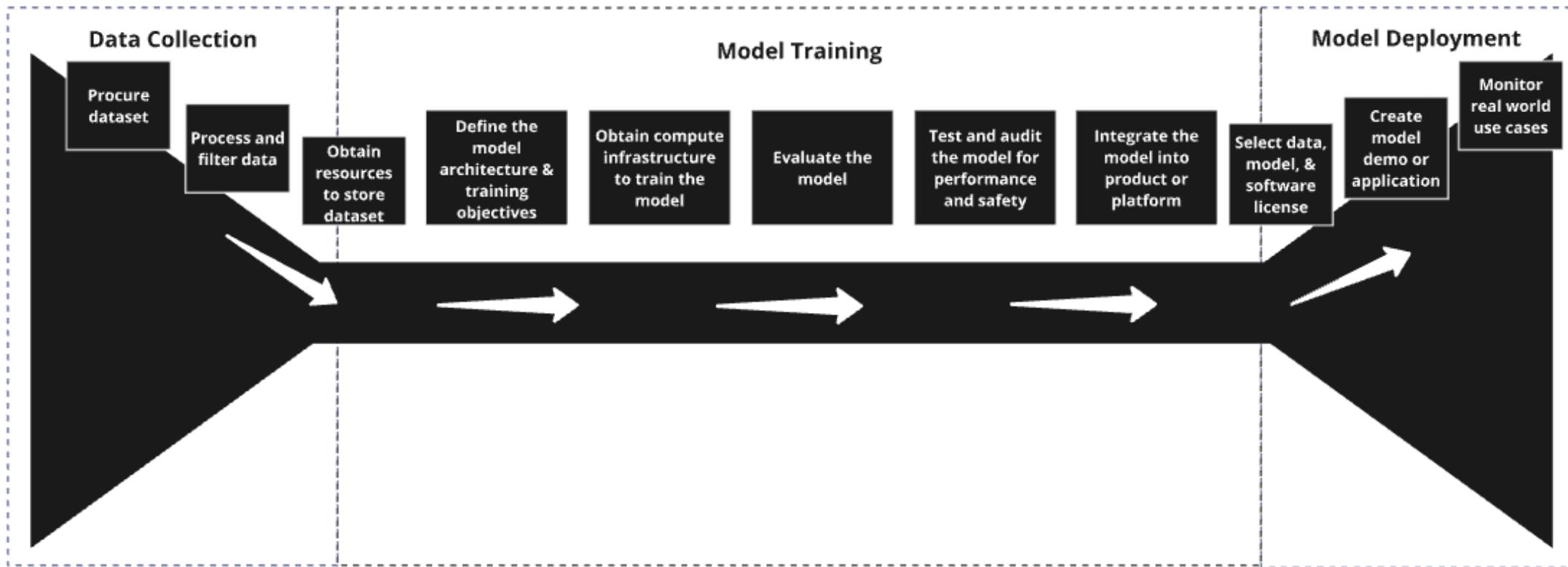


Single-vendor vs. community models

- A sliding scale without set definitions
 - Big tech: Llama (Meta)
 - Startups: Mixtral (Mistral)
 - Research Institutes: SEA-LION (AI Singapore), OLMo (AI2), Acquila (BAAI)
 - Community: Pythia (ElutherAI), BLOOM (BigScience Workshop), Bielik (Speakleash foundation)

