

Open-Source Business Models:

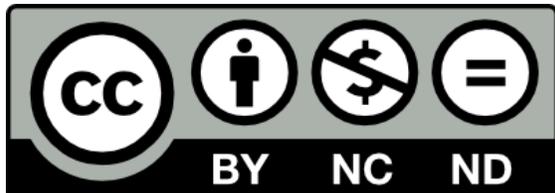
Making money by giving it away

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HALL LAW

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Presentation Overview

- › Open-Source Business Models
- › Open-Source Development

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Open-Source Business Models

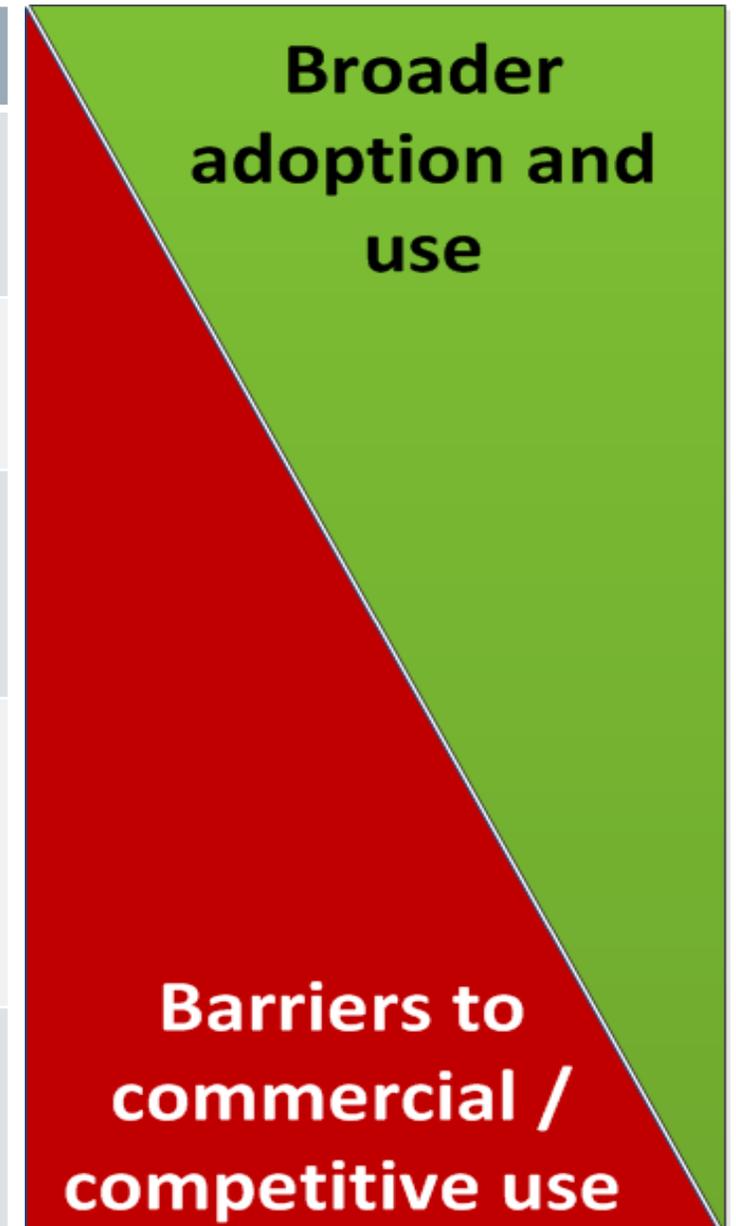
Open-source Business Models

Open-source business models usually rely upon one or more of the following strategies:

1. **Dual-licensing** proprietary company software;
2. Providing **commercial** or **enterprise** versions, **plugins**, or **extensions** to open-source products;
3. Offering **maintenance**, **support**, **consulting**, or other **services** that **support** or **complement** open-source products;
4. Offering **hosting**, **warranty**, **indemnity**, or other **products** that **complement** open-source products; and
5. **Closed-source modified distributions** of open-source products.

