

Saving Open Source





Source

- License fatigue
- Demanding users
- Corporate rugpulls
- Money

- Ethics
- Supply chain
- Over-dependence
- Rise of AI

We have a problem.



Open Source Definition

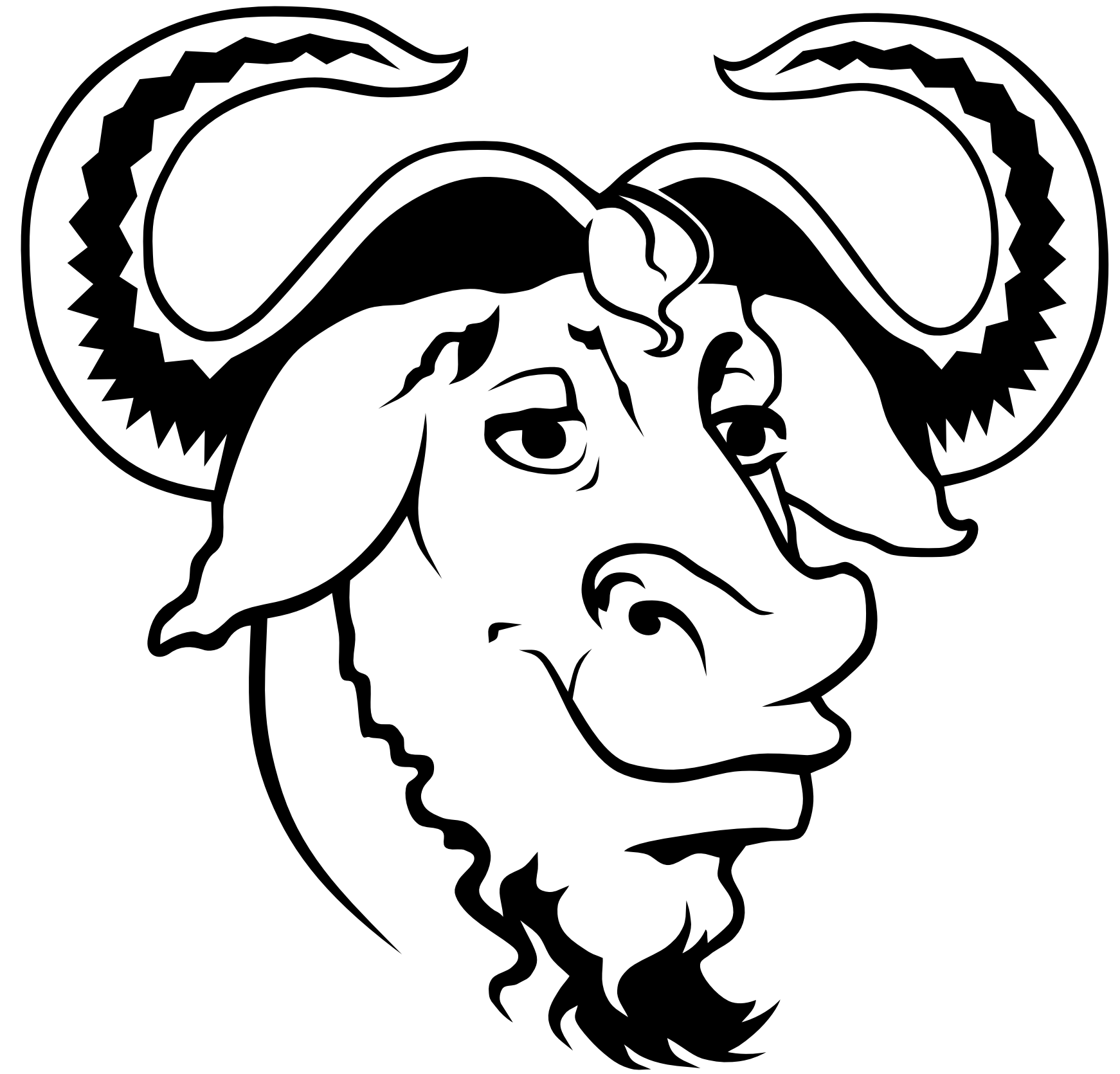
1. Free distribution
2. Source code
3. Derived works
4. Integrity of the author's source code
5. No discrimination against persons or groups
6. No discrimination against fields of endeavor
7. Distribution of license
8. License must not be specific to a product
9. License must not restrict other software
10. License must be technology-neutral



Free Software Definition

Four Essential Freedoms of Software

1. To run the software whenever you wish and for whatever purpose
2. To study the source code and make modifications to the software
3. To give or sell copies of the software to others
4. To give or sell copies of your modified versions of the software



FOSS vs. FLOSS

“Self-interest.
Self-expression.
Hormones.
Improve the world.”

—Rasmus Lerdorf, “PHP on Hormones”

“Every good work of software starts by scratching a developer’s personal itch.”

—Eric Raymond, “The Cathedral and the Bazaar”

More reasons to contribute...

- Gain more knowledge
- Improve your skills
- Work with others
- Build a reputation
- Modify something for your job



Horizontal bar

Horizontal bar with rounded right end

Horizontal bar with slanted right end

Horizontal bar with slanted left end

Horizontal bar

Horizontal bar with rounded right end

Horizontal bar with slanted right end

Horizontal bar with slanted left end

Short horizontal bar

Short horizontal bar

Short horizontal bar with rounded right end

Short horizontal bar with slanted right end

Short horizontal bar with slanted left end

Short horizontal bar

Long horizontal bar with rounded right end

Long horizontal bar with slanted right end

Short horizontal bar

Long horizontal bar with rounded right end

Short horizontal bar

Short horizontal bar with slanted right end

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Short horizontal bar

Short horizontal bar

Short horizontal bar with rounded right end

Short horizontal bar

Short horizontal bar with slanted right end

Short horizontal bar

Horizontal bar

Horizontal bar with rounded right end

Horizontal bar

Short horizontal bar with slanted right end

Horizontal bar

Horizontal bar

Horizontal bar with rounded right end

Horizontal bar

Short horizontal bar with slanted right end

Horizontal bar

TRAP

TRAP A MYSTERY NUMBER

Description

Another of the family of "guess the mystery number" games, in TRAP the computer selects a random number between 1 and 100 (or other limit set in statement 20). Your object is to find the number. On each guess, you enter 2 numbers trying to trap the mystery number between your two trap numbers. The computer will tell you if its number is larger or smaller than your trap numbers or if you have trapped the number.

To win the game, you must guess the mystery number by entering it as the same value for both of your trap numbers. You get 6 guesses (this should be changed in statement 10 if you change the guessing limit in statement 20).

