

Open Hardware

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What is Open [Source] Hardware

Electronics (circuit boards)

Silicon Chips

Cases, racks, furniture

Mechanical devices - motors, engines, cars, boats

3D artistic works

3D printed works

Fluids

OSHWA Guidelines

Based on 4 freedoms and 10 OSI criteria

“Open source hardware is hardware whose design is made publicly available so that anyone can study, modify, distribute, make, and sell the design or hardware based on that design.”

Question: can a chocolate cake be open hardware? Is the recipe a design document?

Software: software is automatically protected by copyright, therefore to open source software you need a licence. Is the same true of hardware?

Other examples:
Fashion (UK vs. Italy)
Database rights (EU vs US)

The IP Challenges:

Copyright, patent, design rights (registered and unregistered), plant breeders' rights, semiconductor topography (mask) rights, database rights...

**With software: many chances
for copyright to apply:
downloading, installing,
running, distributing....**

With hardware: IP will not impinge so often. You don't need a licence every time use a hammer.

What licences are there?

FOSS licences : BSD, MIT, Apache, GPL

Content licences: Creative commons

HW Specific Licences: CERN OHL,

Solderpad, TAPR, OCP Permissive and

Copyleft

Issues with openness...

Software is made of 1s and
0s.

Hardware is made of atoms

With software, your instructions will get you to 1 and 0 level.

With hardware, does
the design need to get
you to atoms?

**...components: do you
need to provide all the
instructions?**

And if you don't have all those instructions, is the design truly open?

Other openness issues

Field of use (e.g. noncommercial)
IP Restrictions: e.g. patents
Requirement to provide
complete source to components

In software: you can (largely) claim that any software released (as source) under and OSI/FSF approved licence is Open Source or Free Software

Hardware: more complex. OSHWA definition goes further. You also need:

- 1. The design must be public**
- 2. Interfaces to software must be documented, or provided under an OSI licence**
- 3. Certification requires you to use open components where possible**

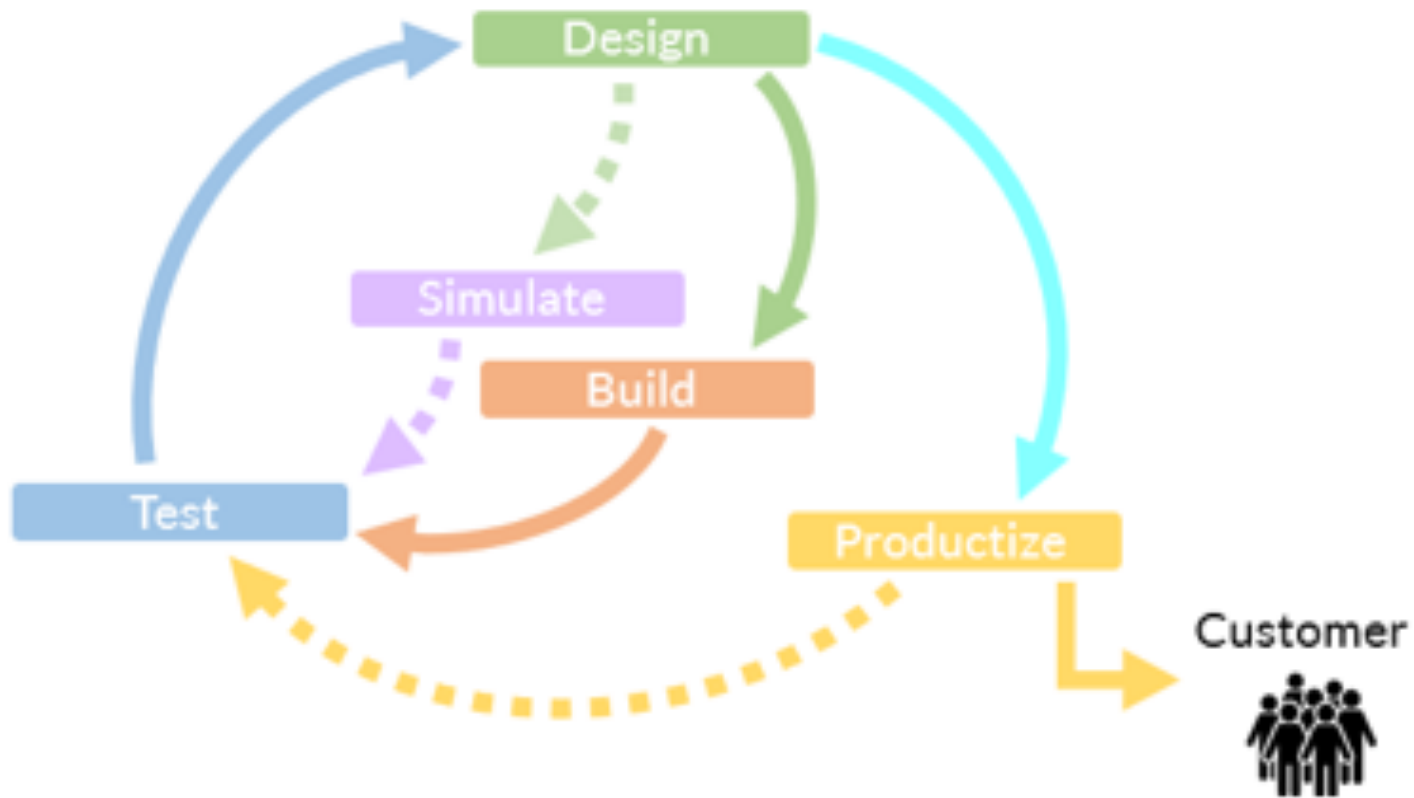
Hardware: it's not so easy to apply a definition of openness.

EC Study: taxonomy for placing projects on an openness spectrum

Can copyleft/reciprocity work in open hardware?

**Less opportunity for IPR to impinge
The boundary problem: horizontal (assemblies),
vertical (components).
Economic issues: may be easier to reverse engineer.**

See <https://www.jolts.world/index.php/jolts/article/view/69>



Development issues:

Software: all in digital domain, tools (e.g. GCC) generally free. Can develop complex software on a cheap computer.

Development issues:

Hardware:

Expensive design/development software

Complex and expensive physical tools (lathes, milling machines, 3D printers...)

Shipping

Space

Environmental constraints

Cost and quality of feedstock

Many hardware projects are much more like software: FPGAs for example.



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Does “hardwareness” matter?
Introducing a scale to
measure hardwareness across
design, build, test, productise.

Economic impact:
**Cost to replicate the Linux
Kernel: £0**
Cost to replicate a car: £xx,000

**Economic impact:
Cost to replicate an
FPGA: \$1.**

Summary:

OSH much less mature than OSS

There are similarities, but big differences.

Basic definitions - e.g. openness, not so clear.

Licensing situation more complex (many more IPRs). But many fewer licences!

Dangerous to assume what works in OSS works in OSH

The real world has much more of an impact with OSH

There's a lot of study to be undertaken...