

Il software libero: genesì, stato e prospettive

Alberto Cammozzo

alberto (at) cammozzo.com

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Seminario per Sistemi Operativi – Corso di laurea in Informatica
Università di Padova

I - genesi

tre storie:

1- GNU & FSF

2- Linux

3- Open Source



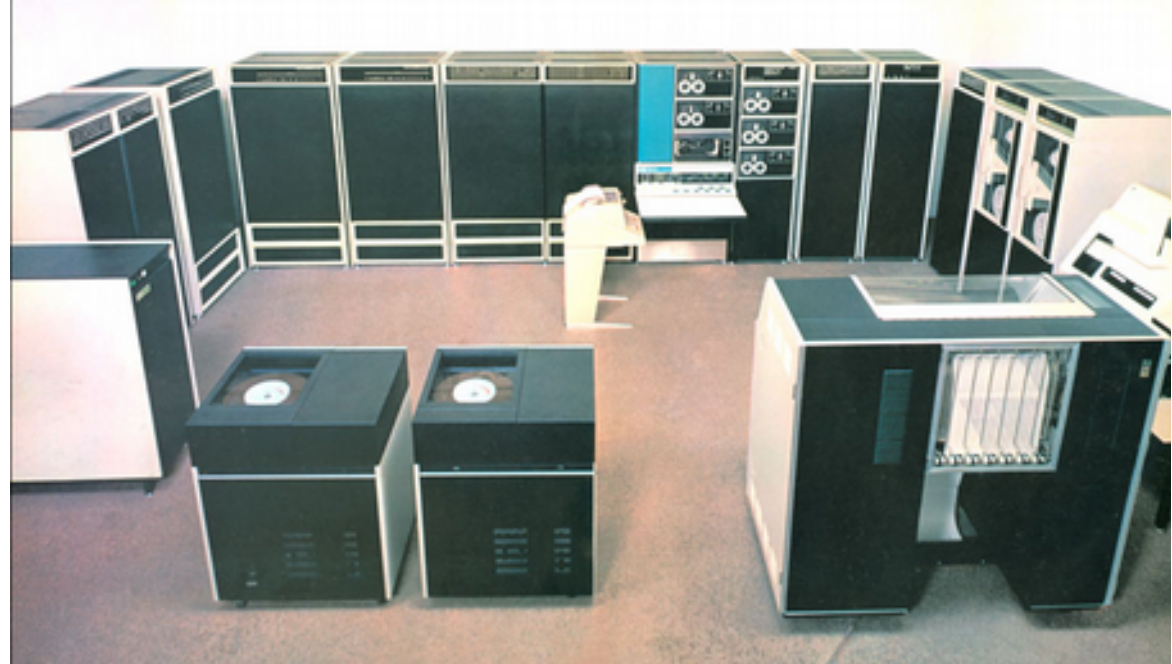
1963 – Mainframe DEC PDP-6



Sui primi computer il software era distribuito in sorgente, e condiviso in una *comunità* di utenti/sviluppatori.

Con la diffusione dei minicomputer e dei PC (1981): si apre un mercato del software venduto a parte (UNIX, DOS, CP/M,...), solo in forma eseguitibile per evitare concorrenza, a degli *utenti isolati*.





Richard Stallman, MIT AI lab, USA,

«When the AI Lab bought a new PDP-10 in 1982, its administrators decided to use Digital's nonfree timesharing system instead of ITS»

«The modern computers of the era, such as the VAX or the 68020, had their own operating systems, but none of them were free software: you had to sign a nondisclosure agreement even to get an executable copy»

“ci fu impedito di fare cose utili” = aggressione alla libertà



1983 GNU project: come Unix, ma completamente libero

27/09/83

Free Unix!

Starting this Thanksgiving I am going to write a complete Unix-compatible software system called GNU (for Gnu's Not Unix), and give it away free to everyone who can use it. Contributions of time, money, programs and equipment are greatly needed.

To begin with, GNU will be a kernel plus all the utilities needed to write and run C programs: editor, shell, C compiler, linker, assembler, and a few other things. After this we will add a text formatter, a YACC, an Empire game, a spreadsheet, and hundreds of other things. We hope to supply, eventually, everything useful that normally comes with a Unix system, and anything else useful, including on-line and hardcopy documentation.

GNU will be able to run Unix programs, but will not be identical to Unix. We will make all improvements that are convenient, based on our experience with other operating systems. In particular, we plan to have longer filenames, file version numbers, a crashproof file system, filename completion perhaps, terminal-independent display support, and eventually a Lisp-based window system through which several Lisp programs and ordinary Unix programs can share a screen. Both C and Lisp will be available as system programming languages.

Tools: editor (Emacs),
compilatore (gcc), linker
(ld), make, etc..



“Make the world a better place”

1985 Free Software Foundation (FSF)

GNU General Public License (GPL)

GNU Manifesto

<https://www.gnu.org/gnu/manifesto.html>

“Don't programmers deserve a reward for their creativity?”

If anything deserves a reward, it is social contribution. Creativity can be a social contribution, but only in so far as society is free to use the results. If programmers deserve to be rewarded for creating innovative programs, by the same token they deserve to be punished if they restrict the use of these programs.

“Shouldn't a programmer be able to ask for a reward for his creativity?”

There is nothing wrong with wanting pay for work, or seeking to maximize one's income, as long as one does not use means that are destructive. But the means customary in the field of software today are based on destruction.

Extracting money from users of a program by restricting their use of it is destructive because the restrictions reduce the amount and the ways that the program can be used. This reduces the amount of wealth that humanity derives from the program. When there is a deliberate choice to restrict, the harmful consequences are deliberate destruction.

The reason a good citizen does not use such destructive means to become wealthier is that, if everyone did so, we would all become poorer from the mutual destructiveness. This is Kantian ethics; or, the Golden Rule. Since I do not like the consequences that result if everyone hoards information, I am required to consider it wrong for one to do so. Specifically, the desire to be rewarded for one's creativity does not justify depriving the world in general of all or part of that creativity.

GNU e Le 4 libertà

- 0 Libertà di eseguire il programma, per qualsiasi scopo.
- 1 Libertà di studiare come funziona il programma, e adattarlo alle proprie necessità.
- 2 Libertà di ridistribuire le copie *in modo da aiutare il prossimo*.
- 3 Libertà di migliorare il programma, e distribuirne pubblicamente i miglioramenti, *in modo tale che tutta la comunità ne tragga beneficio*.

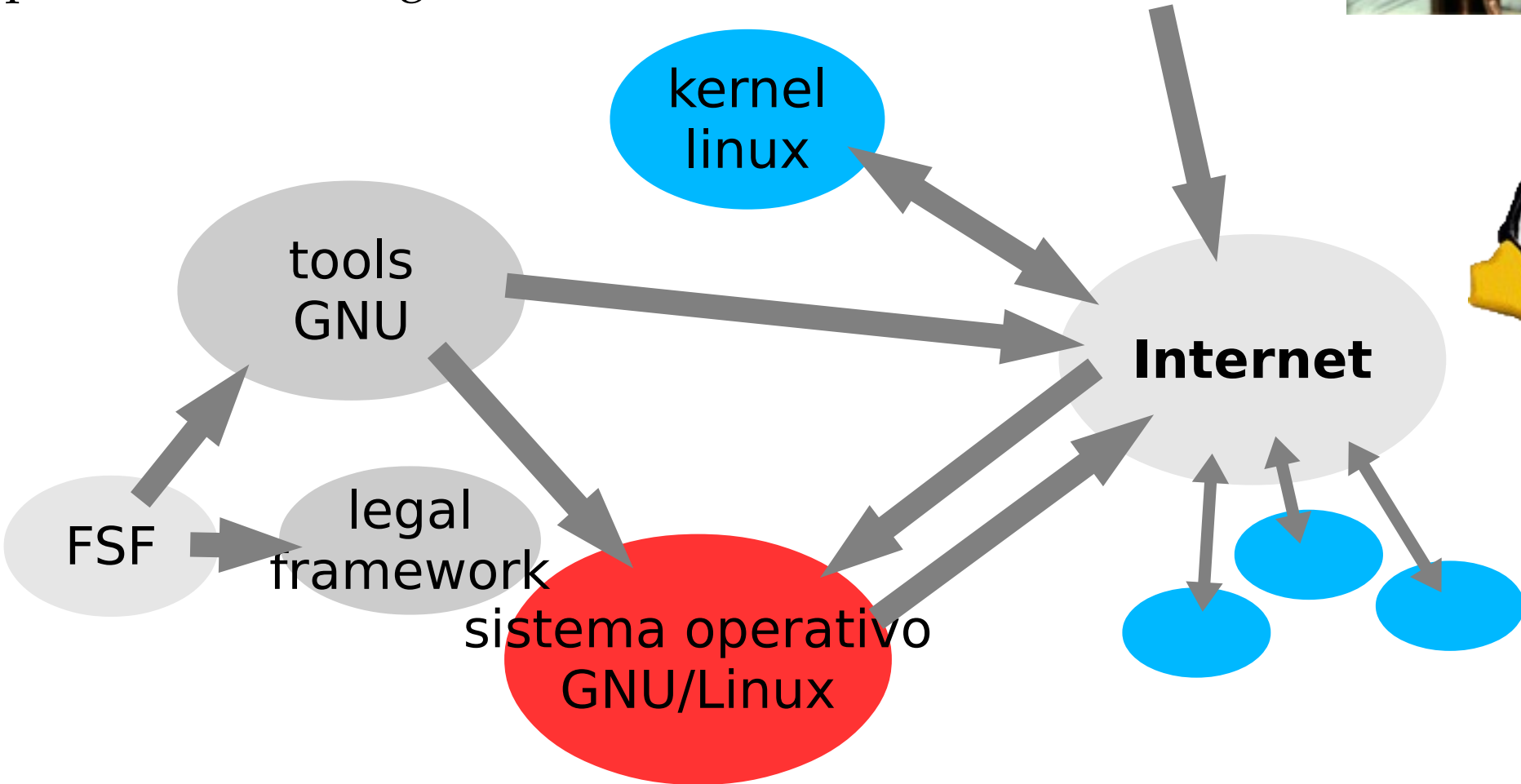
Richard M. Stallman, Cambridge MA, 1985



1990 *Kernel*, il nucleo: GNU Hurd: è molto avanzato e più difficile del previsto: blocca il progetto