After you have played GUESS, STARS, and TRAP, compare the guessing strategy you have found best for each game. Do you notice any similarities? What are the differences? Can you write a new guessing game with still another approach?

Program Author

TRAP was suggested by 10-year old when he was playing GUESS. It was originally programmed by Steve Ullman and extensively modified into its final form by:

Bob Albrecht
People's Computer Co.
Menlo Park, CA. 94025

PROGRAM LISTING

```
TRAP  EDUSYSTEM 30
10  G=6
20  N=100
30  REM-TRAP
40  REM-STEVE ULLMAN, B-1-72
50  PRINT "WANT INSTRUCTIONS (1 FOR YES)?"
60  INPUT Z
70  IF Z<<1 THEN 100
80  PRINT "I AM THINKING OF A NUMBER BETWEEN 1 AND"LN
90  PRINT "TRY TO GUESS MY NUMBER, ON EACH GUESS:"
100 PRINT "YOU ARE TO ENTER 2 NUMBERS, TRYING TO TRAP"
110 PRINT "MY NUMBER BETWEEN THE TWO NUMBERS, I WILL"
120 PRINT "TELL YOU IF YOU HAVE TRAPPED MY NUMBER, IF MY"
130 PRINT "NUMBER IS LARGER THAN YOUR TWO NUMBERS, OR IF"
140 PRINT "MY NUMBER IS SMALLER THAN YOUR TWO NUMBERS."
150 PRINT "IF YOU WANT TO GUESS ONE SINGLE NUMBER, TYPE"
160 PRINT "YOUR GUESS FOR BOTH YOUR TRAP NUMBERS."
170 PRINT "YOU GET",G,"GUESSES TO GET MY NUMBER."
180 X=INT(N*RND(0))+1
190 FOR Q=1 TO G
200 PRINT
210 PRINT "GUESS #",Q,":
220 INPUT A,B
230 IF A<B THEN 240
235 IF X=A THEN 400
240 IF A<X THEN 240
250 GOSUB 360
260 IF X<A THEN 300
270 IF X<B THEN 320
280 PRINT "MY NUMBER IS LARGER THAN YOUR TRAP NUMBERS."
290 GOTO 330
300 PRINT "MY NUMBER IS SMALLER THAN YOUR TRAP NUMBERS."
310 GOTO 330
320 PRINT "YOU HAVE TRAPPED MY NUMBER."
330 NEXT Q
340 PRINT "SORRY, THAT'S",G,"GUESSES, NUMBER WAS",X
350 GOTO 410
360 R=R
370 A=B
380 B=R
390 RETURN
400 PRINT "YOU GOT IT!!!"
410 PRINT
420 PRINT "TRY AGAIN."
430 PRINT
440 GOTO 180
450 END
```

READY

SAMPLE RUN

```
TRAP  EDUSYSTEM 30
WANT INSTRUCTIONS (1 FOR YES)?1
I AM THINKING OF A NUMBER BETWEEN 1 AND 100
TRY TO GUESS MY NUMBER, ON EACH GUESS:
YOU ARE TO ENTER 2 NUMBERS, TRYING TO TRAP
MY NUMBER BETWEEN THE TWO NUMBERS, I WILL
TELL YOU IF YOU HAVE TRAPPED MY NUMBER, IF MY
NUMBER IS LARGER THAN YOUR TWO NUMBERS, OR IF
MY NUMBER IS SMALLER THAN YOUR TWO NUMBERS,
IF YOU WANT TO GUESS ONE SINGLE NUMBER, TYPE
YOUR GUESS FOR BOTH YOUR TRAP NUMBERS.
YOU GET 6 GUESSES TO GET MY NUMBER.

GUESS # 1 122.67
MY NUMBER IS SMALLER THAN YOUR TRAP NUMBERS.

GUESS # 2 111.22
MY NUMBER IS LARGER THAN YOUR TRAP NUMBERS.

GUESS # 3 125.28
MY NUMBER IS SMALLER THAN YOUR TRAP NUMBERS.

GUESS # 4 122.23
YOU GOT IT!!!

TRY AGAIN

GUESS # 1 133.67
MY NUMBER IS SMALLER THAN YOUR TRAP NUMBERS.

GUESS # 2 111.22
MY NUMBER IS LARGER THAN YOUR TRAP NUMBERS.

GUESS # 3 125.28
YOU HAVE TRAPPED MY NUMBER.

GUESS # 4 126.24
MY NUMBER IS LARGER THAN YOUR TRAP NUMBERS.

GUESS # 5 127.27
YOU GOT IT!!!

TRY AGAIN

GUESS # 1 133.67
YOU HAVE TRAPPED MY NUMBER.

GUESS # 2 144.96
MY NUMBER IS SMALLER THAN YOUR TRAP NUMBERS.

GUESS # 3 127.48
YOU HAVE TRAPPED MY NUMBER.

GUESS # 4 118.38
MY NUMBER IS SMALLER THAN YOUR TRAP NUMBERS.

GUESS # 5 137.37
YOU GOT IT!!!
```





