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Intellectual Property and the Digital Age

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Outline



- IP Basics
 - what is IP? / IP ownership / protecting IP
- Copyright
 - basics – infringement / permitted acts
 - IT / computer programs / internet
- IP in Practice – Open Source Software licensing
- Patenting and computer programs
 - basics – requirements/monopoly right
 - patents & computer programs
 - UK/ Europe /US
- IP in Practice – Creative Uses of IP in the digital age

What is IP?



- IP = Intellectual Property
- IP is the result of creativity activity and / or innovation arising from use of human intellect
- Distinct from physical property as it is intangible
- IP is protected by Intellectual Property Rights – IPR
- Two main groups of IPRs – IPRs that permit / restrict a third parties rights to use your IP (copyright & related rights) and IPRs that give a monopoly right (patents, trade marks)
- Know-how



Ownership of IP



- The creator of IP and the owner of IP are not necessarily the same
- Employers usually own their employees' IP
- Ownership position can be varied by contract
- IP can be jointly owned by a number of creators
- Ownership transfer (assignation) must be in writing

Students and IP



- As a general rule IP generated by a student during his or her studies is owned by the student
- **BUT:**
 - policy of each HEI differs
 - commercially sponsored studentships
 - contribution of HEI employees to IP
 - some students are also employed researchers

Rights to Protect IP



- Copyright ©
 - applies to original literary, dramatic and musical works incl. software and computer generated works
- Patenting
 - limited application to software
- Database right
- Others
 - trade marks (TM v ®), domain names, design rights, know-how, semiconductor topography rights
- Ideas
 - no automatic protection for ideas *per se*

Copyright



- What is copyright?
- Copyright in more detail
- Copyright and Information Technology

What is copyright?



- Copyright is an Intellectual Property Right
- Copyright comes into existence with the work - no need for registration
- Subject matter includes literary, dramatic, musical and artistic works (LDMA) but not ideas *per se*
- Literary Works include computer programs and compilations

Copyright in more detail



- Who owns the copyright?
 - Author/Employee/Publisher
 - Not always straightforward
- Duration of Protection
 - Lifetime of author plus 70 years for LDMA
- Infringing Acts
- Defences

Infringing Acts



- Copying the work
 - reproduction in any form including in an electronic medium and transient reproduction
- Issuing copies of the work to the public
- Rental / lending the work to the public
- Performing the work in public
- Communicating the work
- Adapting the work

Defences



- Sometimes described as “permitted acts”
- Educational Copying (limited)
- Decompilation of Computer Programs
- Fair Dealing
 - Non-commercial purpose (previously research);
 - Private study;
 - Criticism/review;
 - Reporting current events

Copyright and Information Technology



- Copyright and Computer Programs
- Copyright and the Internet
- Copyright and Databases
- Database Rights

Copyright and Computer Programs



- Copyright protection extended to computer programs in 1992
- Protection for lifetime of Author plus 70 years
- What will infringe the copyright in a computer program
 - the copying of a “substantial part”
 - qualitative not quantitative test
- Lawful use of copyright protected computer programs
 - Making back up copies
 - De-compiling a computer program to create independent, inoperable non-compiling program
 - Adapting for lawful use i.e. correcting errors
 - Observe, study or test to determine underlying ideas



Copyright and the Internet



- Shetland Times Case
- Copyright and Related Rights Regulations 2003
 - protection of technological measures to prevent unauthorised copying (not computer programs)
 - limitation of user rights (i.e. research exemption only for non-commercial research)
 - extension of reproduction and public communication right in digital context (transient reproduction)
- New challenges of “Web 2.0” activities – MySpace and YouTube
 - Need to obtain rights clearances
 - Control of uploaded material



Databases



- Database = “a collection of independent works, data or other materials arranged in a systematic or methodical way and individually accessible by electronic or other means”
- EU Databases Directive in 1996 = Copyright and Rights in Databases Regulations 1997
- Protection in two parts
 - copyright protection for “**structure**” of database
 - Structure = method of arrangement involving intellectual judgment
 - a new database - specific right for the **contents** of the database

Database Rights



- Right to maker of database to prevent unauthorised extraction/utilisation of the database contents
- Extraction
 - transfer of a substantial part of contents to another medium
- Re-utilisation
 - making available a substantial part of the contents to the public by distribution of copies
- Protection lasts for 15 years
 - living database = potentially indeterminate protection
- William Hill case



Case Study 1





Open Source Software



Overview



- Basics of software licensing
 - What is Open Source?
-
- Key features of Open Source Licences
 - Risks of Open Source and how to manage them
-
- Questions

The rise of Open Source (“OS”)



- Huge rise in revenue of Linux-based server hardware
- Two thirds of servers run on Apache OS software
- Bristol City Council to save £1m by using StarOffice
- Firefox Browser reaches one in ten Internet Users
- 90% of enterprises running both Windows and Linux say they spend less effort managing Linux



What is Open Source?



Software Licensing 101

Exam Paper

Question 1 – What is Open Source?

