

Open Source Licensing for Rocket Scientists

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FOSS Backstage Micro-Summit 2017



Introduction



**Deutsches Zentrum
für Luft- und Raumfahrt**
German Aerospace Center

Simulation and Software Technology, Cologne/Berlin
Head of Intelligent and Distributed Systems department

Institute of Data Science, Jena
Head of Secure Software Engineering group



**Co-Founder
Data Scientist
Patient**



DLR German Aerospace Center



- Research Institution
- Space Agency
- Project Management Agency



Locations and employees

Approx. 8000 employees across
40 institutes and facilities at 20 sites.

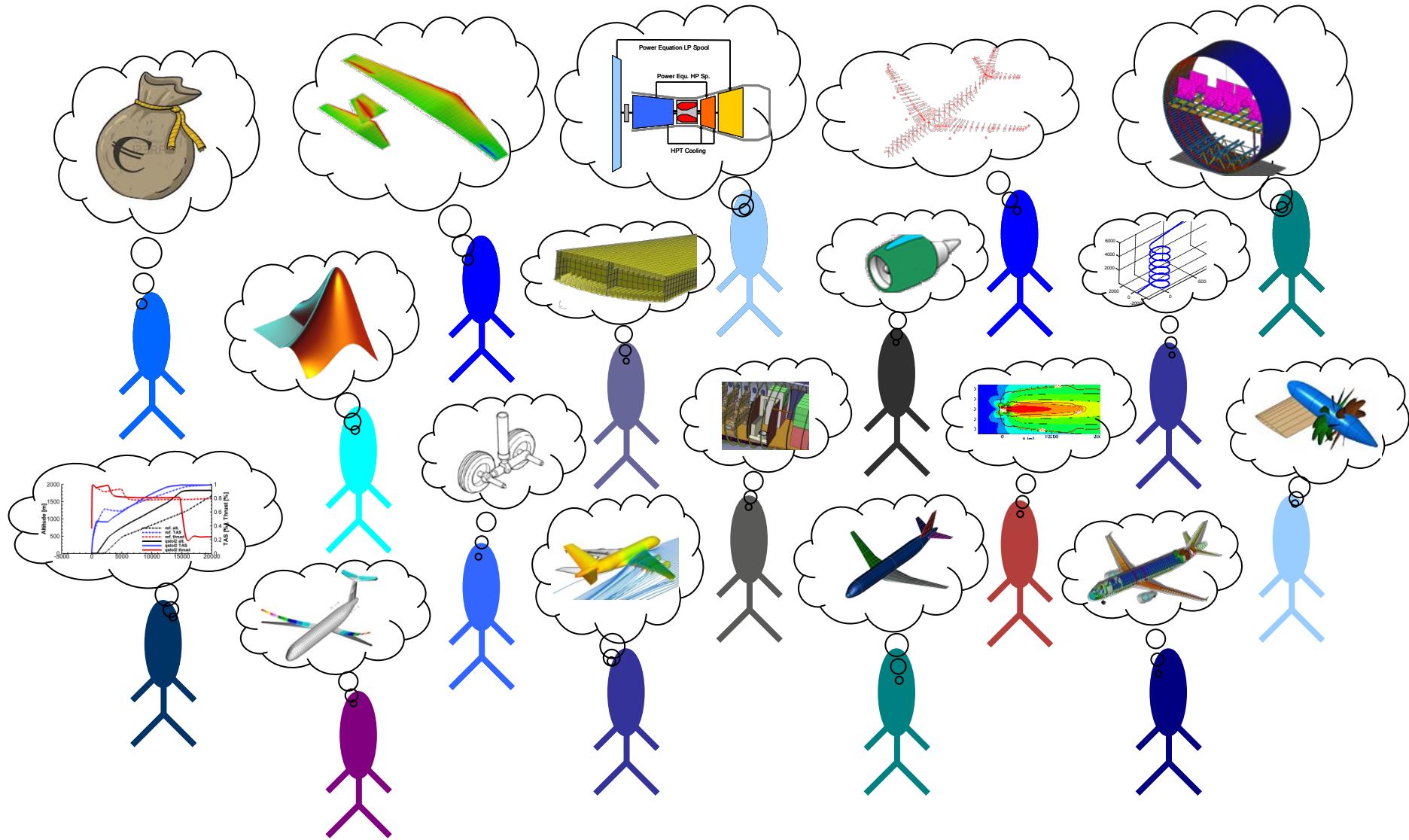
Offices in Brussels, Paris,
Tokyo and Washington.



Free and Open Source Software



Software at DLR



Software Development at DLR

Some numbers...

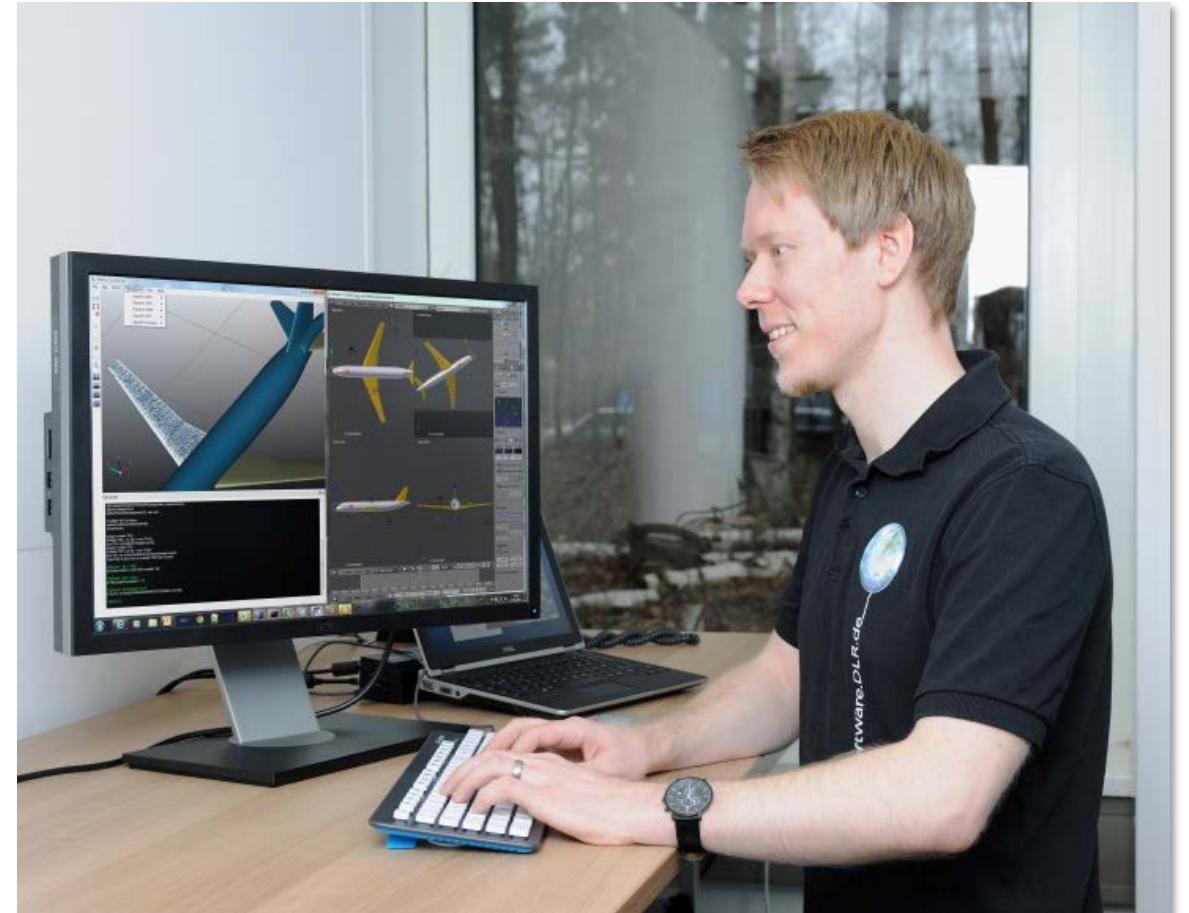
- More than 1500 employees develop software
- More than 150 Mio EUR personnel costs per year for software development
- DLR is one of the biggest „software company“ in Germany



Software Development at DLR

Characteristics

- „Developer“ often do not have any training in software development
- Huge amount of software projects
- Variety of used software technologies



Software Development at DLR

Variety

- Many different software technologies used
 - For example, more than 30 programming languages
- Open Source Software as well as proprietary software
 - Many different licenses
- Huge number of software projects
 - Overview about existing projects is *hard not possible*