David Ahl

8m · 🌐

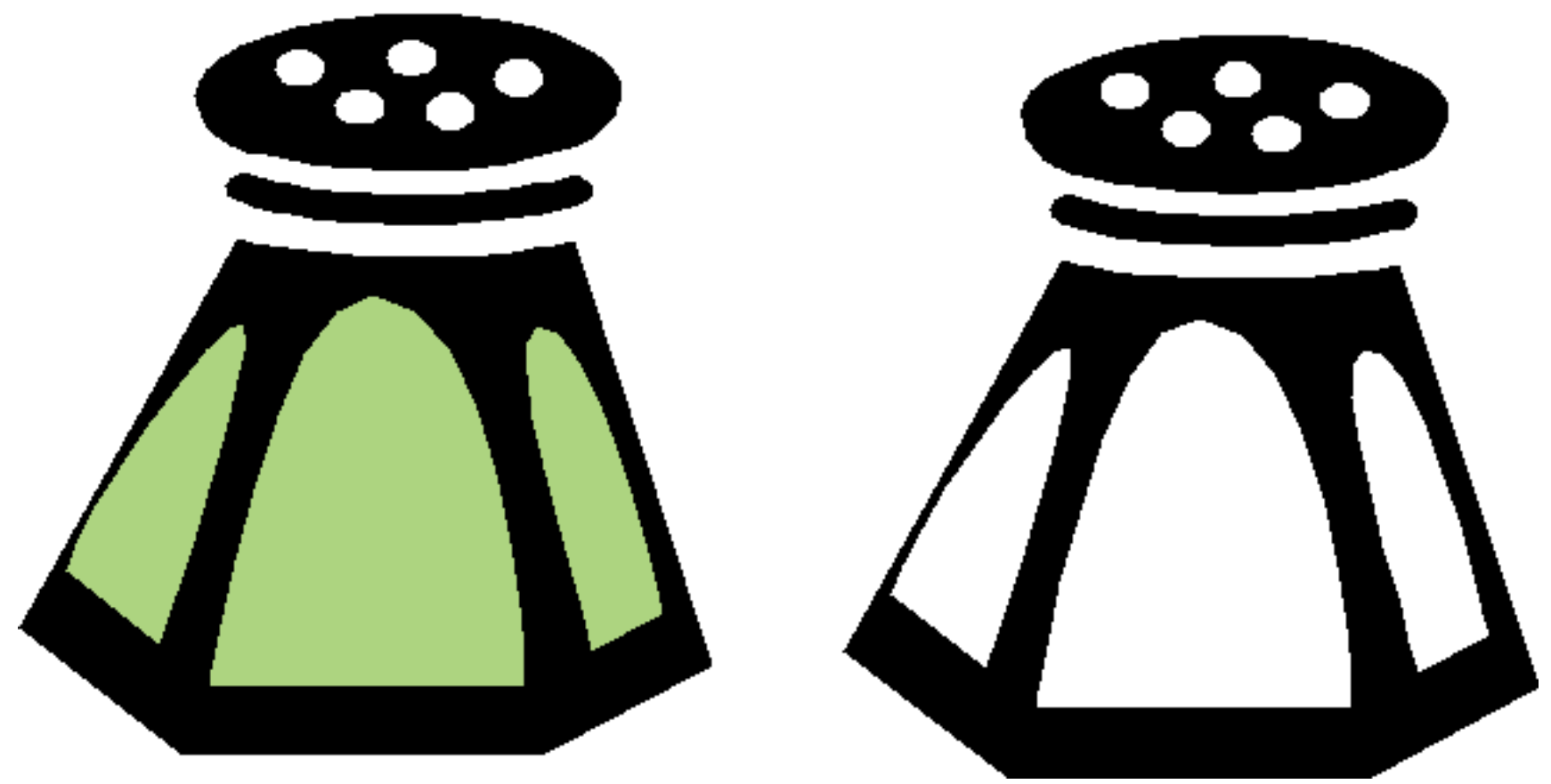


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David H. Ahl
June 15, 2022



SPICE

Simulation Program with Integrated Circuit Emphasis

TEX

UNIX[®]

A. T. & T. SETTLES ANTITRUST CASE; SHARES PATENTS

U. S. Hails Consent Decree as
Major Victory — Company
Calls Terms 'Stringent'

By **ANTHONY LEWIS**

Special to The New York Times.

WASHINGTON, Jan. 24—An antitrust suit against the American Telephone and Telegraph Company was settled today on terms described by Government lawyers as a major victory.

Herbert Brownell Jr., Attorney General, announced the signing of a consent decree in the Federal Court in Newark, N. J. Under the terms of the settlement A. T. & T. must:

¶ License 8,600 existing patents to all applicants without royalties.

¶ License all its other patents, present and future, to any American concern at "reasonable and nondiscriminatory" rates.

¶ Get out of all business not directly connected with the communications field.

Get out of all business not directly connected with the communications field.

UNIX[®]

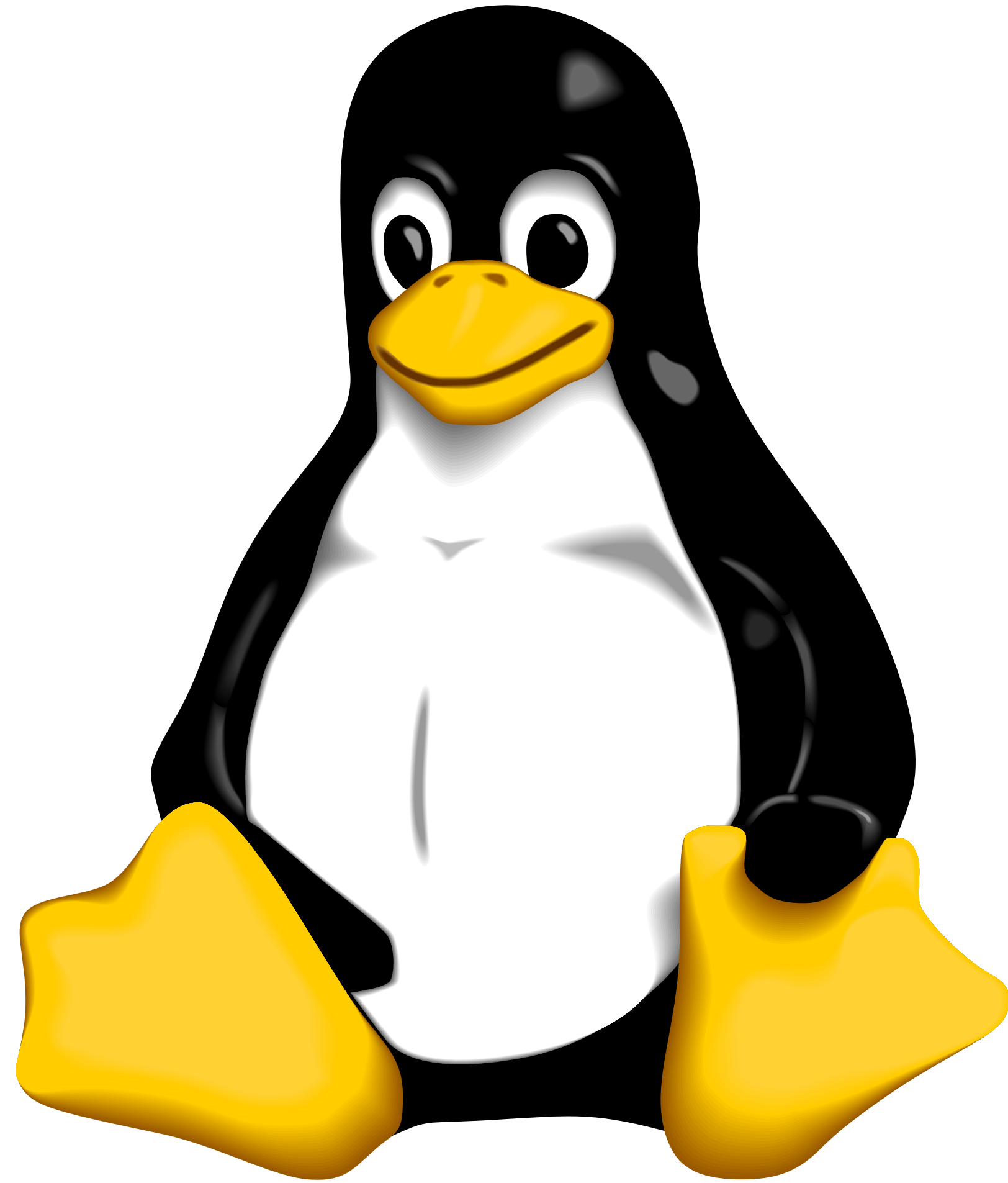


“I was so angry I couldn’t think of a way to express it. So I just turned away and walked out without another word. I might have slammed the door. Who knows? All I remember is wanting to get out of there. I went to his office expecting him to cooperate, so I had not thought about how I would respond if he refused. When he did, I was stunned speechless as well as disappointed and angry.”

