

Why do we do, the things we do?

Sha na na na na na.

Oh, and open source business models.

...title...

Lately, I've been teaching my daughter pig latin.

Igpay Atinlay!



Actually, a family variant called 'Arb'.

Parbig Larbatarbin!



<in arb> *which sounds a little like this*
My father and uncle taught it to me when I was
nine
Like me, she is tickled to be able to say things
that

Narbo warbay marbom!



sound really silly that her mother can't
understand.
Silliness is important in our family.
Family humour is a very specific thing.
Some families like teasing.



Other love pranks and practical jokes
(not mine, thank goodness).
On my fathers side,
the family loves puns.

Very punny people.

On my mothers side,
the taste runs to jokes and riddles,
and preferably absurdist ones.
As a young boy,
I liked the ones my mother collected,
simple ones from joke books and the like.

What's purple and
glows?

What's purple and glows? An electric grape!



But as I grew older, my mind craved
more twisted bits of language.
I still remember the moment,
I must have been around 10,
when my uncle dropped
this gem at the dinner table.

Why does a duck?

Why does a duck?
Because

Because
one of it's legs are
both the same length.

one of it's legs
are both the same length.
Let that jiggle around in your
brain for a while, like a mutant worm.
One of it's legs are both the same length.



Top 10 stupid questions we have been sent

In university I was floored
by the #1 item in Letterman's
"top ten stupid questions
we have been sent", which was

How many raisins in a dollar?

How many raisins in a dollar?
So, I'm a practitioner and
admirer of the absurd,
And so,
I'm pleased to be in the land that
gave us, back in the 40s



MILITARY INTELLIGENCE

"Military intelligence",
And more recently,



"Keep your government hands
off my Medicare."
America has a rich tradition of absurdity,
And I assume it's as a
practitioner of the absurd
that I've been asked today to talk about

Open source
business models

Open source business models

Open source
business models???

Open source business models???

<sarcasm>

hmmmm
Because we're all in open source
for the money,



right?

open source

- community
- shared accomplishments
- satisfaction of learning and exploring
- freedom to build
- membership in a global community

The sense of community,
the <X> shared accomplishments,
the <X> satisfaction of understanding
how something works all the way down,
the <X> freedom to build exciting
new things without asking permission first,
the <X> chance to work with a
global community of
talented and like-minded individuals.

Those are all



secondary considerations.

The important thing is...

The important thing is,
and it's surprising how often this
"objection" to open source is raised,
The important thing is,

If ESRI gave away their
software for free, they
would go out of
business!!! (ack!)

how can a traditional software company
make money
selling open source software?
The logic is straightforward,

ESRI exists because
their software costs
money.

if the existing software companies
make money
by walling off their
intellectual property and selling
limited, licensed access to it
it necessarily follows that

Your software does not
cost money.

if a business does *not*
wall off their intellectual property

Therefore.

and sell limited licensed access to it

You do not exist.

Q.E.D.

then the business will not survive.

Q.E.D.

`</sarcasm>`

ok

the **451** group

surveyed 114 "open source companies"

The 451 Group, an IT industry analysis company, did a survey of "open source companies" and they came up with the best explanation of open source business models I have seen so far:

the(451)group

“Open source is not a
business model.”

"Open source is not a business model."

the(451)group

“Open source
is a **business tactic**,
not a business model.”

"Open source is a business tactic,
not a business model."

the(451)group

“Open source is
not a market
in and of it self...”

Open source is not a market
in and of itself,

the(451)group

“... nor is it a
vertical segment
of the market.”

nor is it a vertical segment of the market.

the(451)group

“Open source is a
software development
and/or
distribution model
that is enabled by a
licensing tactic.”

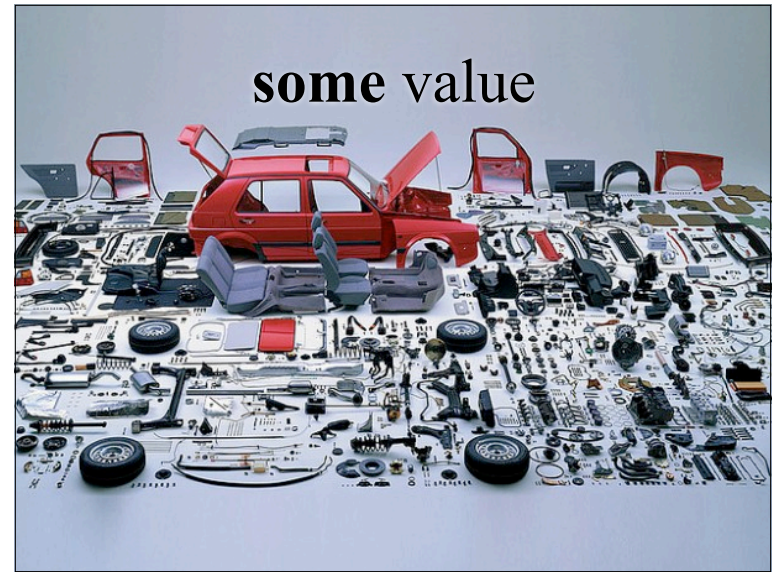
Open source is a
software development and/or
distribution model
that is enabled by a
licensing tactic.”

business model?

OK, so what is a business model?

how an organization
creates
delivers
captures
value

"A business model describes the rationale of how an organization creates, delivers, and captures value"
A business model is a process that bundles something of value.
Where do we create our value?



Business models can be as simple as building an item from parts and

more value



selling the higher value result.

