

# *GPL and Source Code*

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# Contents

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- GPL and LGPL
- Program: Technical aspects
- Program: License aspects
- Embedded system and Linux
- Japan Embedded Linux Consortium

# Social Issues and Computer Science

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- We need to take into account various social issues in computer science.
  - License
    - Programs usually cannot be used freely.
  - Trust
    - Who I believe?
  - Privacy
    - How to protect information about myself?

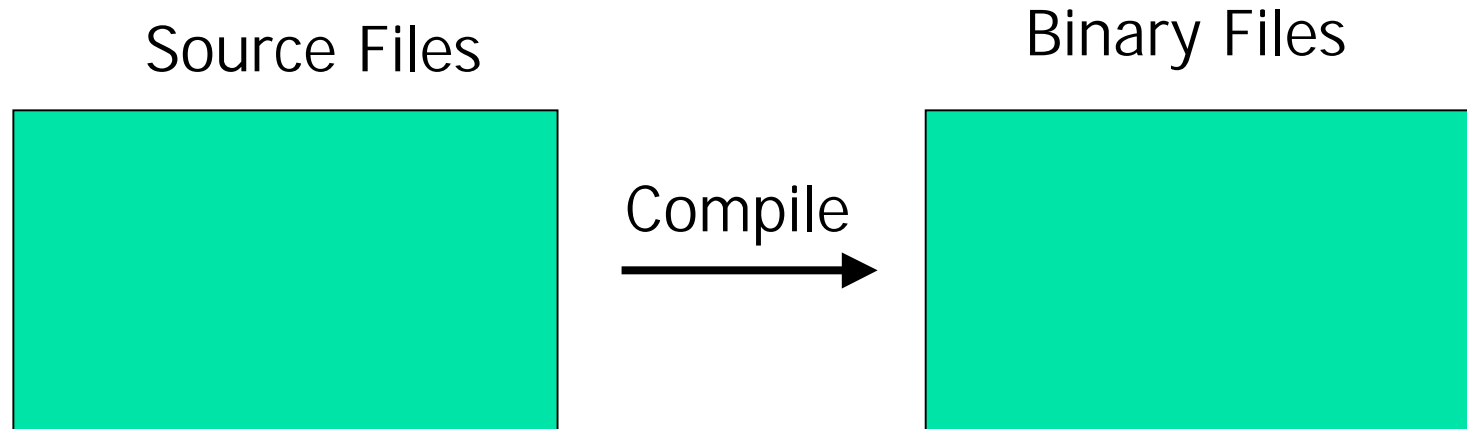
# GPL and LGPL

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- GPL
  - General Public License
  - GPL is usually used for applications, kernels and servers.
- LGPL
  - Lesser General Public License
  - LGPL is usually used for libraries.

# Program(1)

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# Program(2)

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## Program

```
#include "header.h"

main(int argc, char **argv)
{
    libcall();
}
```

