# Legal aspects of publishing and contributing to open-source projects

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# **Definition "Free Software"**Free Software Foundation (FSF)

Free software is a matter of the user's freedom to run, copy, distribute, study, change and improve the software.

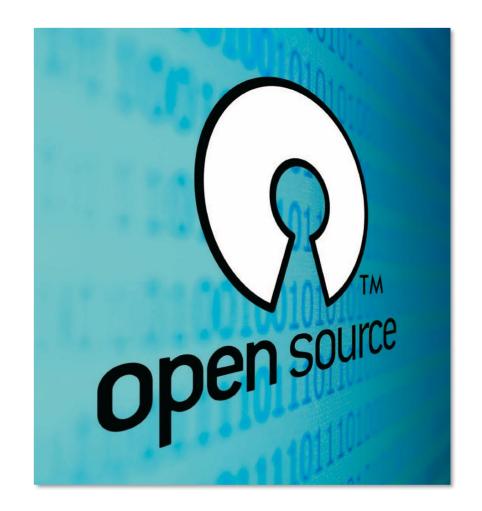






# **Use Cases of Open Source Software (OSS)**

- Publishing Software as OSS
- External contributions to your OSS
- Contributing to OSS





# Legal basis

#### Relevant laws

#### Copyright (DE: Urheberrecht) - Copyright protection of software (§§ 69a ff. UrhG)

- Object of protection (§ 69a UrhG)
  - Computer programs are protected in any form (both source and object code)
  - Ideas and principles of the program are not protected
- Acts requiring approval (§ 69c UrhG)
  - Permanent or temporary reproduction
  - Translation, editing or other revision
  - Distribution

#### Contract law

- "The entrepreneur has to provide the customer with the work free of material a (§ 633 Abs. 1 BGB)
- "The work is free from defects in title if third parties cannot assert any or only the rights assumed in the contract against the purchaser in relation to the work" (§ 633 Abs. 2 BGB)

Legal consequences of copyright infringement regulated by civil law and criminal law

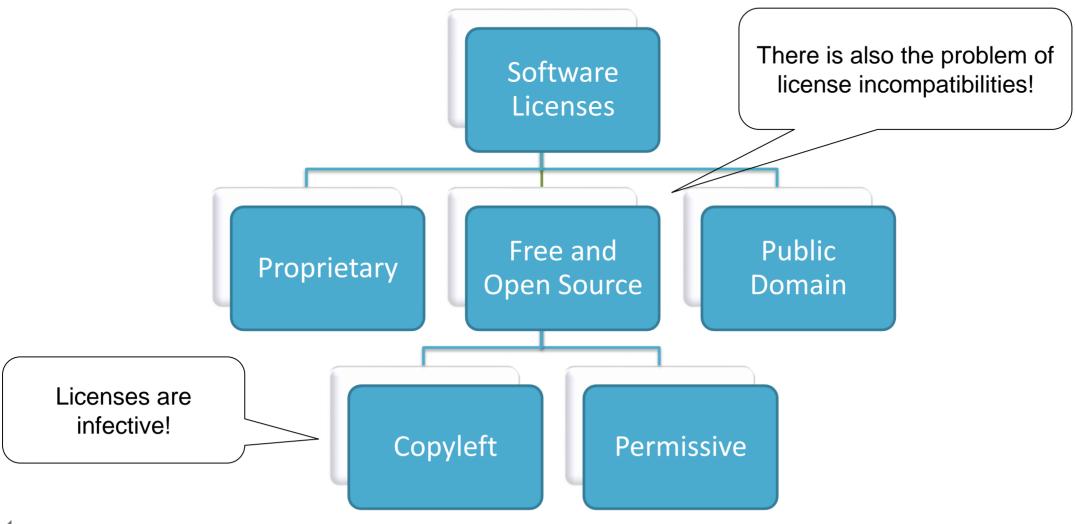


# **Publishing Software as OSS Process**

- Get permission of your organization
- Determine legal requirements and resulting tasks
  - a. Identify entitled contributors
  - Clarify export restrictions of the software
  - Check funding conditions
  - d. Analyze license terms of third party code
  - Cost and benefit assessment