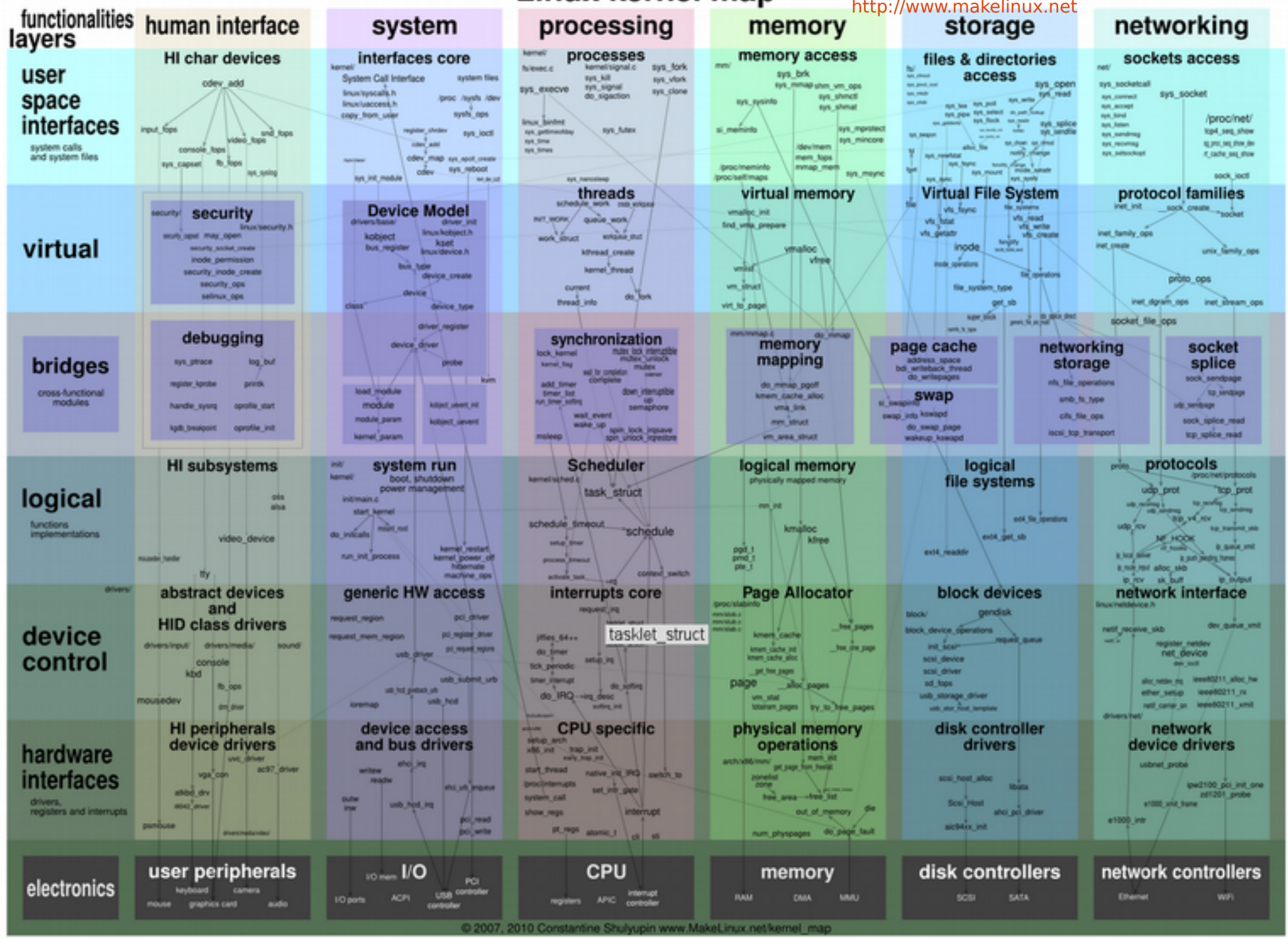
Linus Torvalds, Helsinki University, Finlandia, 25 Ago 1991

"Hello everybody out there using minix - I'm doing a (free) operating system (just a hobby, won't be big and professional like gnu) for 386(486) AT clones..."



Linux kernel map

<http://www.makelinux.net>



© 2007, 2010 Constantine Shulyupin www.MakeLinux.net/kernel_map

Constantine Shulyupin

1989 Cygnus Software, Michael Tyman: prima impresa di assistenza su free software



Il successo di Linux e degli altri programmi liberi attira le imprese.

1993 RedHat

1994 SUSE Linux 1.0

Free suona *gratis* : tabù per il business

→ “*Open Source*” è il *marketing term* per “*free software*”.

1998 Netscape, sotto la pressione della concorrenza Microsoft, decide di rilasciare il sorgente del browser Mozilla. → Open Source Initiative (Raymond, Perens).

2000 Sun rilascia OpenOffice.org, 2006 Sun rilascia Java, 2007 Google rilascia Android, 2010 Sun comprata da Oracle, 2011 fork LibreOffice

Il successo di GNU/Linux

Programmi chiave:
- webserver apache
- openoffice.org

...

Comunita' di
programmatori
e utenti

Kernel Linux

Programmi GNU

Interesse
dei produttori
di software
proprietario
e hardware

Interesse
delle PA e
dei governi

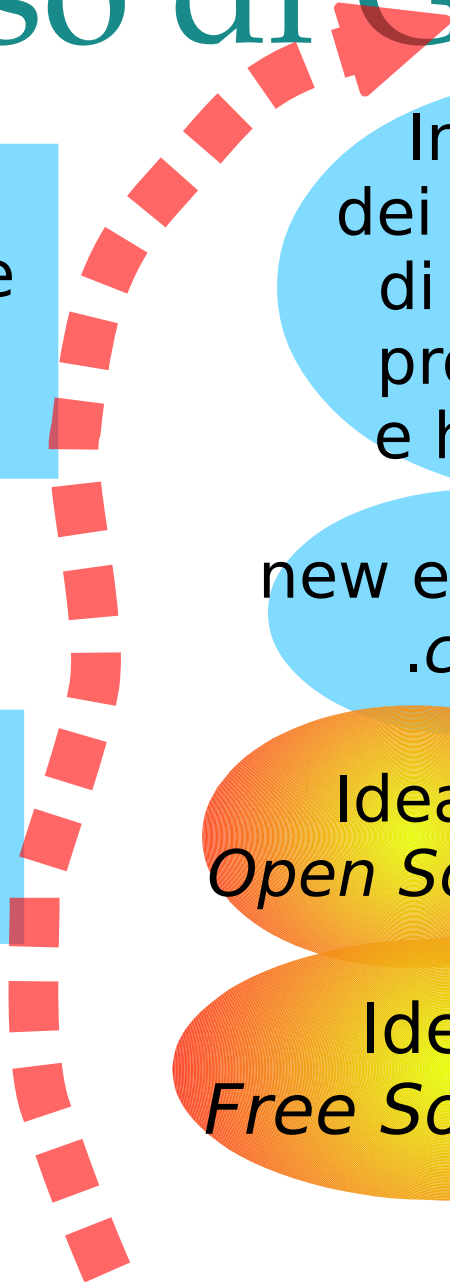
Aziende
produzione:
rilascio
di sorgenti

