

Linux Development Process

Timothy D. Witham

Chief Technology Officer
Open Source Development Labs, Inc.



Agenda

- Introductions
- What is Linux?
- Linux Kernel development process
- Getting Involved

Who we are

OSDL Mission

To be the recognized center-of-gravity for the Linux industry; a central body dedicated to accelerating the use of Linux for enterprise computing

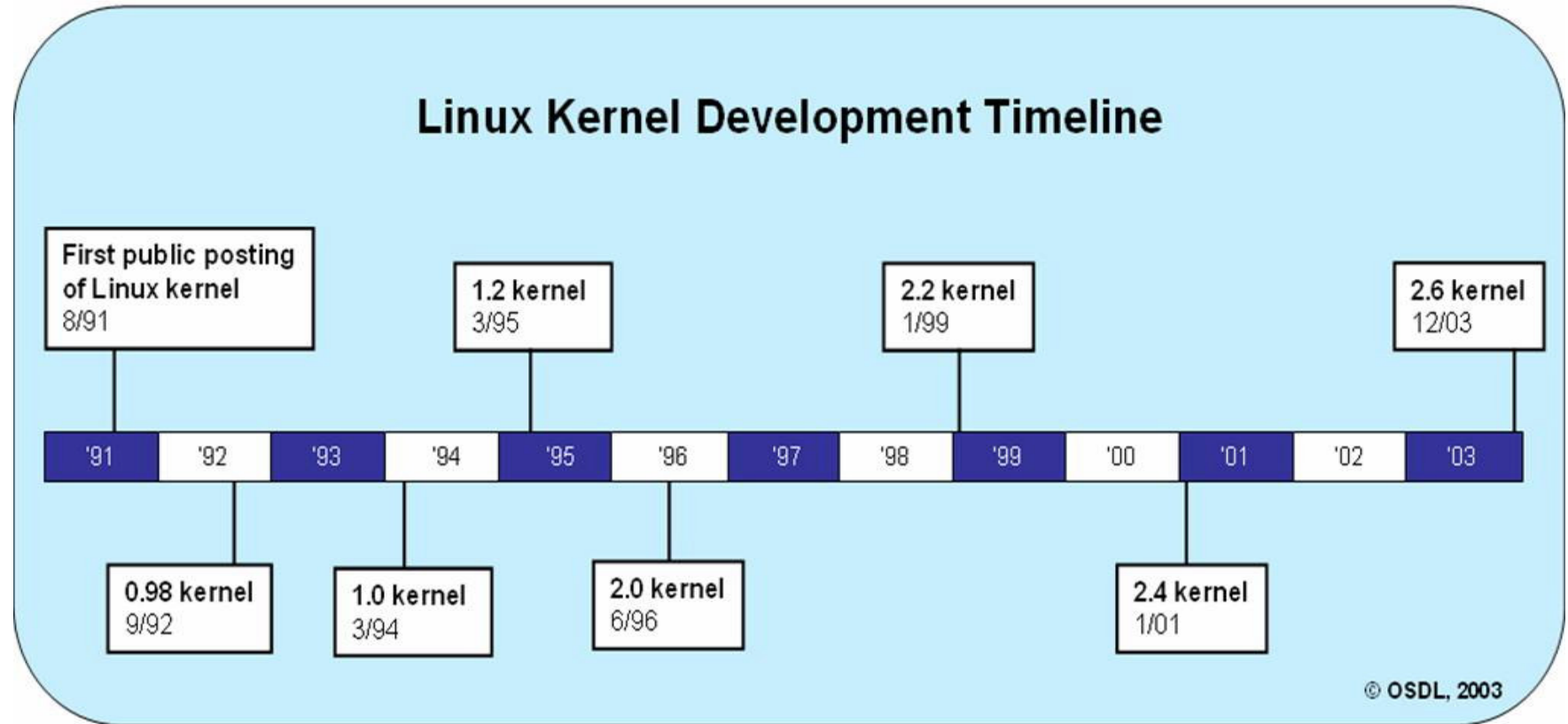
OSDL – Linux Center of Gravity



Definition of Linux

- What is Linux
 - Kernel – Heart of the operating system
 - Tools – Utilities – Graphics
 - Applications
 - User
 - Open Office
 - Gimp
 - Mozilla
 - Services
 - Web server (Apache)
 - File/Print (Samba)
 - Database (MySQL/PostgreSQL)