—Richard Stallman





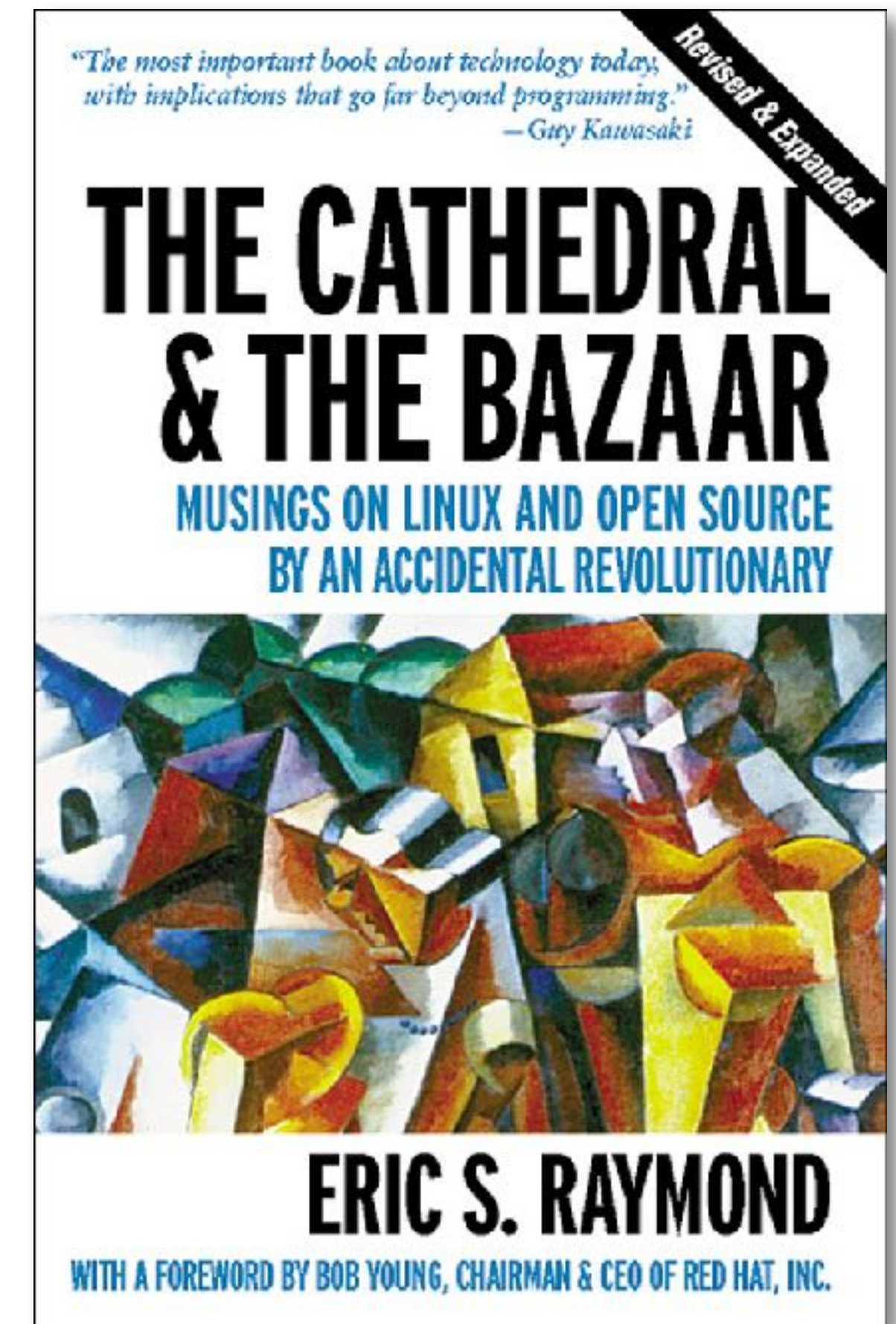


Linux



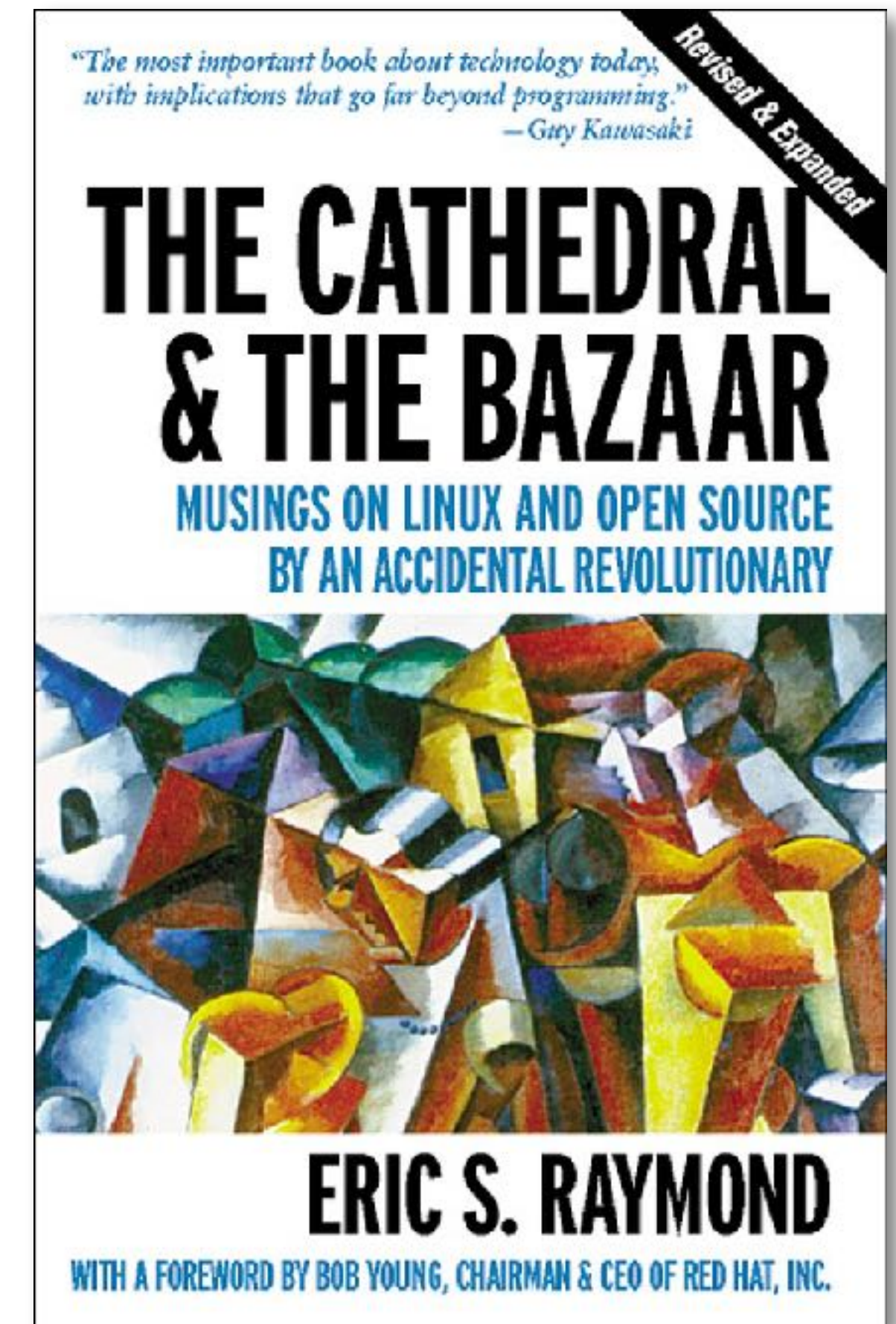
“I believed that the most important software [...] needed to be built like cathedrals, carefully crafted by individual wizards or small bands of mages working in splendid isolation, with no beta to be released before its time.”