The screenshot shows the homepage of the software.DLR.de website. At the top right is a globe icon with 'Register' and 'Log in' buttons. Below the globe is a search bar with 'Search here' and a magnifying glass icon. To the right of the search bar is a 'Go!' button. On the far right, there's a 'Follow us' section with links to RSS Feed, Facebook, and Twitter. The main content area has a sidebar with the DLR logo and a 'feedback&support' link. The main content lists several projects:

- BACARDI**: Knowledge and Data Management. Description: The Backend Catalog for Relational Debris Information (BACARDI) is the DLR's approach to a space debris database. The custom middleware components are implemented in Python using ZeroMQ and Protocol Buffer technology.
- SimMoLib**: Simulation Model Library. Description: Simulation Model Library (SimMoLib) is a distributed system to manage a library of simulation models. SimMoLib's main goal is to promote the preservation of knowledge that lies in simulation and calculation models and encourage reuse of those models.
- Virtual Satellite**: Simulation and Modeling. Description: Designing space systems and planning space missions relies on many separated phases and disciplines. The virtual satellite aims at closing the gaps in the development life-cycle and between disciplines by using model-based systems engineering.
- SUMO**: Simulation and Modeling. Description: SUMO is an open source, highly portable, microscopic and continuous road traffic simulation package designed to handle large road networks.



Examples for Open-Source-Software from DLR

Development and usage together with external partners

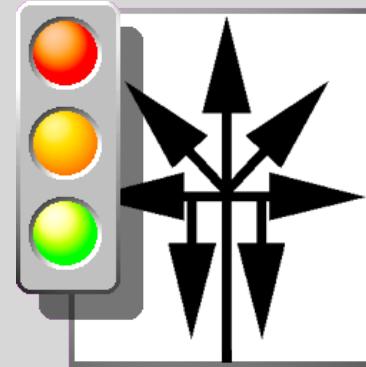
ESMValTool

- Earth System Model eValuation Tool
- www.esmvaltool.org



SUMO

- Simulation of Urban MObility
- www.sumo.dlr.de

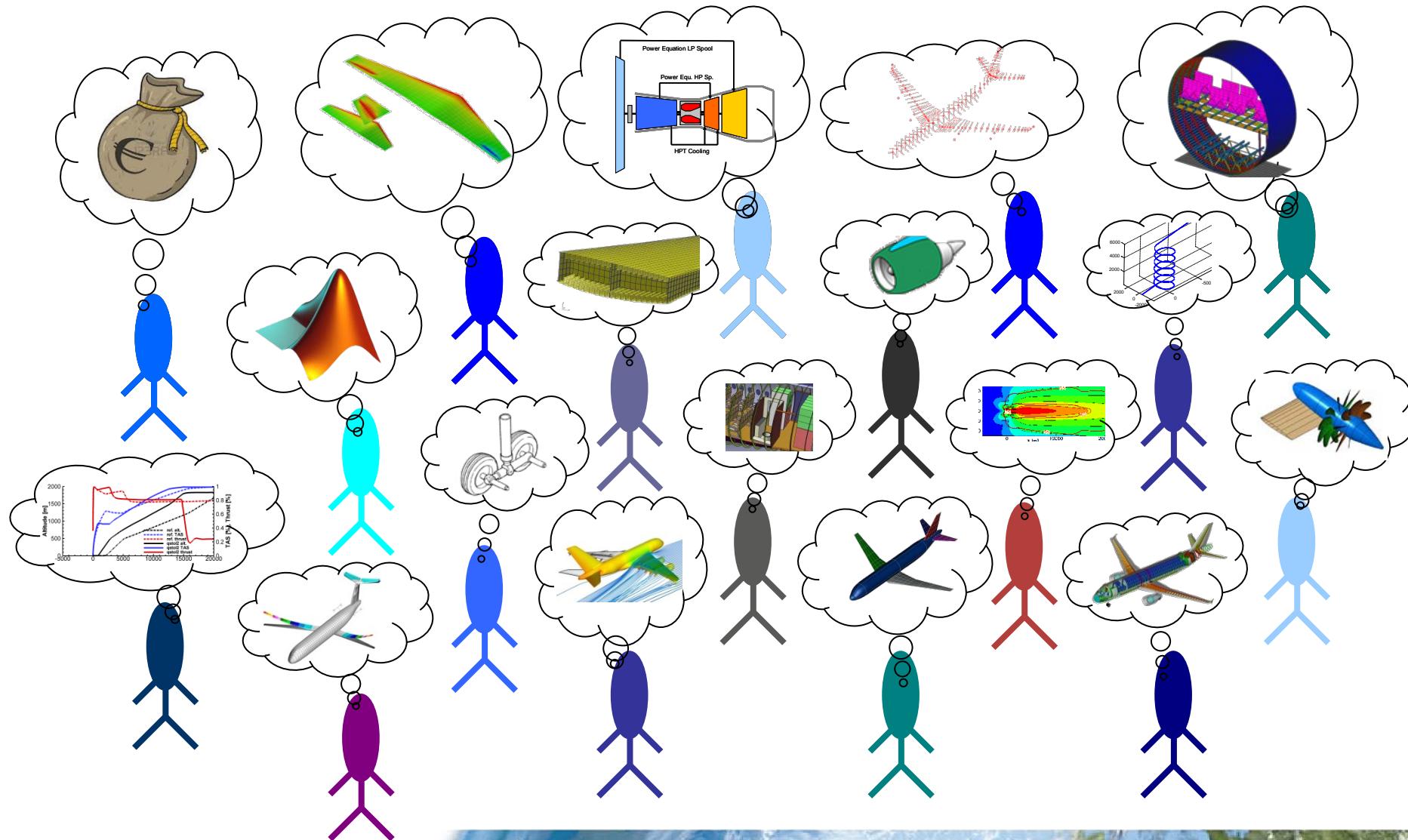


RCE

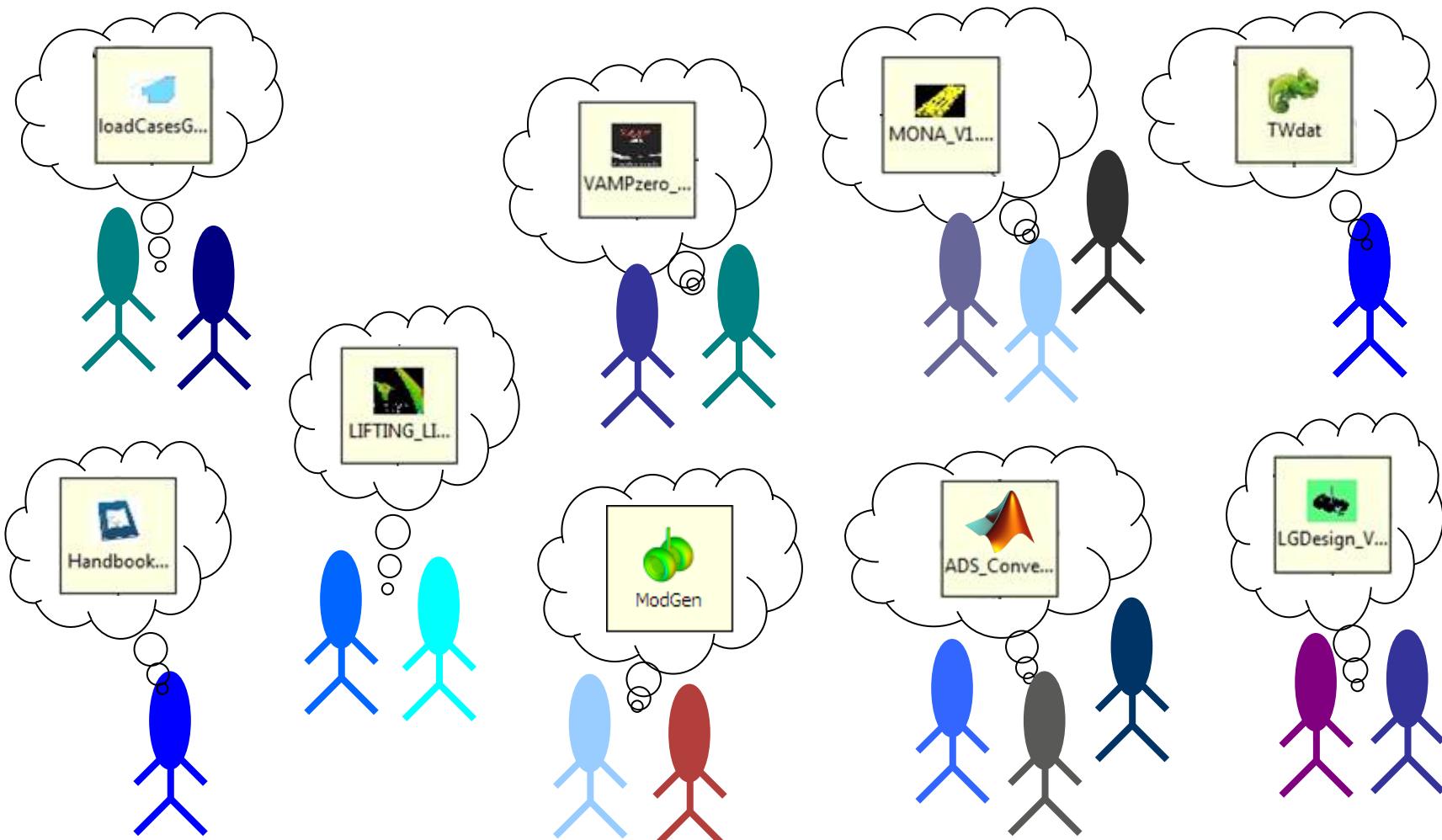
- Remote Component Environment
- rcenvironment.de