new economy
.com

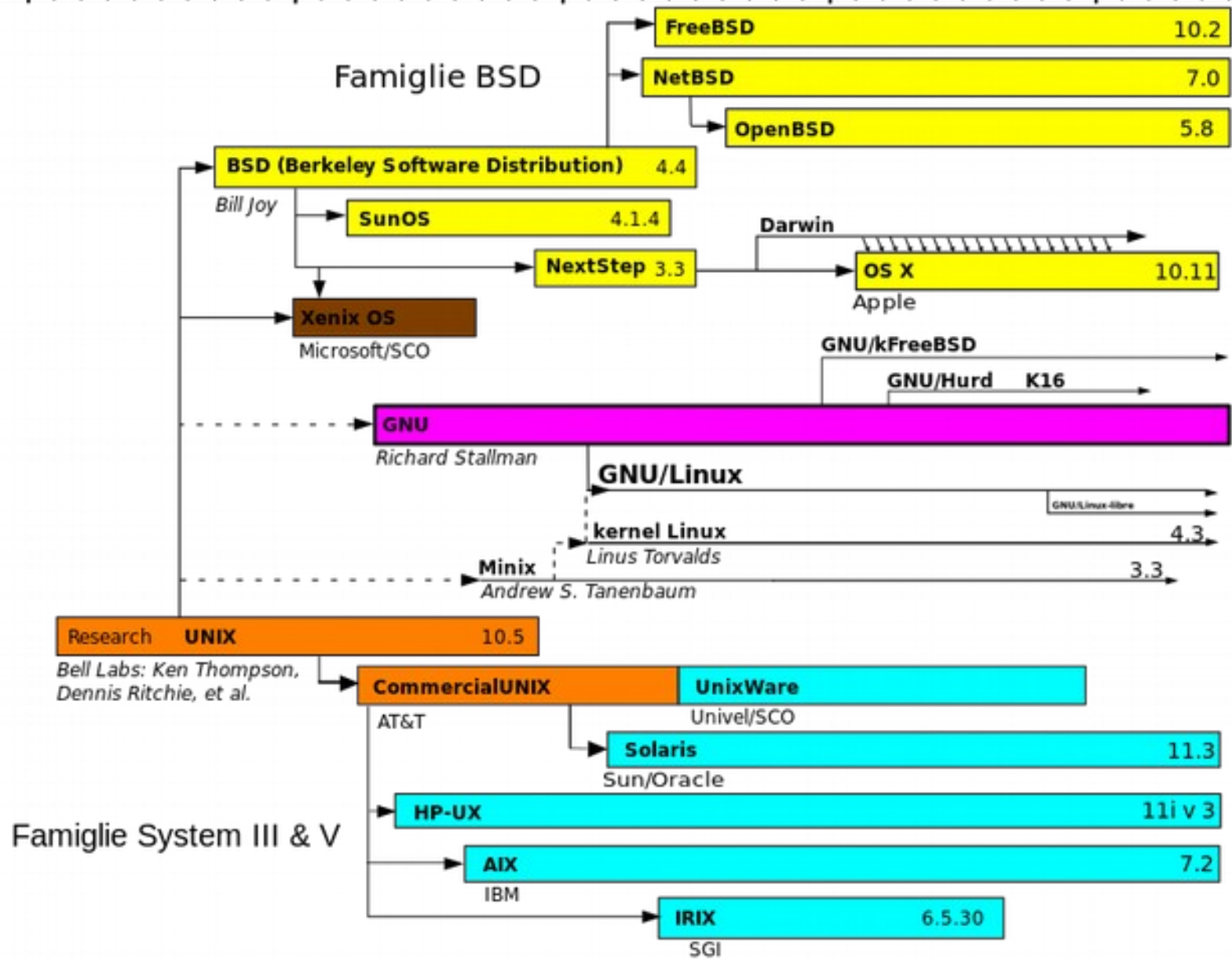
Idea
Open Source

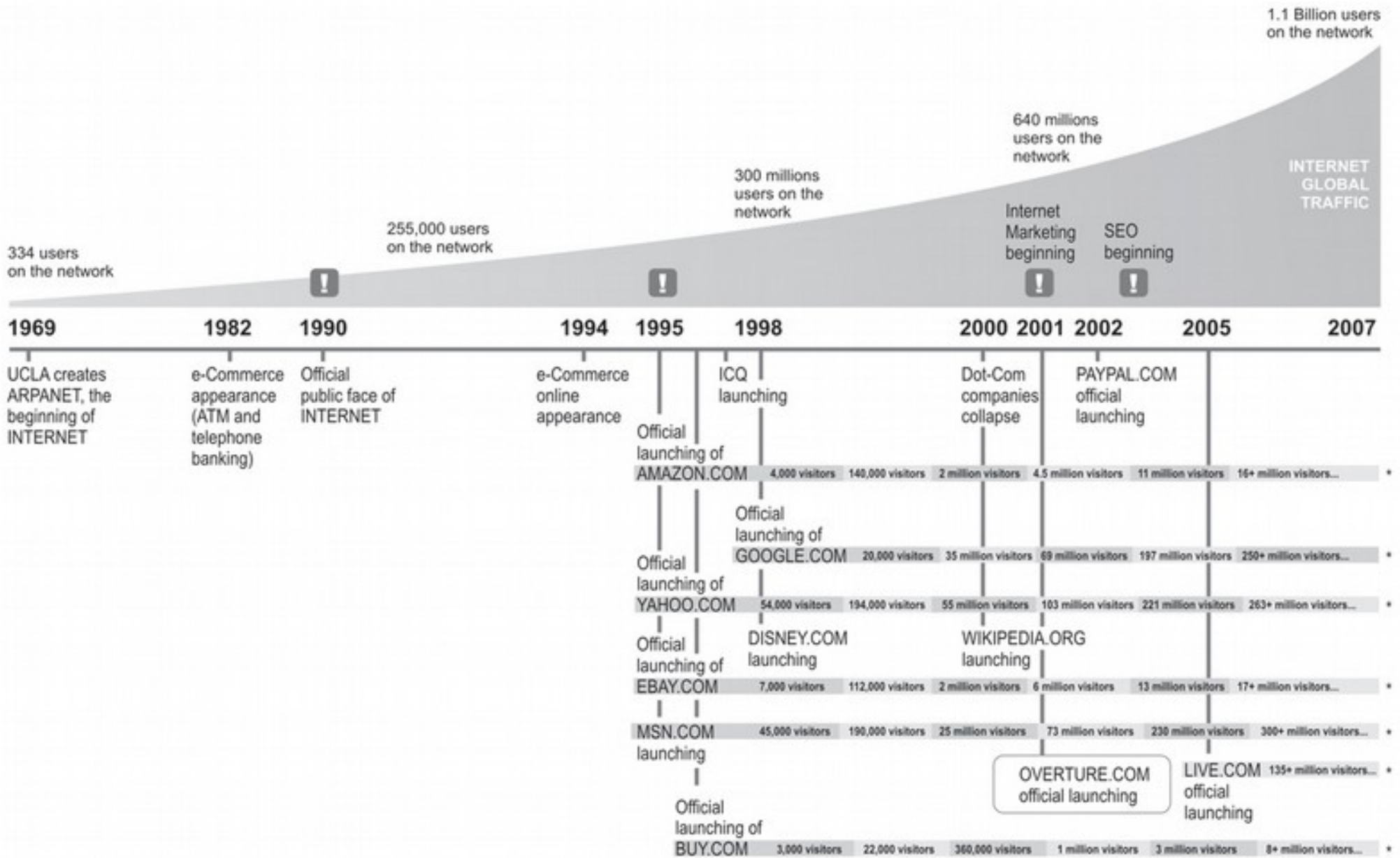
Aziende
che prestano
assistenza,

Idea
Free Software



1970 1980 1990 2000 2010 Time





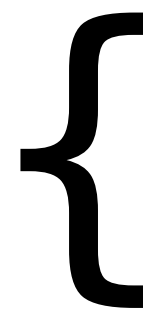
* User traffic calculation per day

II - stato

1 - ecosistema f/oss

2 - il mercato del software, regolazione

3 - f/oss e modelli di

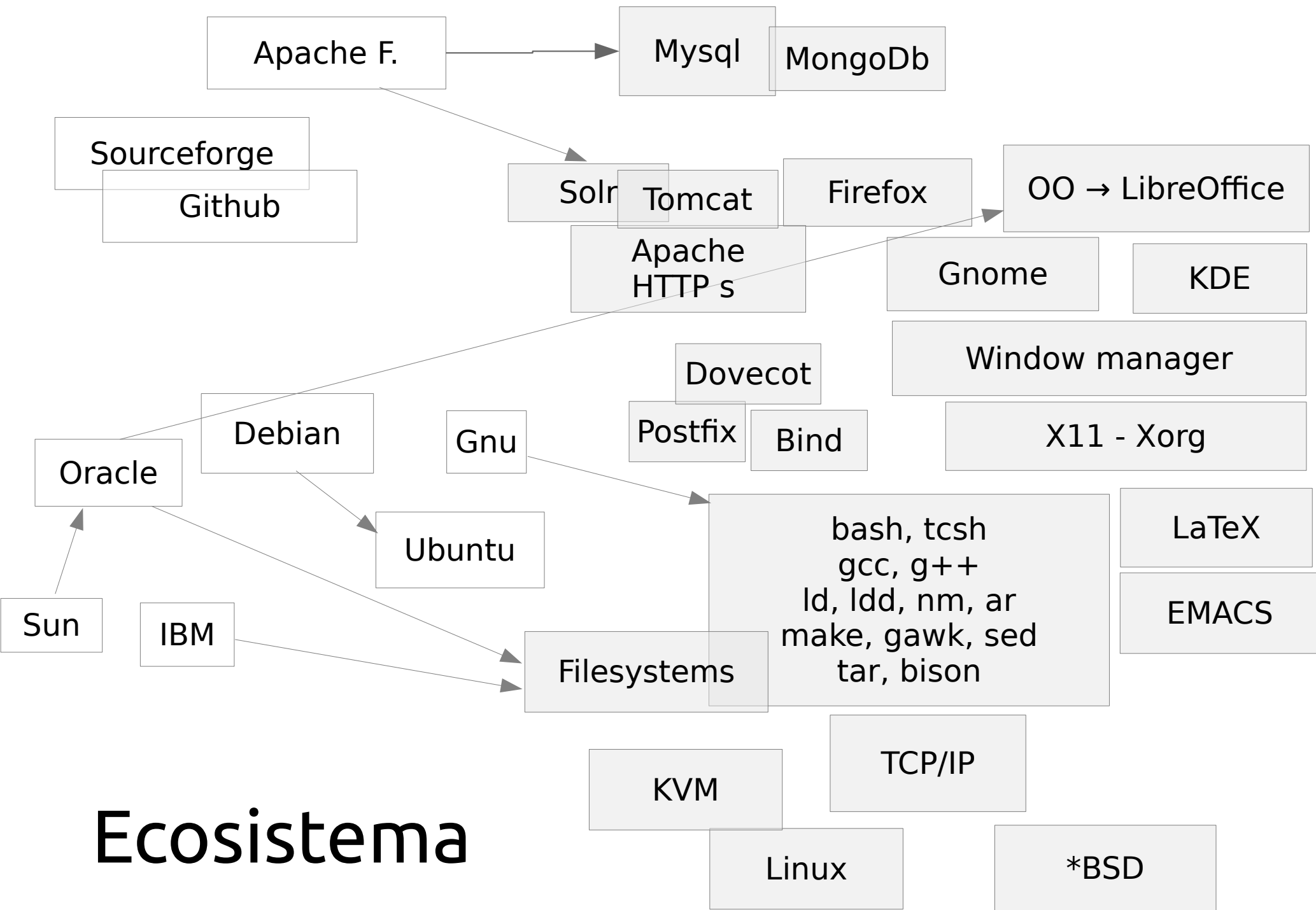


licenza

sviluppo

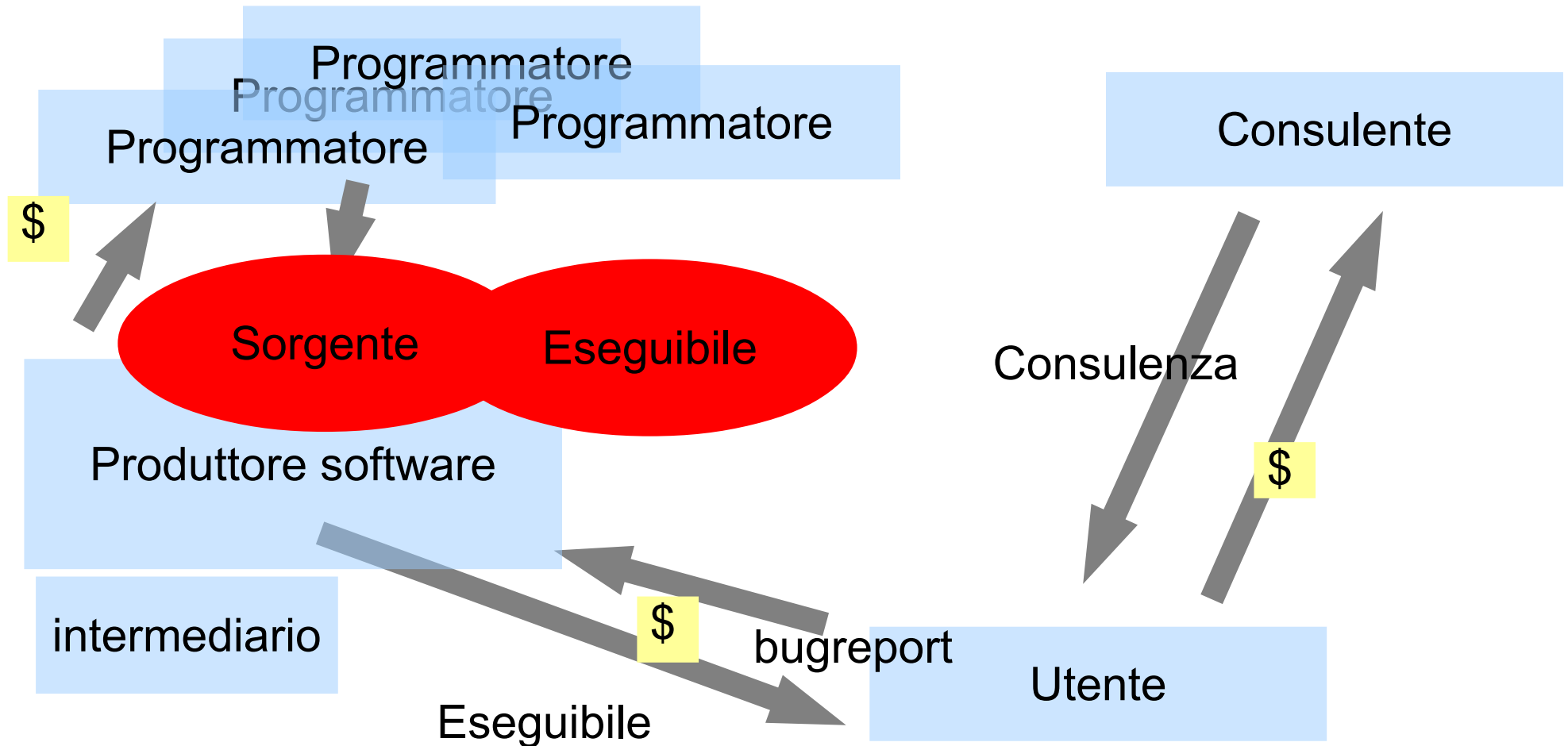
distribuzione

(prezzo)

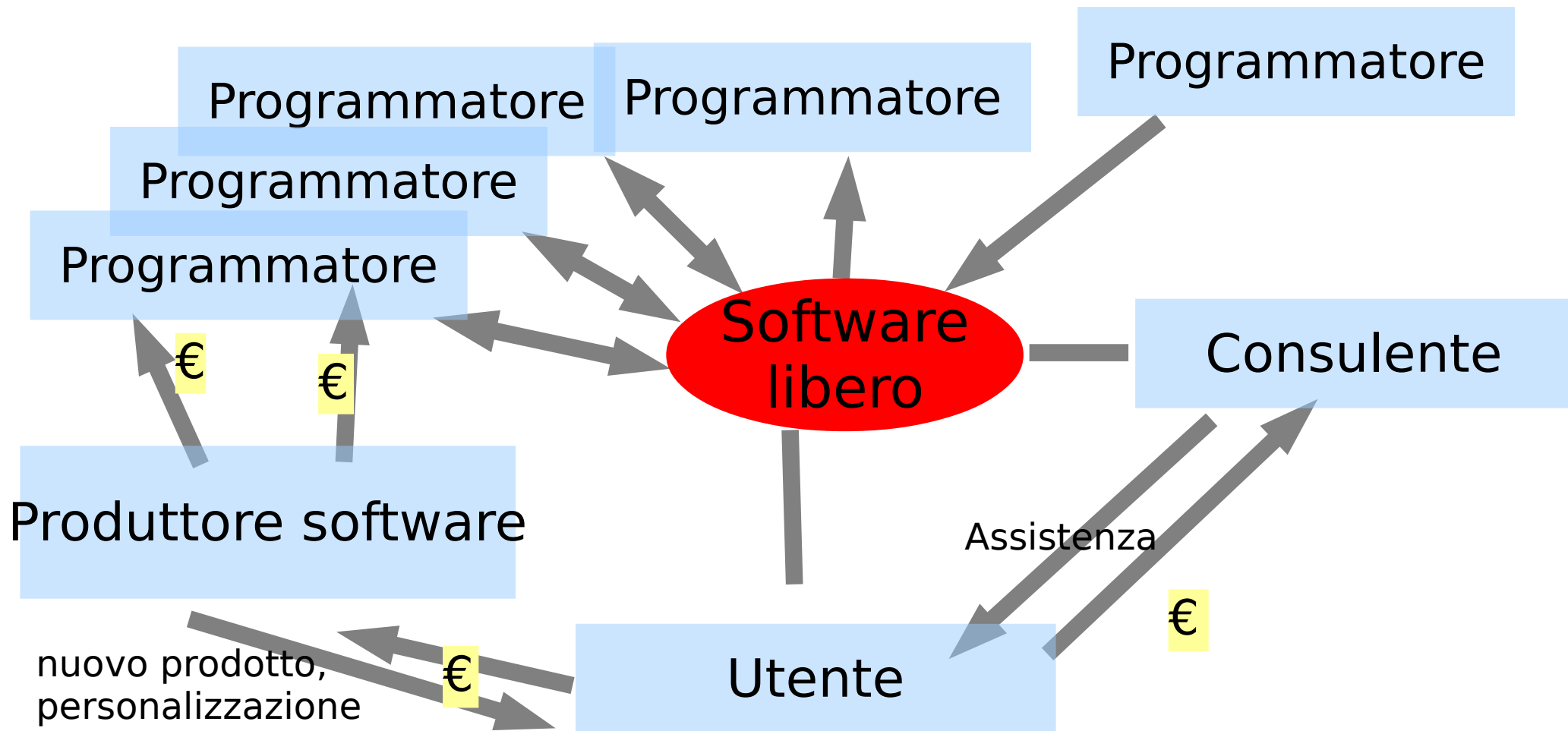


Ecosistema

software proprietario



software libero



Perchè le imprese sviluppano F/OSS?

- acquisire la **conoscenza** necessaria per competere
- **influenzare** lo sviluppo di prodotti strategici: imporre standard, e poi il *backport* é più costoso
- ridurre **rischi**: “in proprietary software, it can be too late to back up when you make a mistake”
- Attingere alla **creatività** della comunità: exploration/exploitation
- SaaS: non vendere il sw, vendere i servizi!

The Organization of Choice for Building Sustainable Open Source Ecosystems



Helping the Automotive Industry Innovate

AGL lets automakers and suppliers speed innovation and bring new features to market faster. Toyota adopted the AGL platform starting with the best selling car in the world, the 2018 Toyota Camry.



Revolutionizing Networks for 2.5B Mobile Subscribers

Mobile service operators representing over 60% of the global market plan to use projects like ONAP and CORD to automate their networks and build innovative next-generation services.



Redefining the nature of trust on the Internet

Hyperledger is a global collaboration driven by more than 250 members from the finance, banking, Internet of Things, supply chain, manufacturing, and technology industries.



Home to the World's Most Important Open Source Project

The Linux Foundation provides Linux creator Linus Torvalds and lead maintainer Greg Kroah-Hartman a neutral home where Linux kernel development can be protected and accelerated.

The top 10 companies, which employ kernel developers to contribute to the Linux kernel, make up nearly 57 percent of the total changes to the kernel. The category "none," which represents volunteer developers who aren't paid by any company, fell to the No. 3 spot this year from No. 1 in the last report issued in 2015. And Renesas moved up in the rankings from No. 13, replacing Texas Instruments at No. 10. A large portion of development continues to be developers of unknown corporate affiliation, who typically contribute 10 or fewer changes.

