Software patents hurt individuals by taking away our ability to control the devices that profoundly influence how we exercise our personal freedoms, including how we interact with each other. Now that computers are near-ubiquitous, it's easier than ever for an individual to wish to create or desire to modify software to perform the specific tasks they want done -- and more important than ever that they be able to do so. But a single software patent can put up an insurmountable, and unjustifiable, legal hurdle for many would-be developers. This is not a limited instance but happens frequently, and will continue to do so unless the USPTO ceases, or at least severely limits the granting of patents on software.

The Supreme Court of the United States has never ruled in favor of the patentability of software. Their decision in Bilski v. Kappos further demonstrates that they expect the boundaries of patent eligibility to be drawn more narrowly than they commonly were at the case's outset. The primary point of the decision is that the machine-or-transformation test should not be the sole test for drawing those boundaries. The USPTO can, and should, exclude software from patent eligibility on other legal grounds: because software consists only of mathematics, which is not patentable, and the combination of such software with a general-purpose computer is obvious.

Thank you,
ben wing