- (a) A tale of penguins and gnus
- (b) A philosophical crusade
- (c) An efficient way to facilitate the development of software
- (d) A threat to the domination of Microsoft
- (e) A type of software licence
- (f) ALL OF THE ABOVE



Software licensing and risk



- Businesses and academic researchers are risk managers
 - Avoiding copyright infringement
 - Not breaching the terms of software licences
- Open Source is a new(ish) area of legal risks for developers and users
- OUT-LAW Survey – 75% of developers “borrow” code from 3rd parties
- Evaluating risks is key to choice between Open Source and proprietary software

The need for licensing



- IPR in software
 - copyright
 - patents
 - database Rights
- Copyright Infringement
 - copying, using or storing the whole or a substantial part
 - quality, not quantity
- Software licences legitimise acts that would otherwise amount to copyright infringement

Source Code



- The “crown jewels” of any software house
- Program code which a (skilled) programmer can read
- Key to modifying code to correct errors, add/remove and develop
- Very rarely disclosed to users
 - Source code escrow as a form of insurance

Proprietary Software Licensing



- Supplier-biased terms
 - Tight licence grant (limited scope of use, number of users etc.)
 - Closed source
 - Licence Fees, royalties, duration and termination
 - Strict limitations on liability
- Customer-biased terms
 - Software warranties
 - IPR Indemnities

Open Source – the developer & business view



- Highly collaborative (chaotic..?) development model
- Rapid evolution of software
- ‘The Cathedral and the Bazaar’

- Cheaper alternative to proprietary software
- ‘One in the eye’ for Bill Gates

Open Source – the legal view



- Just another type of software licence
- Typical features:
 - Full access to source code
 - Right to modify code and to distribute
 - ‘Sharing’ of modified code through the same terms
 - Little warranty protection
 - Licence often at no charge (but often with support charge)



Standard form OS Licences



- A range of standard form licences
- Some examples:
 - GPL – the Gnu General Public Licence
 - BSD – the Berkeley Software Distribution
 - MPL – Mozilla Public Licence
 - Apache, MIT, etc.



Key risks in OS licensing



- Risk 1 - IP infringement claim
 - IP Indemnity protection (or lack thereof)
- Risk 2 - Limitations on onward exploitation
 - Reciprocity (the 'forcing restriction')
 - Managing the risk

Risk 1 - IP Infringement

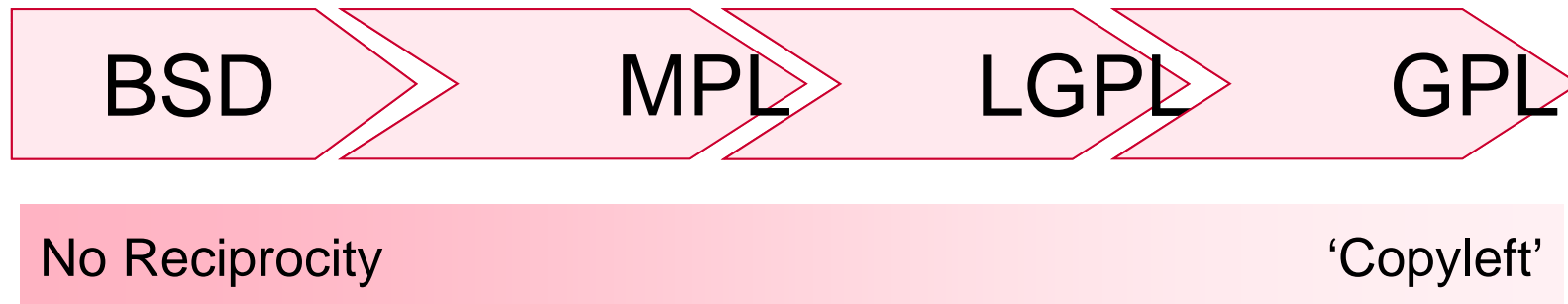


- Nature of OS development
 - Complex history with many contributors
 - Hobbyist developers may take 'short-cuts'
- Potential for allegations of copyright infringement
- Potential risks / restrictions in onward exploitation of modified code
- Needs to be dealt with as an additional business risk