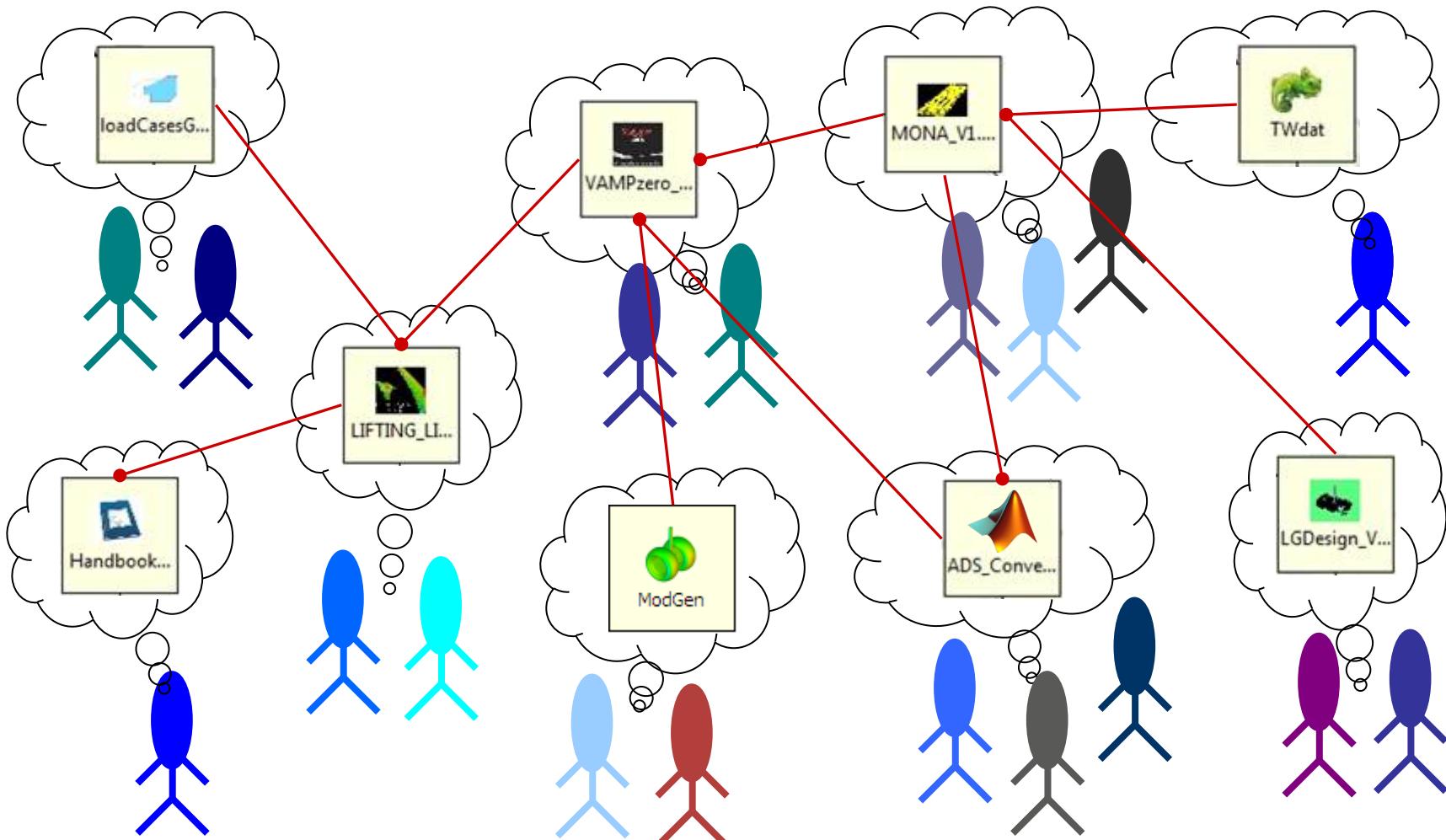
Domain Knowledge



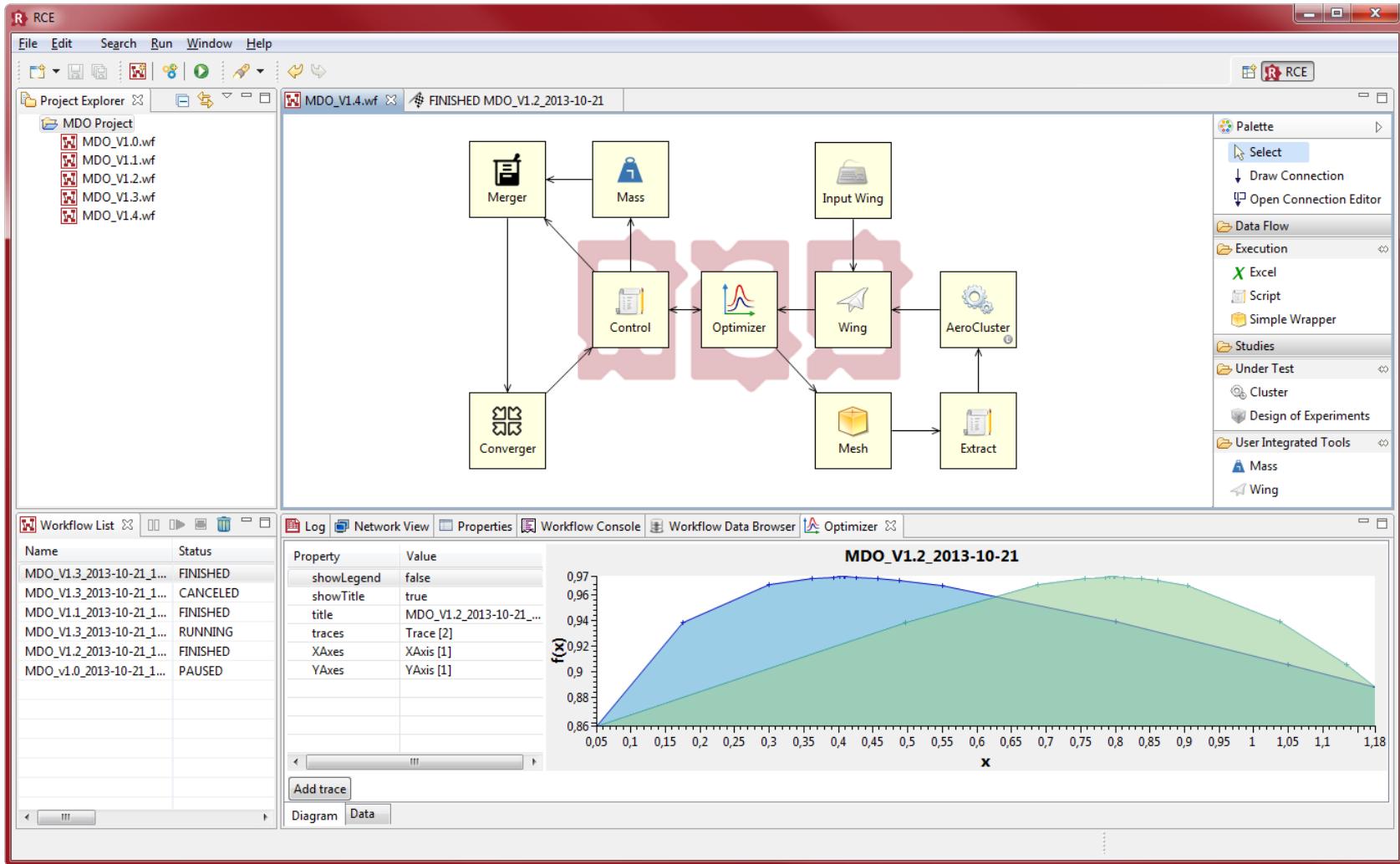
Knowledge represented in Software



Collaboration and Cooperation



Distributed Design Processes



Concurrent Engineering



Results



Open Source at DLR



Problems of the Past

- Software with license issues was published
- License compatibility of used software was not fulfilled
- Colleagues did not know which open source license would suit best
- Colleagues did not know which requirements for the source code had to be fulfilled