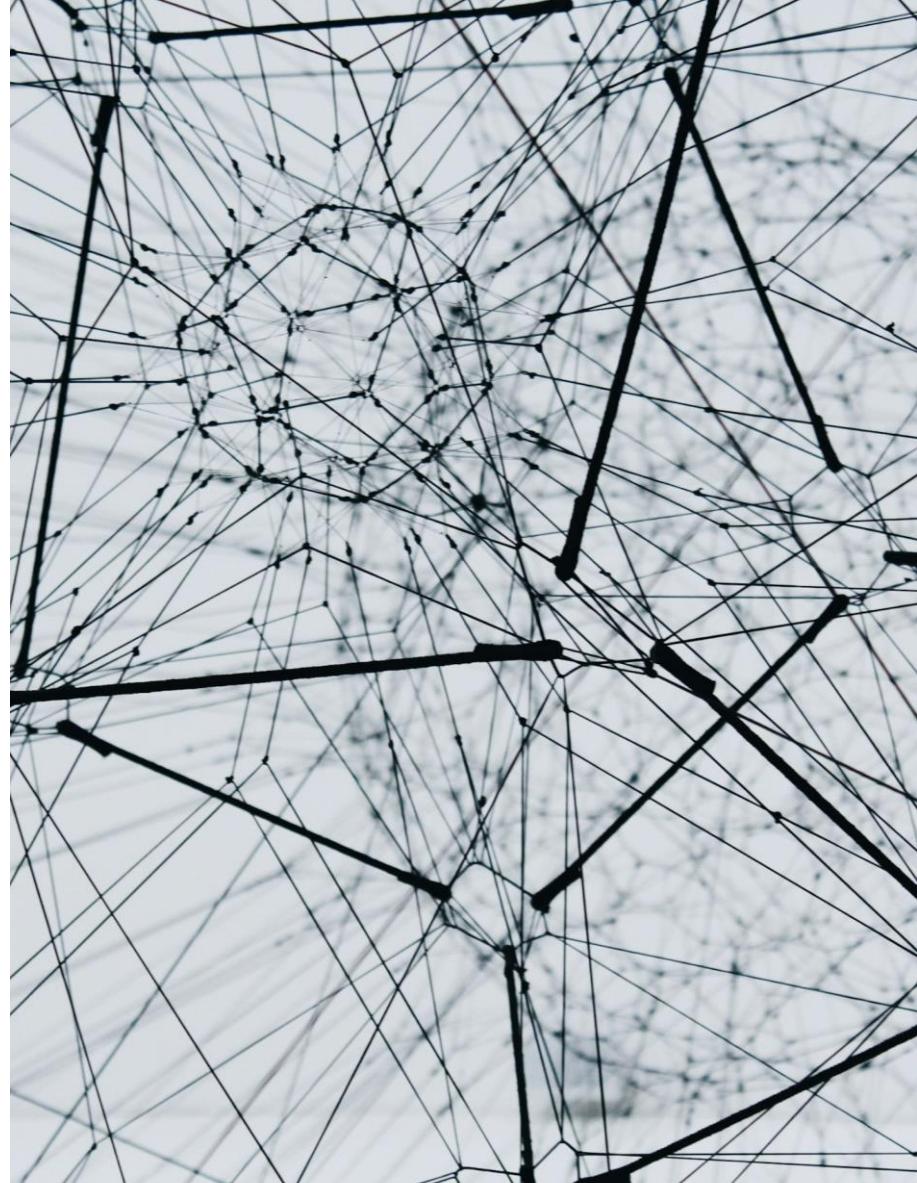


Model development pipeline



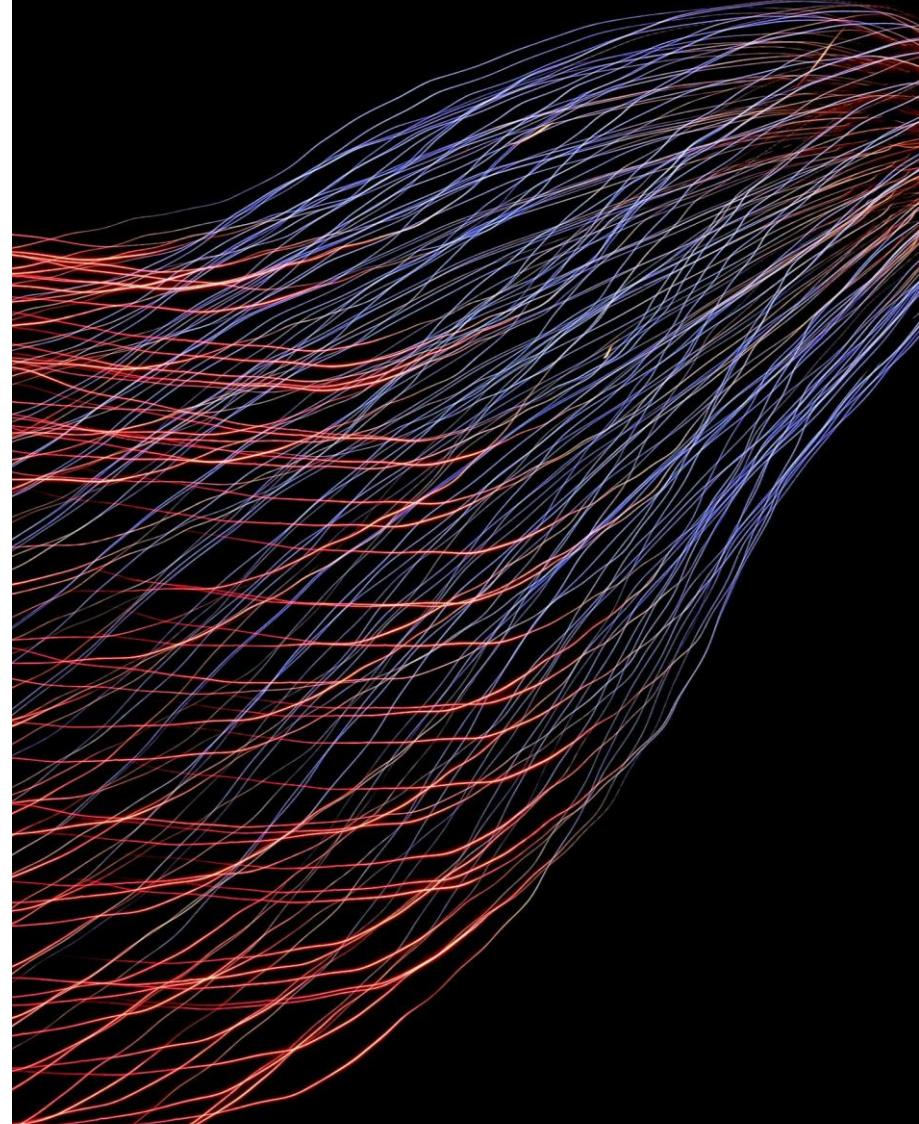
Data collection and curation

- Reuse of existing datasets
- Create and share internally developed training data
- Collecting data through community collaboration
- Inter-organisational partnerships for data collection
- Validating data provenance and licensing
- Data curation and mixture



Model training

- Open source frameworks for model training
- Compute donations and partnerships.
- Evaluation frameworks and tooling
- Evaluation datasets
- Model Cards, Technical Documentation, and Blog Posts



Model deployment

- Benchmarking
- Derivative models
- Demos and applications
- Up-stream contributions
- Knowledge-sharing
- Quality assurance





**What opportunities and challenges
do you see for collaborating on AI
model development?**

Open Source <X> as a tool for gaining digital sovereignty