## Library

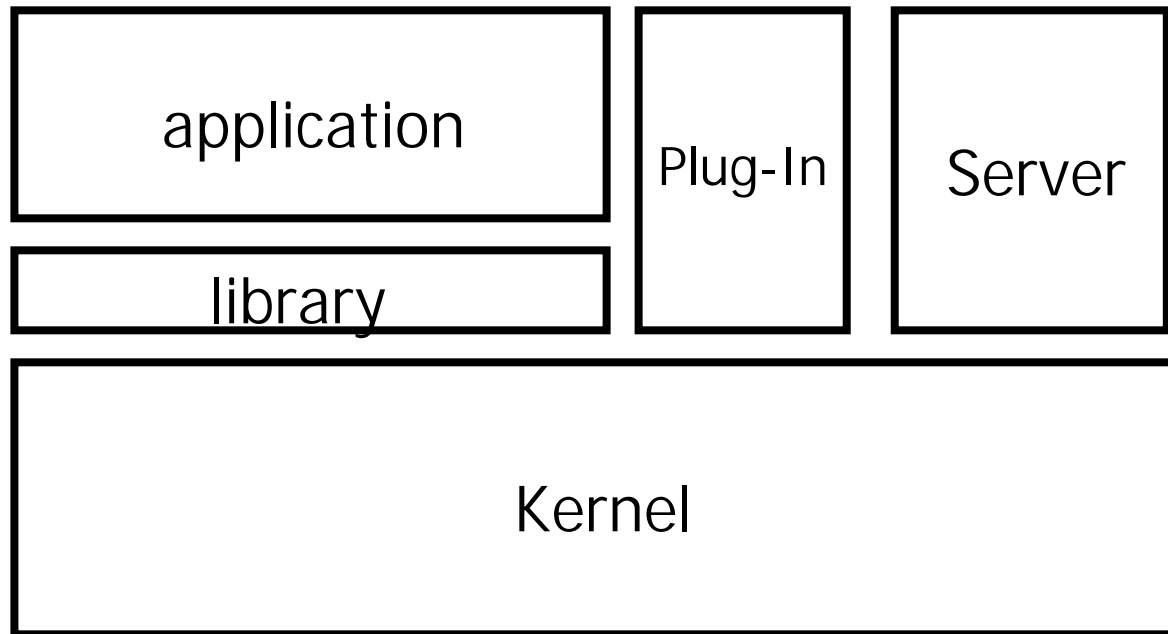
```
void libcall()
{
    ...
}
```

## Header

```
#define MAX 10
#define max(a,b) ((a>b)?a:b)
```

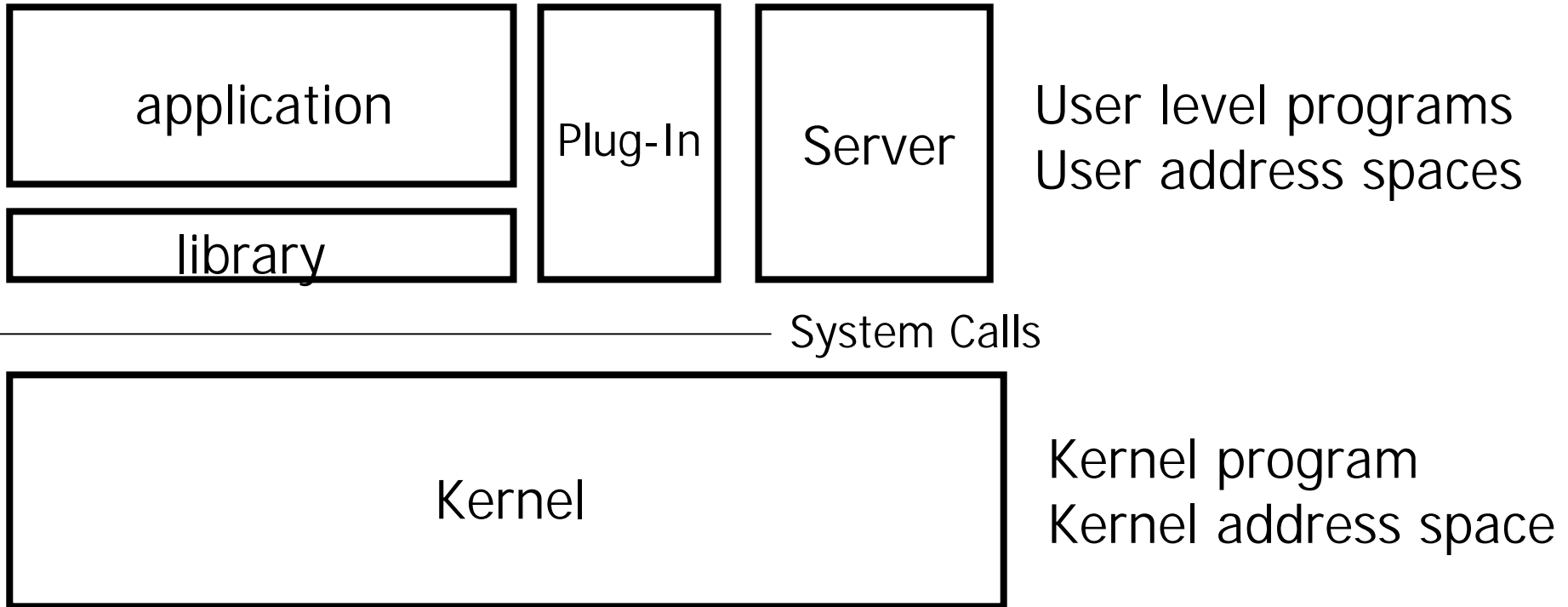
# Linux Structure

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# System Call

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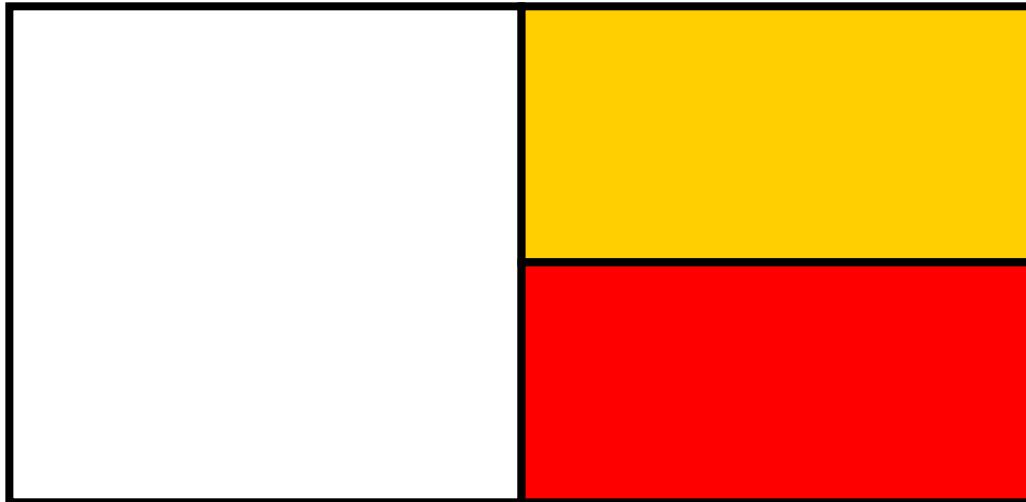
- ★ System calls in interface between user level programs and kernel.
