Inside FOSS Licensing

COMP8440: FOSSD Lecture 5



The Early Days ...

- In the early days of free software, many projects used very simplistic licenses
 - An example is the original license for Samba
 - Why was this such a poor choice for a license?

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- It can also set conditions
 - Force derived works to be under the same license
 - Advertising or marketing restrictions
 - Disclaim warranty or other guarantees
 - ... and lots of others ...

Lots of licenses

A wide range of FOSS licenses

- OSI lists 63 approved licenses, 9 as 'widely used'
- GNU lists 81 free software licenses plus 28 non-free licenses
- Key licenses
 - GNU GPL (and variants, including LGPL)
 - BSD Licenses (original or modified)
 - MIT/X11 License
 - Apache License

X11 License

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GPL vs LGPL

Strong copyleft versus weak copyleft

- GPL copyleft covers work as a whole
- LGPL copyleft covers only LGPL portion
- Use for software libraries
 - Allows linking with proprietary programs
 - Widely used for library code
 - Also used to avoid inter-project licensing problems
- Use discouraged
 - 'L' changed from Library to Lesser in 1999
 - Loses much of the GPL leverage effect that encourages free software

GNU GPLv3

• A recent evolution of the GPL (June 2007)

- Public discussion process, over 18 months
- Much debate on adoption among existing GPL projects
- Main changes
 - Internationalisation and clarification of legal language
 - Stronger patent provisions
 - Prevention of hardware restrictions ("tivoisation")
 - Optional clauses to aid license interoperability
 - DMCA avoidance ("effective technological measure")

Multiple Licensing

Can offer multiple licenses on one program

- Allows recipients to choose the license
- A common solution to inter-project license problems
- The 'or-later' clause
 - A form of multiple licensing
 - Allows for license evolution
 - Involves a high degree of trust of license originator

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