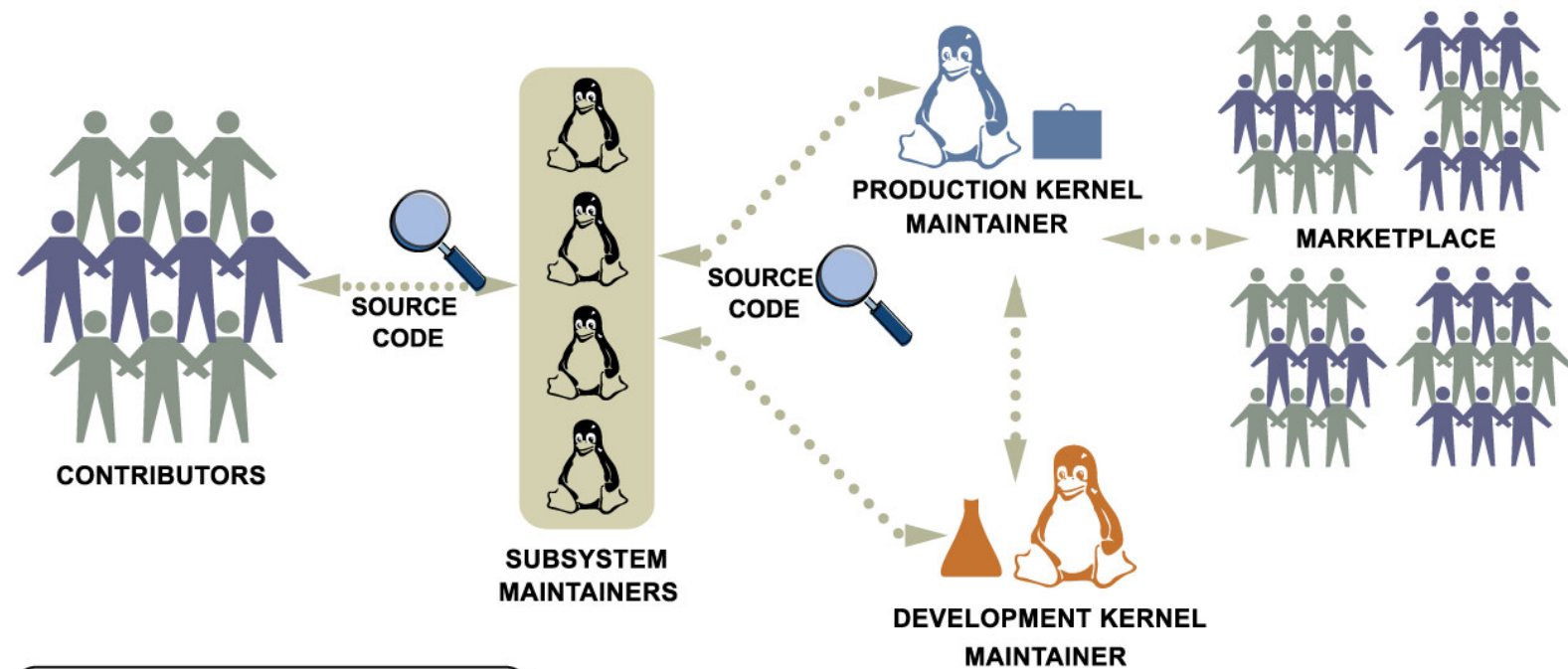
Linux Kernel Development Timeline



Linux kernel development process

- Open
- Hierarchical
- Methodical
- Rigorous
- Systematic
- Robust
- Proven
- *Not always understood by those unfamiliar with OSS*

