

# OPEN SOURCE BEYOND LICENSING: THE ROAD AHEAD

VANCOUVER, JUNE 2024



# BORIS MANN

- 20 years ago, helped build out the Drupal community, "web2"
- Recently, IPFS ecosystem, "web3"
- With Fission, protocols over platforms:  
UCAN, WNFS, IPVMM



# WHAT WE'RE GOING TO COVER

- Open source is no longer a radical act.
  - From legal innovation to ways of working remotely and collaboratively, the past 20 years have integrated it as a common baseline.
  - Can we get maintainers paid, make open source a job, and work alongside new tools like AI?
- What new licenses, ways of working, and principles power the next 20 years?

# WHAT DOES OPEN SOURCE MEAN?

- The problem with the term open source is that everyone means something different when they use it.
- Some people just mean licensing.
- Some people think of a particular community's set of practices.
- Others think that it means some kind of fuzzy democracy and mob rule.

# DEFINITION OF OPEN SOURCE

1. Legal innovation of licenses
2. Way of working together on code, collaboratively, asynchronously, remotely
3. Ideology of code re-use & sharing

# COMMONS BASED PEER PRODUCTION

Lots of people work on it, everybody benefits from it, and then people can build upon it (even in a revenue generating fashion)

[Ted Leung: Explaining Commons Based Peer Production, er, Open Source \(2005\)](#)



# FREE

- open source is “free as in speech” (a license or ideology) not “free as in beer” (no cost)
- How about: “free as in puppies”



**Do you think current  
open source software  
licenses are the best  
we'll ever have?**



# LICENSING INNOVATION

- For the first time in 20+ years, we're starting to see licensing innovation again
- Fair, Ethical, Non-Commercial
  - Parity & Prosperity
  - 996ICU
  - Big Time Public License

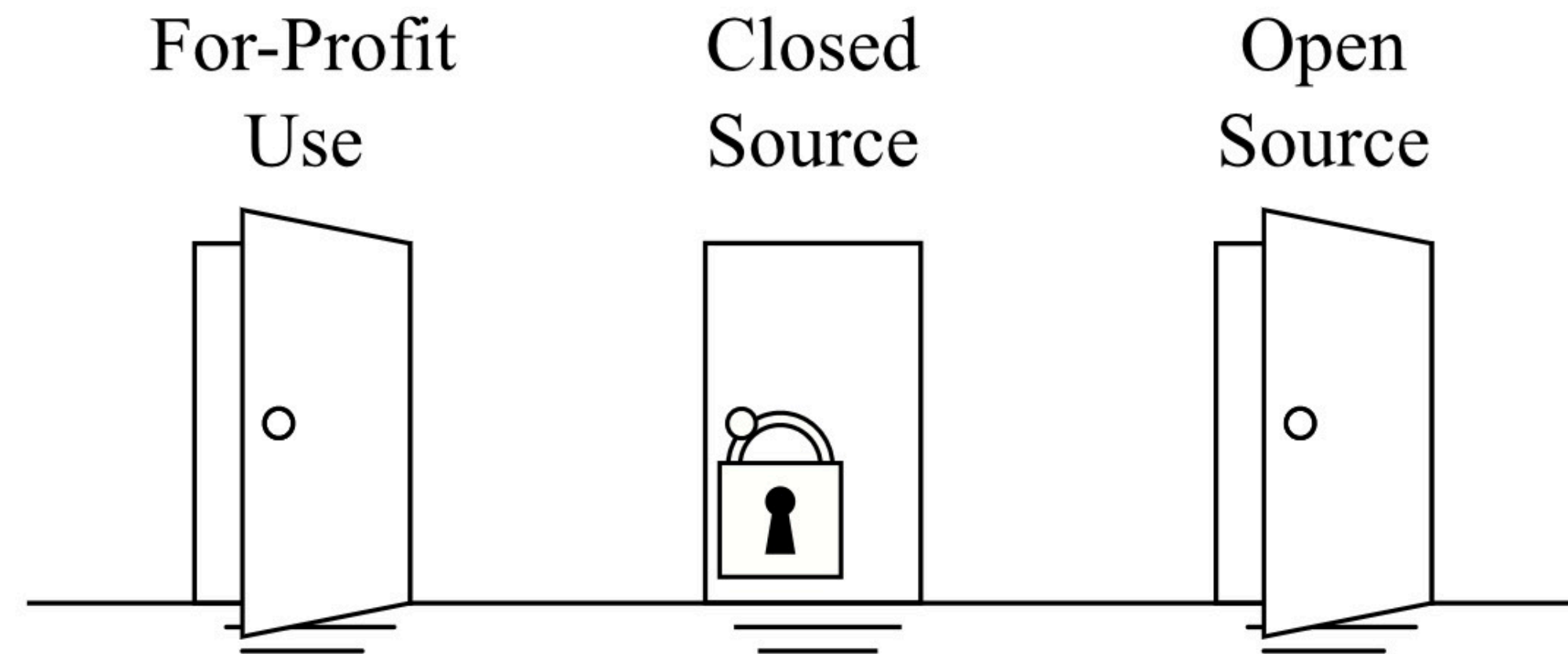
# OPEN SOURCE DEFINITION

- Maintained by the Open Source Initiative
- <https://opensource.org/osd>
- Last modified in 2007
- Should we stop legal innovation???
- Read more from [Kyle Mitchell](#)