—Eric S. Raymond



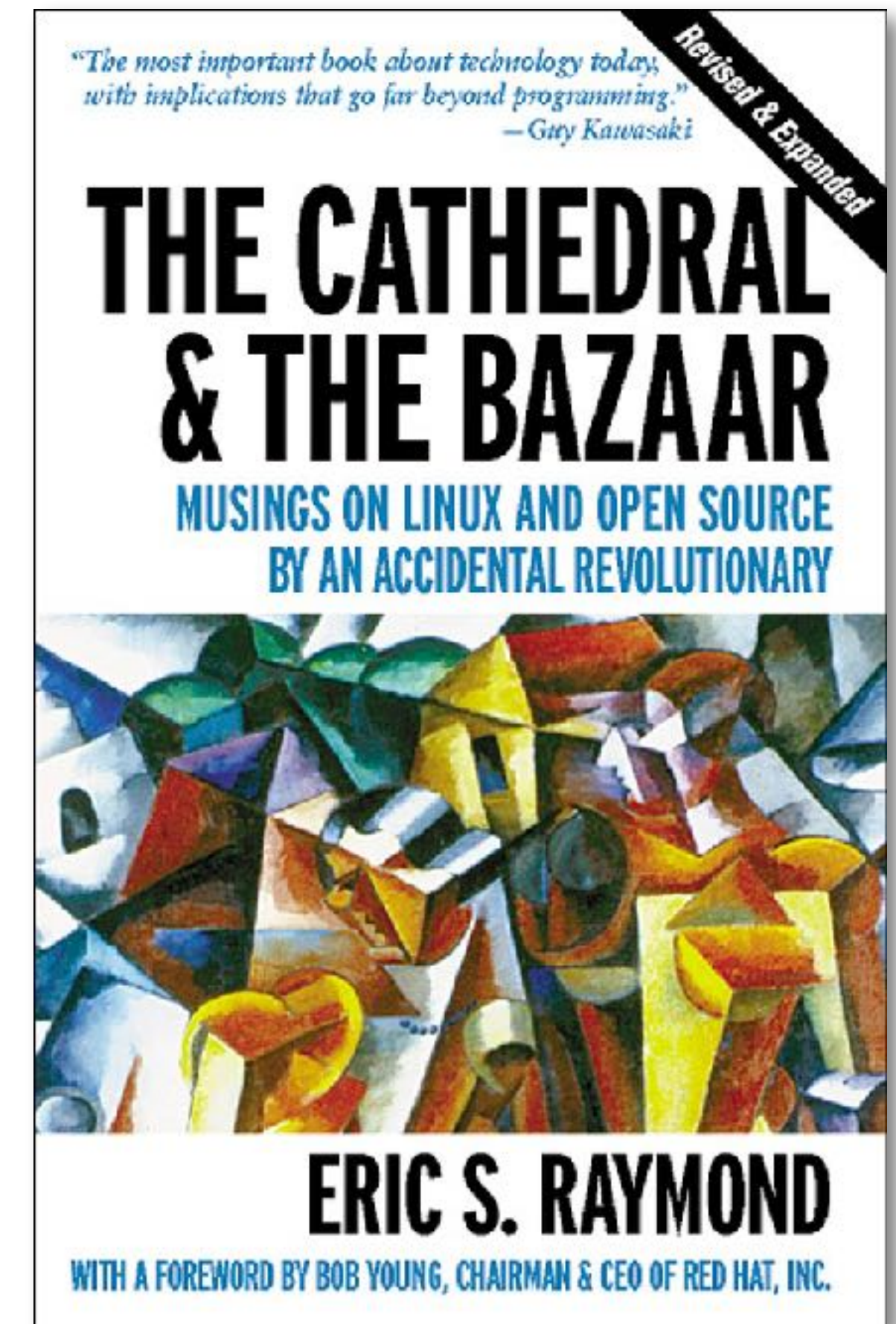
“Torvalds’s style of development—release early and often, delegate everything you can, be open to the point of promiscuity—came as a surprise. No quiet, reverent cathedral-building here—rather, the Linux community seemed to resemble a great babbling bazaar of differing agendas and approaches [...] out of which a coherent and stable system could seemingly emerge only by a succession of miracles.”

—Eric S. Raymond



“The fact that this bazaar style seemed to work, and work well, came as a distinct shock.”

