

Free Software and Open Source movements

Outline

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I Introduction

1. Intellectual property (IP): copyrights, trademarks, patents, licenses.
 - (a) Intellectual property rights (IPR) — right of owning of non-rival goods.
 - (b) IPR gives temporary monopoly rights.
 - (c) Objective of IPR: growth of technologies by stimulating process of giving to the World intellectual creations.
 - (d) Different types of intellectual property: copyrights, trademarks, patents, licenses.
 - (e) IPR and software: good idea, bad implementation.
2. Software categories.
 - (a) Diagram showing relations between software categories.

II Free Software movement

1. How the movement was started.
 - (a) Who is Richard M. Stallman? What tendency of software development was in 1970-1980?
 - (b) Stallman's story about how did he went to idea of such software as Free Software.
2. Free Software Foundation.
 - (a) Idea of Free Software and Free Software Definition, four freedoms of Free Software:
Freedom 0: The freedom to run the program, for any purpose.
Freedom 1: The freedom to study how the program works, and adapt it to your needs.
Freedom 2: The freedom to redistribute copies so you can help your neighbor.
Freedom 3: The freedom to improve the program, and release your improvements (and modified versions in general) to the public, so that the whole community benefits.
 - (b) Social aspect of Free Software and the goal: it is a philosophy to make World better. Social solidarity: sharing and cooperation.
3. GNU OS.
 - (a) GNU. GNU's Not Unix.
 - (b) Linux project and GNU/Linux OS.
4. Free software protectors — licenses.
 - (a) Copyleft.
 - (b) GPL license.

III Open Source movement

1. Open Source Definition:
 1. Free redistribution.
 2. Source code.
 3. Derived works.
 4. Integrity of the author's source code.
 5. No discrimination against persons or groups.
 6. No discrimination against fields of endeavor.
 7. Distribution of license.
 8. License must not be specific to a product.
 9. License must not restrict other software.
 10. License must be technology-neutral.
2. Open Source is a powerful and reliable software.
3. Free Software and Open Source are different.

IV Licenses

1. Copyleft vs. permissive licenses vs. public domain.
2. GPL-like: GNU Lesser GPL, GNU Affero GPL, GNU Free Documentation License.
3. BSD-like: BSD, MIT, Boost Software License, Apache License.
4. CreativeCommons. BY/BY-SA/BY-ND/BY-NC/BY-NC-SA/BY-NC-ND.

V Free Software, Open Source and profit

1. "Free" is not about price!
2. Selling program binary is mostly unprofitable if you are not Big Monopolist Corporation.
3. Open Source business models:
 - (a) Redistribution and support. Red Hat Linux.
 - (b) Double licensing. Trolltech Qt, Berkeley DB.
 - (c) Implementing programs/servers solutions. Zend Corporation.

VI Success stories

1. End user examples: operating systems, servers, supercomputers, desktop, web, science tools, a lot of developer tools...
2. Corporation examples: Cygnus Solutions, Canonical Ltd. Red Hat, Mozilla Corporation, Qt Software, Sun Microsystems...

VII Conclusion

1. Free Software is a way to make world better and may require some sacrifices.
2. Open Source is a quality guarantee and a proved model of software development.
3. It is possible to gain money and work for freedom.

Sources

- <http://www.fsf.org/> — Free Software Foundation
- <http://www.opensource.org/> — Open Source Initiative
- http://en.wikipedia.org/wiki/Portal:Free_software — Wikipedia Free Software Portal