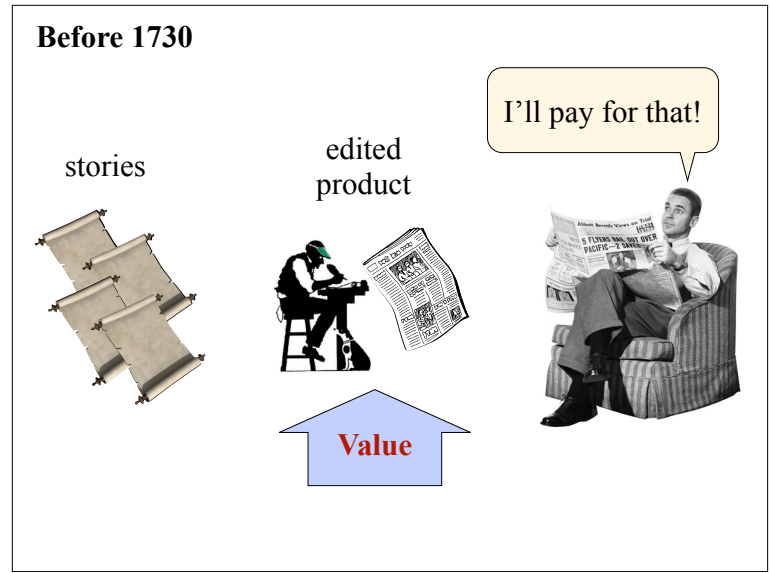
But they don't have to be.

value

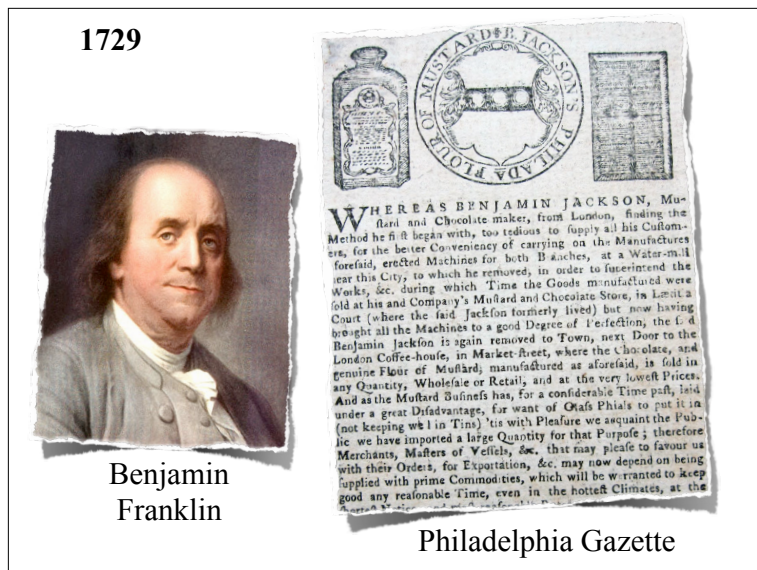
The most disruptive models
tend to be the most surprising ones,
because they invert our notions of
where the intrinsic value of a product lies.



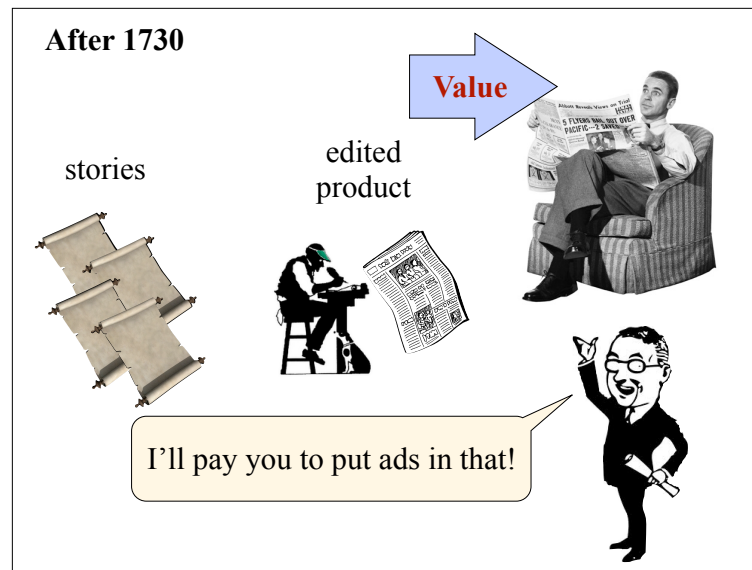
The initial business model for newspapers and newsmagazines was very simple.



The <X> publisher assembled the newspaper from original writing, <X> laid it out and printed it. <X> Readers paid the publisher for that product. The <X> value was in *content* delivered to a *reader*.



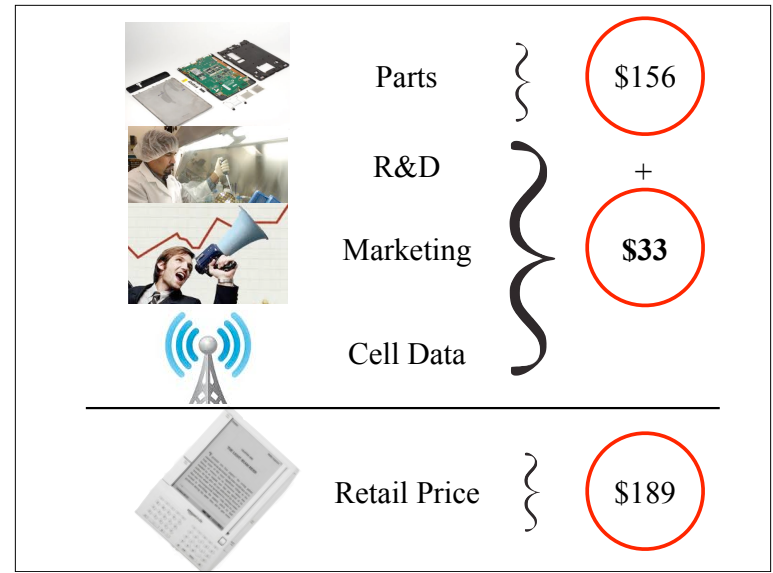
In 1729, Benjamin Franklin started publishing the Pennsylvania Gazette, and he did something very odd. He sold each copy for a fraction of the production cost, so he was losing money on every copy. But he made up the difference via by sales of advertising.



He was still <X> commissioning original writing, <X> laying it out, printing it and <X> distributing the product, but the <X> *value* was in the *readership* delivered to *advertisers*, not in newspaper itself. The lesson of the newspaper business is, you don't have to sell a thing to capture value with it. <repeat> For a more recent example of indirect value capture



look at the Amazon Kindle 3G.



The parts cost ~~<X>~~ \$156.
The device costs ~~<X>~~ \$189.
That leaves just ~~<X>~~ \$33 per item to cover
all R&D, marketing and cell data charges.
Amazon is basically giving the Kindle away for free.

But the zero-profit Kindles are enabling a very
high profit business in
shipping digital books to customers.

So, it's not unsurprising if a business invests in an
unprofitable secondary business to create
value in a profitable primary one.