Company	Changes	Percent of total
Intel	14,384	12.9%
Red Hat	8,987	8.0%
None	8,571	7.7%
Unknown	7,582	6.8%
Linaro	4,515	4.0%
Samsung	4,338	3.9%
SUSE	3,619	3.2%
IBM	2,995	2.7%
Consultants	2,938	2.6%

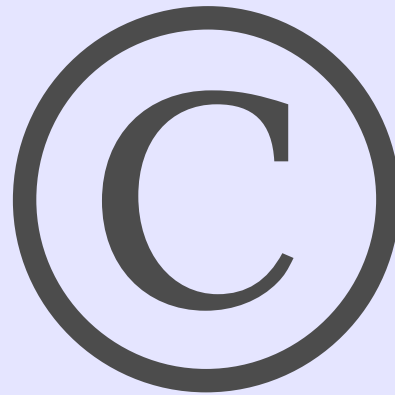
modelli di licenza

impresa

diritti di sfruttamento
economico

autore

diritti morali
+ economici



licenza
utente

Licenze sw proprietario

concedono:

- esecuzione del codice binario
(a certe condizioni)

vietano:

- copia, modifica, diffusione
- *reverse engineering*

Licenze sw libero

concedono:

- esecuzione del codice binario, senza condizioni
- modifica, diffusione, del codice sorgente

vietano:

...dipende...

Famiglie di licenze libere

- | | | Reversibile? |
|---|--|--------------|
| 1 | Public Domain viene ceduto tutto, anche il © | SI |
| 2 | <i>tipo BSD</i> (Berkeley Standard Distribution):
deve sempre rimanere il © dell'autore
→ reversibile (può essere reso proprietario) | SI |
| 3 | GNU GPL (General Public License):
“copyleft” o permesso d'autore:
→ opere derivate devono usare GPL | NO |



gnu general public license

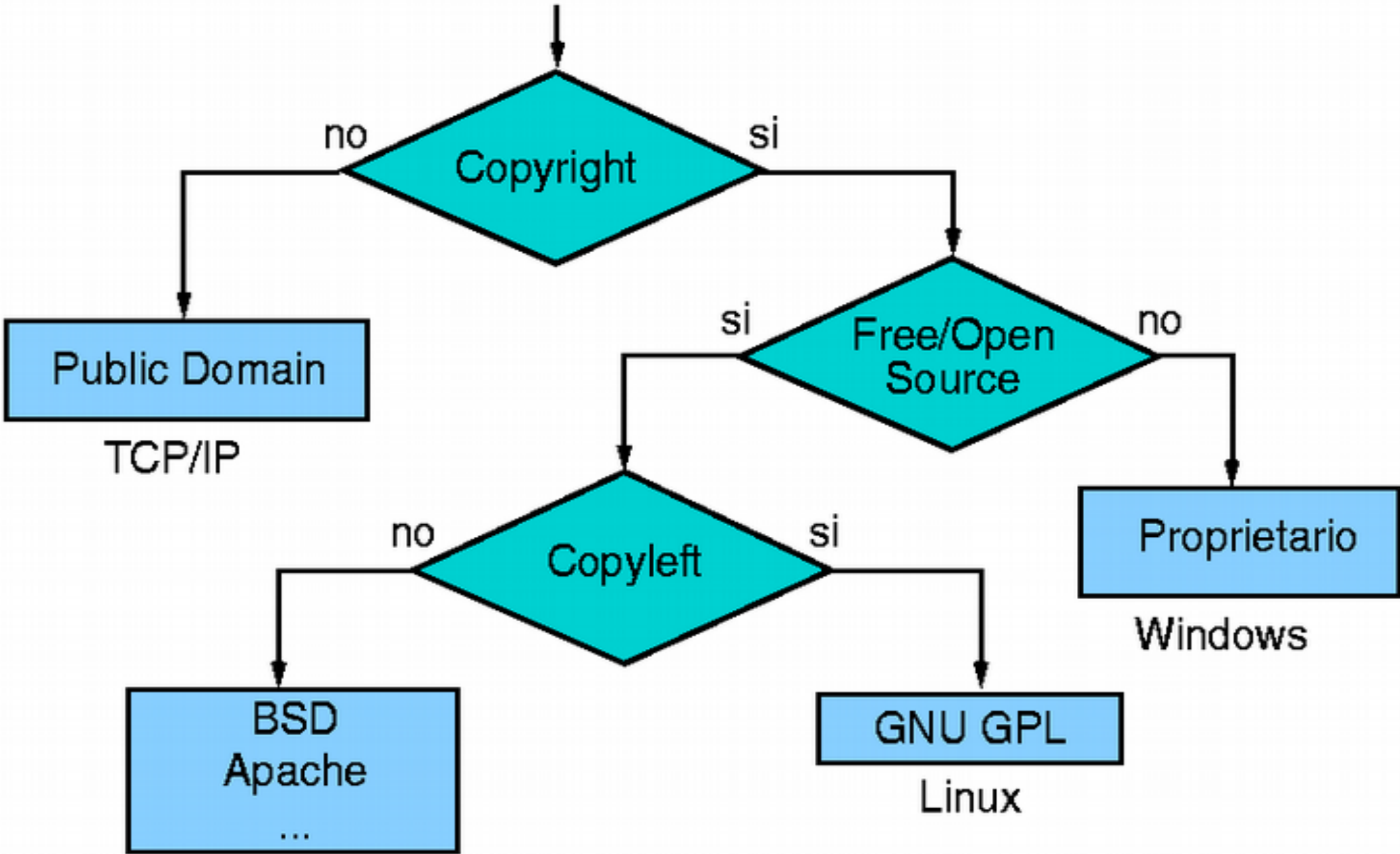


Copyright :

Chi **distribuisce** copie di un programma coperto da GPL, sia gratis sia in cambio di un compenso, deve concedere ai destinatari tutti i diritti che ha ricevuto.

Deve anche assicurarsi che i destinatari ricevano o possano ottenere il codice sorgente.

E deve mostrar loro le condizioni di licenza, in modo che essi conoscano i propri diritti.



da: Lawrence Lessig: Open Source Baselines, 2002

Modelli di sviluppo

Cattedrale/Bazaar (Raymond, 1999)

Single Guru

Master - Disciple → *Benevolent dictator*

Project team

self-identification (Benkler, 2006)

Modelli di distribuzione del software

~~Tradizionale~~

~~supporto fisico + distributore/rivenditore~~

Internet based

download, “try & buy”, demo/premium

f/oss: distribuzione integrata con sviluppo
e supporto: Github, SourceForge

prezzo

Per essere *free software*
deve essere coperto da licenza libera,

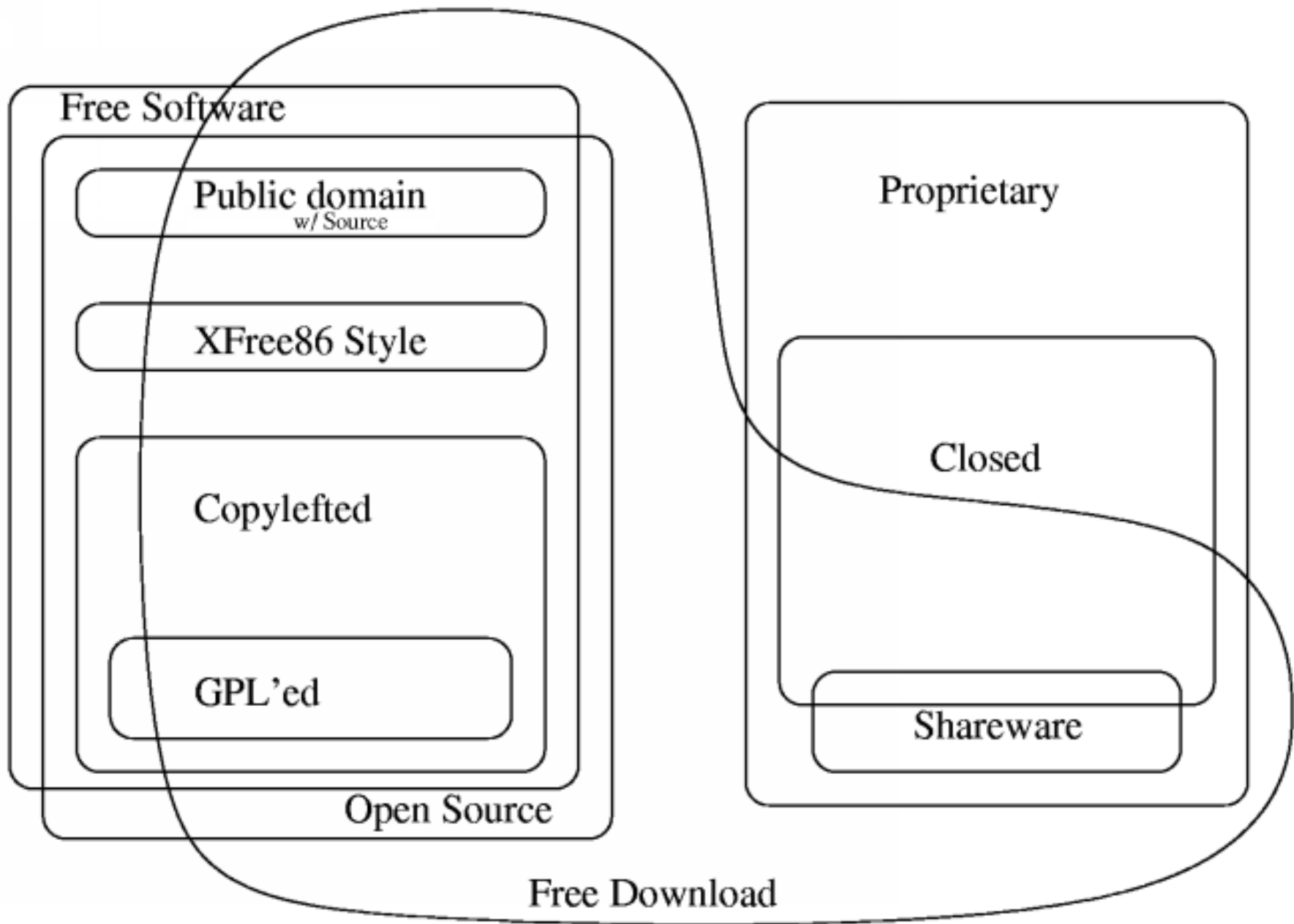
inoltre

può essere gratis
(e spesso lo è)

≠ free software:

freeware (sw proprietario gratuito)

trialware, shareware, demo (proprietario,
scaricabile, a tempo/funz. ridotta)



codice **sorgente**



+ licenze libere = *free software*

+ Internet = *peer-production* e distribuzione

+ imprese = *Open Source*

free software prodotto, usato e
distribuito grazie ad Internet da
privati e imprese

III - prospettive

- * Desktop: 88% MS Windows
- * Desktop (48%),  Mobile (45%) 
- * GNU/Linux è lo standard per le **infrastrutture**: cloud, embedded (IoT) e mobile
- * Browser war: Chrome 60%, Firefox 12%, IE 12%
- * Mobile (bn users):
Android (2.6), Windows (1.4), iOS/macOS 1.3

WE WON!