- ★ System calls uses the trap instruction to switch address spaces.



# Library

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- Application programs uses many library programs to build executable codes.
  - glibc, GTK++, Qt,
  - `cc program.c -o program -llib (liblib.a)`

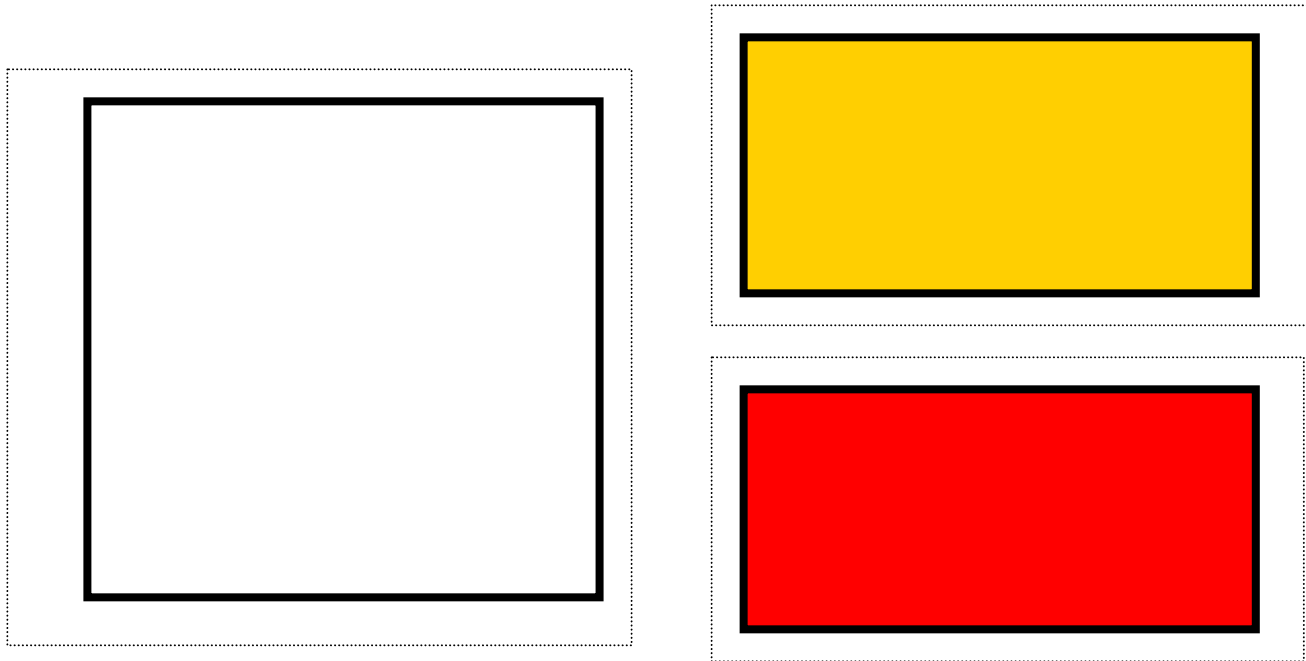


In one  
address space

# Plug-In

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- Plug-ins are executed in different address spaces.