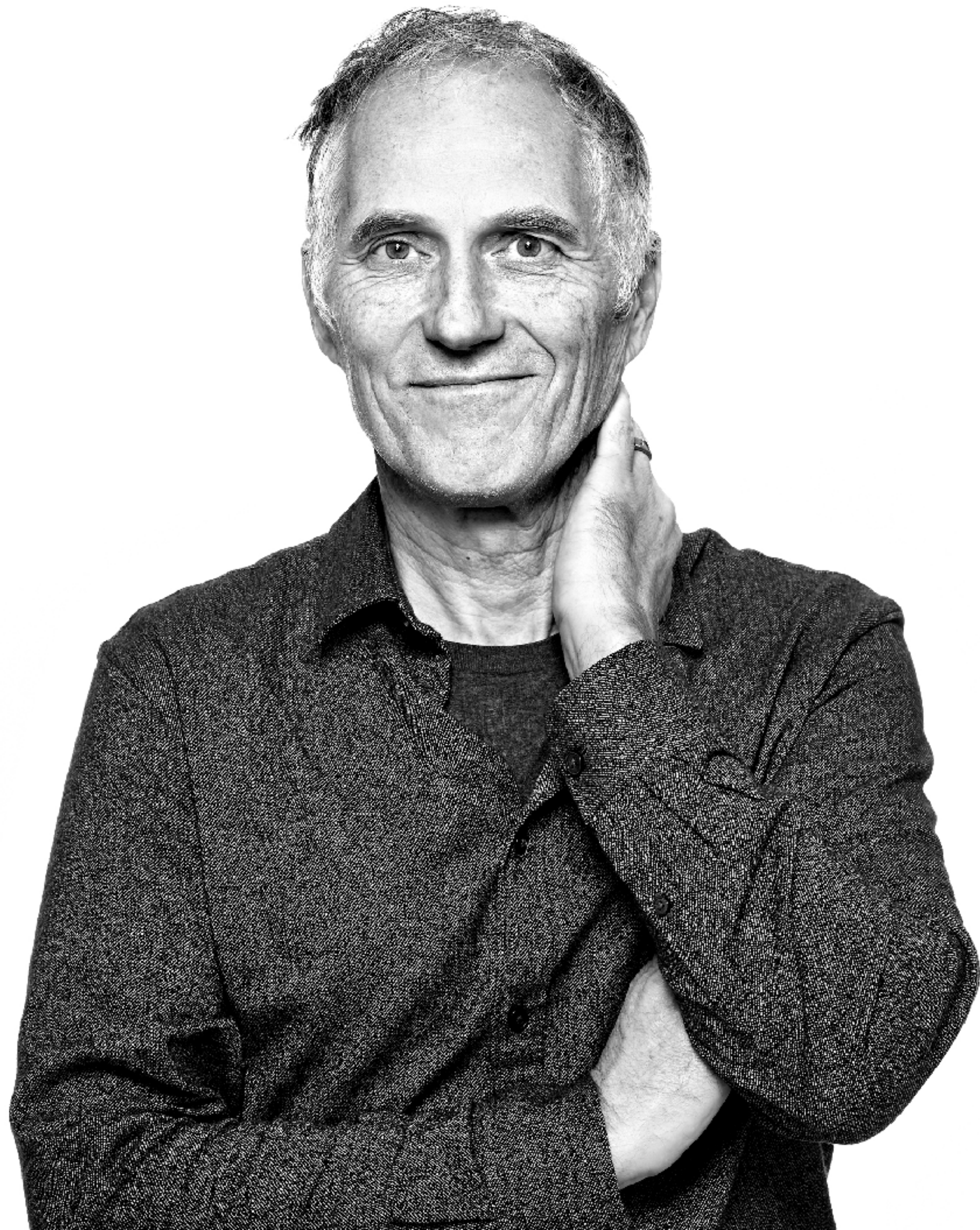
—Eric S. Raymond





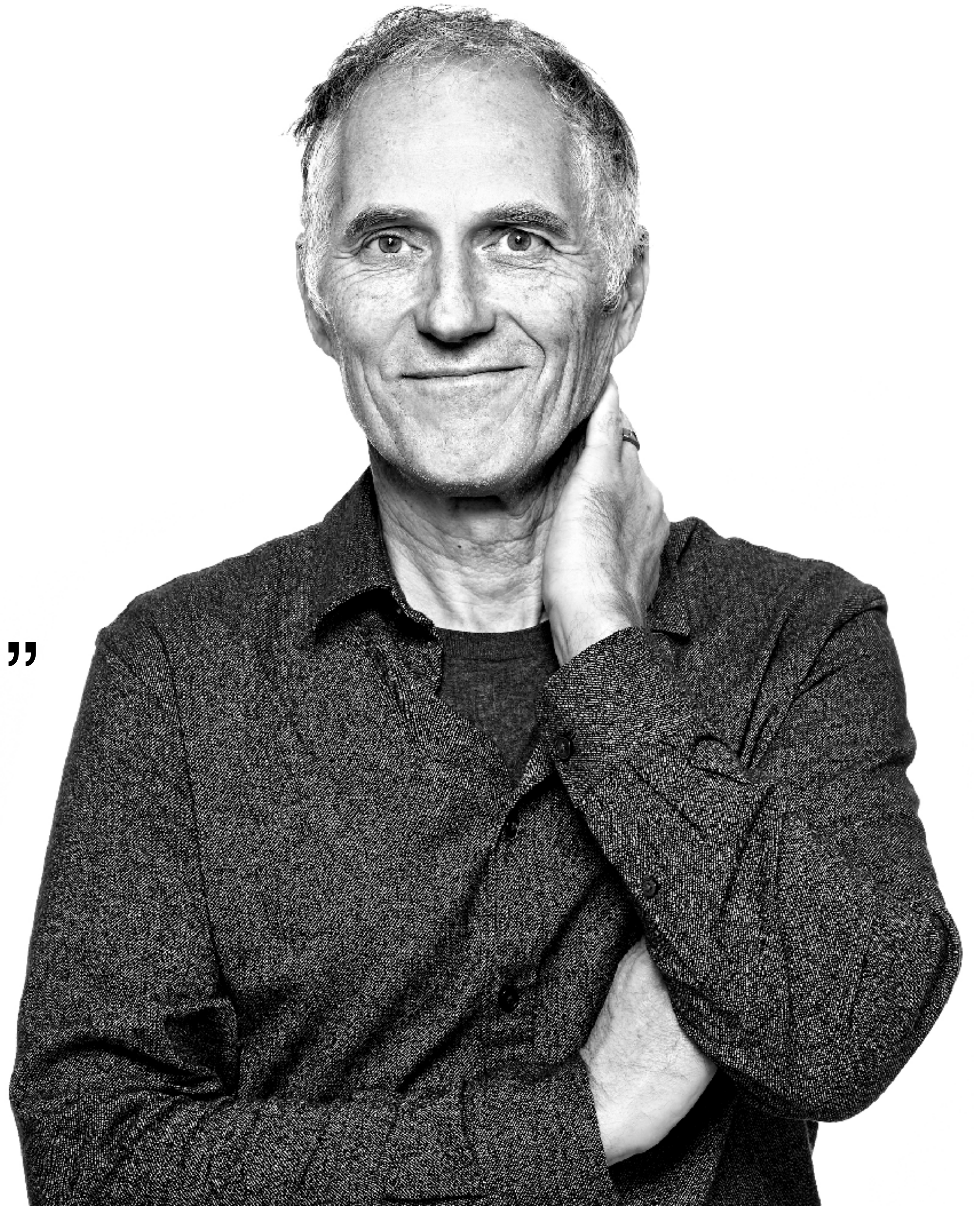


**open source
initiative**



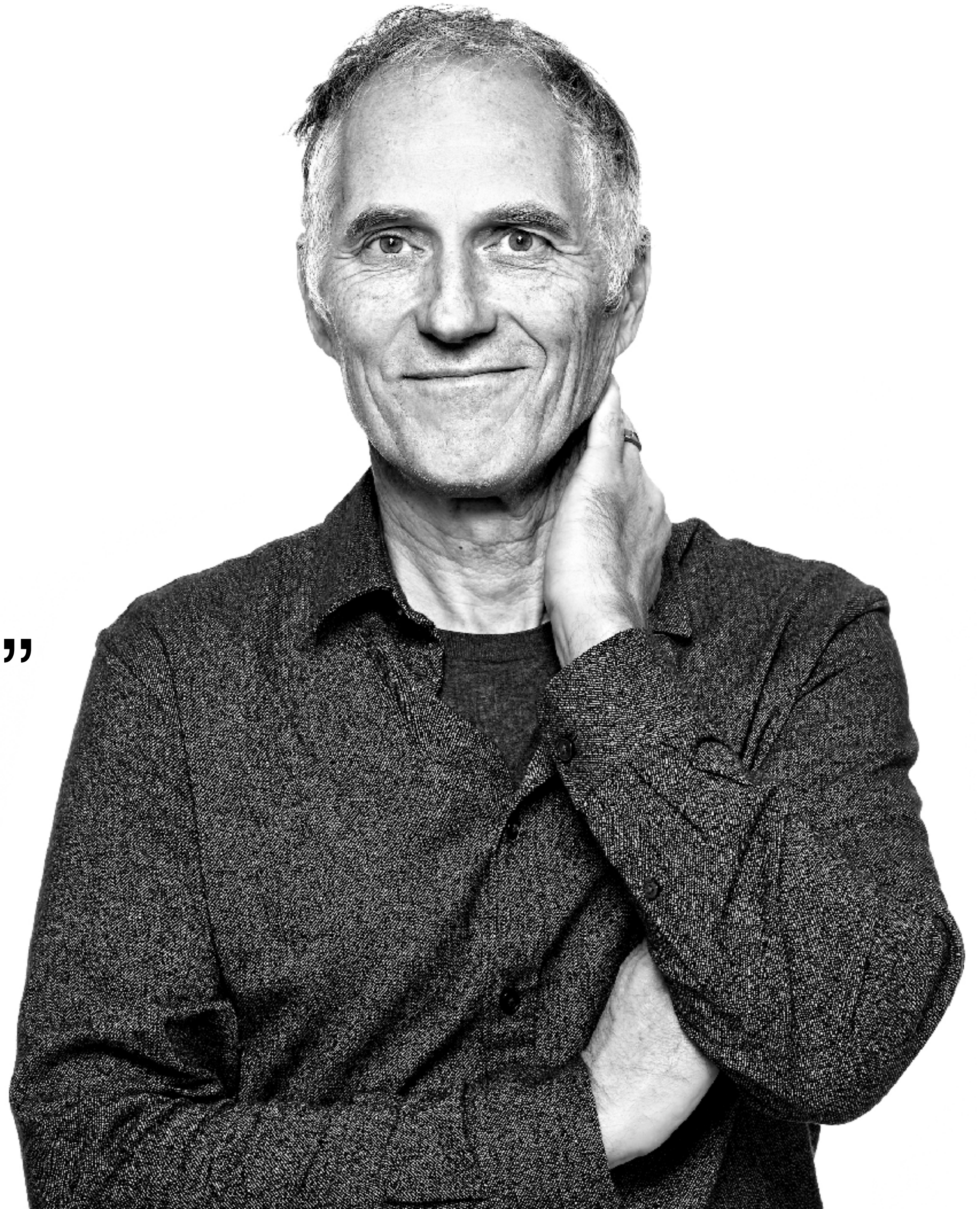
