

# Lecture 4-2

# Intellectual Property

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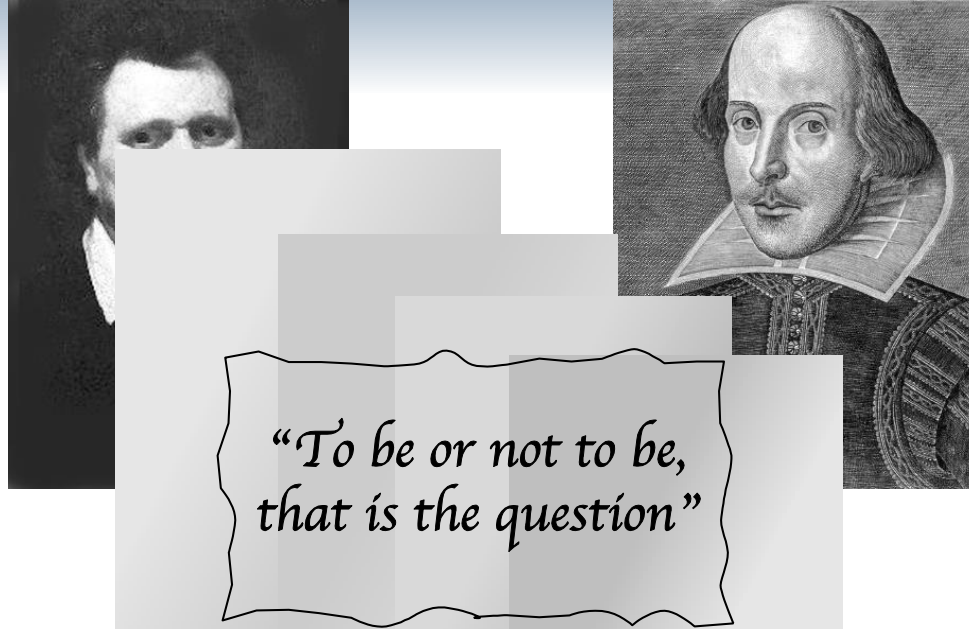
# Participation Quiz

- If you choose an answer to this question at random, what is the chance you will be correct?
  - A. 25%
  - B. 50%
  - C. 33.3%
  - D. 25%

# Expanding the Argument to Intellectual Property

- The textbook considers the (fairly ridiculous) proposition:  
“Writing a play is akin to making a belt buckle”
- Belt buckle
  - Mine ore
  - Smelt it down
  - Cast it
- Writing a play
  - “Mine” words from English language
  - “Smelt” them into prose
  - “Cast” them into a complete play

# Are We Convinced?



- If Ben Jonson and William Shakespeare simultaneously write down Hamlet, who owns it?
  - If that sounds far-fetched, two modern artists who paint a canvas blue
  - Two people can't have intellectual property rights to the same idea, even if they both had it independently
- If Ben "steals" the play from Will, both have it
  - Unlike a belt buckle, stealing doesn't deny ownership to the owner