Open-Source License Types

License Type	Intended Copyleft Effect
Permissive (Apache-2.0, BSD)	None
Weak Copyleft (LGPL, MPL, CDDL)	Modifications/enhancements to the open-source software
Strong Copyleft (GPL, AGPL, OSL)	Certain software distributed in combination with the open-source software.
Network Strong Copyleft (AGPL, OSL-3.0)	Certain software distributed or hosted in combination with the open-source software.
Prohibitive (Ms-LPL, BCLA)	Typically none, but specific uses (e.g., commercial) are prohibited



1. Dual Licensing (1/2)

- › Company offers its own proprietary software for use under either of (a) an open-source license or (b) a paid commercial license.
- › The open-source license often prohibits or limits commercial use of the software. Licensees wishing to avoid such prohibitions and limitations can purchase a commercial license with more favorable terms.
- › Commercial licenses may additionally or alternatively:
 - (a) provide access to company services (e.g., support, maintenance, and customization);
 - (b) include warranties or indemnification not available under the open-source license;
 - (c) provide early access to updated versions of the software; or
 - (d) resolve infringement allegations made by the licensor.

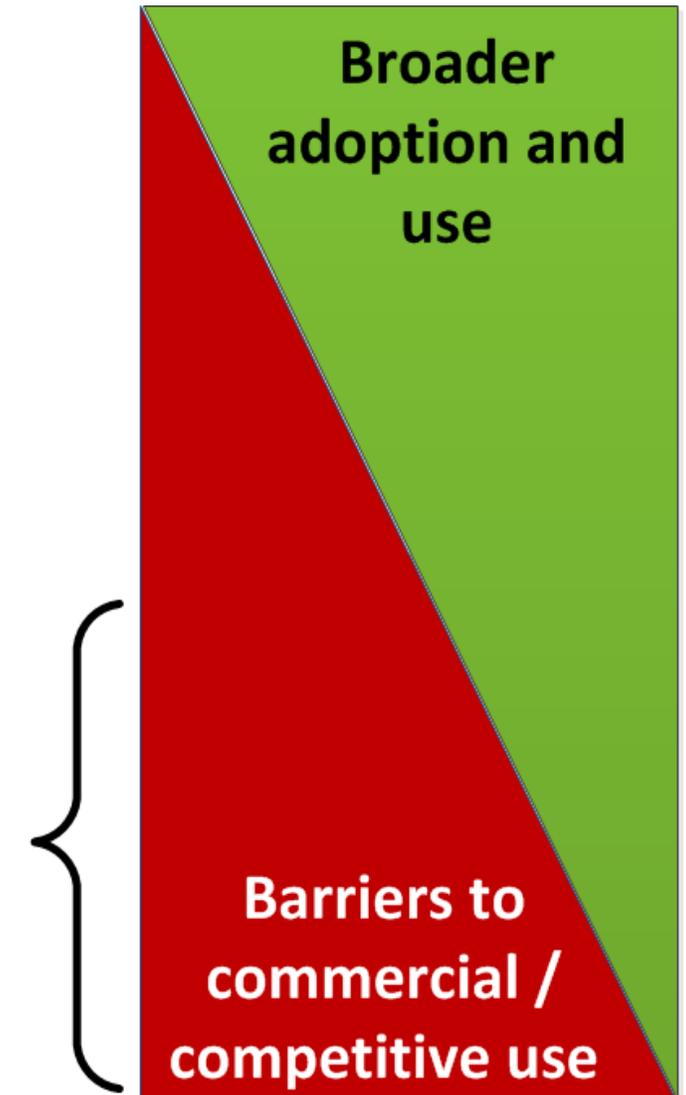
1. Dual Licensing (2/2)

› **Examples:**

MySQL, BerkeleyDB, Java EE/SE, MongoDB, Asterisk, Modelio, iText, WurfI, Qt.