Google

Google Search

I'm Feeling Lucky



0 Libertà di eseguire il programma, per qualsiasi scopo.

1 Libertà di studiare come funziona il programma, e adattarlo alle proprie necessità.

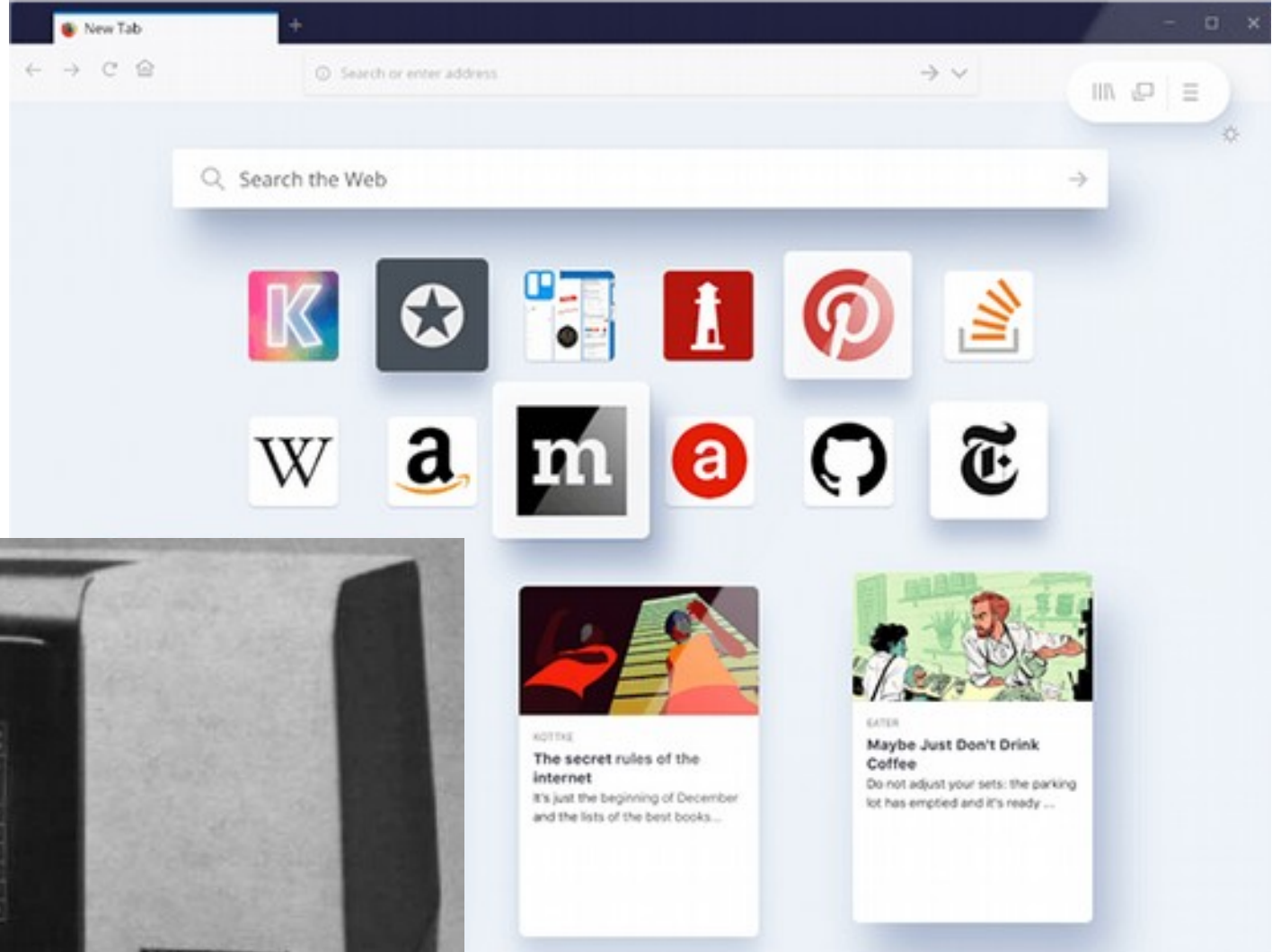
2 Libertà di ridistribuire le copie *in modo da aiutare il prossimo*.

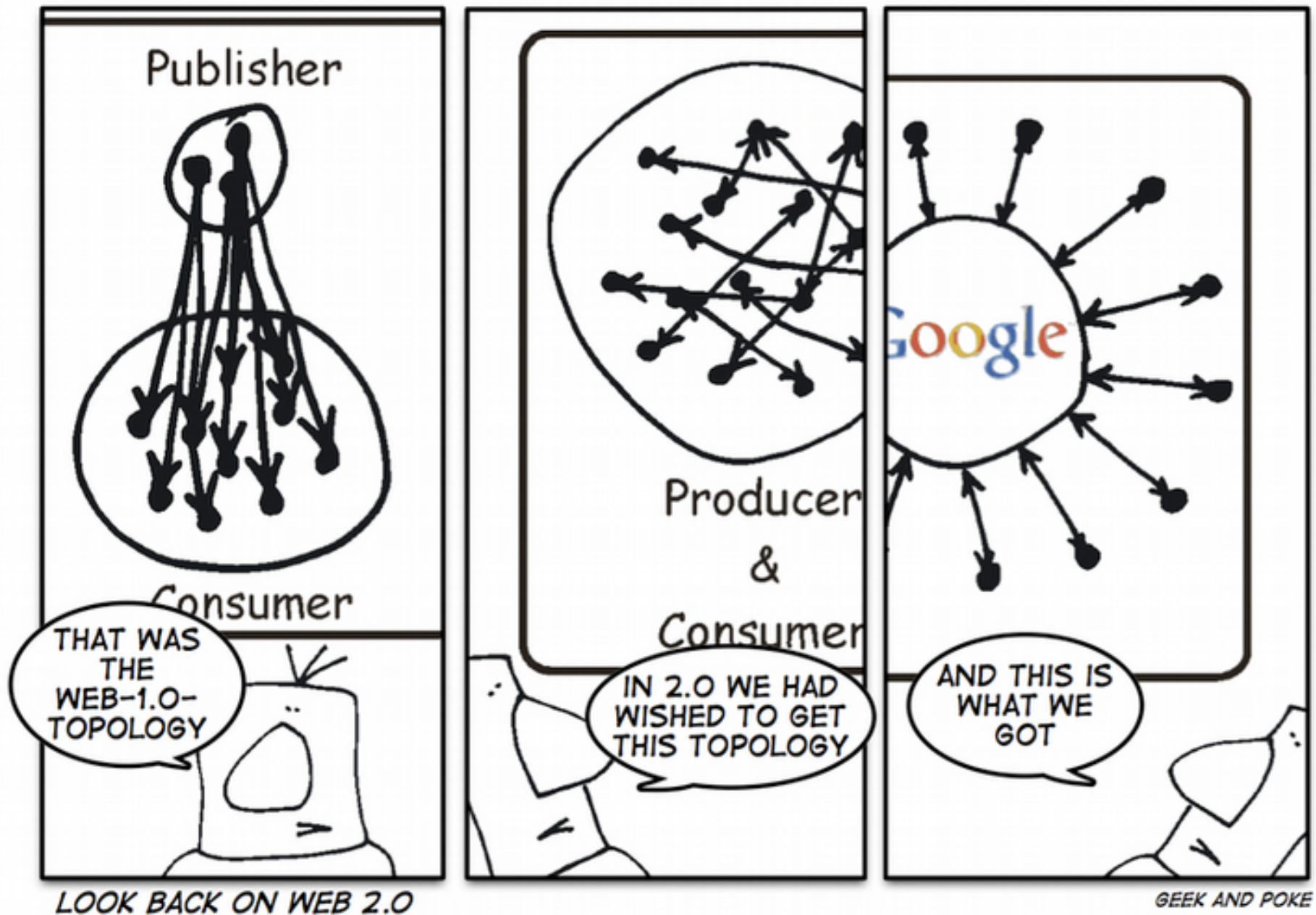
3 Libertà di migliorare il programma, e distribuirne pubblicamente i miglioramenti, *in modo tale che tutta la comunità ne tragga beneficio*.



Cloud

IBM 2009 - NERCS @ Berkeley Magellan Lawrence Nat'l Lab - Roy Kaltschmidt, photographer





Free What?