Warnings and Tips for Open Source (2012)

1. Open-Source-Lizenzbedingungen haben grundsätzlich Rechtsgültigkeit, d.h. ein Verstoß gegen diese Bedingungen stellt eine Urheberrechtsverletzung dar.
2. Die unbefugte Weitergabe von Open-Source-Software an Dritte (z.B. i.R.v. Aufträgen) kann zu gravierenden Haftungstatbeständen führen. Das gleiche gilt, wenn im Rahmen von Drittmittel-Projekten verschwiegen wird, dass vom DLR entwickelte Software Open-Source-Komponenten enthält.
3. Open-Source-Software wirkt in der Regel infizierend: Abhängig von den Lizenzbedingungen (z.B. GPL) kann bei einer engen Koppelung von selbst entwickelter Software mit von Dritten entwickelter Open-Source-Software der Effekt eintreten, dass die Lizenzbedingungen der Open-Source-Software für die gesamte Software gelten müssen.
4. Open-Source-Lizenzbedingungen sind untereinander teilweise inkompatibel, d.h., bestimmte Open-Source-Komponenten können nicht miteinander kombiniert werden, ohne gegen eine der Lizenzbedingungen zu verstößen.



Developer vs. Licenses

Results of a recent study:

*“... we conducted a survey that posed development scenarios involving three popular open source licenses (GNU GPL 3.0, GNU LGPL 3.0 and MPL 2.0) both alone and in combination. The 375 respondents to the survey, who were largely developers, gave answers consistent with those of a legal expert's opinion in 62% of 42 cases. **Although developers clearly understood cases involving one license, they struggled when multiple licenses were involved.**”*

Daniel A. Almeida, Gail C. Murphy, Greg Wilson, and Mike Hoye. 2017.

Do software developers understand open source licenses?.

In *Proceedings of the 25th International Conference on Program Comprehension (ICPC '17)*.

IEEE Press, Piscataway, NJ, USA, 1-11. DOI: <https://doi.org/10.1109/ICPC.2017.7>

Measures at DLR

Information and trainings

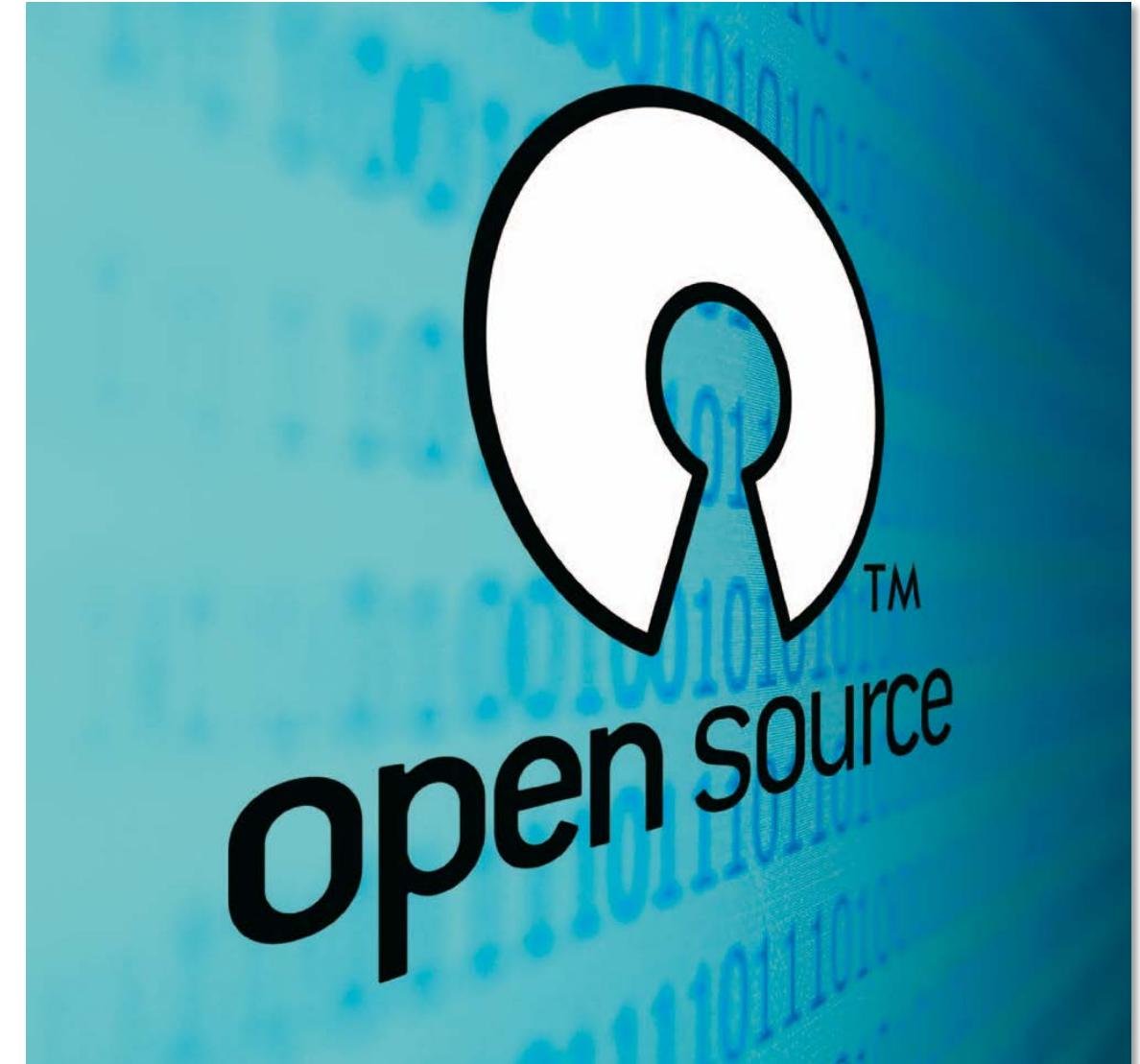
- Training on licenses
- Brochure

Knowledge exchange

- Wikis
- Knowledge-Exchange-Workshops

Consulting and support

- Recommended licenses
- Support



Information and Trainings



Training on Open Source Licensing

„Legal aspects of open source usage“

- Official and regular training in the DLR education program
- Every DLR employee can participate
- Short training (currently about 4 hours)
- Run by two persons
 - Legal expert of DLR technology marketing (Dep. licenses and patents)
 - Software engineer of DLR facility simulation- and software technology