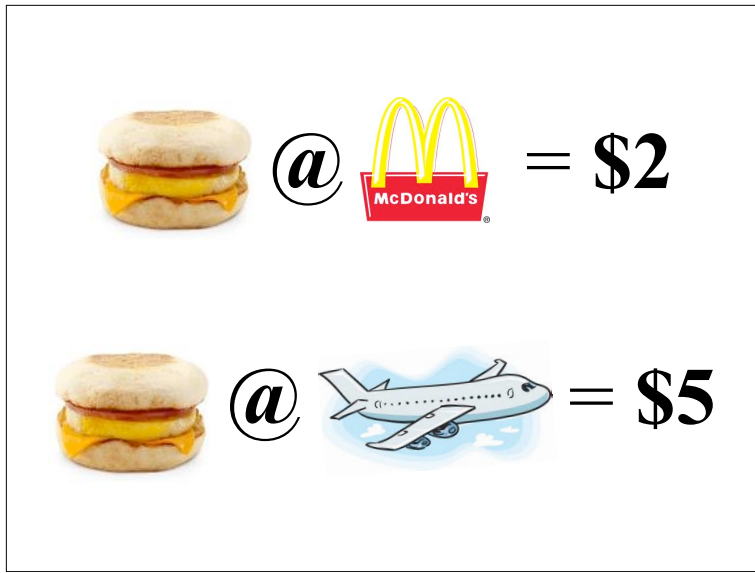


Or consider the venerable concession model.

Why does every museum have a gift shop?
Surely not for educational purposes?



Why does movie popcorn cost \$7.50?



Why does an egg McMuffin cost \$2 at McDonalds, but \$5 on an airplane? These lucrative side businesses have exclusive access to a buying population that is primed and ready to consume their wares. So there's *value* in access to a market of pre-qualified customers who are ready to buy.



In their study of open source businesses, the 451 Group noted that there were a large number of different tactics for creating value in the open source world, and that any given business might employ several of them simultaneously.

Here's some of the tactics commonly associated with extracting value around open source.

Dual licensing



- Dual licensing -
Popularized by MySQL and
Sleepycat software
(both, curiously, now wards of
<X> Oracle corporation)
offers a GPL version of the software for
free but

Dual licensing

This you can
have gratis



This you have
to pay for



charges for
access to a non-GPL version. The
value is primarily for companies who want to
embed the software for re-sale,
but also derives from
misunderstandings and paranoia
around the GPL.

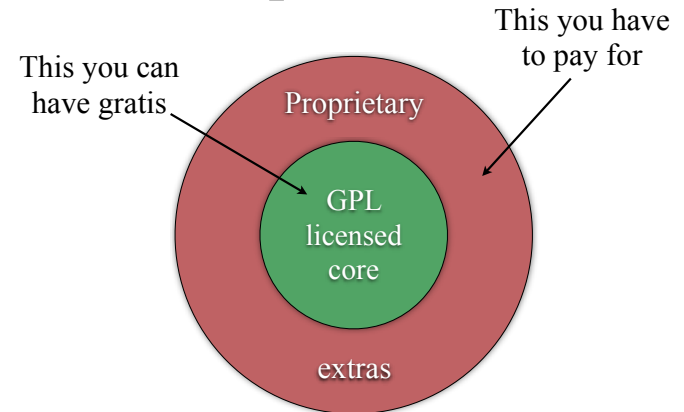
Open core

Xen™ **Nagios**®



Open Core is a model practiced by relatively new, venture funded business like Xen, SugarCRM and Nagios.

Open core



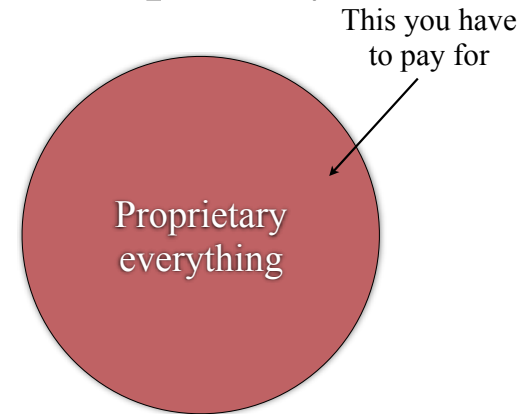
Open core combines an open source core project with proprietary extra features to provide sale value. The sale value is in the extra features.

Dual licensing and open core require the company to hold all copyrights.

Both dual license and open core projects tend to be captive of a single company, since in order to carry out their dual licensing scheme the company must hold the copyrights to the open source project, which means they usually employ the core contributors directly.

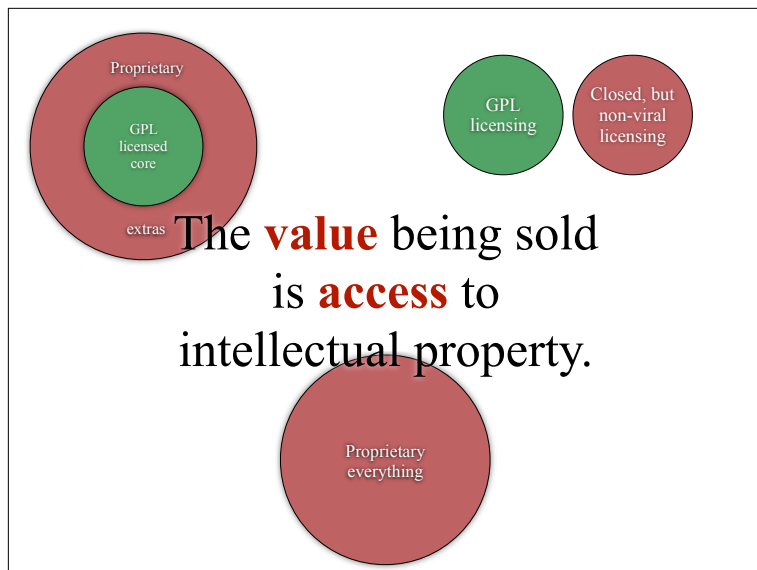
What these models have in common is

Proprietary



that they look a lot like proprietary software companies.

Open core, and dual licensing and proprietary licensing all capture value



in the same way, by charging for access to intellectual property.

This is perhaps why these models have been easiest to evangelize and have received the lion's share of venture funding over the past several years.

