



## **HANDLING COMMERCIALY SECRET AND SENSITIVE INTELLECTUAL PROPERTY IN LINARO**

Linaro needs to be meticulous in its handling of confidential intellectual property from its Members. More importantly Linaro needs to be seen as meticulous in its handling of confidential intellectual property to allay any concerns members may have regarding our handling of such material. To meet this objective, we have developed the following policy to follow when handling confidential intellectual property.

This policy specifically addresses the issues Linaro faces with dealing with the following items:

1. Commercial hardware
2. Proprietary binary software
3. Proprietary source code
4. Proprietary data and information
5. Breaches of this policy

### **1. COMMERCIAL HARDWARE**

Linaro expects to receive and work with a variety of hardware from its members. This poses two challenges; who is allowed to receive such hardware inside Linaro, and who is allowed to see demos of Linaro software running on such hardware. Linaro anticipates receiving the following types of hardware:

Pre-production units

Commercial production units

- Restricted
- Public

### **2. PRE-PRODUCTION UNITS**

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- Pre-production units should only be available to landing teams.
- Such hardware can be made available to specific Linaro assignees. Explicit written consent must be obtained from the member specifically allowing those assignees access to such hardware
- Under no circumstances should pre-production hardware ever be demonstrated to anyone other than Linaro management and the member. The fact that such a device has been made commercially available is irrelevant; the commercial device may be significantly different and it is simply inappropriate to demo such hardware.

### **3. RESTRICTED COMMERCIAL PRODUCTION UNITS**

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Many commercial units are often regarded as trade secrets and are not generally available to the public at large.

- Hardware can be designated by the member as being available to landing team members only or to Linaro assignees at large
- Hardware only available to landing teams should be treated exactly the same as a pre-production unit
- Hardware available to Linaro assignees at large, should only be demonstrated to Linaro personnel, or the member supplying the hardware
- Demonstration of the hardware to non-Linaro members must only be done by the member

#### 4. PUBLIC COMMERCIAL PRODUCTION UNITS

Some commercial units are available commercially for purchase by the world at large. Such hardware is freely available, and demonstrable to all. The only caveat here is the software being demonstrated must be freely demonstrable to the world at large as well.

#### SENDING HARDWARE TO LINARO

For purposes of access control, Linaro only recognizes two types of hardware which are summarized in the following table:

Type	Distribution Rights	Access Restrictions
HW1	Open	All hardware designated as open may be freely shared with all Linaro engineering units and landing teams.
HW2	Restricted	All hardware designated restricted is available only to the relevant member and landing team. All pre-production hardware is to be considered restricted.

All hardware from members must enter Linaro via the following process:

1. All hardware is to be sent to the COO who will log its acceptance. The hardware must be clearly identified as being either open or restricted.
2. Hardware that is designated open shall be logged as available on the wiki on the [Hardware page](#)
3. Hardware designated as restricted shall be distributed to specific individuals as required

⚠ Note: No one is to publish any photograph, video, performance figures or specifications regarding any member's hardware classed as restricted.⚠

#### Commercial Software

Linaro expects to receive and work with several different forms of software from members:

4. Proprietary binary software
5. Proprietary source code
6. Source code to be open sourced
7. Open source software

**Proprietary binary software** is software for which Linaro never receives source code. Only pre-compiled drops of such software are made available by the member. Common examples of this are GPU firmware, EGL libraries, OpenGL ES 2.0 libraries and so on.

**Proprietary source code** is software Linaro can compile to create binaries, but is to remain confidential. Under no circumstances is the source code to be released to anyone outside the relevant member or landing team without explicit written permission from the member.

**Source code to be open sourced** is software code that is intended to be made freely available under some open source license by the member. This can be kernel patches, open source software patches or specific proprietary software source code a member has chosen to release under an open source license.

