

Open Hardware: Current Legal Debates

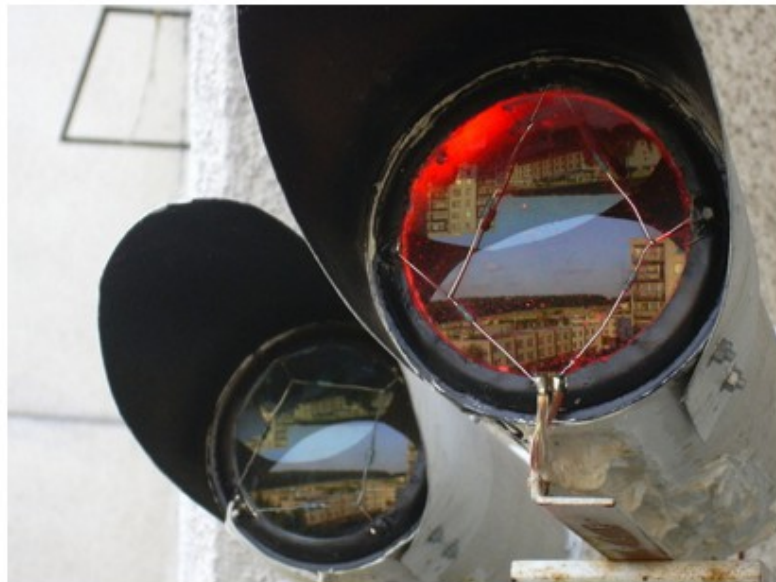
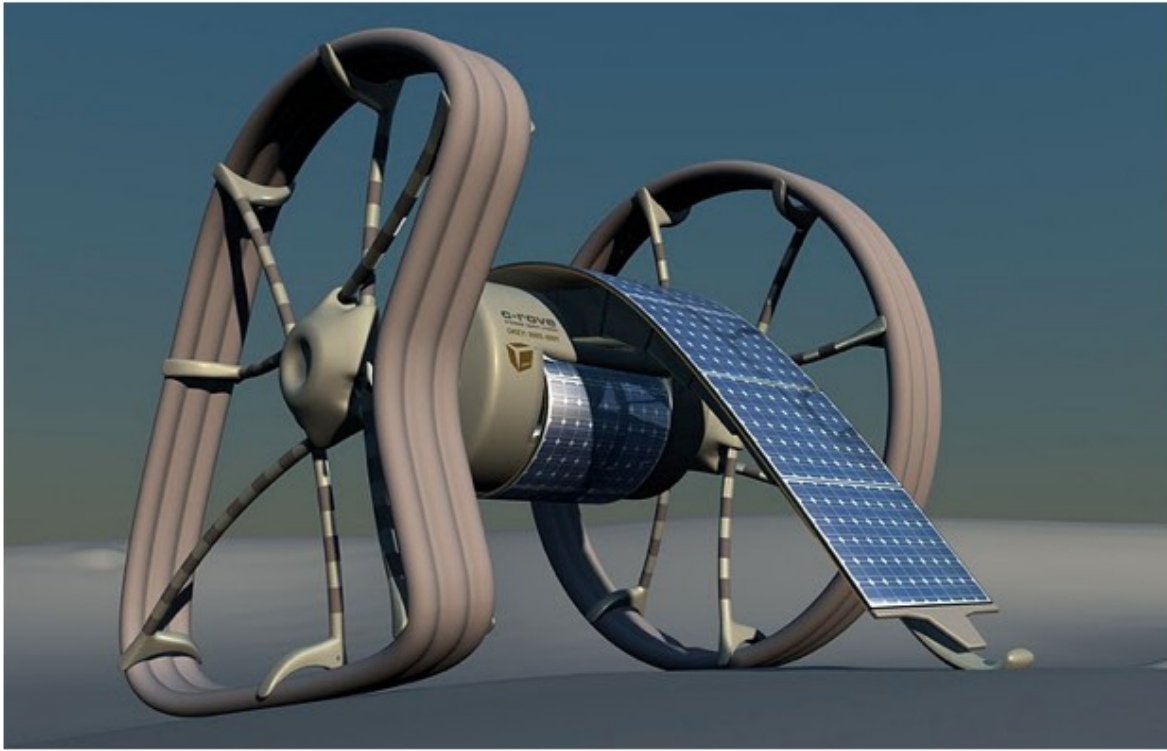
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Kinds of open hardware



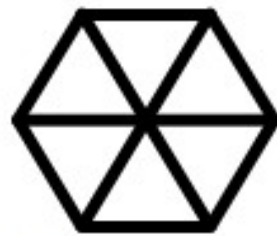


“Open Source” meets
the physical world





Hardware hacking:
does intellectual
property matter?