Introduction to open source

Legal basics

Open source software

Selected open source licenses

Usage of open source software



Training „Legal aspects of open source usage“

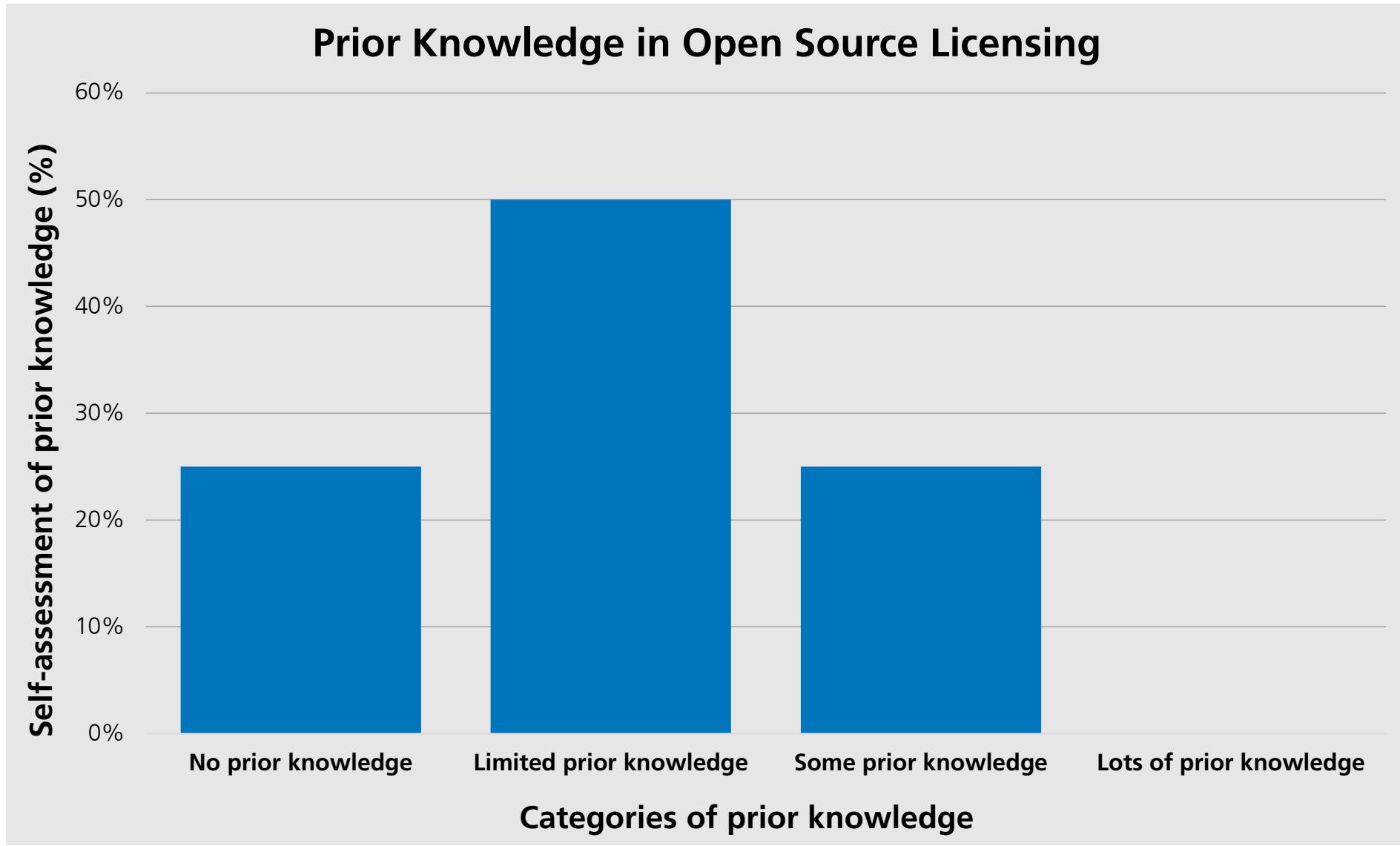
Introduction to Open Source	Legal Basics	Open Source Software	Selected Open-Source Licenses	Usage of Open Source Software
<ul style="list-style-type: none"> • Open Source and Free Software • Philosophy of Open Source • Open Source at DLR 	<ul style="list-style-type: none"> • Copyright • Liability • Warranty • Contract law • Ownership 	<ul style="list-style-type: none"> • Software licenses • Definition of “Open Source” • Types of Open Source licenses • Copyleft 	<ul style="list-style-type: none"> • GPL, AGPL, LGPL • Eclipse Public License • BSD License • Apache License • Artistic License 	<ul style="list-style-type: none"> • Individuality of software • OSS in own projects • License compatibility • Development of OSS • Distribution of OSS



Training Participants

Year	Participants	DLR Site
2012	32	Oberpfaffenhofen
2013	23	Berlin, Köln
2014	12	Stuttgart
2015	9	Berlin
2016	14	Köln



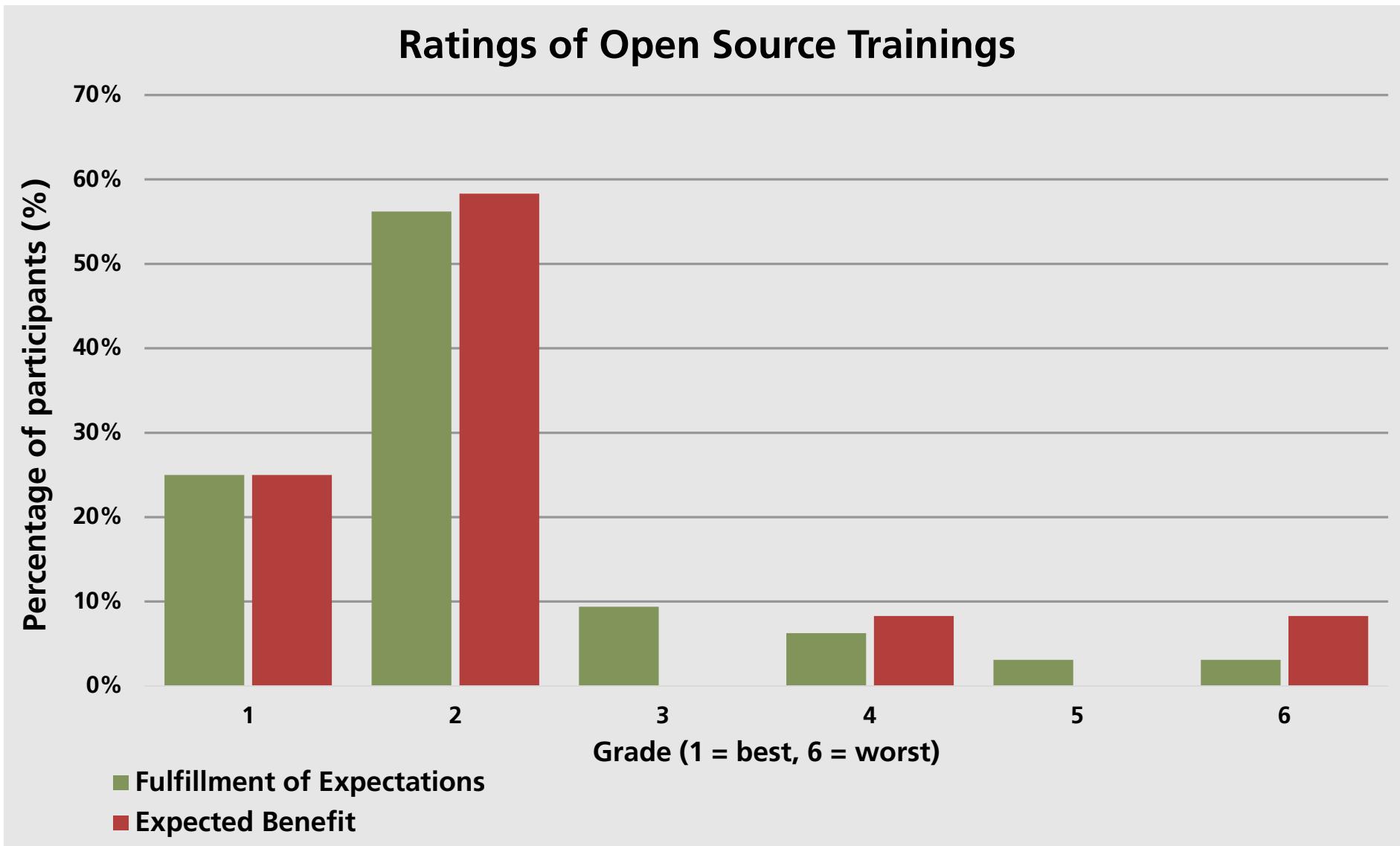


Expectations of Participants

Query of expectations bevor the training (*extract*)

- To learn which aspects have to be taken in account in a project
- Get an overview over open source license models
- Learn how to use open source software in closed source projects
- Get to know examples from within DLR
- Learn the legal basics
- To learn and understand personal consequences for license violations





Open Source Brochure

Information about legal basics

- Basics about open source license law
- Developed by a law firm
- Funded and published by
DLR Technology Marketing



Open Source Brochure – Content

Two main chapters

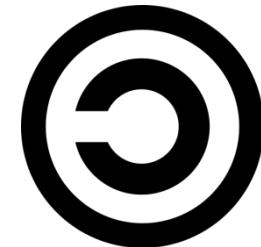
- Distribution of *unmodified* code
- Distribution of *modified* code

In both chapters: Lists of all liabilities for licenses, which are widely used at DLR

- BSD, Apache, GPL, MIT, ...