“more importantly,
open source software
is about *collaboration*.”

—Tim O'Reilly



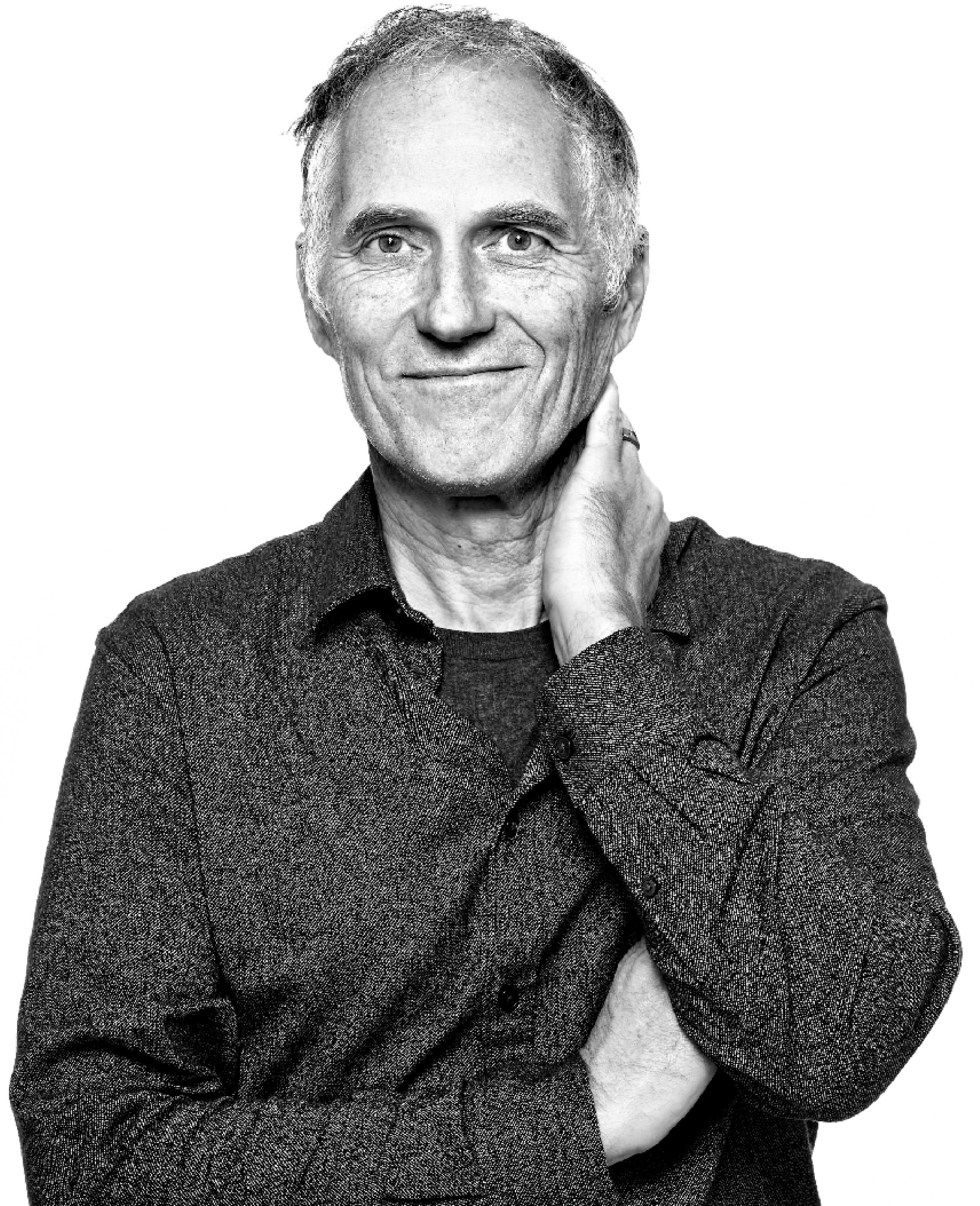
“open source is the
natural language of a
networked community”