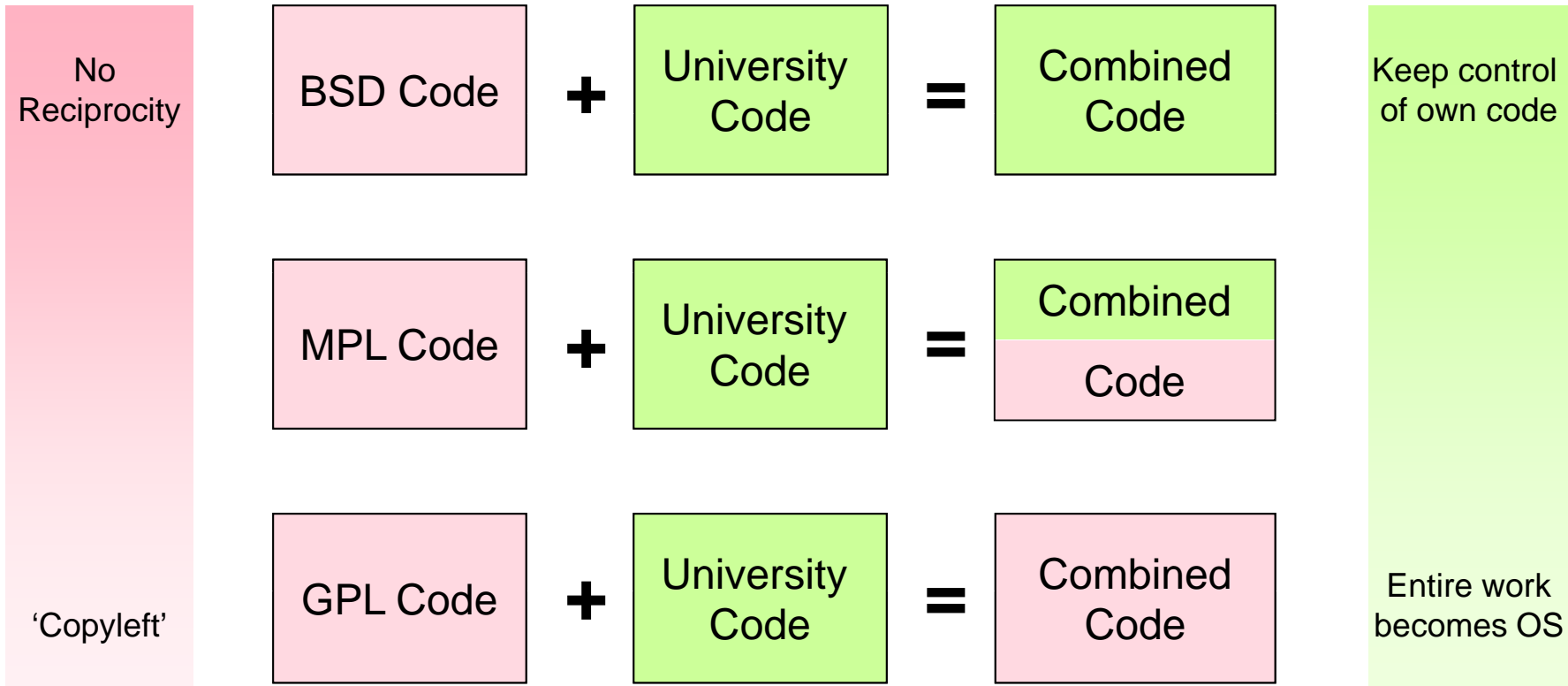
Risk 2 – Reciprocity (Developers Only)



- What happens if a university researchers uses OS in developing research results / new software?
- Do you have to license the derivative works on same basis?
- Main difference between Licences is treatment of derivative work



OS Licence Comparison



Managing Open Source Risk



- Create an internal OS policy
- Inform and educate developers / key relevant research groups
- Carry out an audit of open source use prior to exploitation of end “product”
- Create an audit trail for future use / licensee diligence
- Consider the risk in licensing on software containing open source code
- Reflect use of open source software in licence terms
 - Limited warranties / no indemnity
 - Include appropriate “reciprocity” provisions, if required



Summing up the risks of Open Source



- Approach to risk depends on whether you are:
 - an internal user / researcher using an OS product as a research tool only
 - a developer / researcher incorporating OS in software that is developed as a research output
- OS Licences are still software licences...
 - the risks will vary depending on which licence is used
 - proper due diligence means an effective, up front review of the agreement
 - reflect outcomes of review in contracts with third parties that are used to exploit the university's technology





Case Study 2





Patents and Computer Programs



Patenting



- Patent protection is granted to inventions
- It gives the patent holder a negative right of monopoly
- It is a deal between the 'inventor' and the State

Patenting Basics – The Tests



- Must be:
 - Novel
 - not in public domain
 - Non-obvious
 - not obvious to someone skilled in the art
 - Have Industrial Application

Patenting Computer Programs



- Unlike in US and Japan in the UK computer programs are *per se* specifically excluded from patentability
- EU are still looking at this issue
- Special “technical effect”
 - what is that?!
- Draft European directive on this issue

Patenting Computer Programs



- Patents **are** granted in respect of computer programs in Europe
- IBM Case
 - “novel” window environment
 - special “technical effect”
- Draft EU Directive
 - “Technical Contribution”
 - “Isolated Programs” excluded from patentability
 - Still not finalised!

Patenting in the US



- Much more straightforward
- Possible to lodge claims covering the program itself
- Microsoft alone holds thousands of patents for computer programs
- In US more than 10,000 applications filed annually

Strictly Confidential



- Disclosure into the public domain prior to filing a patent application = lack of novelty for your invention”
- Control disclosure of commercially sensitive/patentable technical information
- Use confidentiality agreements - 6 month novelty extension
- Disclose object code not source code



Case Study 3





Questions

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