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clock.h clock_lib2.c clock_lib2.h clock_pll.c clock_pll.h
clock_tests.c crc32.c crc32.h crypto4_eng.c crypto4_eng.h
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x509_vfy.h x509name.c x509rset.c x509type.c x_all.c x_attrib.c
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 */
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Linux Kernel / CAT6 MIT Coda

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const.h core.h coresight-stm.h cpu-features.h cputable.h cramfs_fs.h
cryptocop.h cuda.h cyclades.h dasd.h dcbnl.h dccp.h debug.h
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dlm_netlink.h dlm_plock.h dlmconstants.h dn.h dqblk_xfs.h e820.h
ebt_802_3.h ebt_among.h ebt_arp.h ebt_arpreply.h ebt_ip.h ebt_ip6.h
ebt_limit.h ebt_log.h ebt_mark_m.h ebt_mark_t.h ebt_nat.h
ebt_nflog.h ebt_pkttype.h ebt_redirect.h ebt_stp.h ebt_vlan.h
ebtables.h ech.h edd.h edid.h efs_fs_sb.h elf-em.h elf.h elfcore.h
envctrl.h epm_adc.h errno-base.h errno.h errqueue.h esoc_ctrl.h
ethernet.h ethtool.h etraxgpio.h export.h f_accessory.h f_mtp.h
fadvise.h falloc.h fanotify.h fb.h fbio.h fc_els.h fc_fs.h fc_gs.h
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fips_status.h firewire.h flat.h fou.h fpu.h fs.h functionfs.h
futex.h gadgetfs.h gameport.h gcc_intrin.h gen_stats.h genetlink.h
gentrap.h genwqe_card.h gfs2_ondisk.h hardwall.h hbtp_input.h
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ia64regs.h icache.h icmpv6.h if_addr.h if_addrlabel.h if_bonding.h
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ll64.h intel_intrin.h interrupts.h interrupts_32.h interrupts_64.h
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selinux_netlink.h sem.h sembuf.h serial.h serial_reg.h serio.h
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unistd_64.h unix_diag.h usb_ctrl_qti.h usbip.h user.h ustack.h
utime.h utrap.h utsname.h uuid.h uvcvideo.h uvesafb.h v4l2-common.h
v4l2-dv-timings.h v4l2-mediabus.h v4l2-subdev.h veth.h vfio.h
vhost.h video.h virtio-ccw.h virtio_config.h virtio_ring.h vm86.h
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wanrouter.h watchdog.h wcd9320_registers.h wcd9xxx_registers.h
wireless.h x25.h x_tables.h xattr.h xfrm.h xt_AUDIT.h xt_CHECKSUM.h
xt_CLASSIFY.h xt_CONNMARK.h xt_CONNSECMARK.h xt_CT.h
xt_HARDIDLETIMER.h xt_HMARK.h xt_IDLETIMER.h xt_LED.h xt_LOG.h
xt_NFLOG.h xt_NFQUEUE.h xt_RATEEST.h xt_SECMARK.h xt_SYNPROXY.h
xt_TCPOPTSTRIP.h xt_TEE.h xt_TPROXY.h xt_addrtype.h xt_bpf.h
xt_cgroup.h xt_cluster.h xt_comment.h xt_connbytes.h xt_connlabel.h
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xt_statistic.h xt_string.h xt_tcpmss.h xt_tcpudp.h xt_time.h
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  - apm_bios.h asequencer.h asound.h asound_fm.h audit.h auto_fs.h
auto_fs4.h bfin_sport.h cld.h coff.h connector.h cxl.h cycx_cfm.h
elf-fdpic.h emu10k1.h eventpoll.h exynos_drm.h fixed_code.h
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if_arcnet.h if_arp.h if_bridge.h if_cablemodem.h if_ether.h if_fc.h
if_fddi.h if_frad.h if_hippi.h if_plip.h if_pppol2tp.h if_pppox.h
if_team.h if_tun.h if_vlan.h if_x25.h igmp.h in.h in6.h ip.h
ipmi.h ipmi_msgdefs.h ipv6_route.h irda.h ist.h ivtv.h ivtvfb.h
ixjuser.h joystick.h keyctl.h map_to_7segment.h md_p.h md_u.h
meye.h mtd-abi.h mtd-user.h net.h netdevice.h nftl-user.h omapfb.h
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pwd_.h reiserfs.c romfs.c sysv.c udf.c unused_highpoint.c
unused_hpfs.c unused_isw_raid.c unused_lsi_raid.c unused_lvm.c
unused_mac.c unused_minix.c unused_msdos.c unused_nvidia_raid.c
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 * org.eclipse.jetty.orbit:javax.security.auth.message