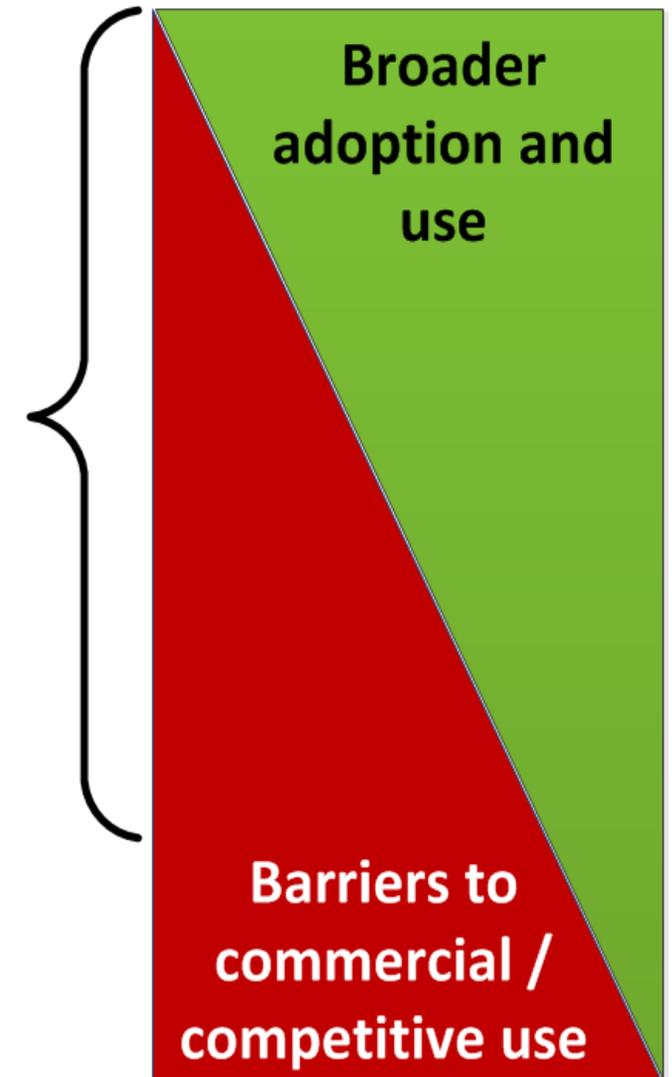
› **Challenges:**

- Third parties may fork the software creating alternative implementations (e.g., MySQL forks MariaDB and Drizzle)
- Collecting fees may require unpopular licensing campaigns targeting the software's user base.



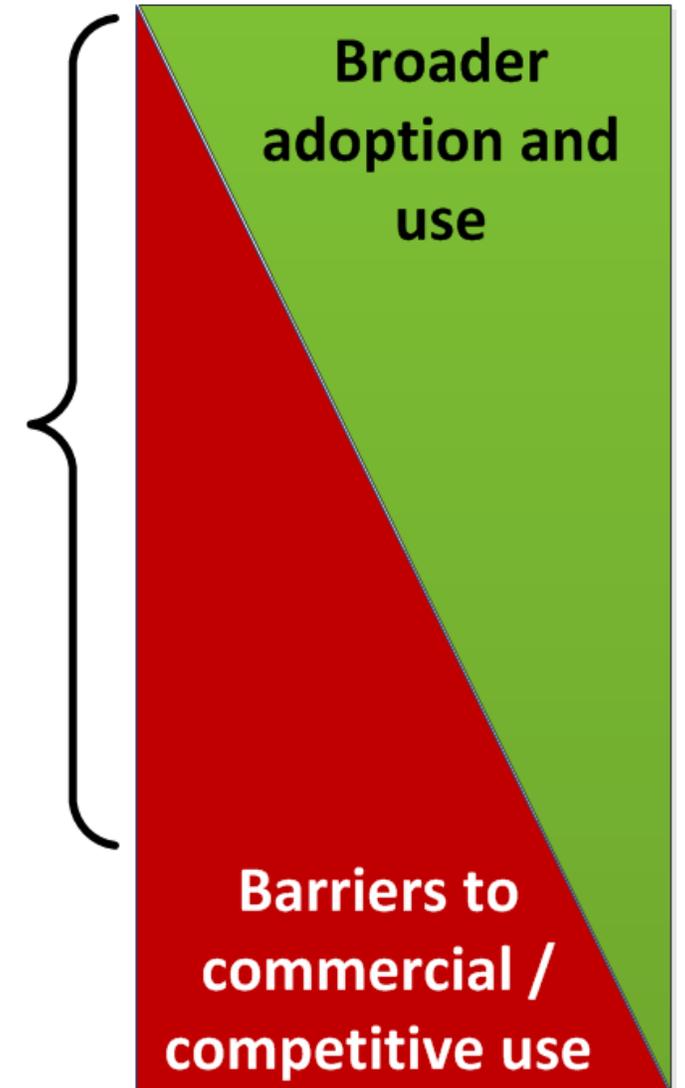
2. Open Core & Open Platform (1/1)