Licenses

- with strong copyleft
- with weak copyleft
- without copyleft
- with special rights



Open Source Brochure

Practical Information

Checklisten

Infoboxen

Weitergabe veränderter Software

6 Lizenzen mit strengem Copyleft

GNU General Public License Version 2 (GPLv2)

- Mitliefern des Lizenztexts (siehe Merkbox 1, S. 10)
- Zugänglichmachung des Quellcodes (s.o. Merkbox 2, S. 10)
- Vollständiger korrespondierender Quellcode (s.o. Merkbox 3, S. 11)
- Urhebervermerk (s.o. Merkbox 4, S. 11)
Beibehalten der vorbestehenden Urhebervermerke (s.o. Merkbox 4, S. 11)
Anbringen neuer Urhebervermerke

Merkbox 11
Bei der Veränderung der Software sind vorbestehende Urhebervermerke beizubehalten (s.o. Merkbox 4, S. 11) und neue Urhebervermerke in den hinzugefügten Dateien anzubringen.

Wie gestalte ich einen neuen Urhebervermerk?
Im Header der Quellcode-Dateien ist der Vermerk „© [Jahreszahl], Deutsches Zentrum für Luft- und Raumfahrt e.V., author: [Name]“ anzubringen.

- Disclaimer (s.o. Merkbox 5, S. 11)
- Änderungsvermerk
in den geänderten Quellcode-Dateien.

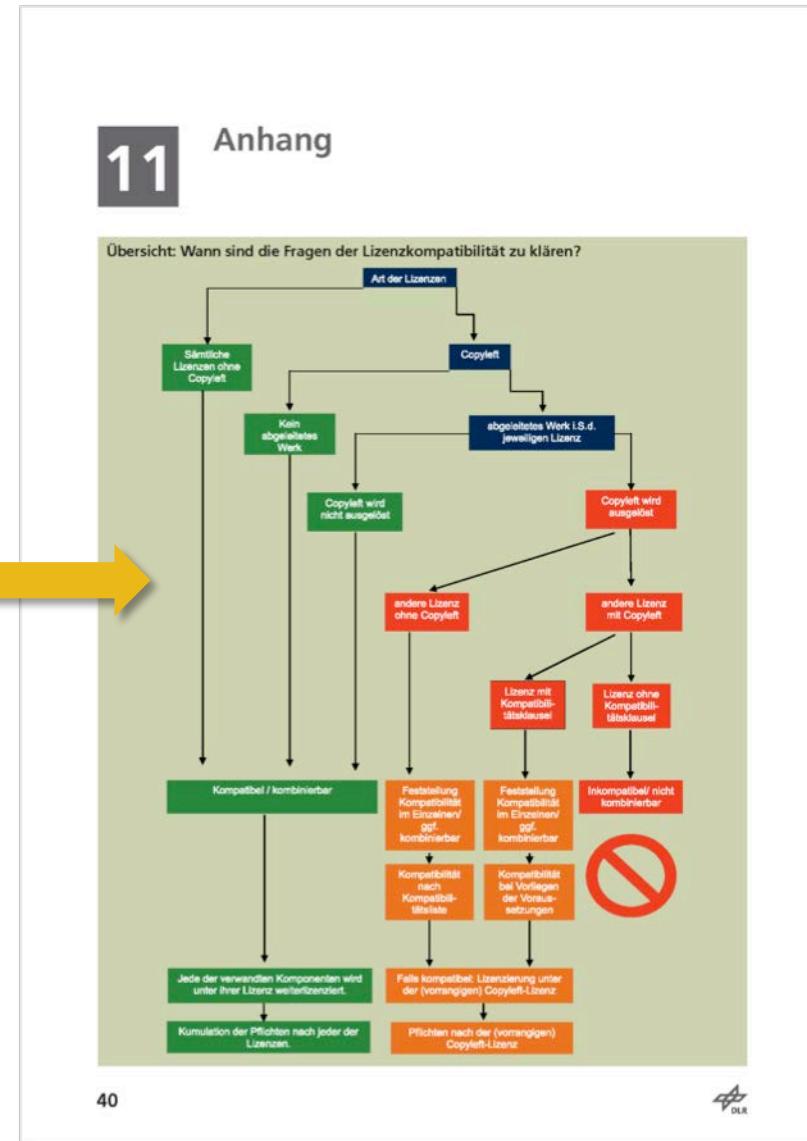
Merkbox 12
Wie gestalte ich den Änderungsvermerk?
Der vorbestehende Urhebervermerk ist beizubehalten und ein kurzer Hinweis auf die hinzugefügte/geänderte Funktion mit Datumsangabe und Namensnennung des Deutschen Zentrums für Luft- und Raumfahrt e.V. sowie des Autors der Änderung.
Der Urhebervermerk kann dabei wie in Merkbox 11, S. 24 aussehen.

- Hinweispflichten bei interaktiven Kommandos

24 

Open Source Brochure Help for Decisions

Entscheidungs-
baum



Knowledge Exchange



Wikis

- Originally, we had many different Wiki installations at DLR
- Since 2013, one central DLR.Wiki based on Atlassian Confluence
- Wikis for
 - Software Engineering
 - Events
 - ...

The screenshot shows the DLR.Wiki interface for the Software Engineering category. The top navigation bar includes links for 'Bereiche', 'Frage ans DLR', and 'Erstellen'. The main content area features a welcome message: 'Welcome to the SoftwareEngineering.Wiki!'. It encourages users to get involved, ask questions, and learn about specific topics and literature. On the right side, there are news entries, a 'Latest Questions' section, and a footer image of Earth from space.

Software Engineering

Erstellt von Pliewischkies, Andre, zuletzt geändert von Schlauch, Tobias am 06. Juli 2015

Welcome to the SoftwareEngineering.Wiki!

The SoftwareEngineering.Wiki is the place to create, share and discuss software engineering content with colleagues on a working-level! We aim for an open and constructive exchange of ideas. Therefore, feel free to share your knowledge and encourage others to do so as well!

Before you start: Please visit the Get Involved! section and subscribe to our Blog!

(If you are looking for further software engineering resources, please see our Software Engineering Intranet page or contact the Software Engineering Contact of your Institute !)

Get Involved! **Ask a Question** **Topics** **Literature**

Learn about specific SE Topics! Find out about useful SE readings!

News-Einträge

- Software-Test-Umfrage 2015 Erstellt von Meinel, Michael 27. Oktober 2015 Software Engineering
- Migration von Python 2 nach Python 3 Erstellt von Lamprecht, Florian 21. September 2015 Software Engineering
- Hinweis auf den diesjährigen internen Workshop "Werkzeug-gestützte Software-Entwicklung" Erstellt von Schlauch, Tobias 15. September 2015 Software Engineering

Latest Questions

- Zugangsdaten Verwaltung in Jenkins question software-engineering

DLR.Open Wiki

About everything *open* related

Categories

- Topics
- Tools
- Literature
- Q&A
- Events

Most information may also be found in the web, but also DLR specific information

Single-Point-of-Information at DLR

The screenshot shows the DLR.Wiki homepage with the following details:

- Header:** DLR.Wiki, Bereiche, Frage an DLR, Erstellen, ...
- Left Sidebar:** Seiten, Blog, BERICHTSVERKNÜPFUNGEN (Get involved!, Ask a question, Topics, Tools, Literature, Events), SEITEN-HIERARCHIE (Ask a question, Events, Ask involvement).
- Main Content:**
 - Section: Open Source** (Erstellt von Schrauch, Tobias, zuletzt geändert von Sehn, Daniel am 13. Januar 2017)
 - Text: Nowadays, Open Source Software (OSS) is often used as basis to develop larger or even small software tools/applications. By doing this, developers can concentrate on innovative and exciting aspects rather than re-inventing the wheel. On this page, we want to collect information and experience concerning the following topics:
 - Legal aspects of OSS licenses
 - Finding suitable OSS libraries
 - Publication of OSS
 - Links: [Subtopics] [Internal Discussions / Workshops] [Further Readings]
 - Section: Subtopics**
 - Opene Source Hosting — There are several options to host open source software: On a self-hosted platform, on global platforms like github.com, etc. This page lists some possibilities as well as tries to describe what belongs into such a platform next to the source code.
 - Open Source Licenses — An open-source license is a type of license for computer software and other products that allow the source code, blueprint or design to be used, modified and/or shared under defined terms and conditions. This allows end users and commercial companies to review and modify the source code, blueprint or design for their own customization, custom or troubleshooting needs. Open-source licensed software is mostly available free of charge, though this does not necessarily have to be the case.
 - Section: Internal Discussions / Workshops**
 - Group discussion results on Open Source and Inner Source usage at DLR (took place during Erfahrungsaustausch - Fallstudie bei der Software-Entwicklung III)
 - Section: Further Readings**
 - DLR-specific handbook on usage of OSS
 - Internal course on legal aspects of OSS usage (course material)
 - General questions about open source can be asked in the Ask a Question section. If you have specific questions you cannot or may not share publicly write at: opensource@dlr.de
- Right Sidebar:** Bearbeiten, Favorit, Beobachtung, Teilen, ...
- Image:** A large graphic of a stylized white 'o' shape on a blue background with the text "open source" below it.
- Contributors:** Haupt, Carina, Scholz, Michael (TS-DAT), Schröber, Andreas, Mühlbauer, Martin, Knödl, Uwe, Schrauch, Tobias, Sehn, Daniel, Bender, Florian, Bachmann, Arie, Brummund, Katharina, Brunner, Sebastian, Nöß, Andrea, Rener, Heinz.
- Related Information:** News, Questions, Literature, Events.
- Footer:** Powered by Atlassian Confluence 5.10.5 · Fehler/Anregungen · Atlassian-News, Atlassian logo.

