GPL license compliance

Armijn Hemel Tjaldur Software Governance Solutions

November 4, 2011

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About Armijn

- using Open Source software since 1994
- MSc Computer Science from Utrecht University (The Netherlands)
- core team gpl-violations.org since 2005
- ex-board member at NLUUG (http://www.nluug.nl/)
- sysadmin, developer and consultant at Loohuis Consulting (2006 - May 2011)
- May 2011 present: owner Tjaldur Software Governance Solutions

Subjects

- license enforcement across the world
- cause of license violations in consumer electronics

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short overview of tooling and processes

I will not talk about software patents.

License enforcement

- Europe (Germany, France) & USA
- ▶ focus is on GPLv2 and LGPLv2/2.1
- done by companies (Nokia, Red Hat) and individual developers (Harald Welte, BusyBox, etc.)

Companies are often quite mad when confronted:

- dispute the license ("but it's free!")
- they have done everything in good faith ("go to my supplier, it's their fault")
- no clue about their own responsibility ("but the competitor is doing it too!")

Bummer.

Everyone makes mistakes, but mistakes need to be fixed:

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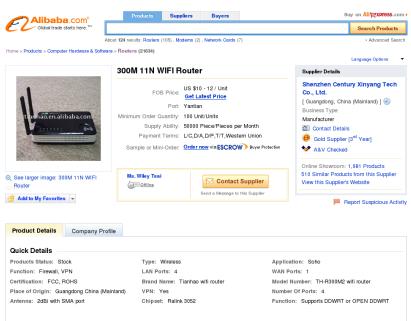
- 1. understand
- 2. acknowledge
- 3. fix
- 4. prevent

Consumer electronics: the truth

Almost everything is purchased pre-fab in Asia. Making everything yourself is commercial suicide:

- extremely thin margins
- cut throat competition
- quality is less important than price
- "cowboys"

It's like Nike: don't do any production, just marketing and sales.



Packaging & Delivery

Packaging Detail: Neutral color box 1pc/ color box 20pcs/ carton

Problem source: supply chain

License violations are often a direct result of a mistake made in the supply chain:

- chipset vendors
- board makers
- SDK ("Software Development Kit") vendor
- reference design makers
- product customizers
- "labellers"

The roles are not always very clearly separated. The "labellers" are legally responsible.

Experiences with Asia

Barriers:

- copyright works differently
- cultural barriers
- NDAs were mandatory for years, now source code is demanded

- GPLv2 is in English
- GPL code is seen as "public domain"

Experiences with Asia (2)

- Iow risk getting caught, so why bother?
- "best practices" are not applied: development processes are often quite sloppy
- everything is short term
- engineers switch companies fast, especially in Taiwan
- competitors also don't follow licenses and "save" money

How can we improve the situation in Asia (and here)?

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"Put your money where your mouth is"

- education
- economic pressure
- tools
- research

Education

It's a people problem, not a technical problem!

- talks
- articles
- documentation in local languages (at the moment tradition Chinese)

- help local organisations (for example: OpenFoundry in Taiwan)
- train more compliance engineers

Economic pressure

- more legal cases in Europe and USA
- convince companies to use contracts to push the problem into the supply chain

Non-compliance becomes more expensive, so there is a better incentive for companies to comply.

Goal: let companies do these checks themselves.

- Binary Analysis Tool (ask me for a demo)
- integrating license scanners (Ninka, FOSSology) into (development) processes

long term: more tooling

There is a lot of unclarity about licenses, so we need more research:

- Finding Software License Violations Through Binary Code Clone Detection (Mining Software Repositories 2011)
- What Goes into an Executable? Identifying a Binary's Sources by Tracing Build Processes (sent to ICSE 2012, not yet accepted)

future research

Results

The situation is improving. More and more companies are learning how to deal with Open Source Software, but slowly.

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We have noticed that in Asia there is more interest in correctly following licenses.

Expectation: enough work for the coming 10 years

Questions