- › **Open Core (Freemium):** Company offers a version of its product under an open-source license while offering enhanced or “enterprise” versions of the software under a commercial license.
- › **Examples:** Sendmail, Java EE/SE, Sourcefire Snort, Qt, SugarCRM
- › **Challenges:**
 - Potential for forking and third-party premium extensions
 - Limiting access to premium versions can negatively impact community response and adoption



2. Open Core & Open Platform (2/2)

- › **Open Platform:** Company releases a platform or other software under an open-source license and offers proprietary plug-ins, extensions, applications, or content under commercial licensing terms through the platform.
- › **Examples:** Android, Eclipse, Hadoop, Wordpress
- › **Challenge:** Success often particularly dependent on broad platform adoption and sometimes third-party participation.



3. Providing Complementary Services

- › Company offers services that relate to or support customer use of open-source software; software may or may not also be licensed by the company.
- › Related services include, for example, training, customization, implementation, maintenance, certification, and support services.
- › Selling additional services typically require the company investment of significant additional human or technology resources.
- › **Examples:** Red Hat, Canonical, Novell, Pivotal, Palamida, Black Duck.
- › **Challenges:**
 - Third parties can typically provide competitive services with limited barriers to entry
 - Service models typically don't scale well

4. Providing Complementary Products

- › Company offers products that complement or heavily depend upon the use of open-source software.
- › Related products include, for example, hosting services, hardware and virtual systems incorporating open-source operating systems and platforms, and providing warranties and indemnification for open-source software and use.
- › Additional product can typically be sold without significant additional resource investment from the providing company.
- › **Examples:** Red Hat's "IP Assurance Program" and RHEL build services; MongoDB and AWS hosting services.
- › **Challenges:**
 - Third parties can typically provide competitive products with limited barriers to entry