# Intellectual Property Protection

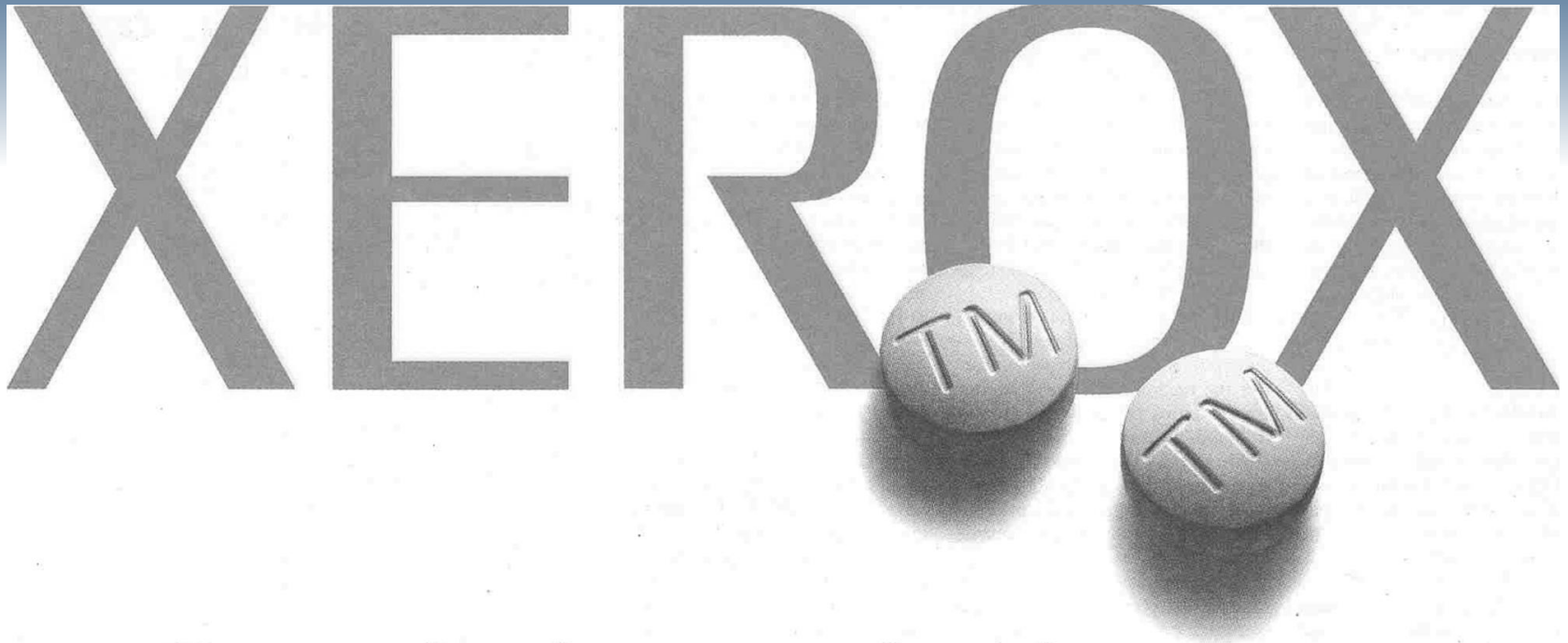
- So, why Intellectual Property Protection?
  - Some people are altruistic; some are not
  - Allure of wealth can be an incentive for speculative work
  - Thus, benefits to intellectual property protection
- But, these rights should come with limits
  - Giving creators rights to their inventions stimulates creativity
  - Society benefits most when inventions in public domain
  - Strike a compromise by giving authors and inventors rights for a limited time
- It might make more sense to call it “intellectual monopoly” rather than “intellectual property”

# 1. Trade Secret

- Confidential piece of intellectual property that gives company a competitive advantage
- Never expires
- No legal protection
- Reverse engineering allowed
- May be compromised when employees leave firm

## 2. Trademark, Service Mark

- Trademark: Identifies goods
- Service mark: Identifies services
- Company can establish a “brand name”
- Does not expire
- If brand name becomes common noun, trademark may be lost
- Companies advertise to protect their trademarks
- Companies also protect trademarks by contacting those who misuse them



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# 3. Patent

- A public document that provides detailed description of invention
- A government office decides whether the invention is novel, non-obvious
- Provides owner with exclusive right to the invention
- Owner can prevent others from making, using, or selling invention for 20 years

# Software Patents

- Patent protection began in 1981
- Inventions can be patented, but not algorithms
- Patent Office having a hard time determining prior art
- Result: some bad patents have been issued
  - Amazon One-Click purchasing
  - Apple: squares with rounded corners
- General skepticism about value of software patents
- *Patent trolls: what are they? What do you think?*