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 * org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

 * javax.servlet:javax.servlet-api
 * javax.annotation:javax.annotation-api
 * javax.transaction:javax.transaction-api
 * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following
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module is selected.

 * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
are hosted at github and both modified and original are under GPL v2 with
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http://openjdk.java.net/legal/gplv2+ce.html

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
  org.apache.tomcat:tomcat-jasper
  org.apache.tomcat:tomcat-juli
  org.apache.tomcat:tomcat-jsp-api
  org.apache.tomcat:tomcat-el-api
  org.apache.tomcat:tomcat-jasper-el
  org.apache.tomcat:tomcat-api
  org.apache.tomcat:tomcat-util-scan
  org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
  org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

Mortbay

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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 */
```

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```
/*-
 * ModExp / RSA (with/without KM) plugin API
 *
 * The application will load a dynamic library which
 * exports entrypoint(s) defined in this file.
 *
 * This set of entrypoints provides only a multithreaded,
 * synchronous-within-each-thread, facility.
 *
 *
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*

```
 * $Id: hwcryptohook.h,v 1.1 2002/10/11 17:10:59 levitte Exp $
 */
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```
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 *
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 *       Based on NIST Recommended DRBG from NIST SP800-90A with the
following
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 *  * CTR DRBG with DF with AES-128, AES-192, AES-256 cores
 *   * Hash DRBG with DF with SHA-1, SHA-256, SHA-384, SHA-512 cores
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We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes
a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or

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a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Use a suitable shared library mechanism for linking with the

Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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 * http://burtleburtle.net/bob/hash/
 *
 * These are the credits from Bob's sources:
 *
 * lookup3.c, by Bob Jenkins, May 2006, Public Domain.
 *
 * These are functions for producing 32-bit hashes for hash table lookup.
 * hashword(), hashlittle(), hashlittle2(), hashbig(), mix(), and final()
 * are externally useful functions.  Routines to test the hash are
included
 * if SELF_TEST is defined.  You can use this free for any purpose.  It's
in
 * the public domain.  It has no warranty.
 *
 * Copyright (C) 2009-2010 Jozsef Kadlecsik (kadlec@blackhole.kfki.hu)
 *
 * I've modified Bob's hash to be useful in the Linux kernel, and
 * any bugs present are my fault.
 * Jozsef
```

Public Domain By ChaCha:
========================

```
/* The code is based on salsa20.c and public-domain ChaCha
implementations:
 *  chacha-ref.c version 20080118
 *  D. J. Bernstein
 *  Public domain.
 * and
 *  Andrew Moon
 *  https://github.com/floodyberry/chacha-opt
 */
```

Public Domain By Colin Plumb:
==========

```
/* These are the four functions used in the four steps of the MD5
algorithm
   and defined in the RFC 1321.  The first function is a little bit
optimized
   (as found in Colin Plumbs public domain implementation).  */
```

Public Domain By Colin Plumb ver2:
==========

```
 * This code implements the MD5 message-digest algorithm.
 * The algorithm is due to Ron Rivest.  This code was
 * written by Colin Plumb in 1993, no copyright is claimed.
 * This code is in the public domain; do with it what you wish.
```

Public Domain By Colin Plumb ver4:
==========