—Tim O'Reilly



“Open source is ultimately about communication.”

—Tim O’Reilly



Open source is
how we build software.



“Over the last twenty years, open source inexplicably skewed from a collaborative to a solo endeavor. And while more people *use* open source code than ever before, it developers failed to capture the economic value they created.”

—Nadia Eghbal, *Working in Public: The Making and Maintenance of Open Source Software* (2020)

“open source inexplicably skewed from a
collaborative to a **solo** endeavor”

—Nadia Eghbal

Are we building
open source anymore?

- Nearly half of all contributors only contributed once
- These contributors accounted for less than 2% of all commits
- Contributor communities do not exist

PAY THE
Maintainers

TIDELIFT



GitHub

I'm skeptical. This seems to encourage the solo endeavor.

IS AI OUR FRIEND OR IS IT TOO POWERFUL?

WHO IS REAL?

CONTROL

PERFECT

BEAUTY

Filter

SURVEILLANCE

COPYRIGHT

DATA

COPY

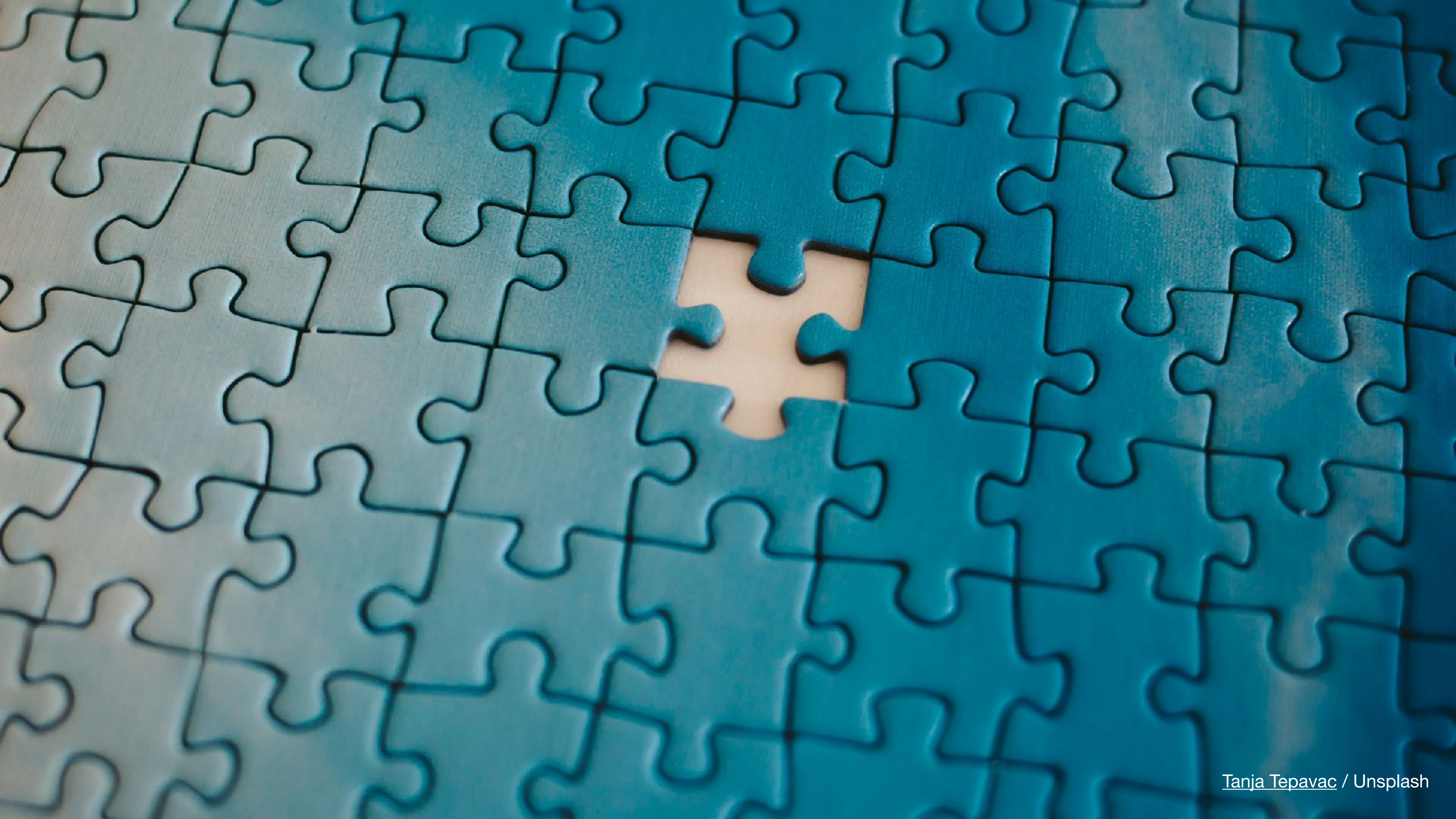
FLAWLESS





“Good diagnostic of the problem. Would love to have spent more time discussing and chewing on possible solutions. ‘Be more community’ is good, but how do we get there?”

—Larry Garfield



Thank you!

Keep in touch

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