5. Closed-Source Distributions

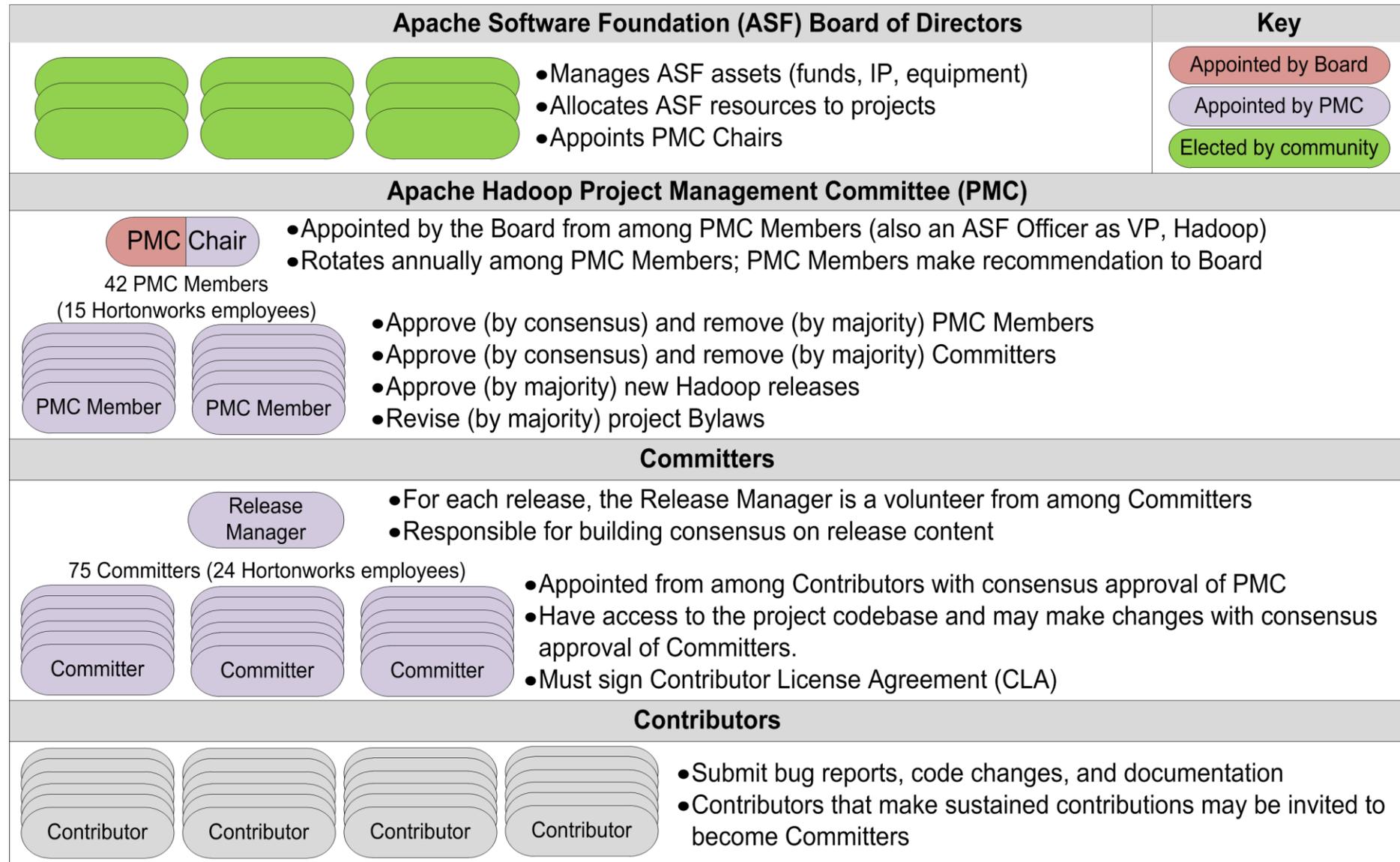
- › Company releases commercial (closed-source) versions of open-source originally licensed under a permissive license (e.g., Apache 2.0) or offers commercial plugins or extensions to an open-source project or platform. The distributions are often specialized for a particular industry or use case.
- › **Examples:** Cloudera, Hortonworks, MapR and AWS (offering commercial versions of the Apache Hadoop project).
- › **Challenges:**
 - Third parties can offer competitive services;
 - Success of commercial versions, plugins, and extensions may depend on the success of the underlying software or platform

Additional Open Source Revenue Models:

- › **Donation-based funding:** covering expenses through contributions to the project or a related foundation.
- › **Open-source bounties:** companies or communities offering bounties for bug and security fixes or functional improvements
- › **Crowdfunding:** individual, groups, or companies offer to implement functionality for general release under an open-source license in exchange for a set fee.
- › **Branded merchandising** such as merchandise sold by the Mozilla and Wikimedia Foundations.
- › **Ad-Supported Software**

