# Open Source and Standards Collaboration

**Craig Northway** 

Director, Engineering Qualcomm Technologies, Inc.





















































# From the smartphone to 5G, it all starts with Qualcomm

\$50+ billion cumulative investment in R&D

Source: Qualcomm data, as of Q1 FY18

#### Qualcomm Standards Bodies and Industry Organizations

410

Standards and industry memberships

2/

Employees participating in standards and industry memberships

- Cellular
- Automotive
- Wireless Connectivity
- IOT
- Multimedia
- Device Connectivity
- Security

#### Qualcomm Open Source Participation

2.5K

Projects vetted for use, modification or contribution Employees trained to interact closely with Open Source \*

- Enablement Projects
- Business assistance projects
- Personal Projects

## How are Open Source and Standards similar and different?



"Open source software is commodity software. It's a level playing field in which anyone can participate."

"It [a standard] is used to define an interface between two (or more) entities such that they can interact in some predictable fashion and to ensure certain minimum requirements are met. Standards exist to encourage and enable multiple implementations."

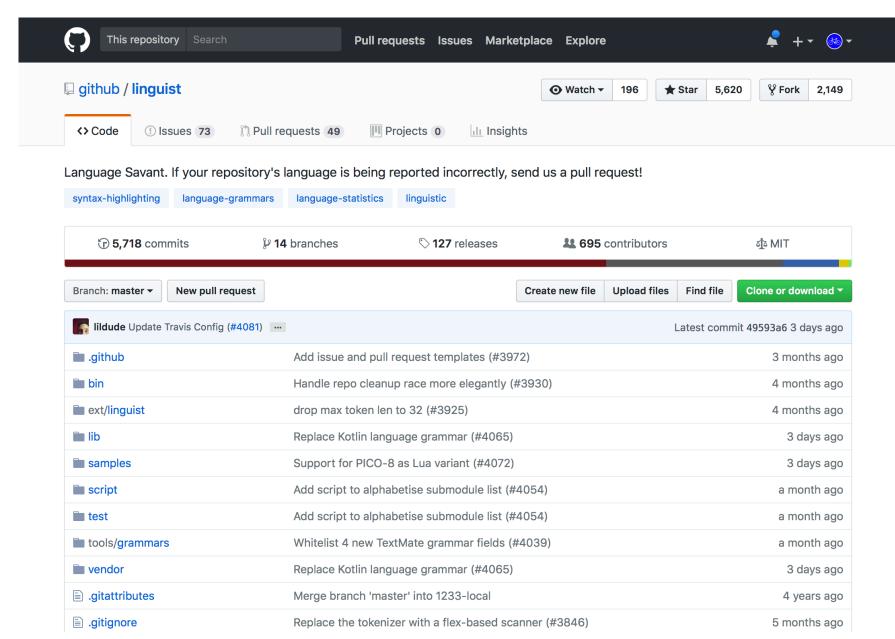
## Why do SDOs want to collaborate with Open Source?



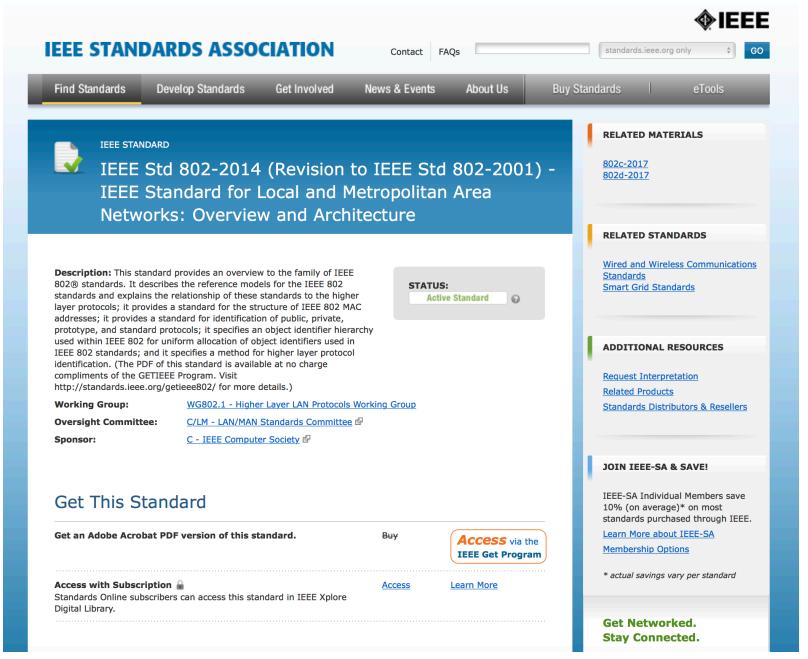
CC0 from https://pixabay.com/en/turtle-tortoise-reptile-2815539/