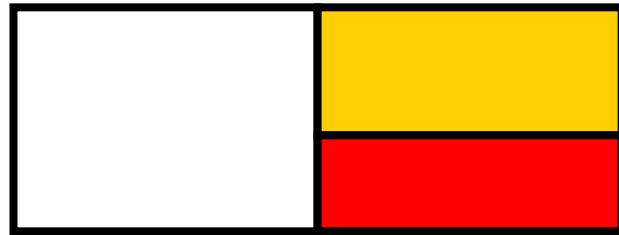
Many applications and servers

# Linking

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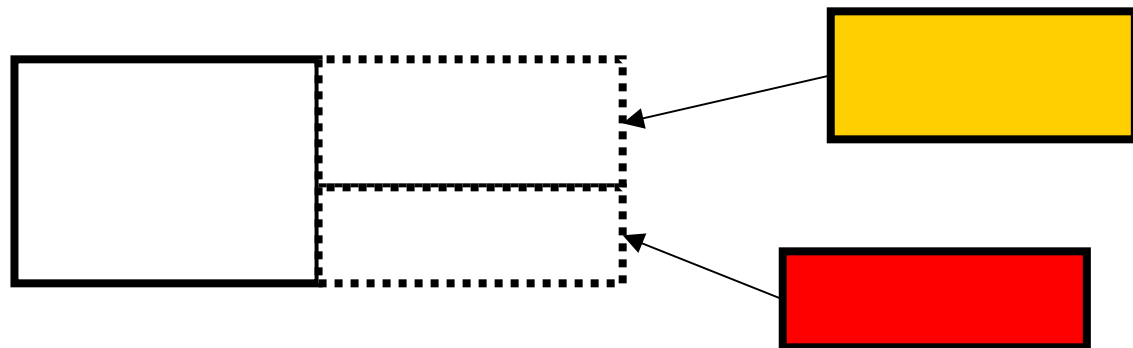
- Static linking

- Libraries are linked at compile time.



- Dynamic linking

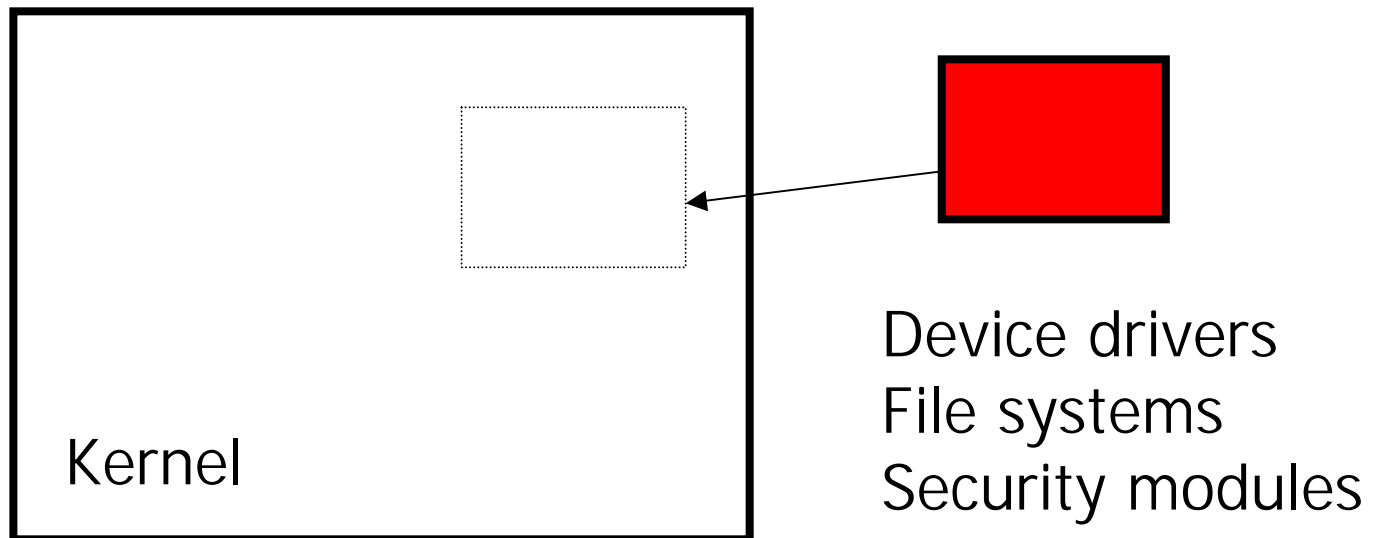
- Libraries are linked at run time.



# Loadable Kernel Modules

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- Loadable kernel modules can be linked in kernel at run time.
  - The strategy is similar to dynamic linking.



# License Issues

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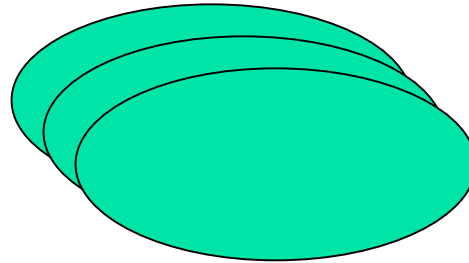
- GPL and Source codes
  - If you like to distribute your binary codes, you need to give their source codes if someone requests.
    - If you have no plan to give your binary codes to someone, you do not need to open your modified source codes.
    - Embedded systems contains binary codes, so, their source codes should be prepared to make them open.