```
/*
 * This code implements the MD5 message-digest algorithm.
 * The algorithm is due to Ron Rivest.  This code was
 * written by Colin Plumb in 1993, no copyright is claimed.
 * This code is in the public domain; do with it what you wish.
 *
 * Equivalent code is available from RSA Data Security, Inc.
 * This code has been tested against that, and is equivalent,
 * except that you don't need to include two pages of legalese
 * with every copy.
 *
 * To compute the message digest of a chunk of bytes, declare an
 * MD5Context structure, pass it to MD5Init, call MD5Update as
 * needed on buffers full of bytes, and then call MD5Final, which
 * will fill a supplied 16-byte array with the digest.
 */
```

Public Domain By Colin Plumb ver6:
==========

```
 * Stolen form Cryptographic API.
 *
 * MD4 Message Digest Algorithm (RFC1320).
 *
 * Implementation derived from Andrew Tridgell and Steve French's
 * CIFS MD4 implementation, and the cryptoapi implementation
 * originally based on the public domain implementation written
 * by Colin Plumb in 1993.
 *
```

Public Domain By D. J. Bernstein:
==========

```
/*/* The code is based on the code in Nettle
   (git commit id 9d2d8ddaee35b91a4e1a32ae77cba04bea3480e7)
   which in turn is based on
   salsa20-ref.c version 20051118
   D. J. Bernstein
   Public domain.
*/
```

Public Domain By D. J. Bernstein ver2:
==========

```
Based from chacha-ref.c version 20080118
D. J. Bernstein
Public domain.
```

Public Domain By Daniel De Graaf:
==========

```
/*****************************************************************************
******
 * gntalloc.h
 *
 * Interface to /dev/xen/gntalloc.
 *
 * Author: Daniel De Graaf <dgdegra@tycho.nsa.gov>
 *
 * This file is in the public domain.
 */
```

Public Domain By Dave Cinege:
==========

```
 * public domain -- Dave 'Kill a Cop' Cinege <dcinege@psychosis.com>
```

Public Domain By Doug Lpuea:
==========

```
  This is a version (aka dlmalloc) of malloc/free/realloc written by
  Doug Lea and released to the public domain, as explained at
  http://creativecommons.org/licenses/publicdomain
```

Public Domain By Doug Whiting:
==========

```
** Source code author: Doug Whiting, 2008.
**
** This algorithm and source code is released to the public domain.
```

Public Domain By Erik Baalbergen:
==========

```
 * Original copyright notice states:
 *     "This program is in the Public Domain."
```

Public Domain By FreeBSD:
==========

```
/*
 * This file is in the public domain.
 * $FreeBSD: src/sys/cam/scsi/scsi_message.h,v 1.2 2000/05/01 20:21:29
peter Exp $
 */
```

Public Domain By Hye-Shik Chang:
==========

```
 * This implementation was provided for libgcrypt in public domain
 * by Hye-Shik Chang <perky@FreeBSD.org>, July 2006.
```

Public Domain By Igor Pavlov:

==========

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==========

```
/*
 * Written by J.T. Conklin <jtc@netbsd.org>.
 * Changed to return -1 for -Inf by Ulrich Drepper <drepper@cygnus.com>.
 * Public domain.
 */
```

Public Domain By J.T. Conklin et al.:
==========

```
/*
 * drem() wrapper for remainder().
 *
 * Written by J.T. Conklin, <jtc@wimsey.com>
 * Placed into the Public Domain, 1994.
 */
```

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==========

```
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 *
 * Written by Karel Zak <kzak@redhat.com>
```

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==========

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```

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==========

```
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 *          Igor Pavlov <http://7-zip.org/>
 *
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```

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==========

```
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 * it is in the public domain.
 *
 * l64a was Written by J.T. Conklin <jtc@netbsd.org>. Public domain.
```