Infrastructure

open
interoperable
standards

F/OSS O.S.,
browsers



Application

free/open
source licenses

non-
centralization

device
neutrality



Data

data ownership

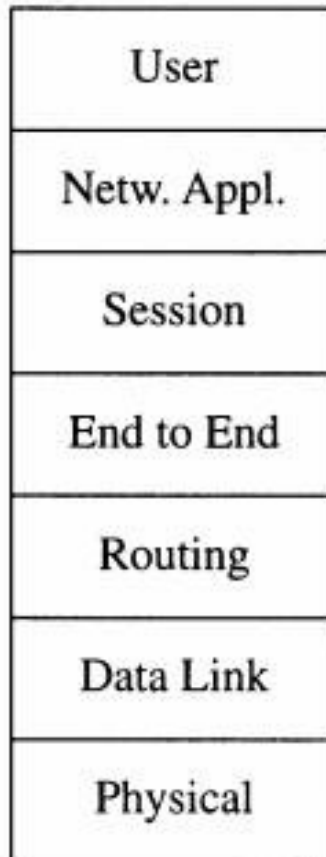
privacy by
{design,default}

A/ Infrastructure



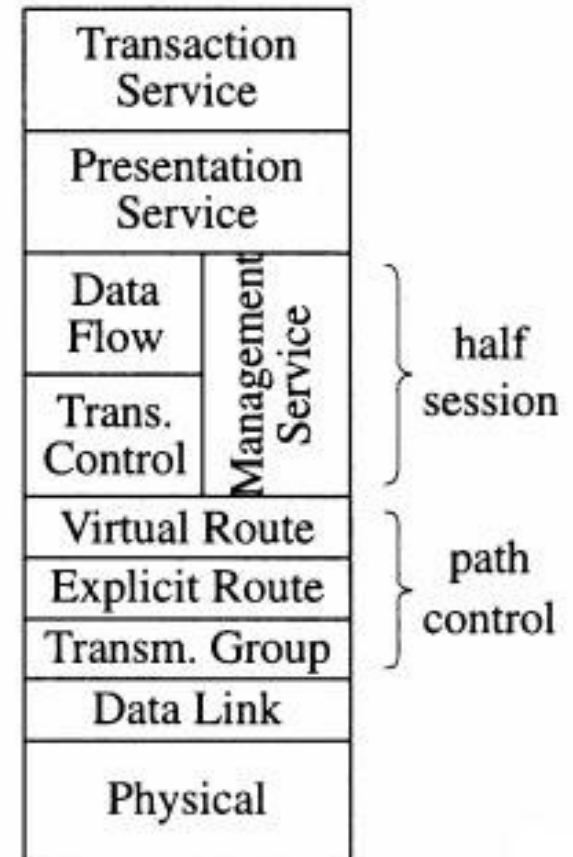
1975 →

DECNET



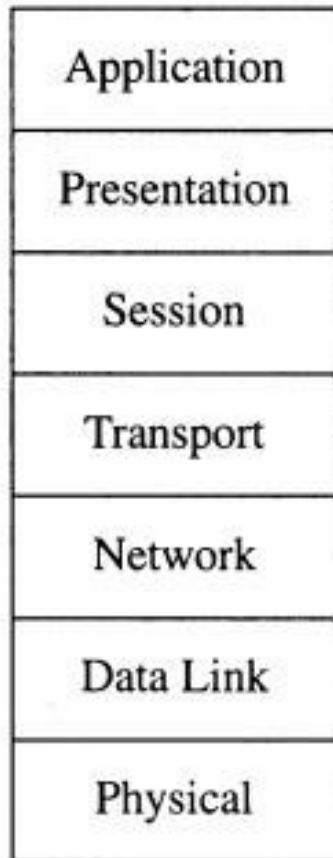
1974 →

SNA



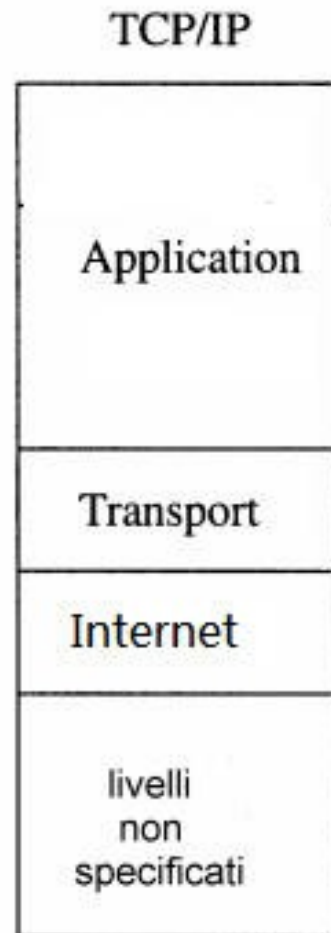
A/ Infrastructure

OSI



1984

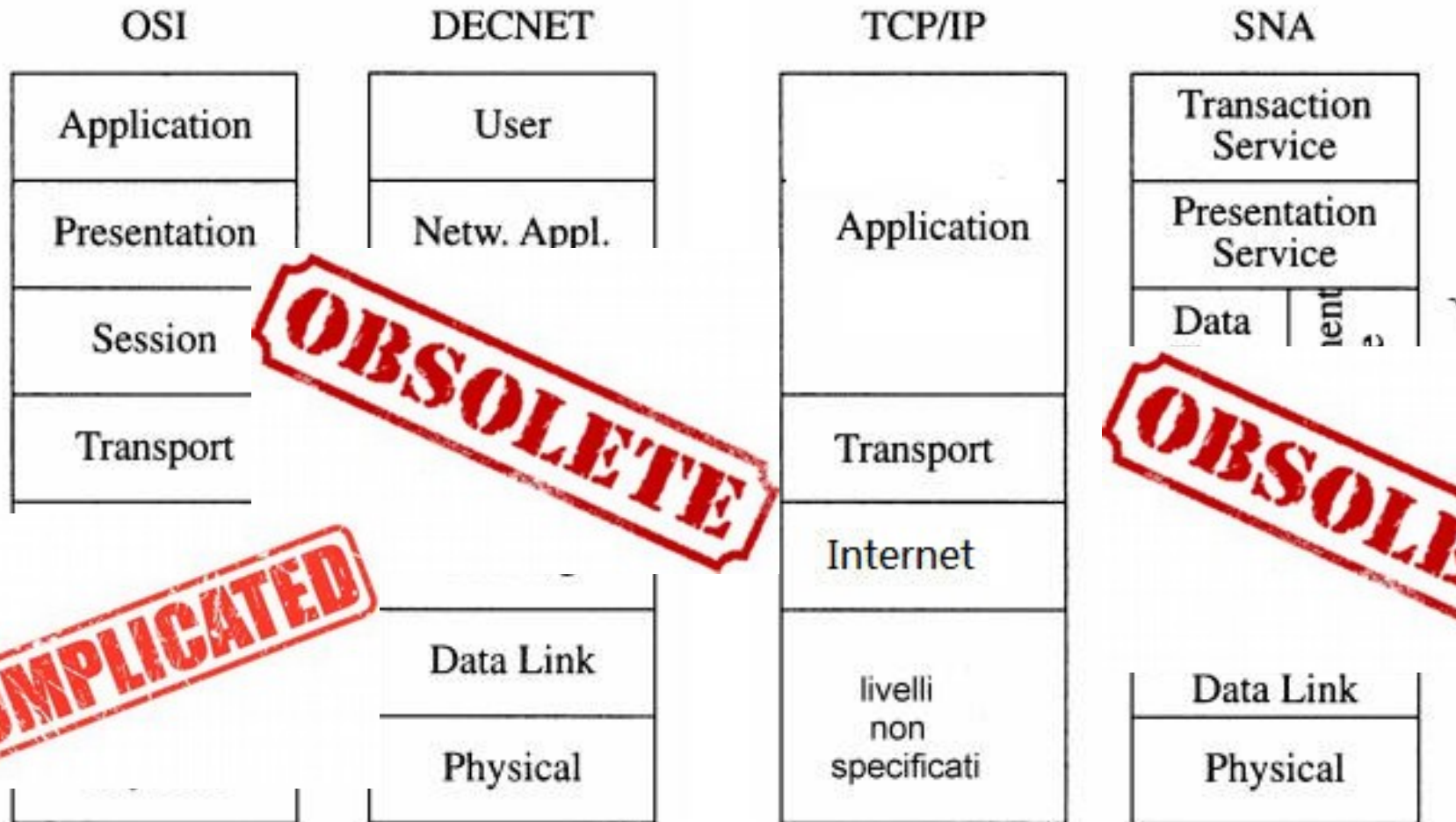
A/ Infrastructure



A/ Infrastructure

digital

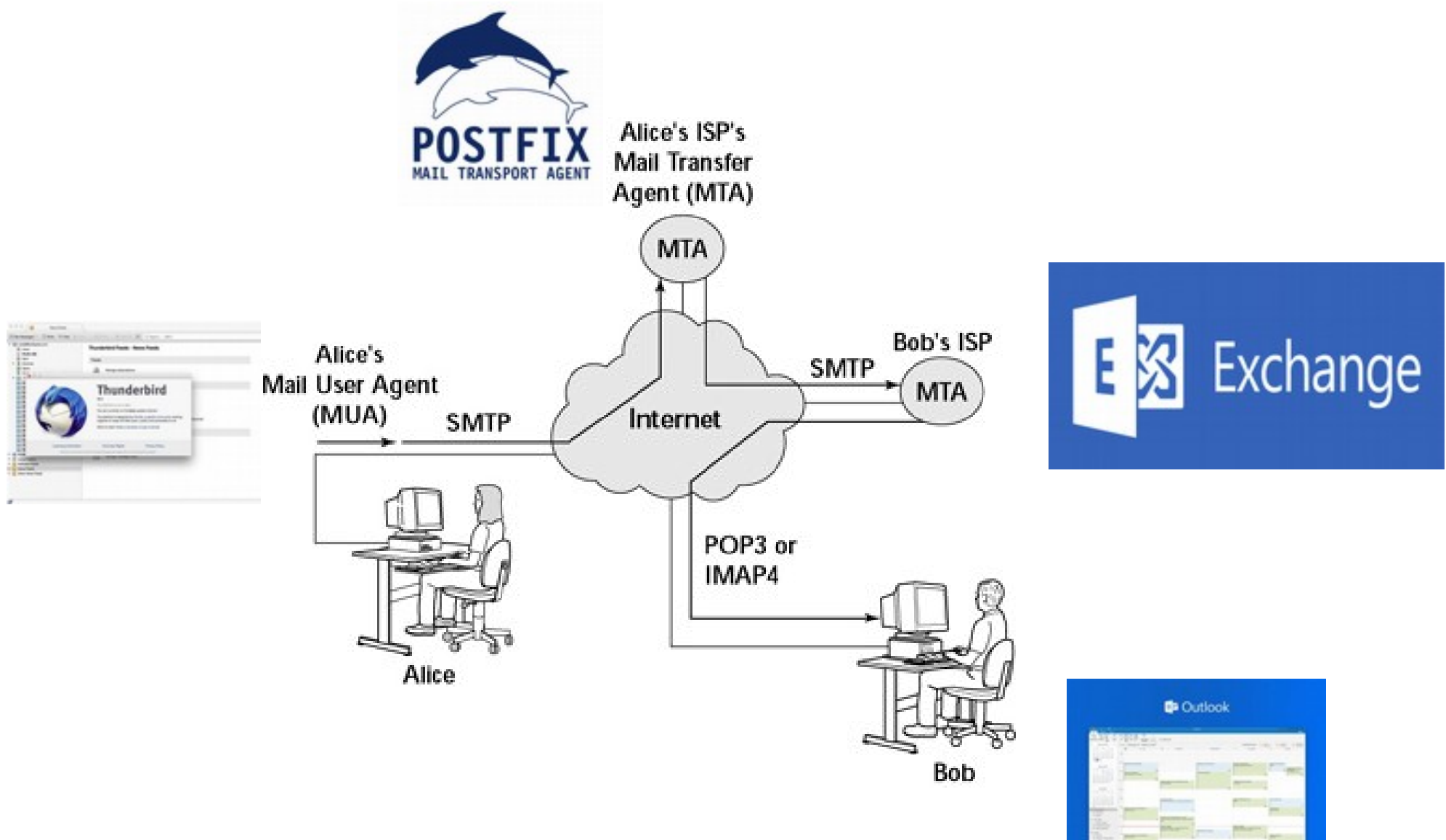
IBM



1974→

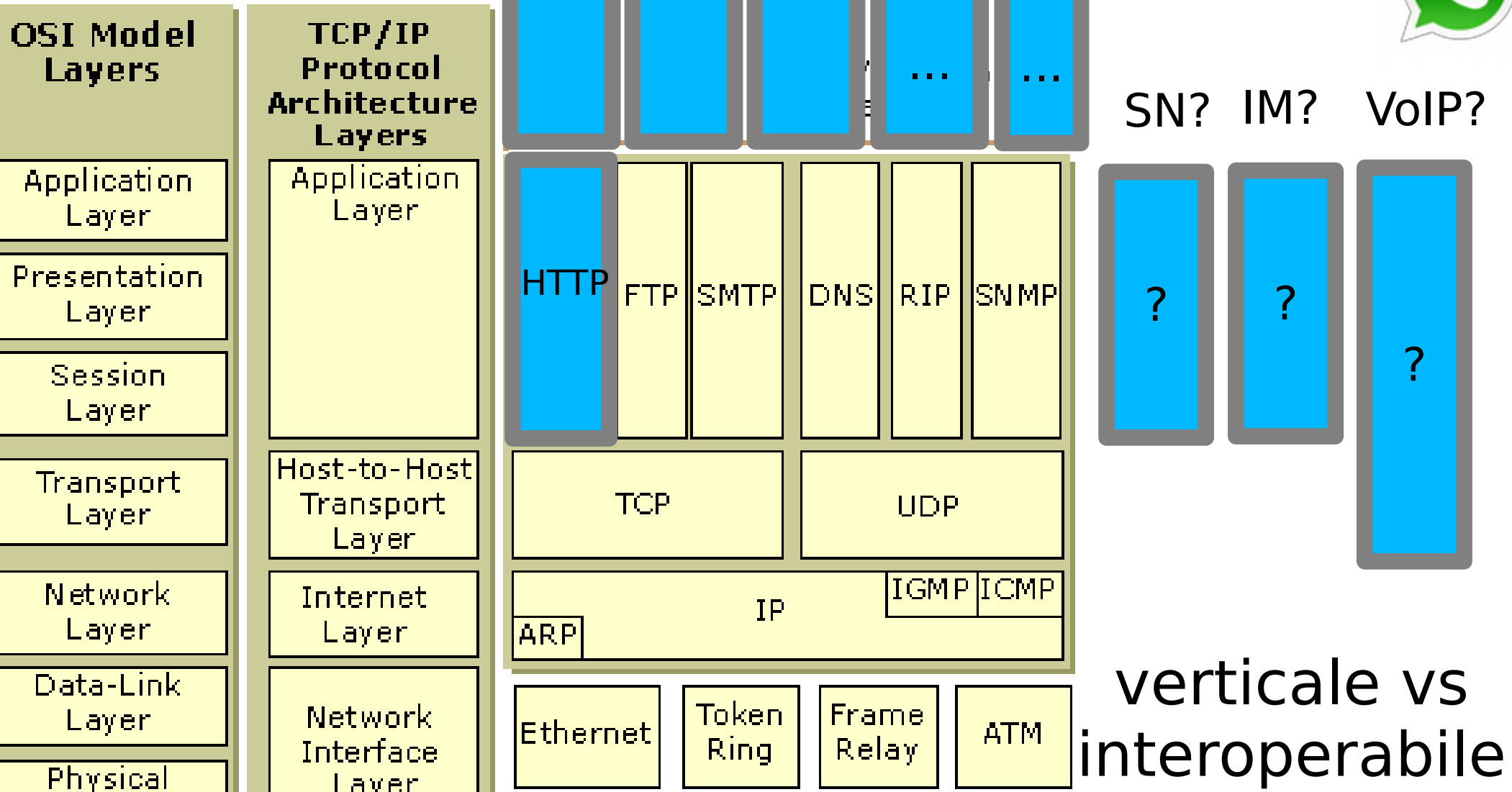
Es. Email:

IP/TCP/SMTP/POP3/IMAP



B/ Application

Proprietary Apps



B/ Application



<https://ipfs.io/>

La centralizzazione è un problema da risolvere.

→ dati accessibili in base al contenuto, non alla posizione

“The web's centralization limits opportunity

The Internet has been one of the great equalizers in human history and a real accelerator of innovation. But the increasing consolidation of control is a threat to that.

IPFS remains true to the original vision of the open and flat web, but delivers the technology which makes that vision a reality. “

B/ Application

Device Neutrality

Device neutrality **law** states that the users have the right of non-discrimination of the services and apps they use, based on platform control by hardware companies

(Wikipedia)

C/ Data



- 1) ~~Surveillance~~
Advertising
- 2) Lock-in
- 3) Ownership

“Data is the new Oil”