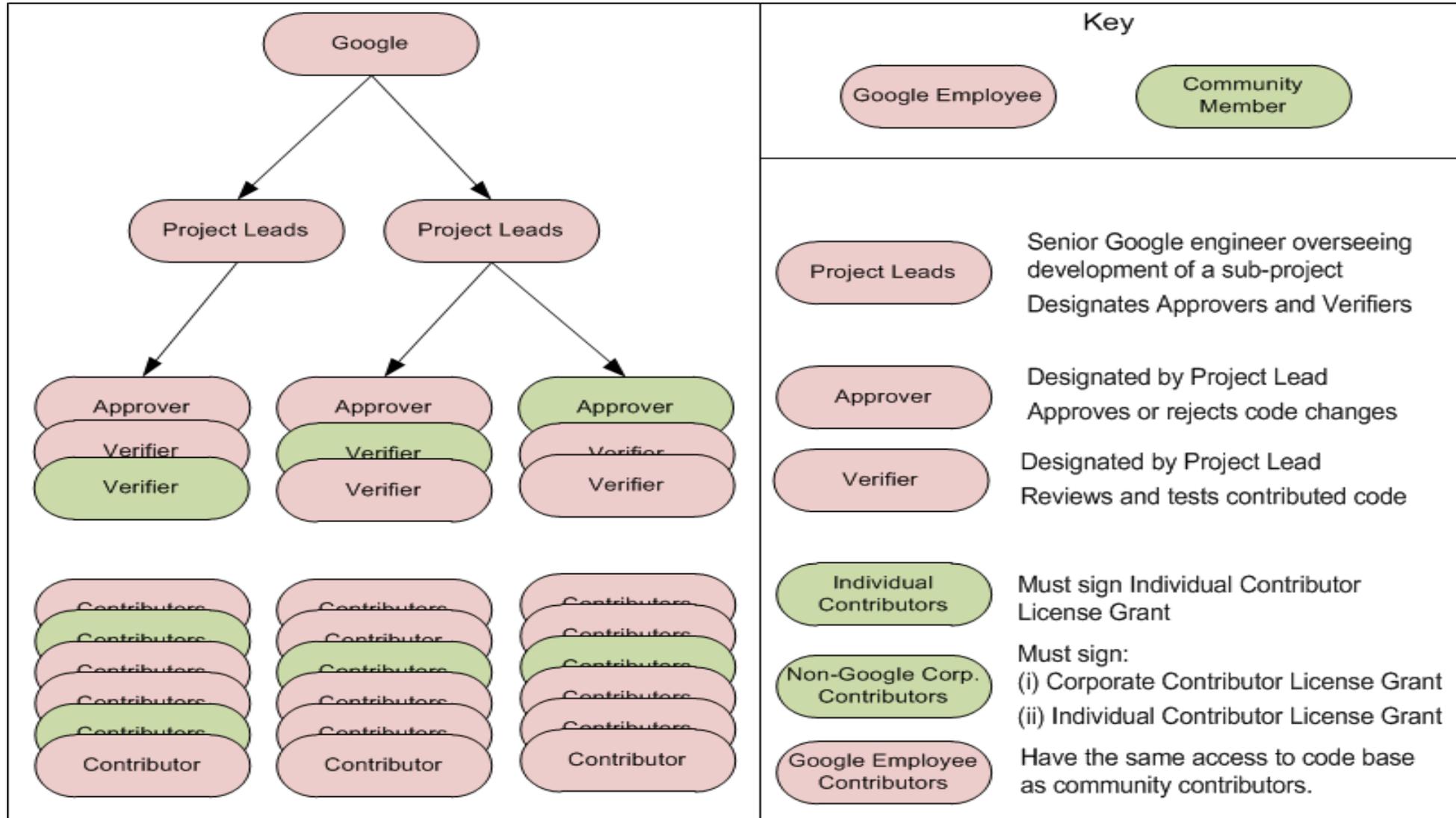
Open Development (1/2)

Apache Hadoop Governance



Open Development (2/2)

Android Governance



Questions, Comments, Thoughts?

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