**Open source software** is software that is released under an open source license.

## PROPRIETARY BINARY SOFTWARE

Proprietary binary software when received by Linaro, must be designated as having one of the following attributes as defined in the following table:

Type	Distribution Rights	Binary
B1	Redistributable	Redistributable software may be packaged and included in public repositories
B2	Redistributable with a click through license	Software requiring a click through license may be packaged with special packaging provisions that prevent installation unless the license is accepted. Only then may it be included in public repositories
B3	Distributable (Not re-distributable)	Distributable software may be packaged but not included in public repositories. Such software may only be placed in a private repository with restricted access
B4	Not distributable	Such software may be packaged, but cannot be included in public or private repositories. Hosting in any form of repository requires a distribution agreement between Linaro and the owner of the proprietary binary software. Without such agreement, software must be handed over back to the member

**⚠️ Linaro Engineering Units are only permitted to receive types B1 and B2 binaries. All other types must be delivered to the appropriate landing team. ⚠️**

### **Sending Proprietary Binary Software to Linaro**

All proprietary binary software from members must enter Linaro via the following process:

1. All proprietary binary software is to be sent to the Director of Landing teams who will log its acceptance [here](#). The software distribution rights must be clearly identified at this time according to the table above
2. A directory is created for the proprietary binary software with appropriate access permissions restricting access to allowed individuals

3. The proprietary binary software is deposited in this directory, along with any packages created for the proprietary binary software. This is the only place packages for type B4 proprietary binary software may be hosted (but not distributed)

## 5. SOURCE CODE

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For purposes of access control, Linaro only recognizes two types of source code which are summarized in the following table:

Type	Distribution Rights	Access Restrictions
SC1	Open	All source code designated open may be shared with all Linaro engineering units and landing teams.
SC2	Restricted	All source code designated restricted is available only to the relevant member and landing team.

Proprietary source code is to be designated as restricted. Software code received by Linaro to be worked on and eventually open sourced is received as restricted source code. The fact that the intention is there to open source is irrelevant; the fact remains it is not open source, until officially released by the member as open source. Once the member makes the decision to open source the software, it should be resubmitted to Linaro, designating it as open.

### Acceptance of Source Code into Linaro

There are two issues with the acceptance of source code into Linaro.

1. Handling of the actual source code itself
2. Handling of the binary components generated by compiling the source code

All source code for software from members must enter Linaro via the following process:

1. All source code is to be submitted to the Director of Landing teams who will log its acceptance [here](#)
2. At the time of submission the software must be clearly identified at this time as either open or restricted.
3. All proprietary software source code must be accompanied by a table listing the binaries generated by compiling the source code. This table should clearly indicate the distribution rights for each binary according to the table for proprietary binary software. This is necessary if the software generates multiple binaries with different distribution rights. Such information will be needed for packaging of the software.

### Handling of Open Source Code in Linaro

All open source code received is to be either:

1. Merged into an existing source tree in a suitable revision control system.
2. Placed into a new source tree in a suitable revision control system.

The source trees used are public with no access restrictions. Binaries generated from such source code are considered freely distributable with no access restrictions.

### **Handling of Proprietary Source Code in Linaro**

All proprietary source code received is to be either:

1. Merged into an existing source tree in a suitable revision control system.
2. Placed into a new source tree in a suitable revision control system.

The source trees are private with access control mechanisms restricting access to allowed individuals. This is typically member engineers and its landing team. Binaries generated from such source code may only be distributed according to the distribution rights information in the table supplied when the software was submitted. The landing team is responsible for building and packaging such software and submitting it to Linaro following the rules for proprietary binary software.

### **Commercial Information**

Linaro expects to receive and work with a variety of information from members. This will take the wide variety of forms; marketing material, data sheets, documentation. It is expected this information will be public, available only to Linaro, or proprietary.

- Public information should be freely available from the member's own web site
- Information available only to Linaro, should be uploaded to the wiki, and linked to from the members page under /Internal
- Proprietary information should be submitted to the Director of Landing teams and handled in a manner identical to the process for proprietary binary software

### **Policy Breaches**

Any suspected policy breach should be brought to the COO's [<mailto:rob.booth@linaro.org>] attention. An executive management review will then occur.