Open Source in the Enterprise (for Developers)

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(and countless others)

All statements on these slides are opinions that I may agree with. My employer had no part in formulating or approving them.

The Story

- You develop software and hardware for a large company

- Since you do your job well, you want others to use your creations

- You don't want to create things that others have already done multiple times

- You have a new challenge

- **==> What is the first thing you do?**

Some Options

- Start designing

?

- Co-workers

- Search corporate wiki

- Google

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Looking Outside

- Image processing, computer vision

- Interaction with the world

- UAVs

- Developer Tools

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Wow, I'm impressed! What's next?

1. Choose carefully

2. Work with and through your company

3. Give back

Step 1. Choose Carefully

- Capable?

- Support?

- Methodology?

- Activity?

- License?   More ...

- Look at the source

- Downloading

Step 2. Work With and Through Your Company

- Tell the project manager

- Get other tech experts excited

- Get Legal on board

- Follow company policy
  (You do have one, right?)

- Use your download service
  (You do have one, right?)

Step 3. Give Back

- Bug reports

- Documentation

- Contribute code

What NOT to Do

- Go solo, just put the f*** code into your project and don't tell anyone

- "It's too big, so I'll just put it on a USB drive and plug it into my work computer. What could go wrong?" (viruses, malware)

- Use restricted code "just for now"

Discussion

- What is happening in your company?

- What are you doing to make it happen?

- Where are the CTOs?

- How do you give back?

Types of License

- ~~Non-Standard~~ (Academic, "Cannot be used to kill porpoises")

- Proprietary (IPP, Matlab)

- ~~Viral~~ (GPL)

- Open (BSD, Apache MIT ...)

Open - What's wrong with it?

Back ..

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