10

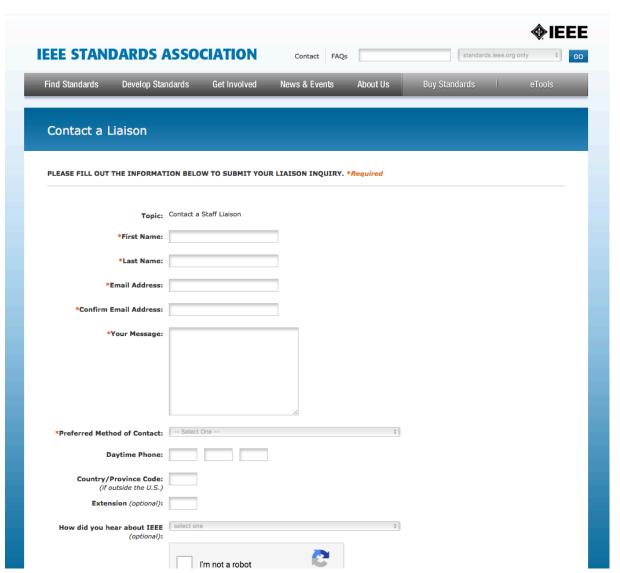


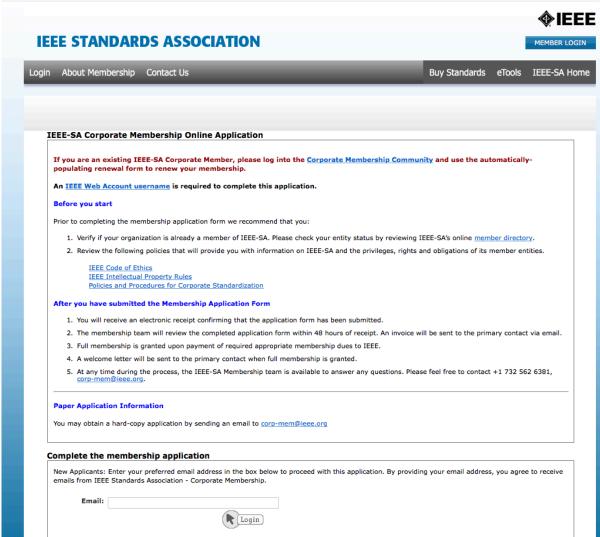


From https://github.com/github/linguist



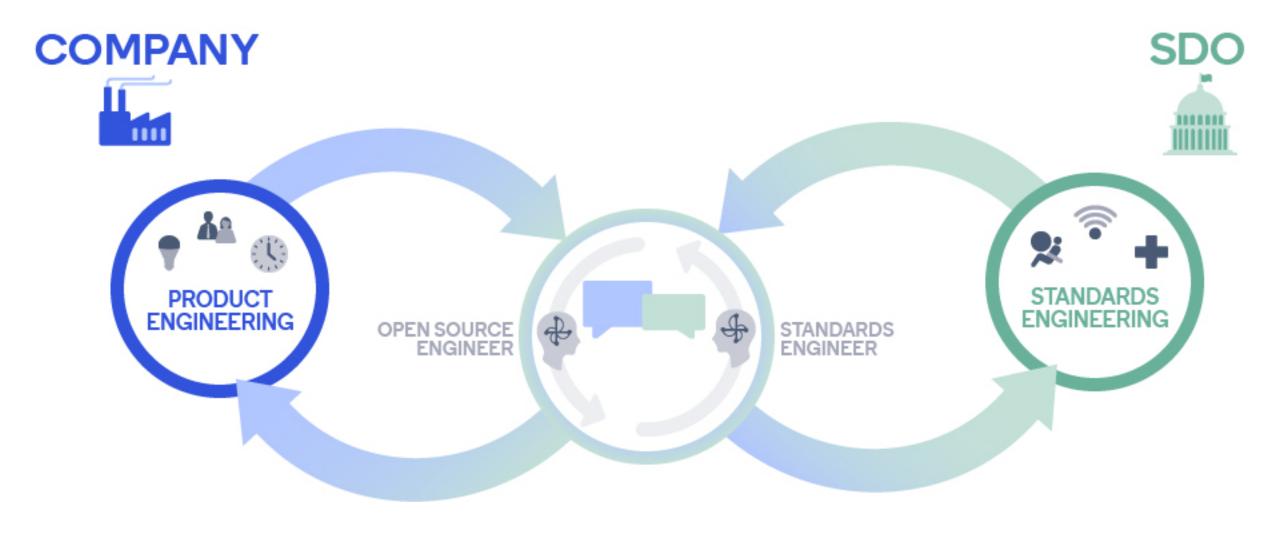
From http://standards.ieee.org



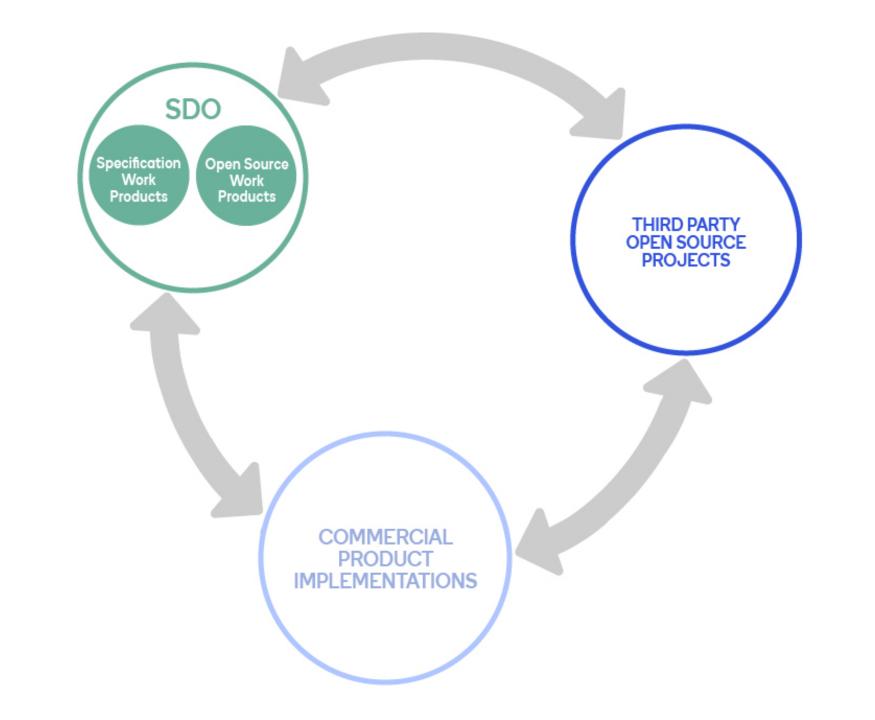


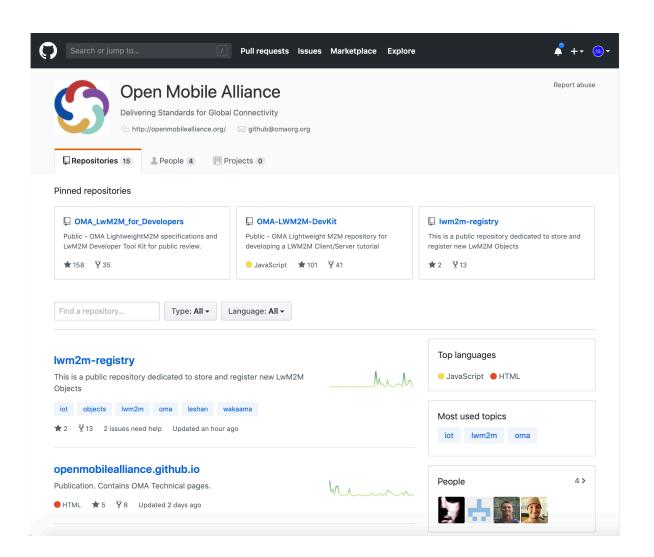
From http://standards.ieee.org

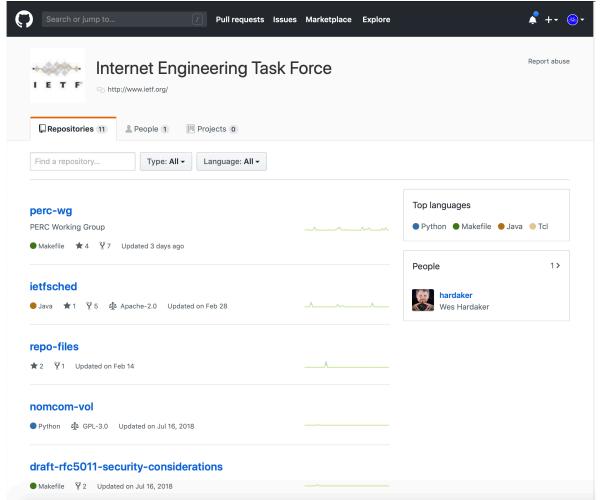
# How should SDOs collaborate using Open Source?



Open Source participation enables feedback loops across the board







♠ > How we work > Running code >

#### **IETF Hackathons**

IETF Hackathons encourage developers to collaborate and develop utilities, ideas, sample code and solutions that show practical implementations of IETF standards.

In this section  $\vee$ 

#### The IETF Hackathons aim to:

- Advance the pace and relevance of IETF standards activities by bringing the speed and collaborative spirit of open source development into the IETF
