

Open Source in the Enterprise (for Developers)

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(and countless others)

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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

Looking Outside

- Image processing, computer vision
- Interaction with the world
- UAVs
- Developer Tools

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?

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