We are digitally cuffed by dependencies

- Software solutions siloes people in our organizations rather than connecting them
- Vendors and big-bang platforms define the needs, not the end-users
- Complete trust is required into how our data is managed, and decisions and operations are performed. If we want access to it, we need to pay up.
- License fees we pay are defined by the vendor, not through competitive procurements

IT-snurren: Skolor tvingas betala för att ta del av egen data

Häromåret fick Malmö stad, efter förlikning, betala 13 750 000 kronor i skadestånd till ett IT-företag för att man tagit ut historiska uppgifter om elever, till exempel betyg, ur ett system för elevadministration som man enligt avtal inte längre hade rätt att utnyttja.



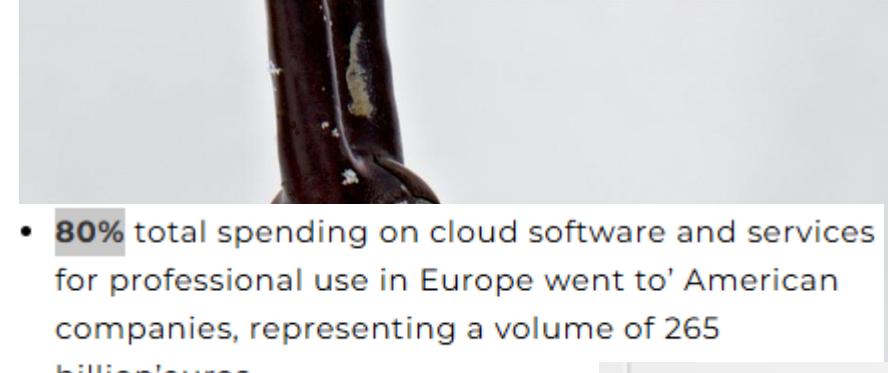
Amerikanske it-giganter dominerer danske myndigheder: »Der er nu en monopollignende tilstand«