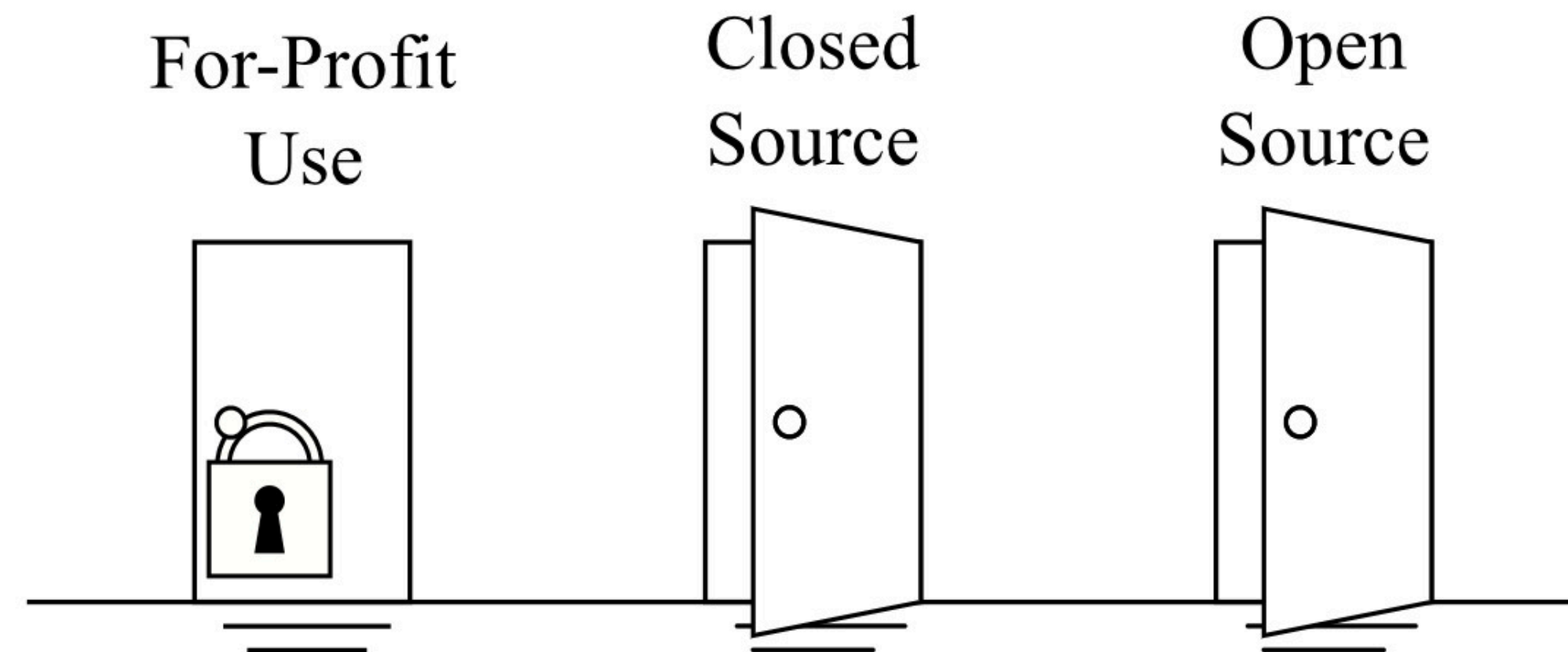


# PARITY & PROSPERITY

Parity: copyleft /  
share alike



Prosperity: non-  
commercial



# 996.ICU

- The name 996.ICU refers to **"Work by '996', sick in ICU"**
  - an ironic saying among developers in China, which means that by following the "9am - 9pm, 6 days per week" work schedule, you are risking yourself getting into the Intensive Care Unit
- **Anti 996 License**
  - derived from MIT, but disallows companies that work like this