Knowledge Exchange Workshops *WissensAustauschWorkshops (WAWS)*

Workshops for knowledge exchange
between DLR employees (peer-to-peer)

We have Knowledge Exchange Workshops for
many topics

- Software Engineering
- Visualization of huge data sets
- Autonomous flying
- Photonic systems
- DLR.Open (incl. Open Source)



Knowledge Exchange Workshops

Open to any DLR employee

- Up to 60 participants

Interactive program

- Short impulse lectures
- Personal introduction
- Lightning talks
- Discussions / working in small groups



Caring House

BIELE

Sofidwall
Engineering

Odeburg
Pulsion

Turku
Tecno

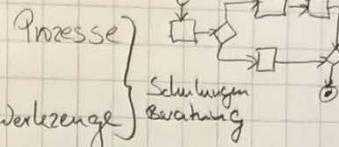
SUCHE



Michael Meinel , Simulations- und Softwaretechnik Software-Engineering

Biete

Software-Engineering



Python ...
... auch mit anderen Sprachen (F2X)
C, Fortran ...
gitHub.com/DLR-S2X

Continuous Integration

Software-Tests — Werkzeuge und Methoden

Werkzeuge - f. Workflow-Überwachung und
-kontrolle
(Wo hält es?)

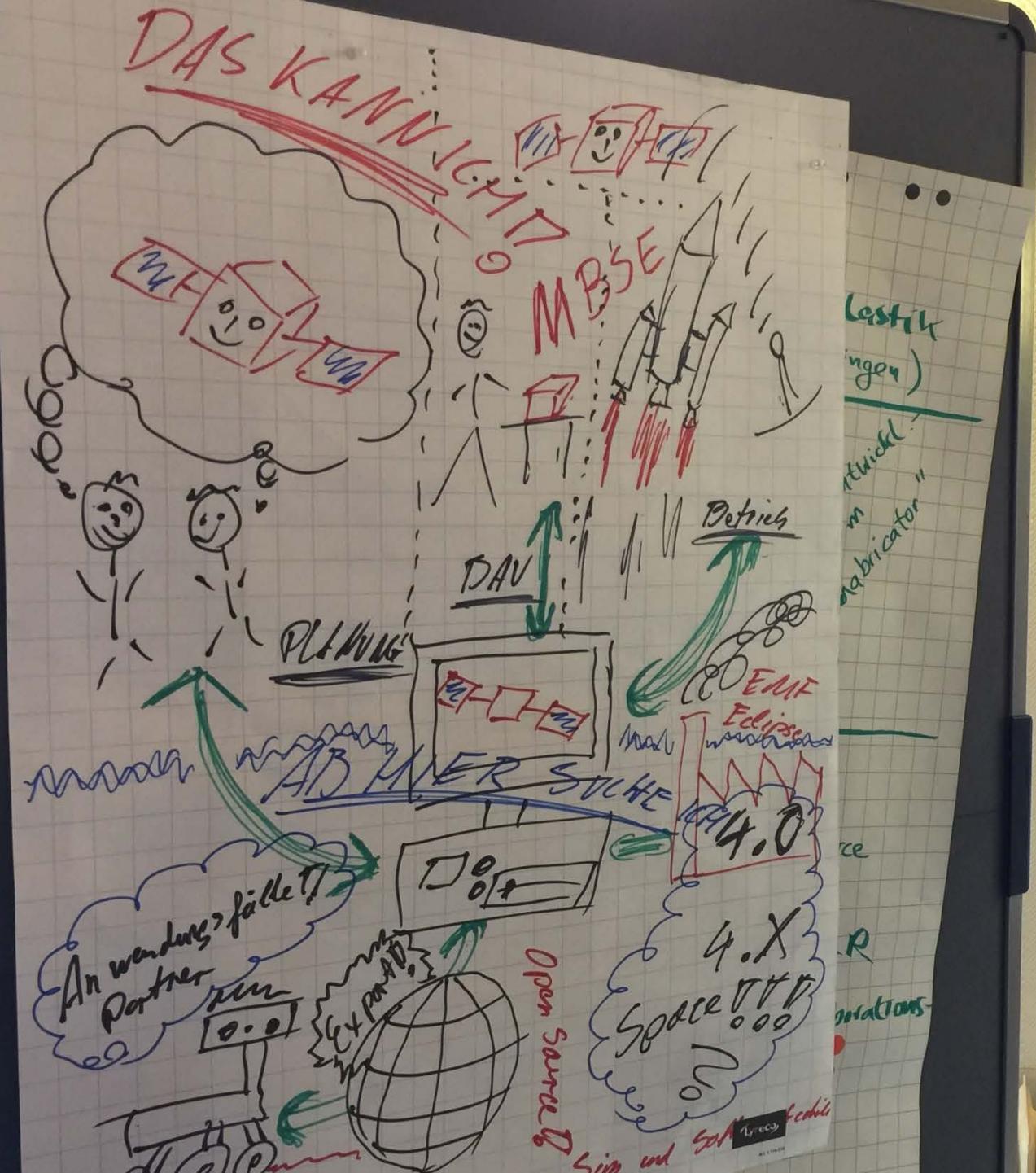
Suche

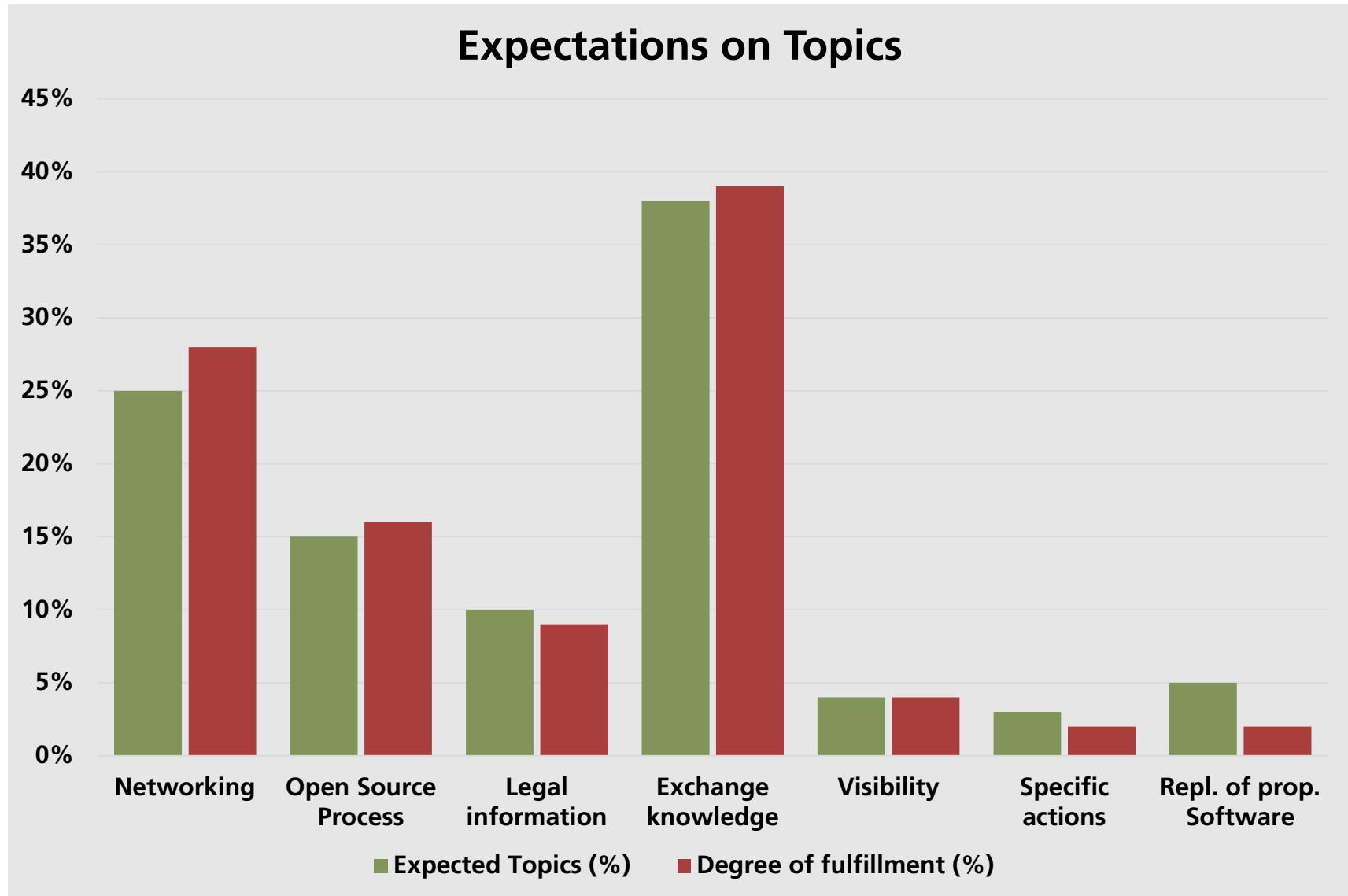
- Bewertung
(Was hilft?)

