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We all know that there are a lot of licenses out there for open source, and that when you look at all the licenses in detail, you notice that they all have different requirements. Some are very similar with minor differences between them, while others are completely different in every way. At the end of the day, there is a lot to remember, as the next slide now shows us...



If you consider only the 20 or so OSI certified licenses out there, and look at how many possible use case scenarios there are out there (eg modify and embed), you suddenly realise that you have over 200 different combinations worth of information to remember. Just thinking of this can make you tremble in fear wondering if you could ever be close to 100% open source compliancy.



So out of al this, the big questions pop up – "Who can do all of this for me", "Who will help me?" There must be someone out there who can help me with all this legal and license work...



So, lets take a look at four possible strategies to being compliant. This first is "HOPE". Clearly not a good option (if you can call it one at all). Its dangerous, risky. You will just end up in disdain and disorder. Unlikely that you will ever reach compliancy here...



The second option – "DELEGATE". This sounds more like an option than hope. It does however come with some big minus points though, its going to be expensive to put this work out to a contractor or 3<sup>rd</sup> party company. You will also still most likely suffer from some sort of disorder for routing all those requests and waiting for your turn in the queue for the contracted party to reply. You do however start to gain respect from the open source communities, as you are becoming compliant with the OSS licenses.



Moving on to a third option. This looks better still – "CENTRALIZE". By grouping all of the OSS license issues into one pot, and having one central source for all the information and answers to your questions, your quality will go up. The speed of a response will be better too, and there will be some more respect and kudos to go with it. This still unfortunately could involve some higher costs, but we are improving.



The final option – which looks even more attractive than the last is "COLLABORATE". By joining together all the license work and issues, and spreading the work evenly, you make those savings that were otherwise missing from being central. Not to mention, the quality and respect will also improve further.



 Now, the big question is, can we improve on these four options further. Of course we can. By centralizing and collaborating together
 we gain maximum efficiently and cost saving. This is the strategy of the Deutsche Telekom, and now that of the Amadeus IT Group. Reap and share all the benefits.



OSLIC (or **O**pen **S**ource **Li**cense **C**ompendium in its full name) is the response of the Deutsche Telekom to the "Centralize and Collaborate" solution. This PDF document nearing 300 pages provides a thorough explanation of what one has to do under each use case. This is done by directly quoting the licenses which OSLIC covers.



So with the OSLiC document, the Deutsche Telekom went to the FSFE European Legal & Licensing Workshop, to show the work they had done, and to get feedback. The majority of this was positive, and it was widely welcomed. However there were two down points: Its so daunting, maybe it needs some interactive way to access the information. That's where the Deutsche Telekom created OSCAd (or the **O**pen **S**ource **C**ompliance **Ad**visor). The initial version created was written in PHP, and published as open source to GitHub under the AGPLv3 License.



\_ This is how the original version of OSCAd produced by the Deutsche Telekom looked.



So moving into Chapter 3 of this story, this is where Amadeus joins in. Following the LinuxTag 2013, Amadeus loved the idea and saw great potential in the entire project. But following an internal review, we looked at it as a whole and realised that although OSLiC is perfect for the central open source team to use, OSCAd might be a little more difficult to role out. Amadeus have a lot of developers all over the world, all speaking a range of languages. We also know that sometimes we would want to provide extra information along with the answers generated. And finally, as all companies want, the system has to fit as close to as possible the corporate colour schemes. A though set of extra requirements was born from this that gave Amadeus the desire to create a new version.



So, with an open dialogue with the Deutsche Telekom, we rewrote OSCAd into Python, and along the way added all of our new requirements. We added a multi-lingual function, which allows through standard .po files the different languages to be imported. Amadeus have already provided German and French translations to the system. An easier way to customize the theme, layout, colours, logo, etc. was also added, with the use of templates that can be edited and exchanged out. Another part embedded into the template section of the code is the ability to add extra information to the output pages of the users request. This allows us to add little hints for certain slightly more complex use cases. Finally, we also added a JSON API, to further expand the possibilities and hopefully a user base.