# Standard Interface

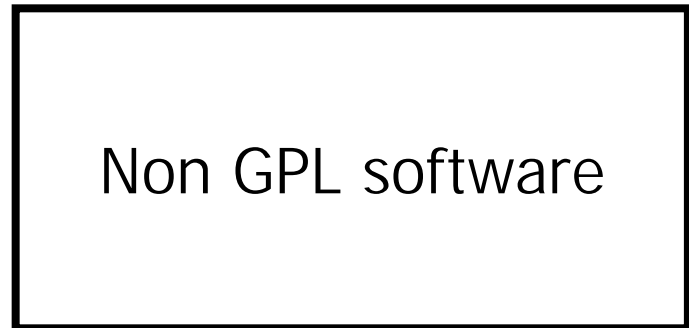
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- Standard interface is a boundary to stop GPL's effects.

Your source codes



Standard Interface



# Applications

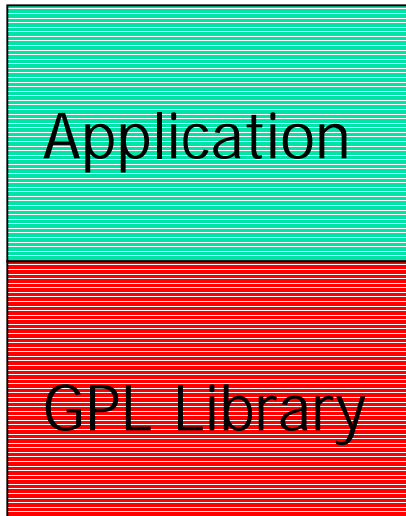
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- If Linux kernel interface is a standard interface, all applications can be proprietary.
  - The current Linux interface is based on POSIX, but not standardized.

# Derivative and Linking(1)

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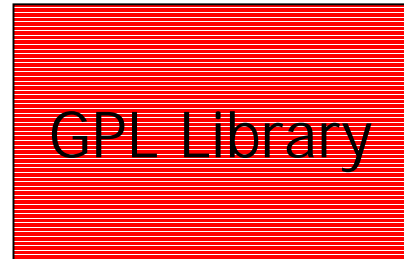
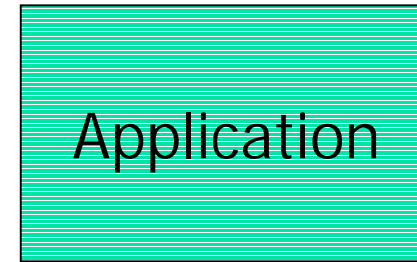
Distribute both application and library



Distribute only the application

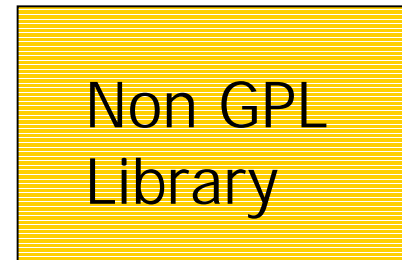


Distribute both application and library



Static Linking

Dynamic Linking



Dynamic Linking



# Derivative and Linking(2)

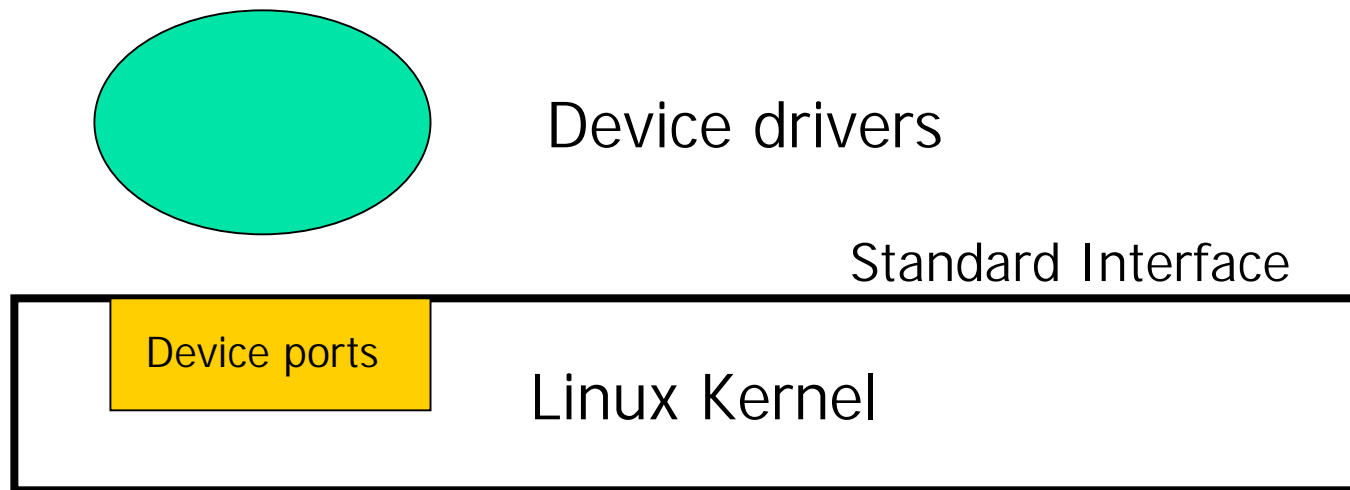
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- If libraries offer standard interface, your source codes can be proprietary.
  - However, your binary code links GPL libraries statically, your code should be licensed by the GPL license.
  - But, you use dynamic linking, your code can be proprietary because the libraries can be replaced with non GPL libraries.
  - But, if you distribute your code with GPL libraries in one system(ex. Embedded systems), your code may be licensed by the GPL license.
  - If a library is licensed by the LGPL license, your code can be proprietary.

