

Open Source

VS

Standards

or



Standards

?

ITU-NGMN Workshop on
Open Source and Standards

Margaret LaBrecque
Ecosystem Development Director
Intel Open Source Technology Center

margaret.labrecque@intel.com
twitter @brecky0101

November 1st, 2017
Bellevue, WA

“*In the communications industry, no one model of how to create standards prevails. Some groups are more formal than others, some include implementation as well as specification development, and some are defacto standards efforts driven by open source coding.*”

Michael S. Richmond, Retired from Intel
Former Executive Director of the Open Connectivity Foundation

Lots in common, just a different approach...

Standards / SpecS

Focuses on the What

Specs enable certification tests which drive interoperability

A standard typically has many implementations

Assertion of IP by getting it into the spec

Industrial efficiency – volume economics, commoditization, etc.

Open source

Focus on the How (this is work!)

API compliance ensures things work together

Some open source projects have a single implementation, others more

Assertion of an implementation by making the code available for others to distribute

Accelerated development of commercial solutions and a community of maintainers

Example 1: The cool kids have been doing this for years

W3C Editor's Draft

Payment Request API

W3C Editor's Draft 09 February 2017

This version:
<https://w3c.github.io/browser-payment-api/>

Latest published version:
<https://www.w3.org/TR/payment-request/>

Latest editor's draft:
<https://w3c.github.io/browser-payment-api/>

Editors:
Adrian Bateman, Microsoft Corporation
Zach Koch, Google
Roy McElmurry, Facebook

Version control:
[Github Repository](#)
[Issues](#)

Copyright © 2017 W3C® (MIT, ERCIM, Kelo, Beihang). W3C liability, trademark and permissive document license rules apply.

Abstract

This specification standardizes an API to allow merchants (i.e. web sites selling physical or digital goods) to utilize one or more payment methods with minimal integration. User agents (e.g., browsers) facilitate the payment flow between merchant and user.

Status of This Document

This section describes the status of this document at the time of its publication. Other documents may supersede this document. A list of current W3C publications and the latest revision of this technical report can be found in the [W3C technical reports index](https://www.w3.org/TR/) at <https://www.w3.org/TR/>.

The spec itself is an open source project in github.

- To change the spec, make a pull request.

Typically, two working implementations are required for spec approval*

Is this the future of standards development?

* Workgroups have flexibility as to whether implementations are open source or binaries / APIs. They also have flexibility as to whether implementations are required for spec approval.

Example 2: Match made in heaven? ... or still room for spats?

Specification body



Nothing can be mandatory in an [OCF spec](#) unless an open source reference implementation is available

IP policy: RANDZ
(Reasonable and non-discriminatory w zero royalty)

OCF owns certification (mark, tools, program)

Open Source Project



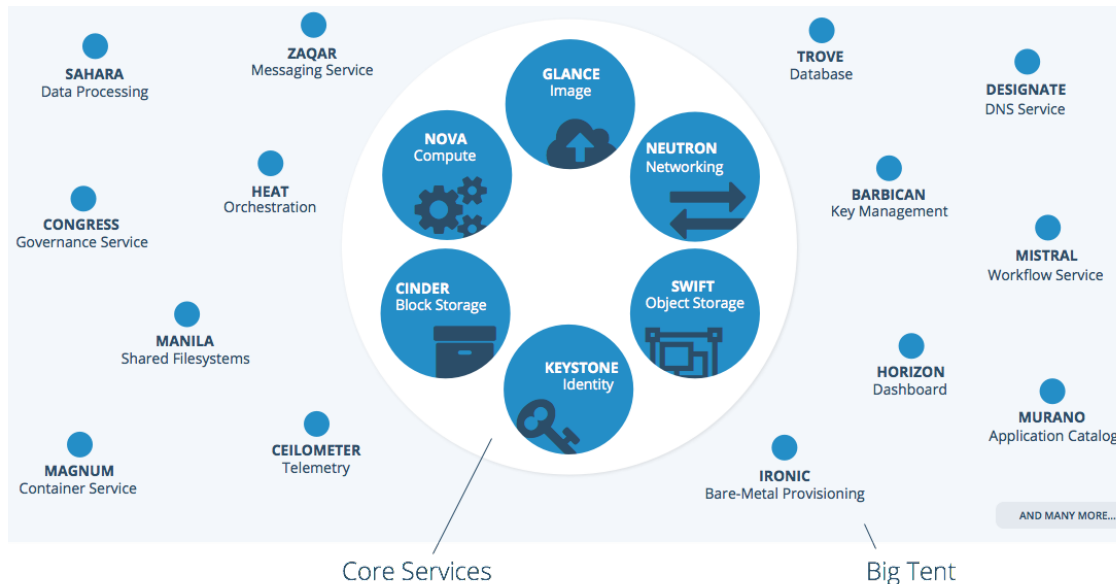
Sponsored by OCF and hosted by Linux Foundation

IP policy: Apache 2.0
(Provides patent protection from code contributor.)

OCF membership not required to be part of the open source project

Main source of tension - spec or code first?

OpenStack*: “Collective Implementation”



Standard, high volume hardware platform makes it mostly about software

Compatibility driven at the API level

Lack of API specs / guidance a source of growing pains

Lots of middleware

“ I'm not sure if it's an example of what to do or what not to do, but the project hasn't died because of it. Dean Troyer, OpenStack Client PTL ”

* Other names and brands may be claimed as the property of others.

What should we think about as these hookups continue?

Intel recommends that open source software (OSS) IPR policies include:

- 1) an express reference to and acknowledgement of the [OSI Open Source Software](#) principles;
- 2) a requirement that OSS projects only use an OSI-certified license, and that this OSI-certified license is the only license required from the project; and
- 3) clearly articulated expectations for participation in OSS projects.

Key Points

- Intel is OSI-license agnostic – they all have their virtues.
- Consistency & transparency is key: Don't call it “open source software” if users are expected to enter into additional FRAND patent licenses in order to use the project's code.
- OSS projects may not be well-suited for all SDOs* or software projects.
 - Make sure SDO objectives for your software project align with OSS principles.

* SDO = Standards Development Organization