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==========

```
/*  * Copyright (C) 1999 Niibe Yutaka  * But consider these trivial
functions to be public domain.  */
```

Public Domain By Paul Fox:
==========

```
/* This file was released into the public domain by Paul Fox.
```

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==========

```
/*
 * Based on public domain implementation from SUPERCOP benchmarking
framework
 * by Peter Schwabe and D. J. Bernstein. Paper about the implementation
at:
 *   http://cryptojedi.org/papers/#neoncrypto
 */
```

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==========

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```
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```

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==========

```
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```

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==========

```
 * The code here is based on the optimized implementation taken from
 * http://www.esat.kuleuven.ac.be/~rijmen/rijndael/ on Oct 2, 2000,
 * which carries this notice:
 *------------------------------------------
 * rijndael-alg-fst.c   v2.3   April '2000
 *
 * Optimised ANSI C code
 *
 * authors: v1.0: Antoon Bosselaers
 *          v2.0: Vincent Rijmen
 *          v2.3: Paulo Barreto
 *
 * This code is placed in the public domain.
 *------------------------------------------
 *
```

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==========

```
   Totally public domain.  */
```

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==========

```
# Script created by: Stephen R. van den Berg <srb@cuci.nl>, 1999/04/18
# Donated to the public domain.
```

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==========

```
** Originally written by Steven M. Bellovin <smb@research.att.com> while
** at the University of North Carolina at Chapel Hill. Later tweaked by
** a couple of people on Usenet. Completely overhauled by Rich $alz
** <rsalz@bbn.com> and Jim Berets <jberets@bbn.com> in August, 1990;
**
** This grammar has 13 shift/reduce conflicts.
**
** This code is in the public domain and has no copyright.
*/
```

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==========

```
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 * The authors offers no warranty. Use at your own risk.
 * Please send bug reports to the authors.
 * Last modified: 17 APR 08, 1700 PDT
```

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==========

```
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domain.
```

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==========

```
/*
 * Based on public domain LibTomMath 0.38 by Tom St Denis,
tomstdenis@iahu.ca,
 * http://math.libtomcrypt.com
 */
```

Public Domain By Tom St Denis ver2:

==========

/* This is based on SHA256 implementation in LibTomCrypt that was released into * public domain by Tom St Denis. */

Public Domain By US Patent:
==========

/* This code uses an algorithm protected by U.S. Patent #4,405,829
   which expired on September 20, 2000. The patent holder placed that
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*

Public Domain By Ulrich Drepper:
==========

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Public Domain By Vincent Rijmen and Antoon Bosselaers and Paulo Barreto:
==========

```
 * Optimised ANSI C code for the Rijndael cipher (now AES)
 *
 * @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>
 * @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>
 * @author Paulo Barreto <paulo.barreto@terra.com.br>
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==========

```
 * Based on md5.c in libgcrypt, but rewritten to compute md4 checksums
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 *
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 * The original code and all modifications are in the public domain.
 *
 * This is the original introductory comment:
 *
 *  md4.c : MD4 hash algorithm.
 *
 * Part of the Python Cryptography Toolkit, version 1.1
 *
 * Distribute and use freely; there are no restrictions on further
 * dissemination and usage except those imposed by the laws of your
 * country of residence.
 *
```

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==========

```
/*****************************************************************************
******
 * tpmif.h
 *
 * TPM I/O interface for Xen guest OSes, v2
 *
 * This file is in the public domain.
 *
 */
```

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==========

```
/* Miscellaneous functions many Unices inherited from the public domain
   localtime package.  These are included only for compatibility.  */
```

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==========

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=======

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```
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 *
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============

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Julian Seward, Cambridge, UK.
jseward@bzip.org
bzip2/libbzip2 version 1.0.4 of 20 December 2006

bzip2-1.0.5:
============

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Julian Seward, jseward@bzip.org bzip2/libbzip2 version 1.0.6 of 6 September
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