# User Level Device Drivers

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- User level device drivers are executed at the user level, and can be licensed by the GPL license.

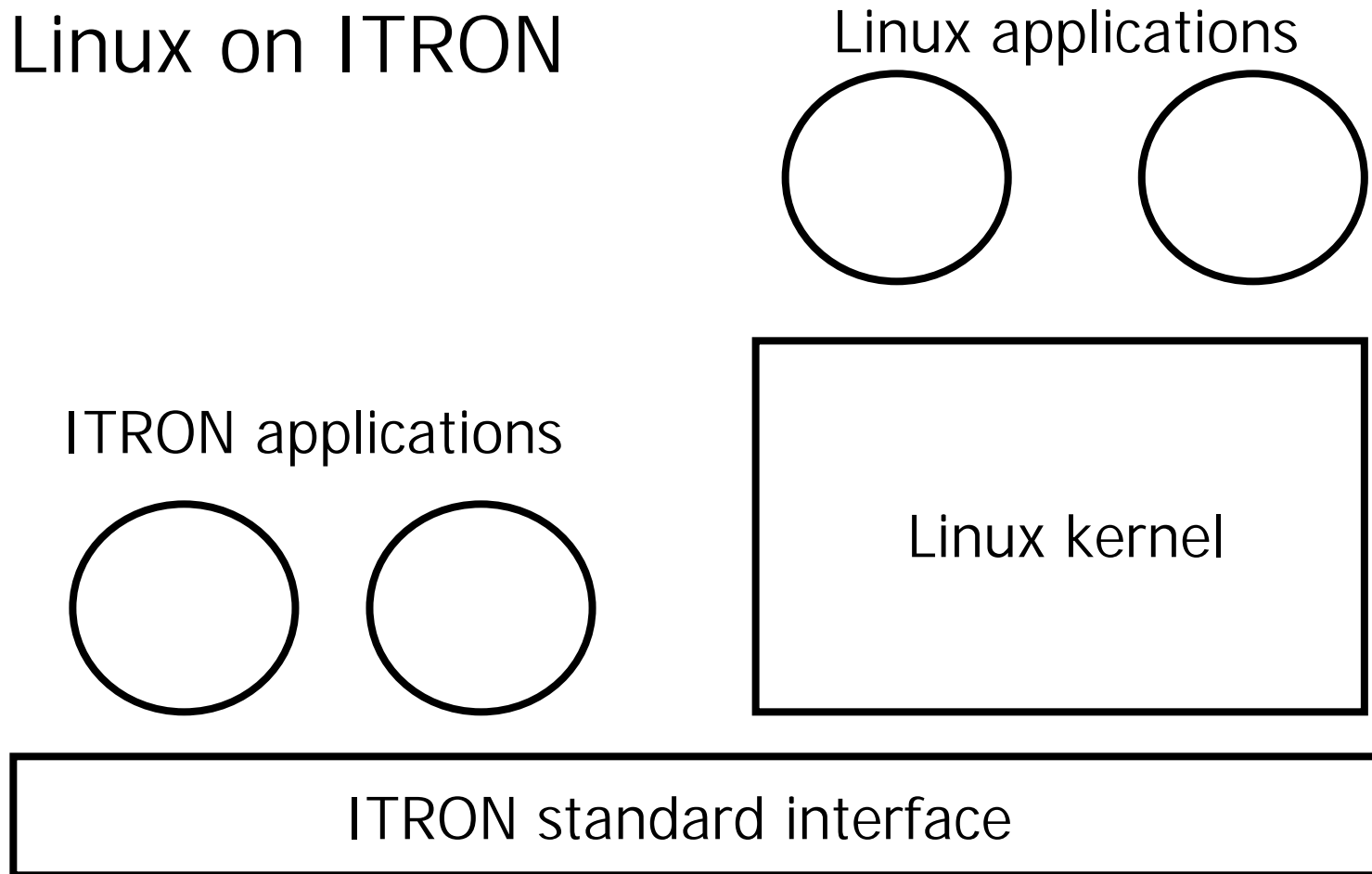


How to handle interrupts ?