Moving away from the traditional software company model,



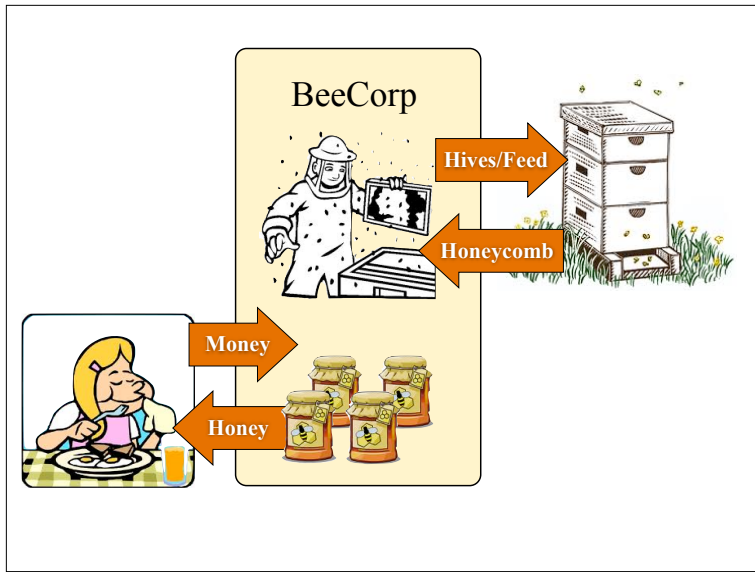
my favourite system is articulated by James Dixon of Pentaho, for what he calls "professional open source software".



Imagine a bee hive.
Now, imagine you want some honey.
Knowing nothing about bees,
you might be understandably leery
about just opening up the hive
and trying to scoop some out.



What you need, is a bee expert!
A bee keeper!



The beekeeper mediates our relationship with bees. He <X> provides the bees with hives and care, and the bees generate raw honeycomb, which <X> he processes, packages, markets and <X> sells to us for money. Which he uses to buy hives and so on.

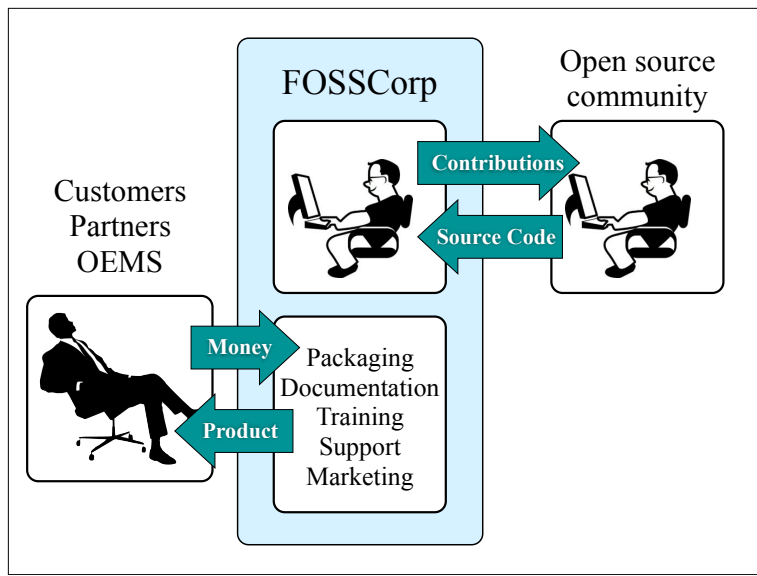
Even though he doesn't make honey himself, the beekeeper **adds value** to the product we buy.



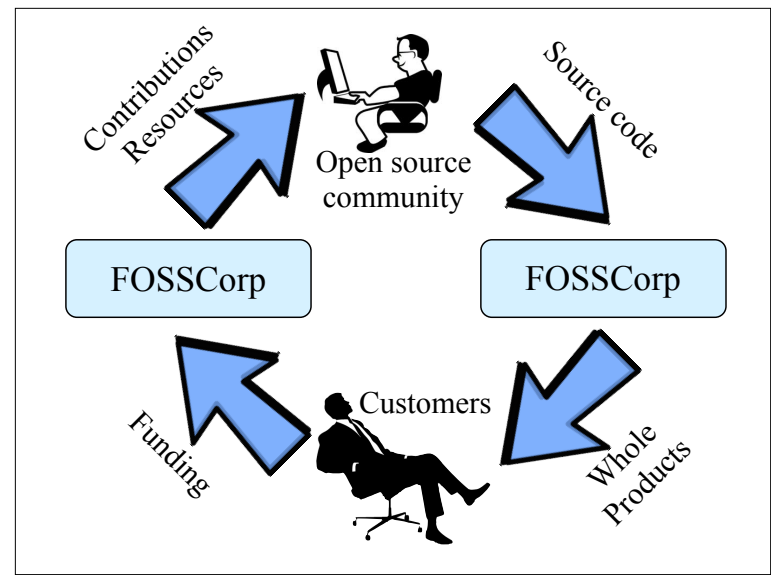
In Dixon's model, open source developers are the bees.

Developers, let's hear you all buzz.
.....

Users, that's a pretty intimidating sound, right? Maybe you want someone who can work with the bees to help you get the best honey?



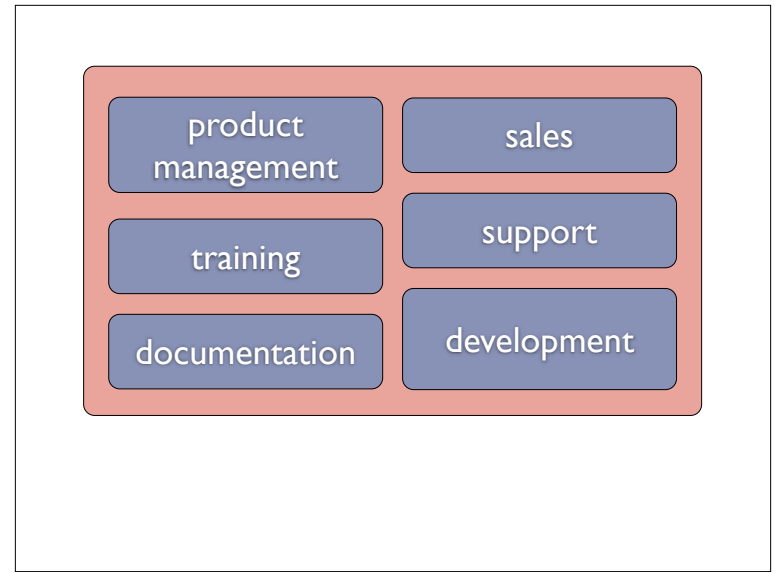
In this model, the "professional open source software" company is the beekeeper. <X> They provide development support to the community, and <X> they also package the raw software for use by customers <X>, adding things like installers, documentation, uniform branding and messaging, and support agreements.