Digitalisering · 27. oktober 2023 kl. 05:00 · 13 kommentarer

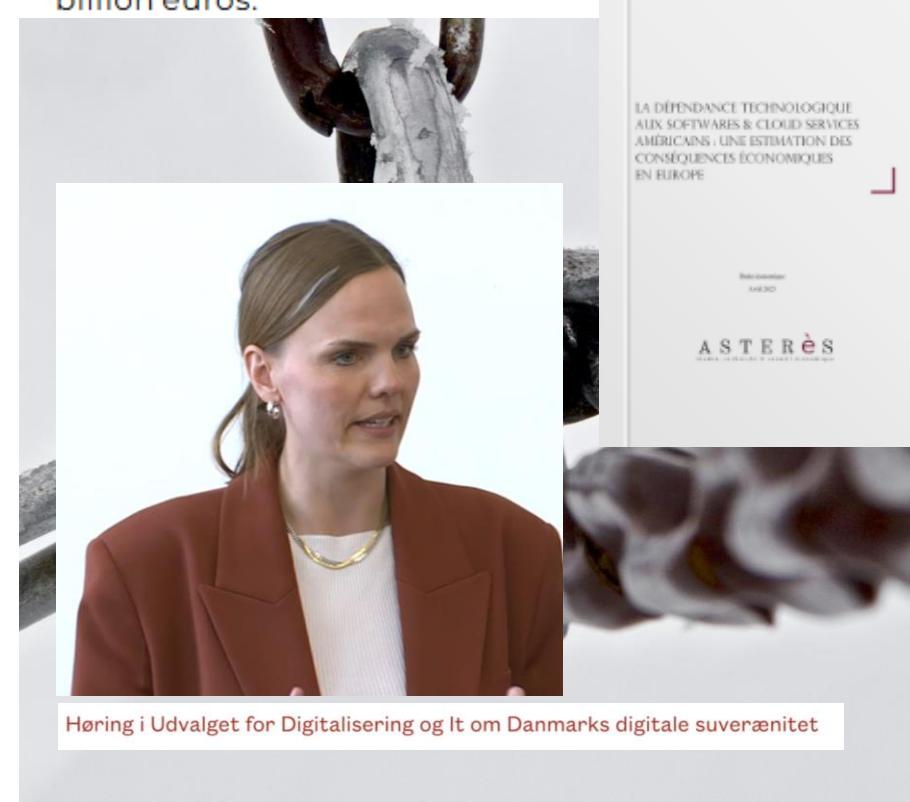
Det offentlige oplever enorme prisstigninger på it-licenser, der er så voldsomme, at det fik Region Hovedstaden til at fyre 150 medarbejdere i foråret. Kigger man på en af de største it-leverandører til kommunerne, er Region Nordjyllands udgifter til Microsoft de senere år steget med 44 procent.

Dependencies few but strong

- We are heavily dependent on a few but very strong actors.
- The call to and need for breaking free of these dependencies is not something new.
- A worry about digital sovereignty of Denmark, or rather the lack of it.



- **80%** total spending on cloud software and services for professional use in Europe went to American companies, representing a volume of 265 billion'euros.



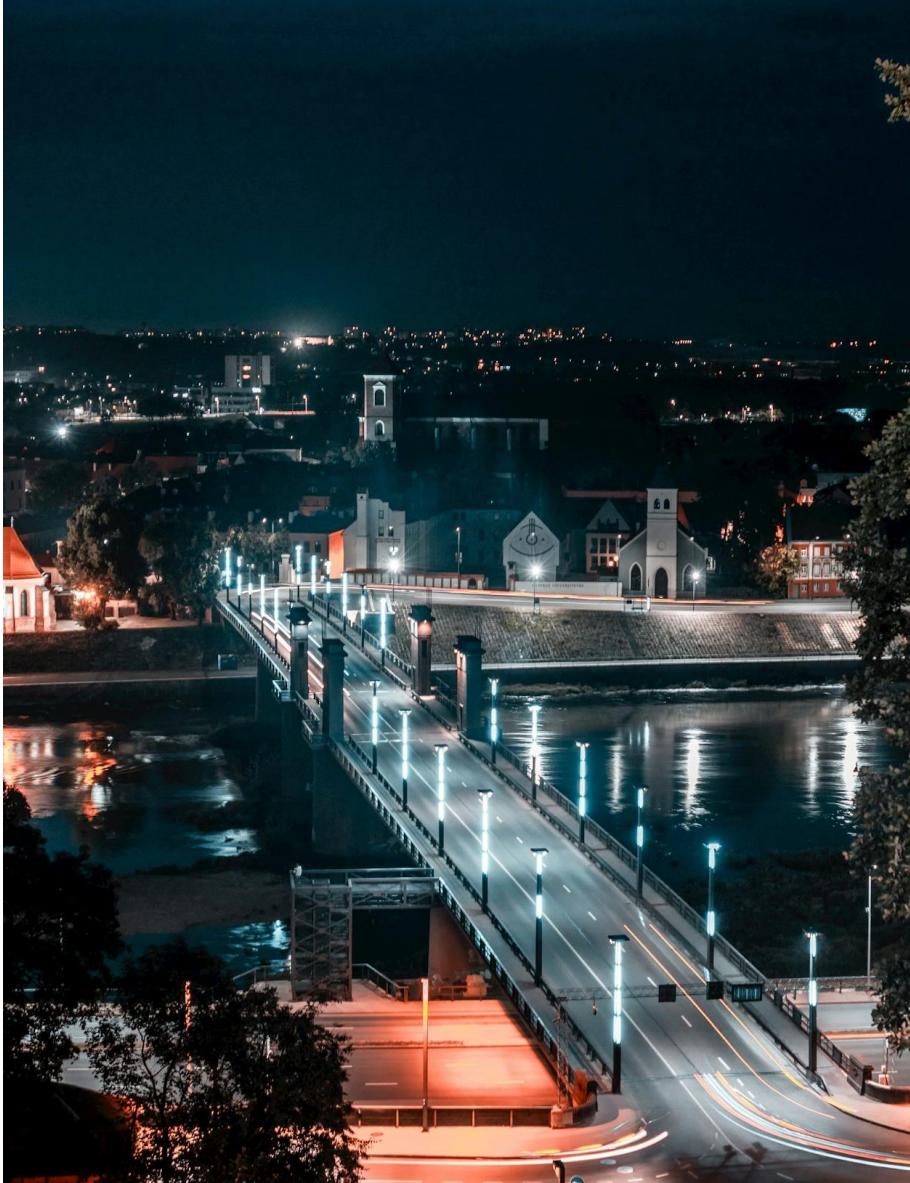
Sovereignty is about control, not isolation

