From: Noah Tye [e-mail redacted]
Sent: Saturday, September 25, 2010 5:14 PM
To: Bilski_Guidance
Cc: [e-mail redacted]
Subject: Feedback on Software Patents

Hi there. According to
<http://www.fsf.org/news/uspto-bilski-guidance>, you're looking for
feedback on software patents.

Software is fundamentally math. Finding a new way to do something
in software is like finding a new way to solve a math problem. I can't
patent my method for solving a problem on my math exam; if I could,
then I would immediately do so and then sue any of my peers who
used the same solution.

In a math problem, there's usually only one obvious solution. Sure,
there are always a few others, but the vast majority of my classmates
who took the same test solved that problem using the same method.
Software is very similar: there is usually only one obvious solution to
a problem.

I am a college student studying computer science. I learn math by
solving problems in math which have already been solved; likewise, I
learn to program by solving problems in software which have already
been solved. As a student, it is crucial to me that I am able to
experiment freely with my software. Software patents pose a
frightening risk to that freedom. The USPTO should exclude software
from patent eligibility.

Thanks for your time! You probably have a lot of these emails to go
through, but I hope you have a great day. :-)

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noah@tyes.us | http://noahlt.tumblr.com/