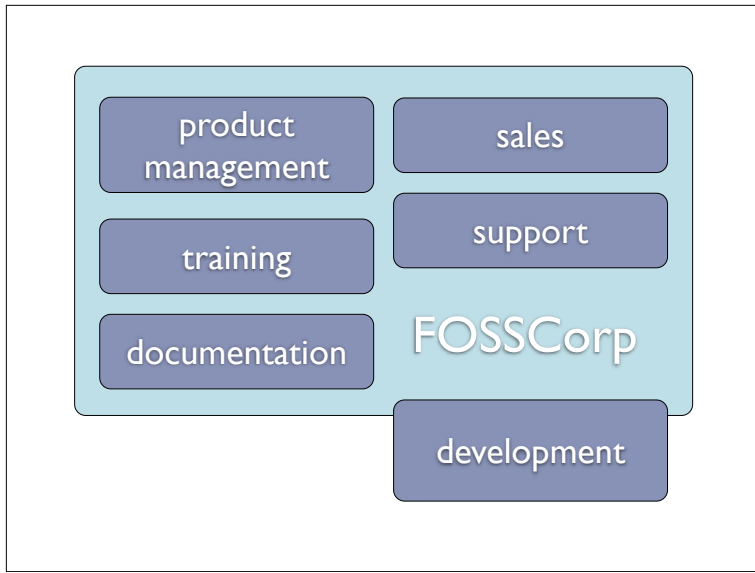
The professional open source company completes a virtuous circle, where the value in the raw software produced by an open source community is fused with the value from the company to become a salable product, which provides resources to employ staff and provide support that in turns strengthens the open source community to provide yet more valuable software.



Take apart a proprietary software company, you'll find



development, product management, sales, support, documentation, training. The "professional open source company" is the result of looking at those parts and asking <X> "is there still value here if we move most of the development and intellectual property outside the organization?"



And the answer is yes.



Dixon's company, Pentaho, operates with this model. So does <X> Red Hat. So does the company I work for, <X> OpenGeo.

Professional open source **value**

- Unified marketing story
- Integration of diverse components
- Installers and ease-of-use
- Training and documentation
- Contractual levels of support

Professional marketing materials
provide value to purchasers
looking to rationalize their decisions.
<X> Integration provides value.
<X> Installation provides value.
<X> Training and documentation provide value.

But perhaps the biggest value sold by the
professional open source companies is the
<X> support contract.
We say we're providing "support", but
what we're really providing is
insurance



for when things go
wrong.
Real insurance companies
protect against disaster by



hoarding a large pile of money
to fix things afterwards.
Professional open source companies
protect against disaster



by hoarding a large pile of
intellectual capital, in the form of
... not disembodied brains ...
but
core developers in their
chosen projects.



So Red Hat employs Alan Cox, the Linux kernel guru, and <X> Pentaho employs Matt Casters of the Kettle project, and OpenGeo employs, well, me and many others.

There's a whole other category of open source business that employs core developers, too, the product specialist.

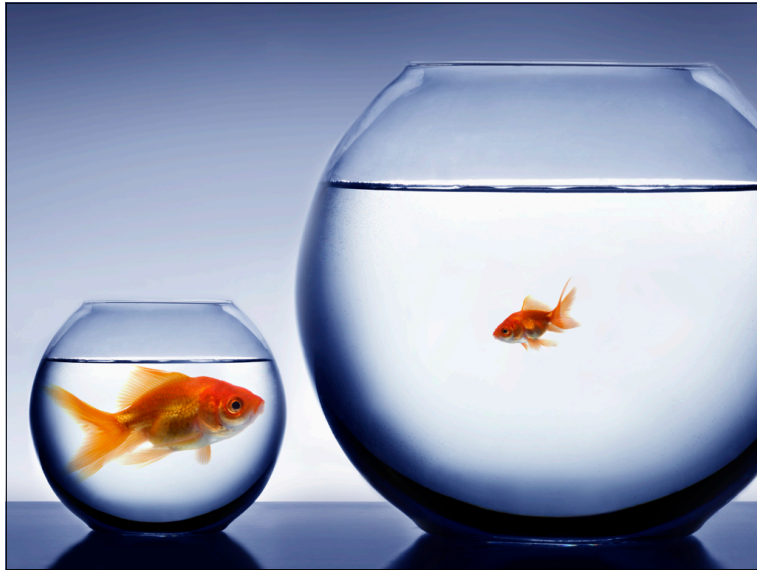
Product Specialist

- Add new features to the core software
- Build systems using the software
- Value is in expert **services**

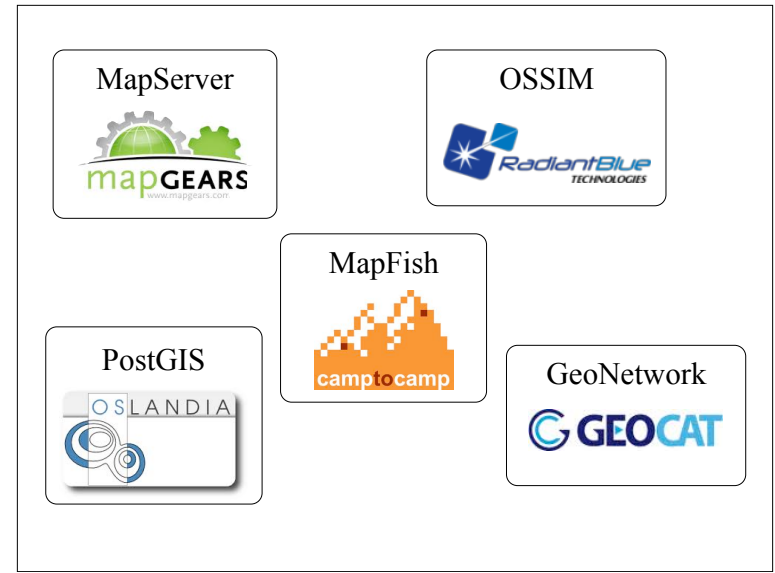
Dude, that's just a consulting company!