- Bring developers and young people into IETF and get them exposed to and interested in IETF

IETF Hackathons are free to attend and open to everyone. They are collaborative events, not competitions. Past IETF Hackathons have covered a range of topics including; DNS, HTTP 2.0, NETVC, OpenDaylight, ONOS, VPP/FD.io, RiOT, SFC, TLS 1.3, WebRTC, YANG/NETCONF/RESTCONF. New technologies are always encouraged.

The next IETF Hackathon will be held in Montreal, Quebec, Canada July 20-21, 2019.

19

# Can Open Source improve collaboration with lessons from Standards development processes?

"Foster an open ecosystem by establishing interoperable APIs, ensuring interoperable implementations with vendor commitments and open source tools."







https://pixabay.com/en/abstract-blur-britain-british-1239439/

"The fast pace of updates to these projects has created some unexpected problems for the people who deploy and use them."

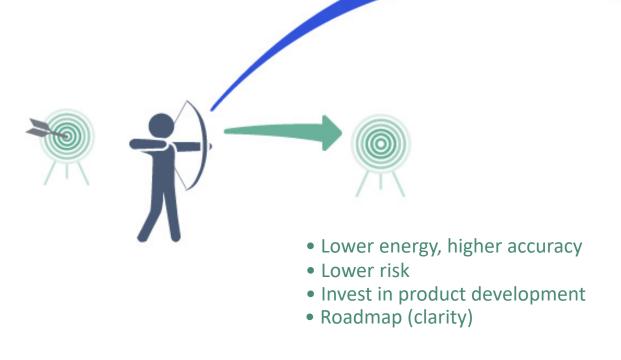




### But what about IP Policy?

#### **IP Policy**

- Consider 2 broad categories of SDO IP policy
  - Royalty Free
  - FRAND Fair, Reasonable and Non-Discriminatory





- Higher energy, lower accuracy
- Higher risk
- Invest in R&D
- Science (might fail)

#### **IP Policy**

#### Royalty Free

- Using only RF Open Source licenses may:
  - Make unclear what is "standards essential"
  - Only apply RF terms to the specific implementation
  - May not grant all contributions from everyone
- Need an IP policy/agreement for the standard that clearly stipulates terms for ANY implementation of the standard and all essential IP

