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To: Bilski_Guidance
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I am building software to track the locations of public buses in New York. I would like to provide arrival predictions, but I can't, because a company called ArrivalStar has patented it. I think their patents are invalid (they don't teach me anything that as a professional software engineer I didn't know), but I can't afford to file for declaratory judgment yet. These software patents, which describe products without any information about how to build them, do not help anyone. Even when they expire, I wouldn't bother to read them because there's nothing in them that would help me actually build the "invention" that they describe. Even if they were helpful, they would be helpful only because of their mathematical content.

Mathematics is not patentable. Software is just mathematics.

So, patent applications like these should be rejected. I think the ArrivalStar patents are typical of software patents. In my eighteen years of software engineering, I've never heard of a software engineer reading a patent to actually learn to build anything. But I've heard dozens of stories of people stopped from building good software because of software patents.

For these reasons, I think the patent office should simply reject all patents that describe software, or the combination of software with general purpose computers.