**Hexayurt
Project**

**Free hardware
shelter
technology**



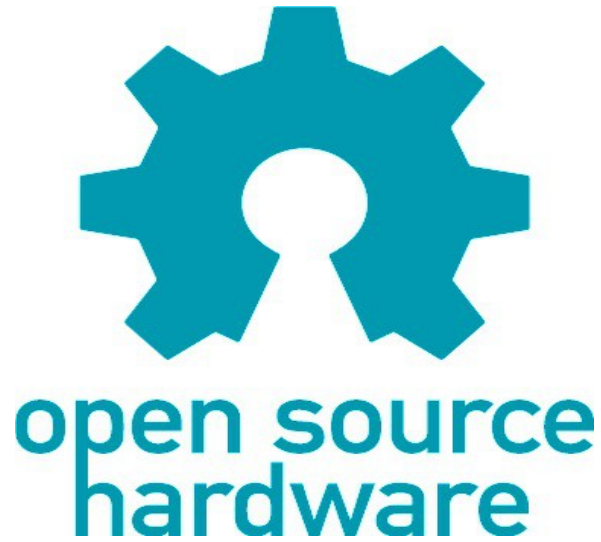
Open Hardware for
Development: maintaing a
knowledge commons



The long tail: licensing for iteration, sustainability and profit

USA: [SparkFun](#), [Maker Store](#), [Adafruit Industries](#), [Little Bird Electronics](#), [Modern Device](#), [FunGizmos](#), [NKC Electronics](#), [Gravitech](#), [RobotShop](#), [Liquidware](#), [Hacktronics](#), [MakerBot Industries](#), [Microcontroller Pros](#), [Curious Inventor](#), [AeroQuad](#), [CuteDigi](#), [EIO](#), [Teach me to make](#), [UltiMachine](#), [Electrojoystick.com](#), [Electronics is Fun](#), [AME - After Midnight Engineering](#), [Trossen Robotics](#), [Jameco](#), [Zagros Robotics](#), [Advanced Micro Circuits Corp](#), [iHeartEngineering](#)

Open Hardware Licenses, Standards, Governance



OHANDA is an initiative to foster sustainable sharing of open hardware and design. It was first drafted at the GOSH!-Grounding Open Source Hardware summit at the Banff Centre in July 2009 and one of the first goals of the project is to build a service for sharing open hardware designs which includes a certification model and a registration. OHANDA is in process. The process is open.



Open Source Hardware Definition

- 1. Documentation (The hardware must be released with documentation including design files, and must allow modification and distribution of the design files)
 - 2. Scope (must specify the portion of the design)
 - 3. Necessary Software (must be feasible to write open source software)
- 4. Derived Works (allows modifications and derived works, and shall allow them to be distributed under the same terms as the license of the original work.)
- 5. Free redistribution (no requirements for royalties of sale or free distribution of documentation)
 - 6. Attribution (designers may be identified)
 - 7. No Discrimination Against Persons or Groups
 - 8. No Discrimination Against Fields of Endeavor
 - 9. Distribution of License (rights apply to all)
 - 10. License Must Not Be Specific to a Product
- 11. License Must Not Restrict Other Hardware or Software
- 12. License Must Be Technology-Neutral (excerpted from:
<http://freedomdefined.org/OSHW>)

Some Types of Open Hardware

Licenses/Standards/etc

- Fully copyleft (OHANDA)
 - 'turtles all the way down' – a boundary problem
- Copyleft on documentation (CERN, TAPR)
 - Is this too easy to circumvent?
- Non-OSHW conforming (Chumby HDK, Balloon License, etc)
 - Middle ground that attempts to prevent manufacturers from 'harrassment'. More necessary in US than in UK due to patent law?
- Non-copyleft (Apache derived)
 - Problem of free riders?

Recent debates

- Introducing a Unique Design Identifier (UDI) in v 1.2 of CERN OHL
 - This creates a requirement to link the object to the design specifications, found somewhere publicly accessible – no specification of where this should be: anywhere on the web
 - Javier from CERN notes that there are 2 types of OHL developers:
 - 1. folks that 'play along' and publish designs in good faith
 - Folks that follow the letter of the license, but not the spirit

What is a licence?

PERMISSION

to do something which would otherwise be

ILLEGAL

Hardware Copyleft?

Another problem with copyleft licences:

THERE CAN BE ONLY ONE*

*(ish)

Now where?

Where should OHANDA and other projects go?

- Success in introducing ideas such as UDI
- Appeals primarily to 'makers' from OSS software culture
- How can the expansion of open making/DIY be addressed by new legal campaigns?