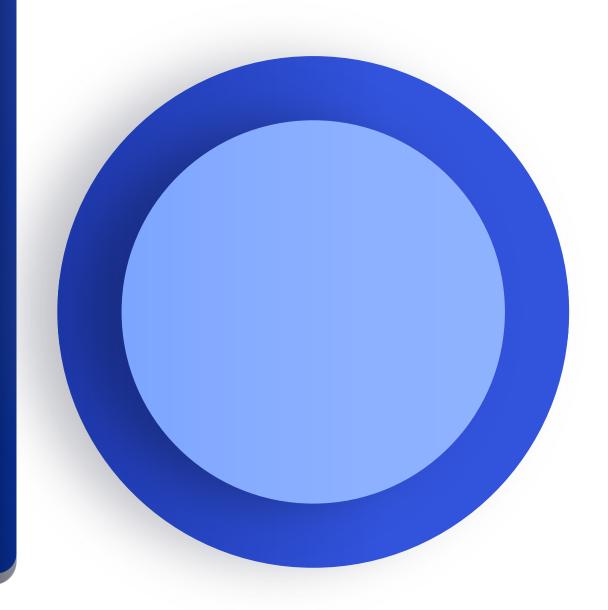
#### **IP Policy**

#### **FRAND**

- Many SDOs have FRAND or disclosure-only IP policies
  - Have worked very well
- Consider 2 aspects of licensing:
  - Copyright
  - Patents
- Enable Open Source Copyright and FRAND Patent policy:
  - Make source code license copyright-only (suggest Clear BSD, 3-Clause BSD or MIT)
  - Add an explicit pointer to the SDO IP policy to cover patent commitments

### Call to Action

What can we do?



#### Educate!

- OSPO Open Source Program Office
- •ISPO Industry Standards Program Office

Robert Burns: Oh would some power the gift give us, To see ourselves as others see us.

#### What your ISPO & SDO needs to learn about Open Source

- Open Source Compliance and effect of non-compliance
  - Review of the software products and contributions
  - Inbound & Outbound processes and policy
- Open Source Development practices
  - CI/Testing
  - Community parity
  - Security
- Open Source Community best practices
  - Issues/Bug tracking, Documentation, Chat
  - Fair and efficient review and responses
  - Monitoring and metrics for project health



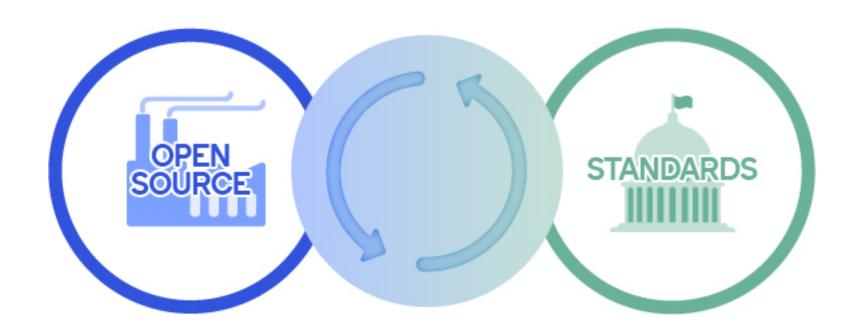
### What OSPO & Open Source can learn from ISPOs & SDOs

- Expectation of complete releases and high quality standards
- Governance and Antitrust compliance
- Interoperability and backwards compatibility
  - "There are numerous examples I can cite where open source projects are updated so frequently that new versions will, usually unintentionally, break backwards compatibility." - Kevin Fleming
- Long term strategy, roadmaps, and planning
- Clear rules for contributors, participation and IP declaration

#### Our internal collaboration between OSPO & ISPO

- Collaborate on:
  - Training/Awareness
  - Compliance
  - Outreach
- Align review processes and agree on hand off points:
  - "SDO's ask you to join, open source projects ask you to contribute."
- Regular strategy meetings

#### Standards and Open Source will blend further over time



#### Qualcomm

### Thank you!

Follow us on: **f y** in

For more information, visit us at:

www.qualcomm.com & www.qualcomm.com/blog

Nothing in these materials is an offer to sell any of the components or devices referenced herein.

©2018 Qualcomm Technologies, Inc. and/or its affiliated companies. All Rights Reserved.

Qualcomm is a trademark of Qualcomm Incorporated, registered in the United States and other countries. Other products and brand names may be trademarks or registered trademarks of their respective owners.

References in this presentation to "Qualcomm" may mean Qualcomm Incorporated, Qualcomm Technologies, Inc., and/or other subsidiaries or business units within the Qualcomm corporate structure, as applicable. Qualcomm Incorporated includes Qualcomm's licensing business, QTL, and the vast majority of its patent portfolio. Qualcomm Technologies, Inc., a wholly-owned subsidiary of Qualcomm Incorporated, operates, along with its subsidiaries, substantially all of Qualcomm's engineering, research and development functions, and substantially all of its product and services businesses, including its semiconductor business. QCT.