A product specialist company also employs core developers, but they frequently get paid for non-core development tasks. However, core developers on staff allows them to add new features for clients, and to perform complex system integrations with the open source code.

<X> But wait, aren't I just describing a consultancy? The goal of the product specialist is to become not just **a** consultancy, but **the** consultancy.



To dominate the mindshare around services for a particular project. To be the biggest fish in their pond.



So
<X> MapGears tries to be the go-to company for MapServer, and
<X> CampToCamp tries to be the go-to company for MapFish, and
<X> Oslandia tries to be the go-to company for PostGIS, and
<X> RadiantBlue tries to be the go-to company for OSSIM and
<X> GeoCat tries to be the go-to company for GeoNetwork.

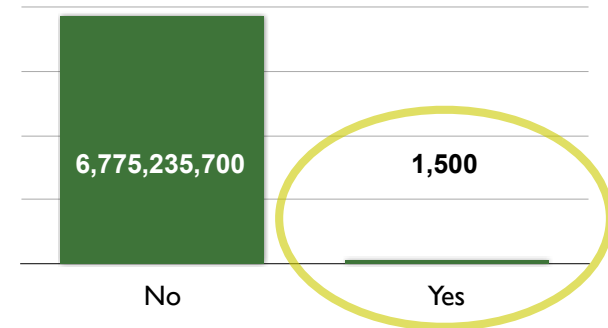
Product Specialist

1. Invest R&D effort in building open source software.
2. Gain useful experience and a reputation for expertise with the software.
3. ...
4. Profit!

Product specialists usually spend less money on sales and marketing, they spend their spare resources on core development, to further hone their reputations as the top experts in their field.

Folks back home ask me how I get invited to speak at all these conferences,

Know who Paul Ramsey is?



and I tell them it's because I'm world famous, as long as you ask the right very small sub-set of people.

The same thing applies to product specialists, the niche they aim to dominate may be quite small, but it's still big enough, on a global basis, to support a profitable business.



But Wait...
**THERE'S
MORE!**

So far examples have all looked a lot like existing software companies, but there is lots more value available in the world of open source!

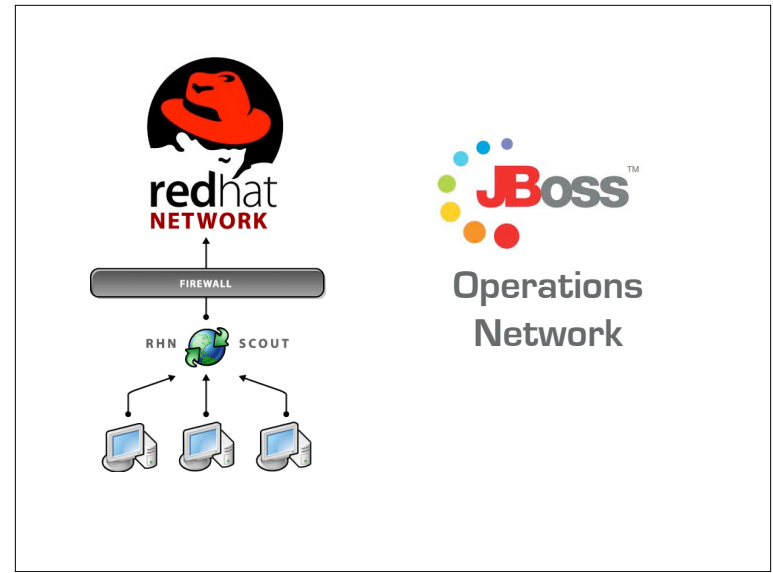
ac·ces·so·ry
/ak'ses(ə)rē/

Noun: A thing that can be added to something else in order to make it more useful, versatile, or attractive.

Any open source project, if sufficiently popular, probably has a side market for accessories of all kinds things that aren't the software, but add value to the software, that make it prettier.

Production-oriented services

Production-oriented services and add-ons are a form of accessory.



In the Linux world, the Red Hat Network is an example. For JBoss, the <X> JBoss Operations Network provides tools that make it easier to operate the software in data centers.

Deployment platforms

Deployment platforms are an accessory that adds value by making it easy to put open source



software stacks into production. Heroku provides this for Ruby on Rails, PHP Fog for PHP.

Accessories range from these kinds of



highly technical services at one end, all the way down to plush toys and CDROMs at the other end.

In general, there is value to be had in selling "accessories" to popular open source projects.

ac·ces·so·ry
/ak'ses(ə)rē/

Noun: A thing that can be added to something else in order to make it more useful, versatile, or attractive.

These businesses don't necessarily look like traditional software vendors anymore, because they don't necessarily spend much of their time working on the core, and they extract no value directly from the core software.

“open source
companies”?

Are these "open source companies"?
Well, they
are creating salable value
through their association
with open source!



So,
there are all kinds of models for finding
value in and around open source, and
where are all
sorts of open source companies.

LINKSYS®



“open source company” ?

What about LinkSys?
are they an “open source company”?
They make routers,
but they put Linux on them!
They derive *value*
through not having to
license a proprietary OS and
by sharing development effort on
wireless chip drivers.



Or any of the many handset makers
using Android?
Are they open source companies?
They are definitely deriving
value through participating
in the Android community and process

Which brings me to the largest open source
company in the world.

The Google logo, featuring the word "Google" in its characteristic multi-colored font (blue, red, yellow, blue, green, red) with a trademark symbol.

It's not Sun.
It's not IBM.
It's not even Red Hat.
<X> It's Google, the big G.

Measuring
just volume of code released,

14 million lines of code



the 14M lines in only
Chrome, GWT and Android put
Google at the head of the
pack in terms of global contributions.

But it is the fact that Google's
core infrastructure,



miles and miles of racks of generic boxes running Linux would not have been possible but for open source, and the fact that Google engineers are active in the communities of open source projects Google depends on that really make the case for Google as the worlds biggest open source company.

where's Google's
value?

But, notably, the place Google creates value has nothing to do with open source, Google creates value through

INFORMATION ORGANIZATION.

[Access medicated lozenge](#)
access.com
Get your info faster and funner! Click here for joy!