# Hybrid Architecture

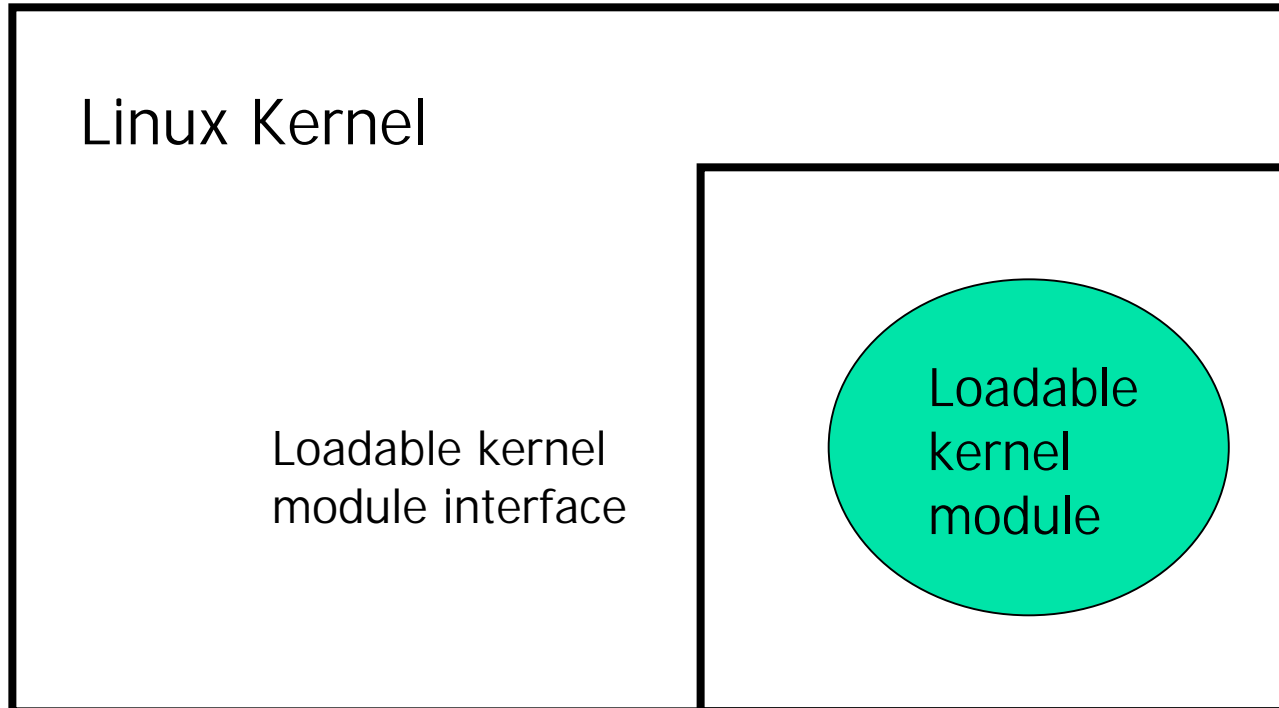
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- Linux on ITRON



