

### CERN Open Hardware Licence 2.0

Andrew Katz www.moorcrofts.com



## A suite of licences designed for Open Hardware



#### History

- March 2011: CERN OHL 1.0
- July 2011: CERN OHL 1.1
- September 2013: CERN OHL 1.2
- 2017: CERN OHL 2, beta 1
- 2019: CERN OHL 2, beta 2



# Copyleft for hardware Broad range: mechanical to electronic Create a hardware commons Easy to understand



#### Specific Challenges

- Scope of copyleft
- Compatibility with other licences
- Fewer mature free and open-source toolchains for hardware than software (and particular problems with ASICs).
- Practicalities of working with FPGAs and ASICs



#### Other issues addressed

- Eliminate gendered Language
- Simpler terminology
- Borrowing terms (e.g. "Convey")
- Troll dissuasion (compliance first approach)
- Contract, not a bare licence.
- Strong, weak and permissive.
- Now works for software



#### SCOPE



#### SCOPE

If you Make a Product from Covered Source, you must make the Complete Source available to a recipient of the Product, either privately, or via a Source Location and license it under the CERN OHL.



## Complete Source ...includes design materials, code, interfacing information etc. It does NOT

include "Available Components" (for which you only have to provide specifications and interface information).



# Complete Source ...includes design materials, code, interfacing information etc. It does NOT include "Available Components" (for

which you only have to provide specifications and interface information).



Complete Source ...includes design materials, code, interfacing information etc. It does NOT include "Available Components" (for which you only have to provide specifications and interface information).



- Datacentre
- Rack network, power cabling
- Enclosure/PSU
- Circuit board
- Component resistor, capacitor, FPGA
- Bitstream
- Custom code, standard libraries, third party libraries



- Datacentre
- Rack network, power cabling
- Enclosure/PSU
- Circuit board
- Component resistor, capacitor, FPGA
- Bitstream
- Custom code, standard libraries, third party libraries



- Datacentre
- Rack network, power cabling
- Enclosure/PSU
- Circuit board
- Component resistor, capacitor, FPGA
- Bitstream
- Custom code, standard libraries, third party libraries



- Datacentre
- Rack network, power cabling
- Enclosure/PSU
- Circuit board
- Component resistor, capacitor, FPGA
- Bitstream
- Custom code, standard libraries, third party libraries



- Datacentre
- Rack network, power cabling
- Enclosure/PSU
- Circuit board
- Component resistor, capacitor, FPGA
- Bitstream
- Custom code, standard libraries, third party libraries



- Datacentre
- Rack network, power cabling
- Enclosure/PSU
- Circuit board
- Component resistor, capacitor, FPGA
- Bitstream
- Custom code, standard libraries, third party libraries



#### Datacentre

- Rack network, power cabling
- Enclosure/PSU
- Circuit board
- Component resistor, capacitor, FPGA
- Bitstream
- Custom code, standard libraries, third party libraries



- Datacentre
- Rack network, power cabling
- Enclosure/PSU
- Circuit board
- Component resistor, capacitor, FPGA
- Bitstream
- Custom code, standard libraries, third party libraries



#### "Available Component"

- Itself available under CERN-OHL or compatible licence; or
- Available with the specifications, characteristics and interface information necessary to Make the Product
- Or is part of the normal distribution of the toolchain



#### "Available Component"

- Itself available under CERN-OHL or compatible licence; or
- Available with the specifications, characteristics and interface information necessary to Make the Product
- Or is part of the normal distribution of the toolchain



#### "Available Component"

- Itself available under CERN-OHL or compatible licence; or
- Available with the specifications, characteristics and interface information necessary to Make the Product
- Or is part of the normal distribution of the toolchain



- May be a finished product, but may be
  - A Component, or
- An intermediate form derived from the Complete Source, such as:
  - A bitstream
- An object (.o) file



- May be a finished product, but may be
  - A Component, or
  - An intermediate form derived from the Complete Source, such as:
  - A bitstream
  - An object (.o) file



- May be a finished product, but may be
- A Component, or
- An intermediate form derived from the Complete Source, such as:
- A bitstream
- An object (.o) file



- May be a finished product, but may be
- A Component, or
- An intermediate form derived from the Complete Source, such as:
  - A bitstream
  - An object (.o) file



- May be a finished product, but may be
- A Component, or
- An intermediate form derived from the Complete Source, such as:
- A bitstream
- An object (.o) file



#### Scope of copyleft:

- Constrained upwards by "Product"
- Constrained downwards by "Available Component"



#### Difference between strong and weak

- Weak: You can release a Product without releasing the code for all its components if you have all of the interfacing information etc. for those components (like LGPL)
- Strong: the exception above only applies to physical components (i.e you have to release the complete code for digital code: software, HDL files, etc).
- •Why physical only?
- Physical components will generally have to be bought
- Won't have the design files to make those components from atoms



#### Difference between strong and weak

- Weak: You can release a Product without releasing the code for all its components if you have all of the interfacing information etc. for those components (like LGPL)
- Strong: the exception above *only* applies to physical components (i.e you have to release the complete code for digital code: software, HDL files, etc).
- •Why physical only?
  - Physical components will generally have to be bought
- Won't have the design files to make those components from atoms



#### Difference between strong and weak

- Weak: You can release a Product without releasing the code for all its components if you have all of the interfacing information etc. for those components (like LGPL)
- Strong: the exception above *only* applies to physical components (i.e you have to release the complete code for digital code: software, HDL files, etc).
- •Why physical only?
  - Physical components will generally have to be bought
- Won't have the design files to make those components from atoms



#### Permissive version

- Simpler than reciprocal versions, but with the same patent provisions.
- •Like Apache: Notices must be preserved on transfer of the source.



- Licences, FAQ and commentary available on <a href="https://www.ohwr.org/projects/cernohl/wiki/cern-ohl-v2-draft">https://www.ohwr.org/projects/cernohl/wiki/cern-ohl-v2-draft</a>
- We have been consulting with FOSSi Foundation, SPDX and others
- If you would like to comment, please contact me at andrew.katz@moorcrofts.com
- •Any Questions?



- Licences, FAQ and commentary available on <a href="https://www.ohwr.org/projects/cernohl/wiki/cern-ohl-v2-draft">https://www.ohwr.org/projects/cernohl/wiki/cern-ohl-v2-draft</a>
- We have been consulting with FOSSi Foundation, SPDX and others
- If you would like to comment, please contact me at andrew.katz@moorcrofts.com
- •Any Questions?



- Licences, FAQ and commentary available on <a href="https://www.ohwr.org/projects/cernohl/wiki/cern-ohl-v2-draft">https://www.ohwr.org/projects/cernohl/wiki/cern-ohl-v2-draft</a>
- We have been consulting with FOSSi Foundation, SPDX and others
- If you would like to comment, please contact me at andrew.katz@moorcrofts.com
- •Any Questions?



- Licences, FAQ and commentary available on <a href="https://www.ohwr.org/projects/cernohl/wiki/cern-ohl-v2-draft">https://www.ohwr.org/projects/cernohl/wiki/cern-ohl-v2-draft</a>
- We have been consulting with FOSSi Foundation, SPDX and others
- If you would like to comment, please contact me at andrew.katz@moorcrofts.com
- •Any Questions?