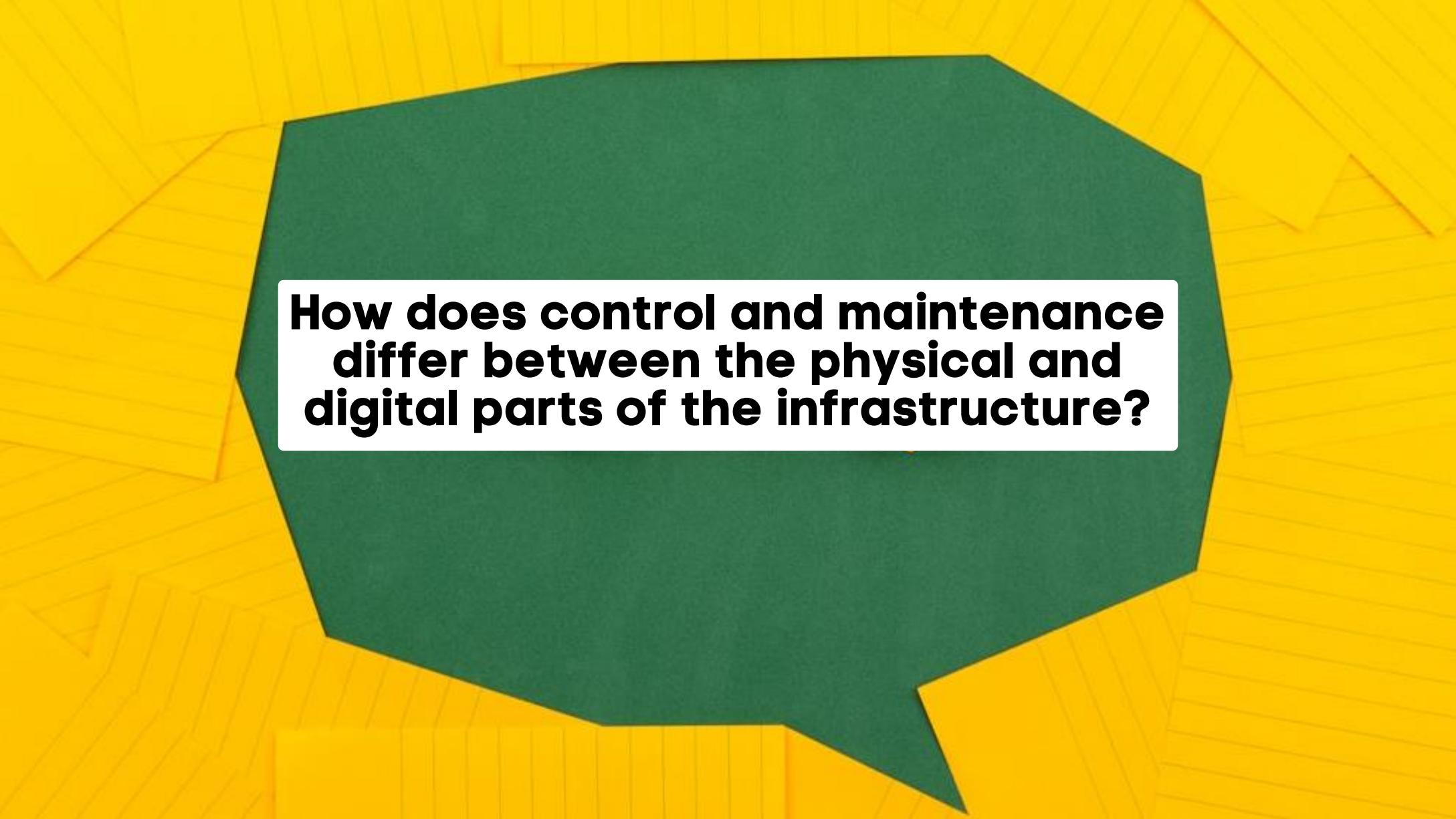
- It's about being able to maintain structural control of one's digital sphere, based on one's own values, norms and legislation
- Open strategic autonomy highlights how autonomy is gained by staying open to share and reuse, interoperability and collaboration
- Essentially nothing different from general vendor independence, but adding on a geopolitical dimension