# Loadable Kernel Modules

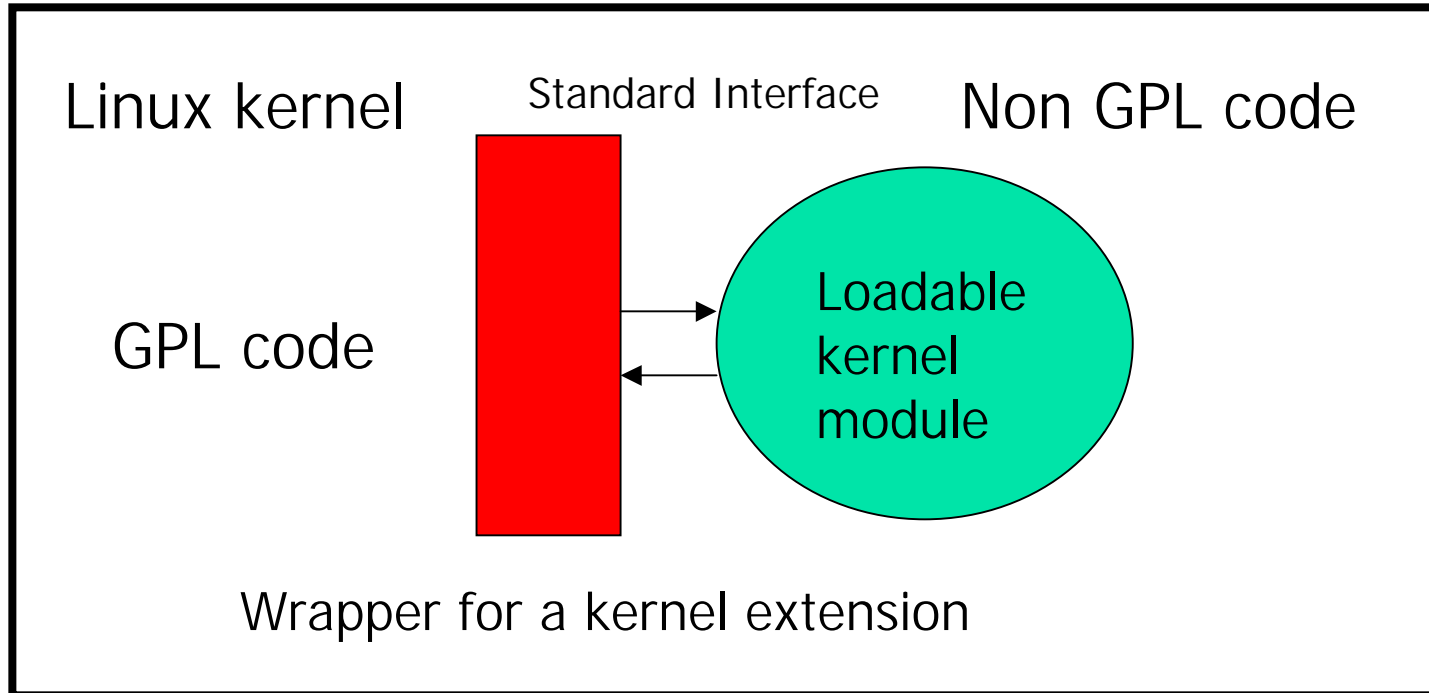
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Loadable kernel module interface is not standard interface

# Kernel Extension

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Is this type of kernel extension possible ?

# Discussions

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- The definition of standard interface is not clear.
  - Is de-facto standard real standard ?
- The interpretation about GPL may be different in different countries.
- The discussions may be changed according to adopted operating systems.
  - Relying on kernel's extension mechanisms.
- The discussions may be changed according to adopted programming languages.
  - Relying on languages' functionalities.

# The Current Status of Embedded Systems

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- Embedded systems become more and more complex.
  - Mobile phones, Car navigation, Digital TV
- What problems?
  - The complexity is the same level of personal computers.
  - Traditional software infrastructures are not suitable to develop complex software.
  - We have new requirements every day.

# Future Embedded Systems

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- Deeply embedded
  - Simple and distributed
  - Severe resource constraints
  - Strict reliability, Real-Time
- Information Appliances
  - Specialized functions.
  - Complex, composable
  - Security, virtual reliability
  - Will replace current personal computers



# Information Appliances

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- I like to use a display of a kiosk terminal from my PDA.
  - I like to use a keyboard to edit data on my PDA.
- 
- Future computers are used to compose various devices.
  - Information appliances need protocol stacks, service discovery, Web services, dynamic program loading...
  - Memory protection, network support, POSIX support, various middleware.
  - Linux is the most suitable platform for information appliances.

# Japan Embedded Linux Consortium(1)

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- A consortium for supporting academic/industrial collaboration about embedded Linux
  - About 100 members
    - Matsushita, Sony, NEC, Fujitsu, Toshiba, Nokia Japan....
  - Promoting embedded Linux
  - Standardization of Embedded Linux related technologies.
  - Exchanging information with various consortiums.
    - Embedded Linux Consortium, CE Linux forum...
  - <http://www.emblix.org/>

# Japan Embedded Linux Consortium(2)

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- Open Source Issues
- License Issues
- Technical Issues
- Educational Issues

# Open Source Issues

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- Who maintains source codes ?
  - Budgets, License, sustainable services...
- Who writes programs ?
  - Budget, License, education...
- How to modify source codes ?
  - Community or Maintaining patches.
- How to use programs ?
  - Educational issues(books, tutorial)
- How to ensure the correctness of source codes ?
  - Testing.

# License Issues

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- License issues are more complex in embedded systems.
  - Libraries are distributed with proprietary application codes.
  - Dynamic loadable modules should be shipped with products.
  - It is difficult to ask users to install software.

# Conclusion

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- The presentation describes technical issues related to GPL.
  - GPL does not define technical issues.
    - Linking strategies, program structure...
  - We need to interpret GPL in respective situations.
  - Currently, each person may have different interpretation.