As part of the re-write of OSCAd, Amadeus also worked with the Deutsche Telekom to create a way to easily update OSCAd with new information from OSLiC. Thus, this made OSLiC the primary source for editing license information, removing the complexity from OSCAd every time there was an update. This is done with a small toll that can extract all the text from the source of OSLiC and add creates the files that can be added straight into OSCAd. Though this method, it has also enabled the direct linking back to OSLiC from OSCAd.



So, moving into the penultimate chapter, all about collaboration, and how it worked out for us. We met following the presentation from Karsten Reincke of the Deutsche Telekom at the LinuxTag 2013. What started off as just asking for some more information about OSLiC and OSCAd, progressed further into joint workshops and brainstorming sessions. This is something that has developed well, something both companies are very grateful for, and looking forward to the future. As such, we still have an open dialogue, working together to better both OSLiC and OSCAd, though new ideas and testing.



So what have we found to be the benefits of collaborating in the spirit of open source? Well, at the beginning, the Deutsche Telekom was looking after everything, and after working together, Amadeus has taken over the community of OSCAd, while the Deutsche Telekom will continue to focus on the OSLiC community. Being able to work together has also meant that we could jointly bring in new ideas into the whole project, and call on an ever larger experience base to implement these new ideas. Those benefits are of course not just for us – they are also benefiting the open source communities and everyone out there. But most important – we do all of this in the spirit of open source.



So, to end with the fifth and final chapter, what do we see for the future? Expanding the languages available is something important, making sure that the system becomes accessible to as many people as possible, regardless of the language they speak. Expanding the licenses within both OSLiC and OSCAd is also in the pipeline – the Deutsche Telekom are putting in a lot of hard work to add AGPLv3.0, CDDLv1.0 and ZLIB licenses. Finally, we look forward to the community growing, with more users, more contributors and more ideas.

Summary: Links Because everybody like some code	
<ul> <li>OSLiC on GitHub</li> <li><u>https://github.com/dtag-dbu/oslic/</u></li> </ul>	
<ul> <li>OSCAd 2.0 on GitHub</li> <li><u>https://github.com/AmadeusITGroup/oscad</u></li> </ul>	
<ul> <li>Amadeus OSCAd 2.0 instance</li> <li><u>http://opensource.amadeus.com/oscad</u></li> </ul>	
<ul> <li>Telekom OSCAd (2.0) instance</li> <li><a href="http://opensource.telekom.net/oscad">http://opensource.telekom.net/oscad</a></li> </ul>	© 2014 Amad
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Now, what's most important, is providing you links to functioning versions currently out there, hosted by both Amadeus and the Deutsche Telekom. And because it is all open source, links would not be complete without where to find the code on GitHub. OSLiC is hosted over on the GitHub pages from the Deutsche Telekom, while the Amadeus GitHub pages have the new OSCAd 2.0.

Summary: Contact Just in case you want to ask	
<ul> <li>Amadeus IT Group</li> <li>E: <u>opensource@amadeus.com</u></li> <li>W: <u>http://www.amadeus.com/opensource</u></li> <li>Kristian Schuhmacher</li> <li><u>kristian.schuhmacher@de.amadeus.com</u></li> </ul>	amadeus
<ul> <li>Deutsche Telekom AG</li> <li>E: <u>opensource@telekom.de</u></li> <li>W: <u>http://opensource.telekom.net</u></li> <li>Karsten Reincke <ul> <li><u>k.reincke@telekom.de</u></li> </ul> </li> </ul>	© 2014 Amadeus IT Group SA
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Finally, both Karsten Reincke and Kristian Schuhmacher are more than willing to answer any question you may have, whether it be now or later via email. Our contact details are he for you – and we look forward to hearing from you should you have anything.

Thank you	
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Many Thanks.