“Data is just like crude. It’s valuable, but if unrefined it cannot really be used. It has to be changed into gas, plastic, chemicals, etc to create a valuable entity that drives profitable activity; so must data be broken down, analyzed for it to have value.

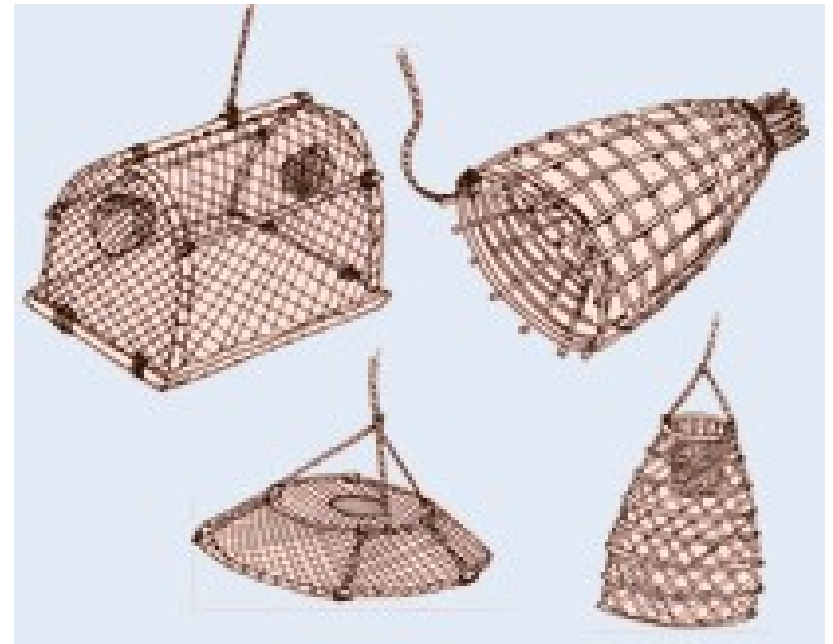
The issue is how do *we marketers* deal with the massive amounts of data that are available to us? How can we change this crude into a valuable commodity ?”

Michael
Palmer
2006



Data *lock-in*

- accesso ai dati:
 - nel *tempo*
 - da *programmi* diversi
 - da *architetture* di tipo diverso



→ **formati** aperti e interoperabili
Open Document – Open XML

→ GDPR: Right to data portability

The *data subject* shall have the right to receive the personal data concerning him or her, which he or she has provided to a *controller*, in a **structured, commonly used and machine-readable format** and have the right to transmit those data to *another controller* without hindrance from the controller to which the personal data have been provided

Data Ownership

“Users should have the freedom to choose where ~~their~~ data resides and who is allowed to access it by decoupling content from the application itself.”

<https://solidplatform.org/>



What is Solid?



Solid is an exciting new project led by Prof. Tim Berners-Lee, inventor of the World Wide Web, taking place at MIT and the Qatar Computing Research Institute. The project aims to radically change the way Web applications work today, resulting in true data ownership as well as improved privacy.

Thanks and happy hacking!

alberto -at- cammozzo.com

<http://cammozzo.com>

<http://tagMeNot.info>