# BIG TIME LICENSE

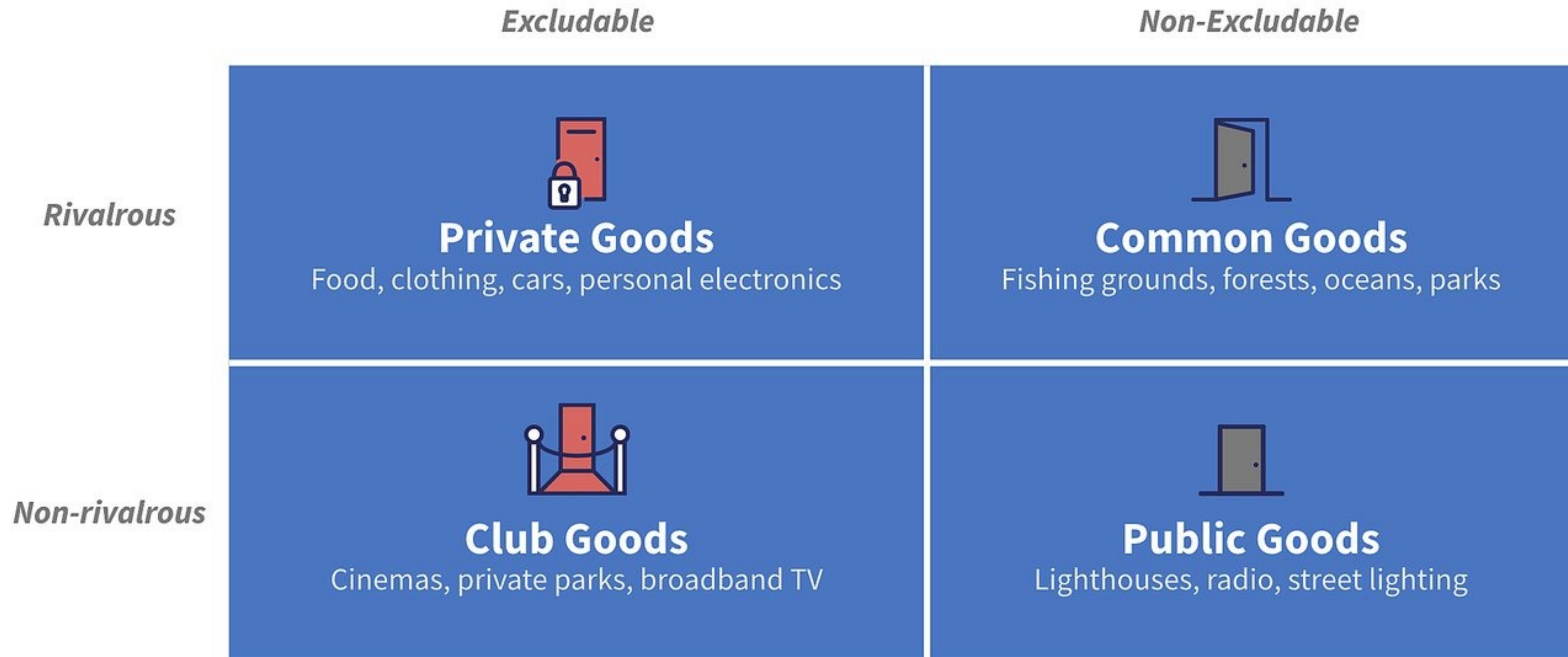
- The Big Time License is a non-commercial license that is also free for small business
  - Small business defined as less than 20 staff, less than \$1M revenue, and less than \$1M investment
  - “fair, reasonable, and nondiscriminatory paid-license terms will be available for everyone”

# CHOICE OF LICENSE

- Distribution/adoption?
- Free labour from contributors?
- Lock it open?
- No one but your company can easily commercialize it?
- [Polyform Standardized Licenses »](#)
- [Blue Oak Permissive License List »](#)

**Open source is not a  
business model**

# BALANCING MAKERS AND TAKERS TO SCALE AND SUSTAIN OPEN SOURCE, DRIES BUYTAERT



— Dries Buytaert, *Balancing Makers and Takers to Scale and Sustain Open Source*



# OPEN CODE IS A PUBLIC GOOD

- Open source code is a **public goods**; code can be infinitely copied at no cost
- Customers might be considered a **common good**
- What about maintainer time? issues, features, docs, etc. — maybe we should restrict this by contribution?

# WHAT'S YOUR BUSINESS MODEL?

- What you sell may or may not have anything to do with the license of your code
  - Adoption, Distribution, Marketing, and even Hiring likely to be impacted more
- A lot of companies with an open source core sell services or hosting

# COMMERCIAL OPEN SOURCE SW (COSS)

- Some examples:
  - **Cal .com:** AGPL + Commercial License
  - **PostHog:** MIT Expat + Commercial License
  - **Outline Wiki:** BSL, no-charge community edition,

# CAN OPEN SOURCE BE A JOB?

- A lot of open source is produced and maintained by employees who have paid day jobs
- “Indie” open source is incredibly hard for developers in the Global North to make enough money through just contributions
- What about the rest of the world?



# NEW TOOLS FOR MAINTAINERS

- Restricting access or giving special perks to contributors has been hard
- There are a suite of new tools:
  - Open Collective <https://opencollective.com/>
  - Polar <https://polar.sh>

**What about AI???**

# AI + SOFTWARE DEV = ???

- There are open source and commercial Integrated Development Environments (IDE) today:
  - Steve Yegge is building “chat oriented programming” (CHOP) at Sourcegraph. Read [The Death of the Junior Developer](#)
- Maybe many more developers, like “no-code”?
  - Maggie Appleton presented at Local-first Conf. Read [Home-cooked Software and Barefoot Developers](#)

# OPEN SOURCE IS NO LONGER A RADICAL ACT

- Running things ourselves, for small groups, for our community, for our country
- Building on protocols rather than platforms
- A Decentralized Web, Web3, Local-first software, of user agency and ability to use your data everywhere



**What if we worked  
together?**





# THANK YOU!

- Slides, Talk Notes, Links & Comments on my website
- My socials <https://bmann.ca>

<https://bmannconsulting.com>