All parts of the infrastructure are equally critical

- Digital infrastructure is intertwined with the physical
- The amount of Analog Physical infrastructure is decreasing rapidly on behalf of the Digital Physical infrastructure
- The digital parts needs to be as robust, safe and secure as the rest of the infrastructure



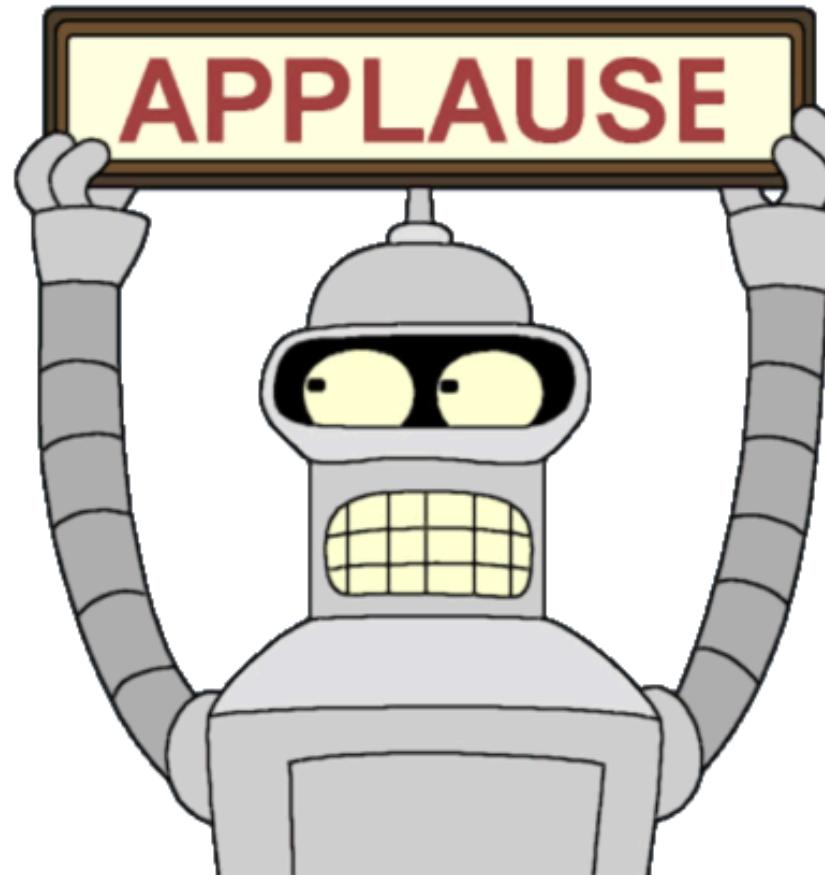


How does control and maintenance differ between the physical and digital parts of the infrastructure?

Control in open source comes through influence

- You need to invest and monitor in key open source technologies (software, AI, data...)
- Ensure your agenda and needs are satisfied, otherwise you need to invest more
- The one driving the development has the (implicit/explicit) control
- Capabilities for driving and ensuring maintenance of digital infrastructure critical for society's robustness and resiliency





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