[Mission Chewing Gum](#)
www.yummy.com
Makes your breath minty fresh!

[PostGIS](#)
postgis.org
PostGIS makes you smarter and better looking, but not both at the same time!

[Nigerian vacation](#)
bankaccount.org
Visit long lost rich uncle! Buy most respectfully now!

“Google's mission is to organize the world's information and make it universally accessible and useful.”

[Useful user experience](#)
enhanced-web.net
Relevant ads make browsing the net more informative and useful. Really!

[Access medicated lozenge](#)
access.com
Get your info faster and funner! Click here for joy!

[Nigerian vacation](#)
bankaccount.org
Visit long lost rich uncle! Buy most respectfully now!

In the words of their mission statement,

Organizing all the worlds data.
Making it universally accessable.

<X>
(And then pasting little ads all around it.)

But that information organization would not have been possible without open source.

No free operating systems for massive compute clusters

No free libraries providing base capabilities

No free and modifiable compilers

No modifying the OS to support massive scale (GFS)

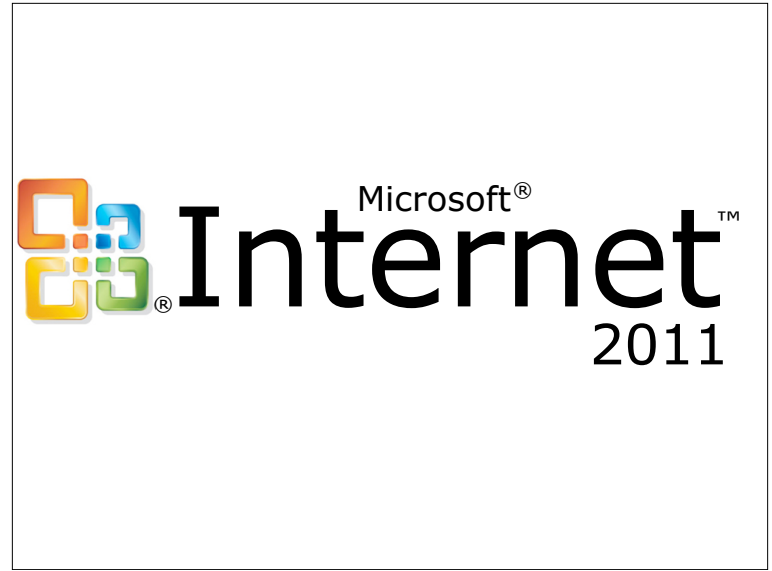
If, in the early days, Google had to write or license all of the code they needed, they would never have gotten off the ground.

<X>
Without open source, the only organizations capable of running at web scale would have been those who already owned the necessary intellectual property in operating systems and file systems and databases.



Microsoft, Sun, IBM.

Imagine what the
web would be, run by



Microsoft, Sun, and IBM.

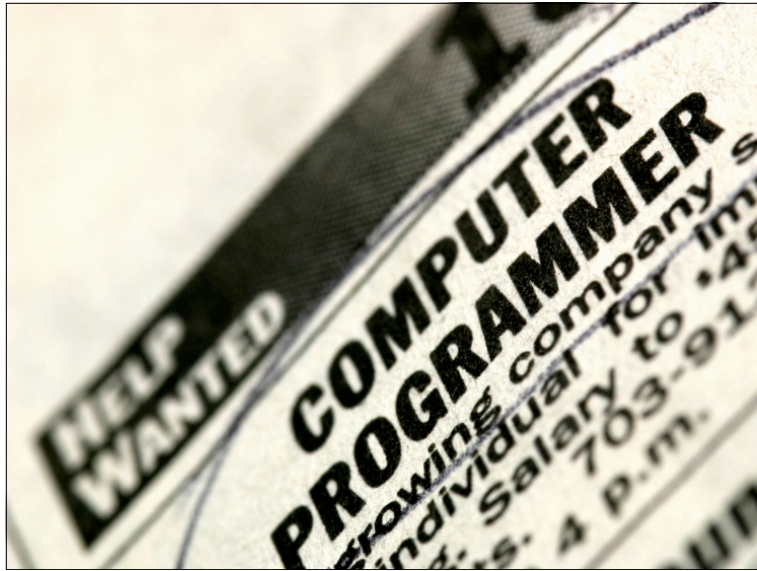
But we didn't get that,
instead we got a world

informed
Only the ~~strong~~ survive.
analytical
organized

where success is
determined by
the ability to quickly gather,
manipulate and
analyze information.



Which is why librarians are in
such high demand!
Oh wait, not librarians,



computer programmers.

Founder of
Netscape

Smarmy
b_____

Marc Andreessen

“software is eating the world”

Marc Andreessen, one of the founders of Netscape, and all around smarmy bastard, wrote in the Wall Street Journal last month that "software is eating the world".

In support of his thesis, he points to numerous success stories, companies leveraging their superiority in software into superiority in the overall marketplace.

The logo for amazon.com, featuring the text "amazon.com" in a black, lowercase, sans-serif font. A yellow curved arrow is positioned below the "a" and "z", pointing from the "a" to the "z".

Borders being beaten by Amazon,

The Netflix logo, consisting of the word "NETFLIX" in a bold, white, uppercase, sans-serif font. The letters are set against a solid red rectangular background.

Blockbuster put out of business by Netflix



Disney having to buy Pixar



Kodak going under while Flickr flies



The recruiting market being
taken over by LinkedIn



The telecom industry being
taken down by Skype
and even the worldly success of
traditional organizations



like Fedex and Wal*Mart

can be all be traced back
to superior use of information
technology and data management

The best organizations
know how to
extract value
from their
information streams.

These examples show
that victory is going to
the organizations that can most nimbly
extract value from their data streams.

And how do we extract
value from data streams?



software

With software!

And who creates software?