Sicherheit
Welche Gefahren gibt es?
Wie entwickel ich sichere SW?

Projekte f. Fortran - Anbindung an ...
Python, Java, C#, ...







Lessons Learned from the Knowledge Exchange Workshops

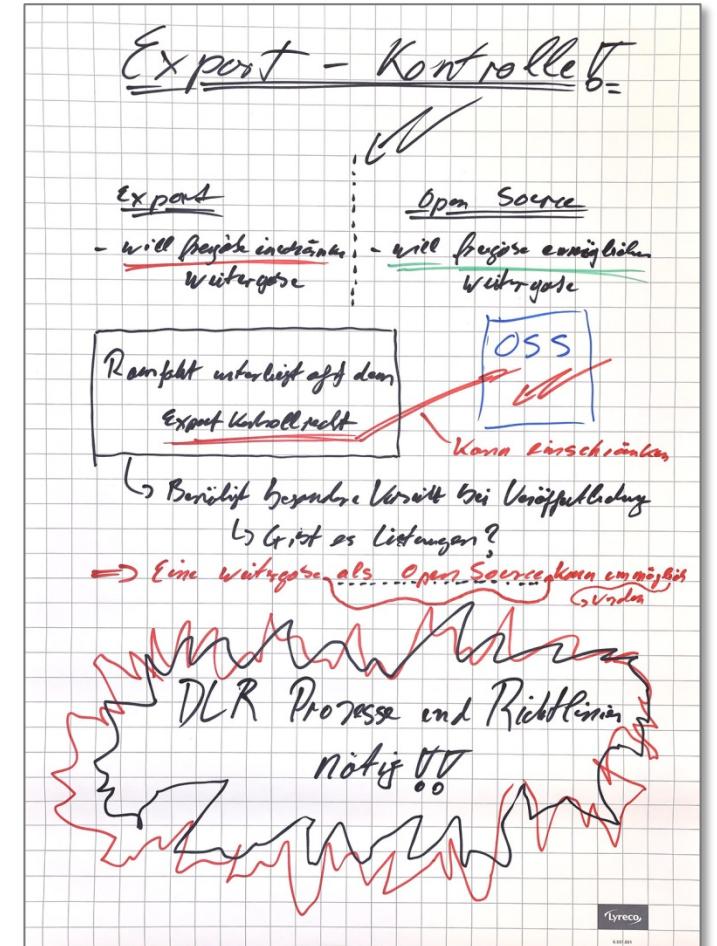
General findings

- Open source software is already widely spread at DLR
- Open source software mainly is used in the form of open tools and libraries
- Own research software still mainly closed source
- Eager interest to publish own software

Critic of Open Source

- Missing opportunity to earn money
- Community build up is resources consuming
- Additional burden of time is demotivating

General DLR process to handle open source is missing



Consulting and Support



Help on Licensing Issues

Individual help and support

- General license questions, property rights
→ DLR technology marketing
- Legal support for copyright or further legal questions
→ DLR legal department
- License compatibility, license selection, development
→ DLR simulation and software technology

Email as central point of contact

→ opensource@dlr.de

Typical Topics

- Criteria for choosing an Open-Source-Software
- Best-Practices for own Open Source projects
- Migration from commercial and proprietary software to Open Source software



Recommended Licenses

Default licenses, approved by DLRs legal department

- Simplified BSD License
- Apache License 2.0
- Eclipse Public License 1.0

DLR will not develop its own Open Source license

- In contrast to related organizations (NASA, ESA, ...)



Wiki

Q&A section of the DLR.Open wiki

Screenshot of the DLR.Wiki Q&A section.

The page title is "Ask a Question".

Contributors listed on the right:

- Schlauch, Tobias „Gitter, Alexander „Posovszky, Philipp „Rückling, Andreas „Calaminus, Bastian „Germann, Lukas „Meinel, Michael „Rooney, Daniel „Bachmann, Anne „Göttfert, Tobias „Munteanu, Robert „Schulz, Susanne „Unbekannter Benutzer (nuwe_ru) „Amore, Maria d' „Haupt, Carina „Hendriks, Björn „Plewschütz, Andre „Röting-Zöller, Meiven „Schreiber, Andreas „Unbekannter Benutzer (jaco_da) „Unbekannter Benutzer (sin_ed) „Zeidler, Petra „Behncke, Danny „Brandt, Hartmut „Fuchs, Benjamin „Graser, Maximilian „Heinrich, Lars „Köhler, Claas „Henning „Kürzemund, Meren „Meiburn, Olaf „Seth, Daniel „Steinmetz, Franz „Urings, Thomas

Latest Questions:

- Experience with Django framework [question] [software-engineering] [django]
- I want to upstream a (small) patch, what form of signoff do I need from whom? — I have a patch for an Open Source tool that makes the tool run better on Solaris 11. I want to contribute that patch back to the project that makes the tool. Who do I need to ask for sign-off to be allowed to contribute the patch? Should I submit it as DLR employee or privately? [question] [software-engineering] [open-source]
- Perl Distribution für Windows im DLR — I need a Perl distribution for windows, is there a recommendation regarding Perl at DLR? [question] [software-engineering] [perl]
- Einführung von Versionsverwaltung [question] [software-engineering]
- Was sollte an Mindestvorgaben für das Software-Testen etabliert werden? [question] [software-engineering]

Question list:

Question	Status	Answers
I want to upstream a (small) patch, what form of signoff do I need from whom?	ANSWERED	3
Was sollte an Mindestvorgaben für das Software-Testen etabliert werden?	ANSWERED	5
Perl Distribution für Windows im DLR	ANSWERED	5
Abfrage der SVN-Revisionsnummer eines Python-Skripts	ANSWERED	5 1
Einführung von Versionsverwaltung	OPEN	3
Simpeck User Routines	ANSWERED	4
Zugriff auf Python Modul	ANSWERED	6
Jenkins-Mantis	OPEN	1 1
Zugangsdaten Verwaltung in Jenkins	ANSWERED	3
3D Animation mit Python	ANSWERED	5
Java IRC Chat	ANSWERED	8
Schulung Jasper Reports und iReport Designer	OPEN	2
Tools for Software Development Project Management (Requirements, Specification, Monitoring)	ANSWERED	2 1
Welche Python-Distribution?	ANSWERED	10 2
Tools zum Testen von GUIs / HMIs	OPEN	3 1
self Objekt in Python ersetzen	ANSWERED	2 1
Wie kann der Fehler bei der Auto Completion in Eclipse Luna gelöst werden "Compilation unit is not on the build path of a Java project"??	ANSWERED	2

At the bottom, there is a comment input field: "Schreiben Sie einen Kommentar..."



Key Messages

Our approach at DLR is based on

1. First offer targeted information to the employees
2. Afterwards provide time and space for peer to peer discussions and knowledge exchange
3. Only afterwards rely on a formal process and directions given „from above“

Feedback

- Positive evaluation of current actions
- Tips, hints and specific *action items* for further steps

Our approach is copied by others (Helmholtz-Community etc.)



Thank You!

Questions?

Andreas Schreiber (@onyame)

Head of Department

Andreas.Schreiber@dlr.de

Carina Haupt (@caha42)

Head of Software Engineering Group

Carina.Haupt@dlr.de

DLR Intelligent and Distributed Systems

<http://www.DLR.de/sc/ivs>

