
Meeting OW2 Board meeting – 30 January 2008 – Summary of Minutes

Date 30 January 2008

Location Issy les Moulineaux, France

1. Chairman's Welcome Remarks

- Board meeting dedicated to the discussion threads initiated on the Board mailing list.
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2. Quorum

16 Board members out of 25 were either present (in person or by phone) or represented.

Attending (and initials used in the rest of the minutes):

BEIHANG U.: Jingpeng HUI (represented by Jun HAN) (phone)

BULL: Jean-Pierre LAISNE (JPL)

ENGINEERING: Gabriele RUFFATTI (GR)

EUROPEAN DYNAMICS: Takis RENTZEPOPOULOS (TR)

FRANCE TELECOM: Valère ROBIN (VR)

ISCAS: Huei JIN (phone)

NUDT: GUO Changguo (phone)

PKU: ZHOU Minghui (phone)

THALES: Grégory LOPEZ (GL)

CHARLES U.: Petr HNETYNKA (PH)

EBM WebSourcing: Gaël BLONDELLE (GB)

EXO PLATFORM: Benjamin MESTRALLET (BM)

EXPERLOG: Pierre-Yves GIBELLO (PYG)

OBEO: Stéphane DRAPEAU (SD)

TALEND: Cédric CARBONE (phone) (CC)

XWIKI: Ludovic DUBOST (phone)

Individual members representative: François LETELLIER (FL)

CEO: Cédric THOMAS (CT)

Absent: EDIFIXIO, ETERATION, CVIC-SE, DOCSC, FRAUNHOFER FOCUS, GMRC, INRIA, RED HAT

Attending at the invitation of the Board: Cherry Bian (CVIC-SE and OW2 China Coordinator),

3. Agenda Review

- Discuss Gabriele's document, set-up next meetings.
 - Better to concentrate the discussion on this and reschedule other agenda items if possible.
 - Accounts discussion: can be postponed until next Board meeting. CT: account are finalized and a definitive account statement will be circulated on the Board list.
 - Annual Conference: can be postponed but it is still an open issue which will need to be discussed at next meeting
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4. Approval of Agenda

The agenda is approved

5. Gabriele Ruffatti's document review

The discussion paper covers four main topics

- What is an OW2 project?
- What is the Reference implementation?
- What is OW2 Business model?
- What is OW2 Licensing model?

In our discussion we must aim at providing a clear understanding for the outside world.

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- This meeting is not about solving everything but to agree on what has to be done in 2008.
 - o **What is an OW2 project?**
 - An OW2 project is either a previous OW or OrientWare project or a project that has been accepted by the TC. Acceptation rules: projects must be middleware or tools for middleware, and must be extensible to create end-user applications. One key problem is also that some projects are in the forge and some are not. Legacy code base issue: some projects have evolved, we need screening project by project.
 - One Strategic Member issue we must address: Strategic Members must be leading a Project... or an Initiative and bring value to OW2
 - One key question is should project be hosted on the OW2 forge? The responsibility is different responsibility if project hosted or not on the forge; there are different ways for a project to be hosted on the forge, we need a taxonomy.
 - There is also a question of technology quality of projects. This is important because OW2 differentiation is on innovation, OW2 does not repackage existing code.
 - OW2 project should at minimum provide code base for a stable version downloadable from OW2 servers.
 - What about if the company disappears, what guaranties do we have? And what about licences? At OW we had a rule that a project with a given licence on the forge would stay with this licence even if the company responsible for the projects disappears or pulls out of the consortium.
 - The board can decide to add such a provision in OW2 IPR policy
 - What is important is that all OW2 projects have binaries and source code available on the downloadable section of the forge. We may require Members to use the OW2 forge as, at least, their primary download site, this should be a Membership commitment.
 - OW2 trade mark usage can be related to compliance with the above download requirement.

To continue the discussion, we create a thread on board list: What is an OW2 project.

- o **What is the Reference implementation?**

RI aims at integrating Initiatives into a consistant whole. Are we talking about interoperable components? This was the vision several board meetings ago, but it is not applicable; integration has value for the customer, but since there are different licensing models, integrating different components would result in a very restrictive licensing model.

Technical, synchronous release (meaning « this component is compatible with this one... ») is ok for Initiatives, there can be a packaging per Initiative. Therefore don't we have two different things? A reference architecture (a concept, or guidance) for the consortium and a reference implementation (actual code) for Initiatives?

Can we have a gradual, progressive process with clear objectives for 2008? Starting with Reference Implementation is extremely difficult (technological and licencing difficulties). How about a Reference Architecture? RA is difficult, risk of endless discussions, Architecture is our core issue when we create a project. EC recognized that RI was a powerful marketing concept, we need a converging vision, a concept that identifies OW2. What is feaseable is to have a document containing compatibility information between projects. We have JCP model (general interoperability) and OASIS model (peer-to-peer compatibility between projects). For the sake of efficiency, recommendation is to work on the peer-to-peer model.

To continue this discussion we create a thread on board list: What is OW2 RI.
Lead = GB

- o **What is OW2 Business Model?**

OW2 does not have a licensing model, there is no such thing as an OW2 Public Licence. GPL and dual licensing model have always been in ObjectWeb. In terms of business model, the issue is whether members make money out of their code (ISVs, software vendor model with GPL and dual licensing model) or not (in this case LGPL recommended). Issue is business model compatibility between members. Initiatives should be the place where this is addressed. The OW2 community is an informal business ecosystem, however within Initiatives we can have more formalized ecosystems.

To continue this discussion, we create a thread on board list: What is OW2 Business Model. Lead = JPL

- **What is the OW2 licensing model?**
- Licence change issue. If projects can change license in time then what happens? If you change your license you have to ask the board to do that, it means you change the OW2 project, and it becomes different from the one that was accepted.
- AGPL issue. There is currently only one AGPL project in OW2. Affero already existed in GPL V2. GPL means the distribution must have the same license as the original code. Affero is for the Web: any modification on a code running on a server must have a link to the original code. A serious end-user issue if one can lose the freedom to « use » (not only to distribute) the code.
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To continue this discussion, we create a thread on board list: What is OW2 Licensing Model. Lead = PYG

6. Any other business

No other business

7. Next meeting of the Board

- Board meeting: 12 March, phone conference at 9am in Paris / 4pm in Beijing

8. Adjournment

- Meeting was adjourned at 12:15pm in Paris / 19:15pm in Beijing
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