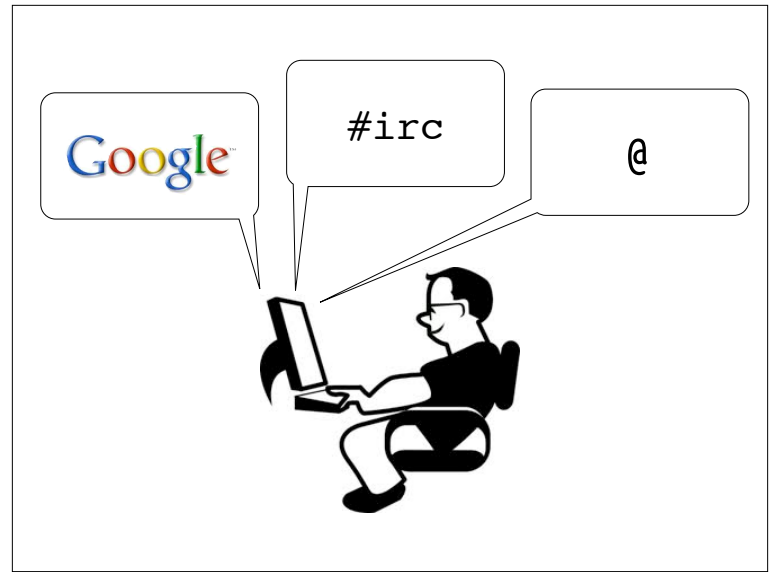
programmers

Programmers.

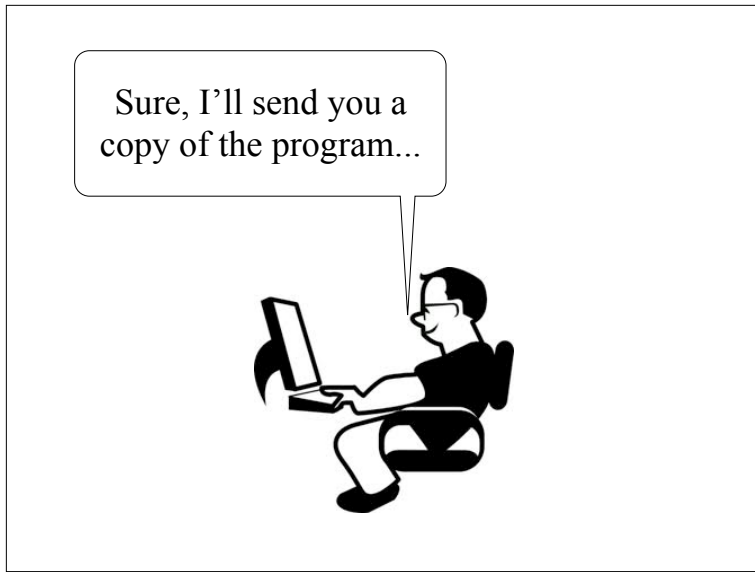
And what tools are programmers most effective with?

transparent
flexible
re-purposable

Transparent, flexible, re-purposable tools.



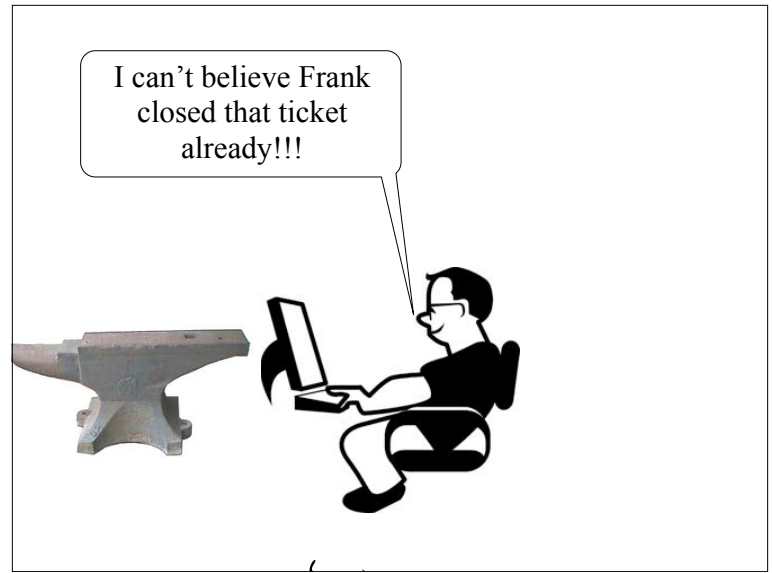
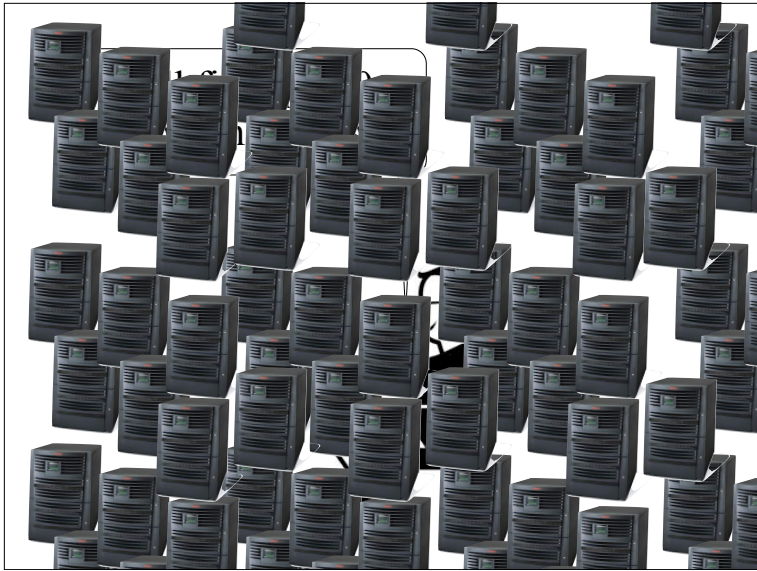
Tools where the answer is an e-mail or
Google search or
IRC question away.



Tools where there are no deployment limitations.



Tools where scaling is just a matter of spinning up instances.



Tools where the bugs can be caught and squashed in internet time.

open source
tools
help unlock
value

Open source tools.

Open source tools

<X>

help you and your developers
unlock value in information.



It's intellectually entertaining
to look at the models of companies like
OpenGeo and compare us to established
proprietary companies and wonder if
we're going to make it.

Will our open source business model
work?

Who knows? *I* think so...

But it's not that relevant to *you*.

find your
own
open source
business model

You need to have your *own* open source business model. You need to do the research and understand where open source can add value to your business, to your agency, to your department, and I hope that's why you're all here.

This week, go to the sessions, talk to the developers, talk to your peers,



join the open source community,
and find your
open source business model.

It's out there waiting for you.

tharbank yarbou