# 4. Copyright

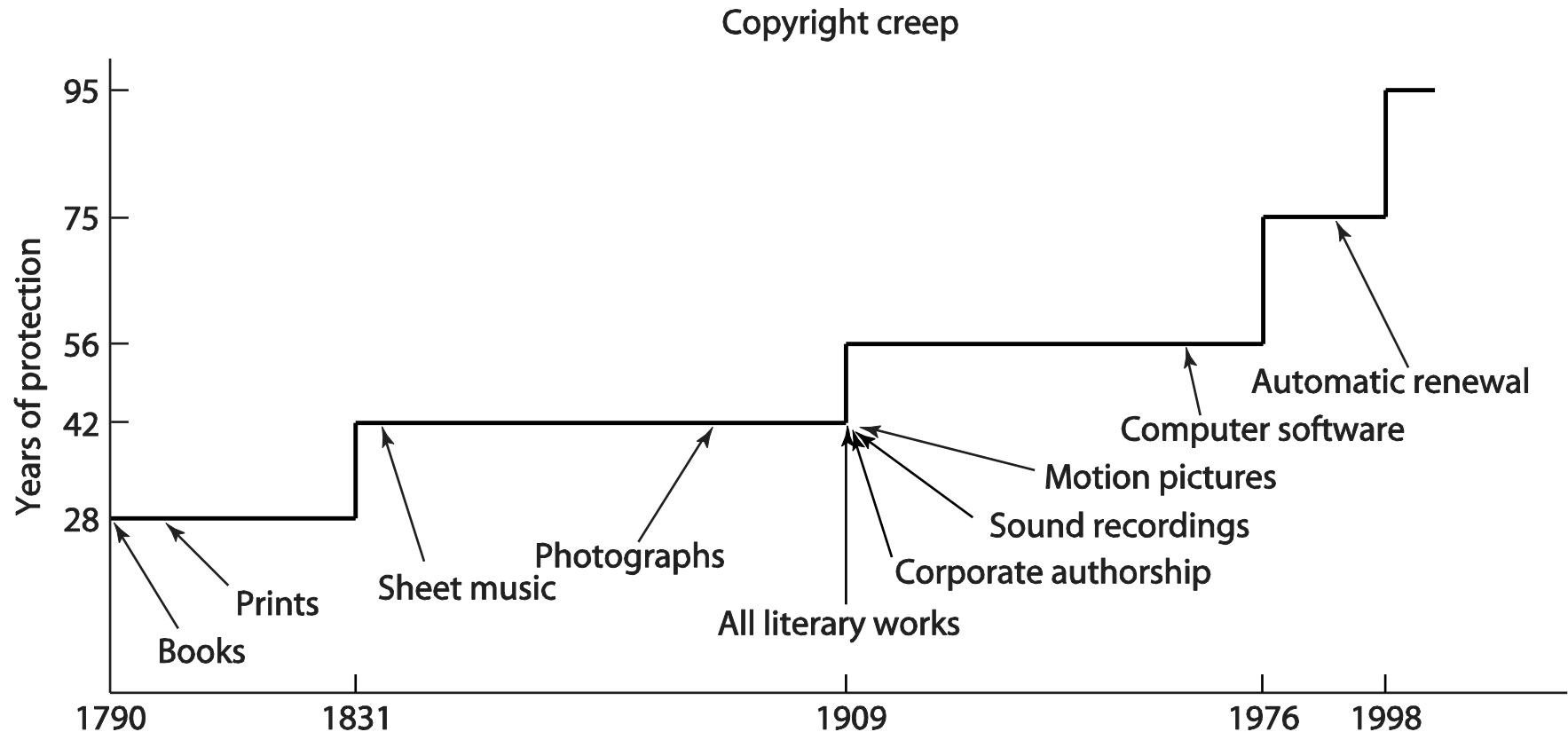
- Provides owner of an original work five rights
  - Reproduction
  - Distribution
  - Public display
  - Public performance
  - Production of derivative works
- Copyright-related industries represent 5% of U.S. gross domestic product (> \$500 billion/yr)
- Copyright protection has expanded greatly since 1790

# Software Copyrights

- Copyright protection began 1964
- What gets copyrighted?
  - Expression of idea, not idea itself
  - Object program, not source program
- Companies treat source code as a trade secret
- Violations of copyright
  - Copying a program to give or sell to someone else
  - Preloading a program onto a computer being sold
  - Distributing a program over the Internet
- Important court cases
  - Apple Computer v. Franklin Computer
    - Established that object programs are copyrightable
  - Sega v. Accolade
    - Established that disassembling object code to determine technical specifications is fair use

# Copyright Creep

- Since 1790, protection for books extended from 28 years to 95 years or more
  - latest extension done to prevent Disney characters from becoming public domain?
- Copyright Term Extension Act of 1998 challenged as unconstitutional
- U.S. Supreme Court disagreed: CTEA does not create perpetual copyrights



# Digital Millennium Copyright Act

- First big revision of US copyright law since 1976
- Brought US into compliance with Europe
- Extended length of copyright
- Extended copyright protection to music broadcast over Internet
- Made it illegal for anyone to
  - Circumvent encryption schemes placed on digital media
  - Circumvent copy controls, even for fair use purposes

# Digital Rights Management

- Actions owners of IP take to protect their rights
- Approaches
  - Encrypt digital content
  - Digital marking so devices can recognize content as copy-protected
- Example: the (failed) Secure Digital Music Initiative (2000)
  - Consortium didn't stick together
  - Cracked by CS researchers
- Example: Sony BMG Rootkit (2005)
  - Made everyone angry; retracted
- Example: online music stores (2003—2009)
  - Started out with DRM, in part to lock people into platforms
  - Lately, moving away from it

# DRM Example: Encrypting DVDs

- Contents of DVDs encrypted using Content Scramble System (CSS)
- Need decryption keys to view a DVD
- Jon Johansen wrote a decryption program for Linux
- 2600 Magazine published the code
- Motion picture studios sued 2600 Magazine and won
- Johansen tried in Norway and found not guilty



# DRM Example: Foiling HD-DVD Encryption

- Hardware, software, and entertainment companies created Advanced Access Content System to encrypt HD-DVDs
- Encryption key posted on Digg.com
  - AACCS leaned on Digg.com to censor postings containing key
  - Digg users fought back
  - AACCS “expired” the key and issued a new one
  - A month later, a Digg user posted the new key