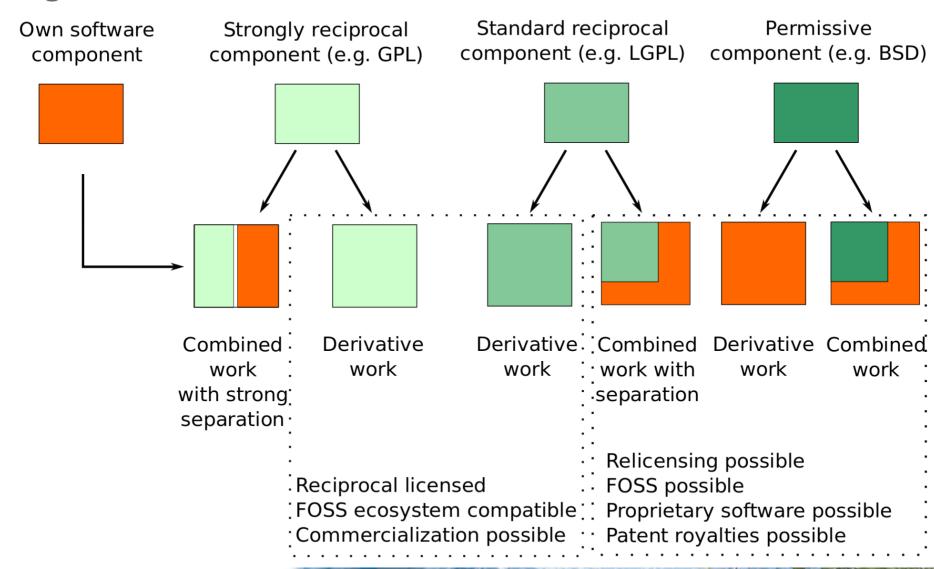


## **Software Licenses**





## **Combining Modules under Different Licenses**





# **Using Third Party Code**

## Factors to consider

- License of third party code
- Integration of third party code (loose coupling, linking, source code)
- Distribution of
  - third party code (shipping, instructions)
  - software (binary, source code)



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- 3. Determine details of publication and implement preparatory tasks
  - a. Define license terms, form of publication and support strategy
  - b. Prepare software for publication
  - c. Check the requirements for publication and release the software
- 4. Publish software



#### **Minimal License Checklist**

#### Choose a license

• Make sure that you comply with restrictions resulting from licenses of third-party dependencies

#### Prepare your code

- Add the license file to your repository (=> LICENSES directory)
- Add a copyright/license information to **all** your source files
- Document your third-party dependencies including their licenses



### Add the License File

Adapt the copyright hint

MIT · License · Copyright · (c) · 2013 · German · Aerospace · Center · (DLR)

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Do not change the license text!



# **Add Copyright and License Hints to Source Files**

```
# · SPDX-FileCopyrightText: · 2013 · German · Aerospace · Center · (DLR)
      # · SPDX-License-Identifier: · MIT
                                                 License hint via SPDX
Copyright hint
                                                         tag
      This \cdot module \cdot is \cdot the \cdot central \cdot entry \cdot point \cdot of \cdot the \cdot application.
 6
      It initiates input methods, calculations, and the logging
      capabilities.
10
                                             REUSE Software Initiative:
                                                 https://reuse.software/
      import argparse
      import configurser
      import logging
```



# **Document Dependencies**

#### Install

The script requires Python >= 3.6 and uses the libraries pandas (BSD 3-Clause License) as well as matplotlib (Matplotlib License).

Please clone this repository and install the required dependencies. We suggest that you install them in a virtual environment.

The script has been used on CentOS 7 and Windows 7 with Python 3.6.6.





- matplotlib==3.0.0
- pandas==0.23.4



#### Recommendations

- Know who has the exploitation rights
- · When accepting external contributions, either
  - create CLA or
  - ensure you selected the correct license
- When using third party code check license early
  - Prevent copy left licenses (i.e. GPL)
  - Ensure license compatibility
- Use a standard OS License

All of this makes OSS sound scary, but it's not better when proprietary licenses get involved!



