From: Seth A. Roby [e-mail redacted]
Sent: Monday, September 27, 2010 1:34 AM
To: Bilski_Guidance
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Subject: Software Patents

Software should not be patentable, because software is math. Adding a
computer to do that math is an obvious next step, and should not be
rewarded with a patent.

At the very least, software patents should require working code just
like patents for devices require blueprints; when the patent expires
the knowledge contained therein should enrich the community, both by
making the algorithm public and by making it clear what is and is not
patented. That the code works is vitally important; we have seen far
too many patents for things impossible at patent time but lucrative
later, which wrecks havoc in an industry as quick-moving as ours which
often finds a seemingly trivial insight suddenly central to how
everything works.

The existing system of copious overbroad and ill-defined patents leads
to the entire industry living in fear of a massive patent war, with
everybody arming themselves with defensive patents and being overly
cautious, with the result that we as a public lose out on innovative
products. The USPTO can and should stop issuing software patents to put
an end to this.

Seth A. Roby   The Amazing Llama [e-mail redacted]
"Life is like an exploded clown. It's really funny until you figure out
what just happened."