An Introduction to Software Licensing

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Recent Licensing Issues

- Facebook’s ReactNative incompatible with Apache
- VMWare Derivative Kernel
- Oracle’s Android lawsuits
- Ghostscript vs. Hancom
- etc.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

Permissive

- Users have more freedom

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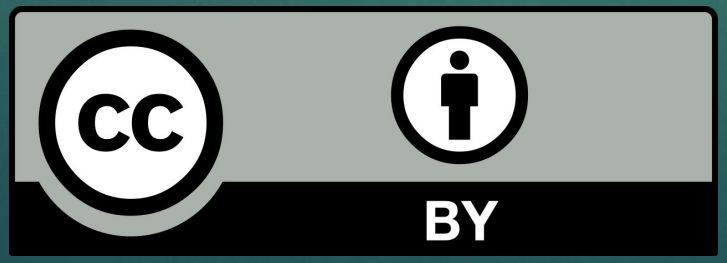
- Enforces developers' freedom

Permissive Licensing

- Fewer restrictions on what users can do with the software
- Allows companies to use the software without contributing back



Copyleft Licensing

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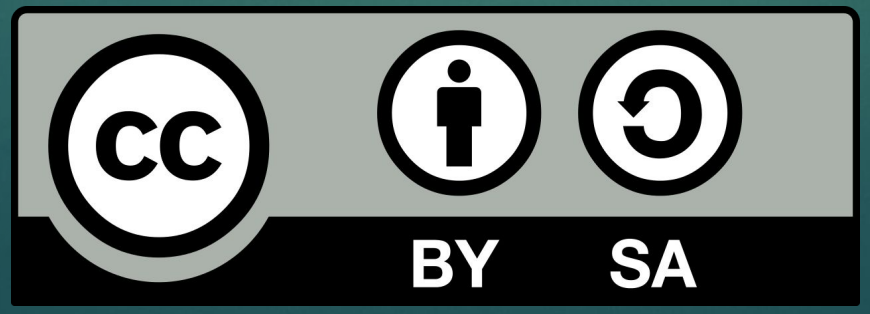
- Prevents companies from using the software without contributing back
- Can have potential licensing conflicts

LGPL Free Software
Free as in Freedom

AGPL Free Software
Free as in Freedom

IBM

GPL Free Software
Free as in Freedom



Which One Is Better?

- It depends on your project.

Dual Licensing

- All code contributed must be compatible with both licenses
- Usually means that the user can pick which of the two licenses they want to use
- Occasionally projects require that users abide by both licenses (OpenSSL, although they are working on moving to Apache 2.0)

Contributor License Agreement (CLA)

- Gives project leader the ability to relicense the codebase
- Good: Allows project to adapt as the licensing situation changes
- Bad: Allows project to be dramatically shifted, potentially away from the wishes of the contributors
- Mixed: Allows companies to sell licenses for other companies to use the software without contributing (Canonical, Cyanogen, Eclipse, etc.)

Questions?

BONUS VIDEO!!!

https://youtu.be/9sJUDx7iEJw?t=12s