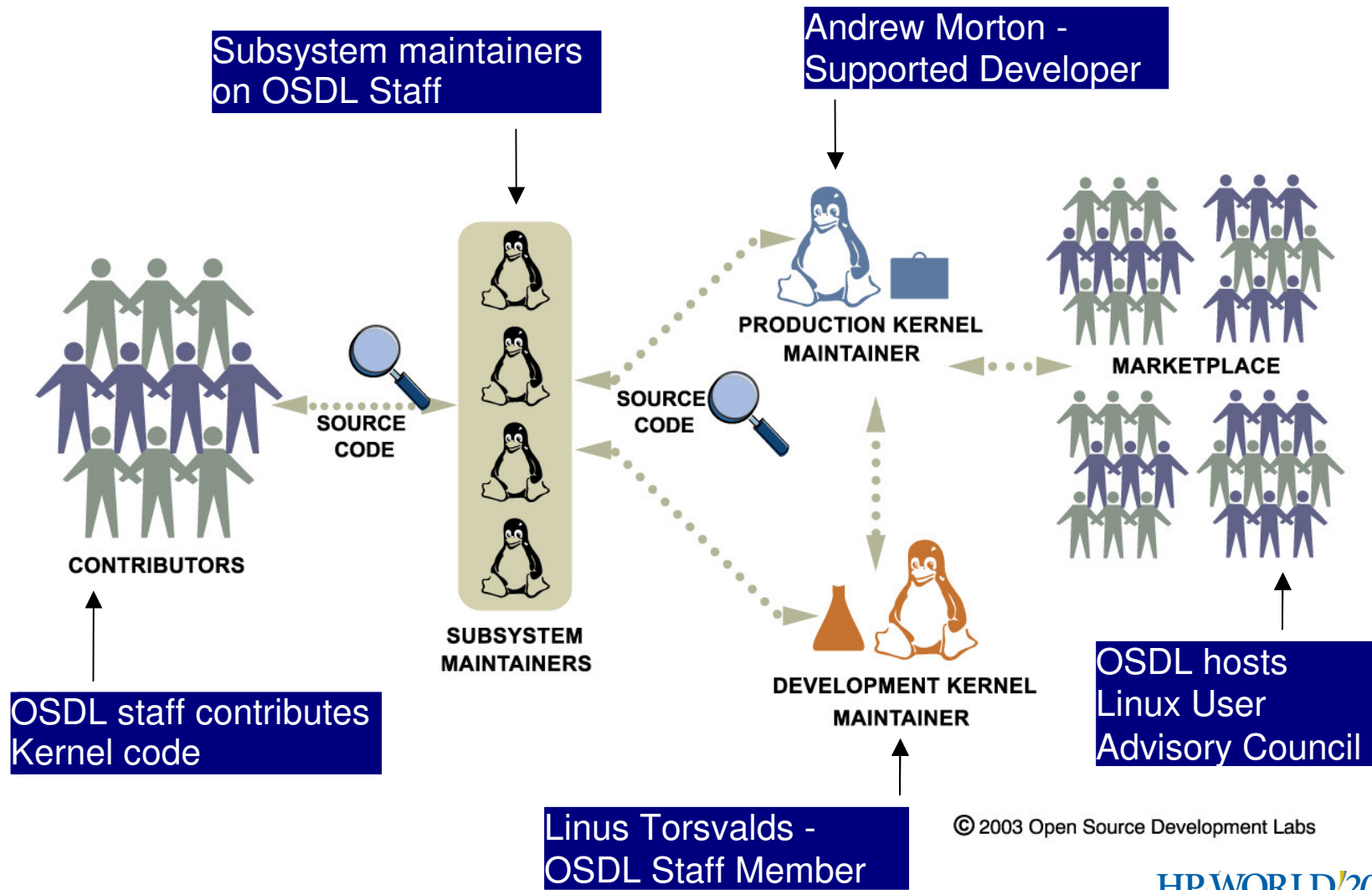
How the Linux Kernel is Developed



Ongoing peer review of code
Continuously available online
for public review

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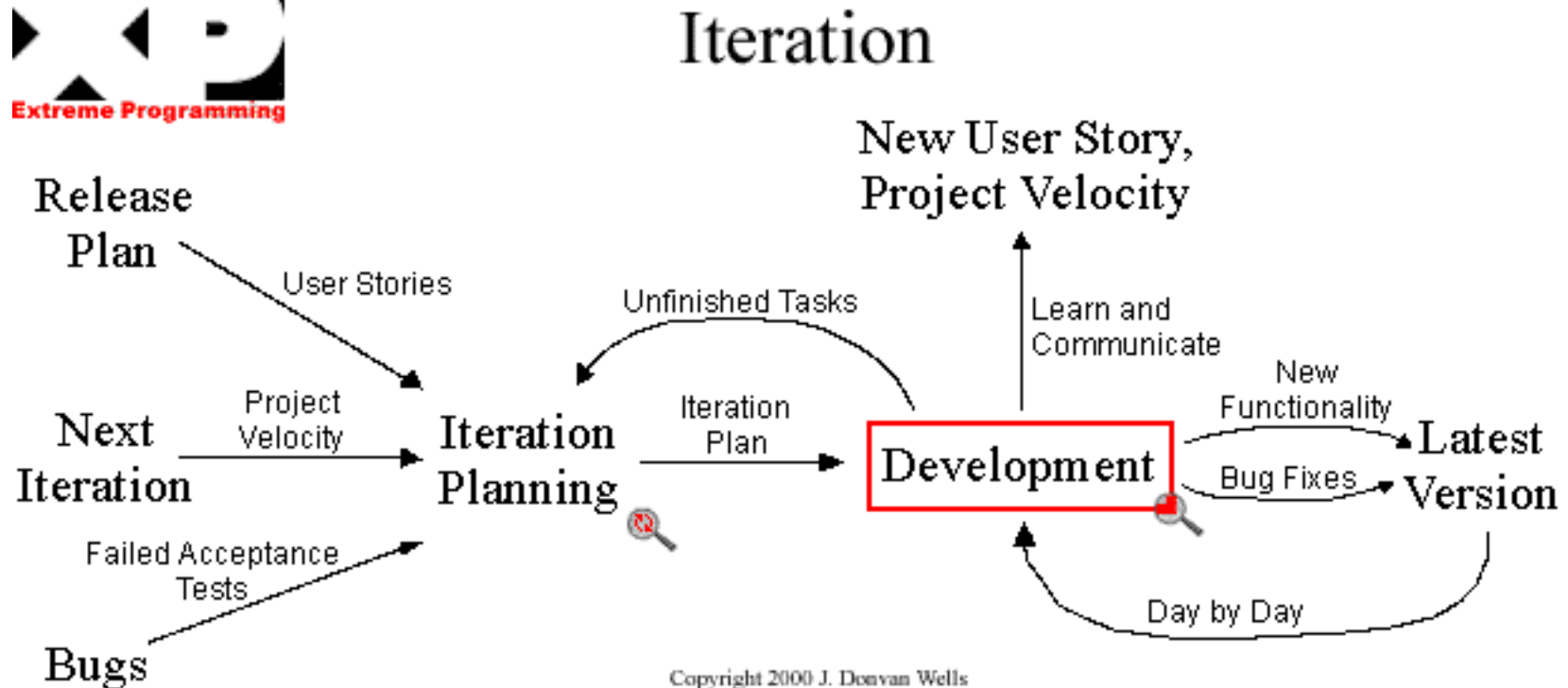
OSDL's Role in the Linux Development Process



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Extreme example of Extreme Programming

- Not quite the same process
 - Mainly missing the management feedback loops but



www.extremeprograming.org

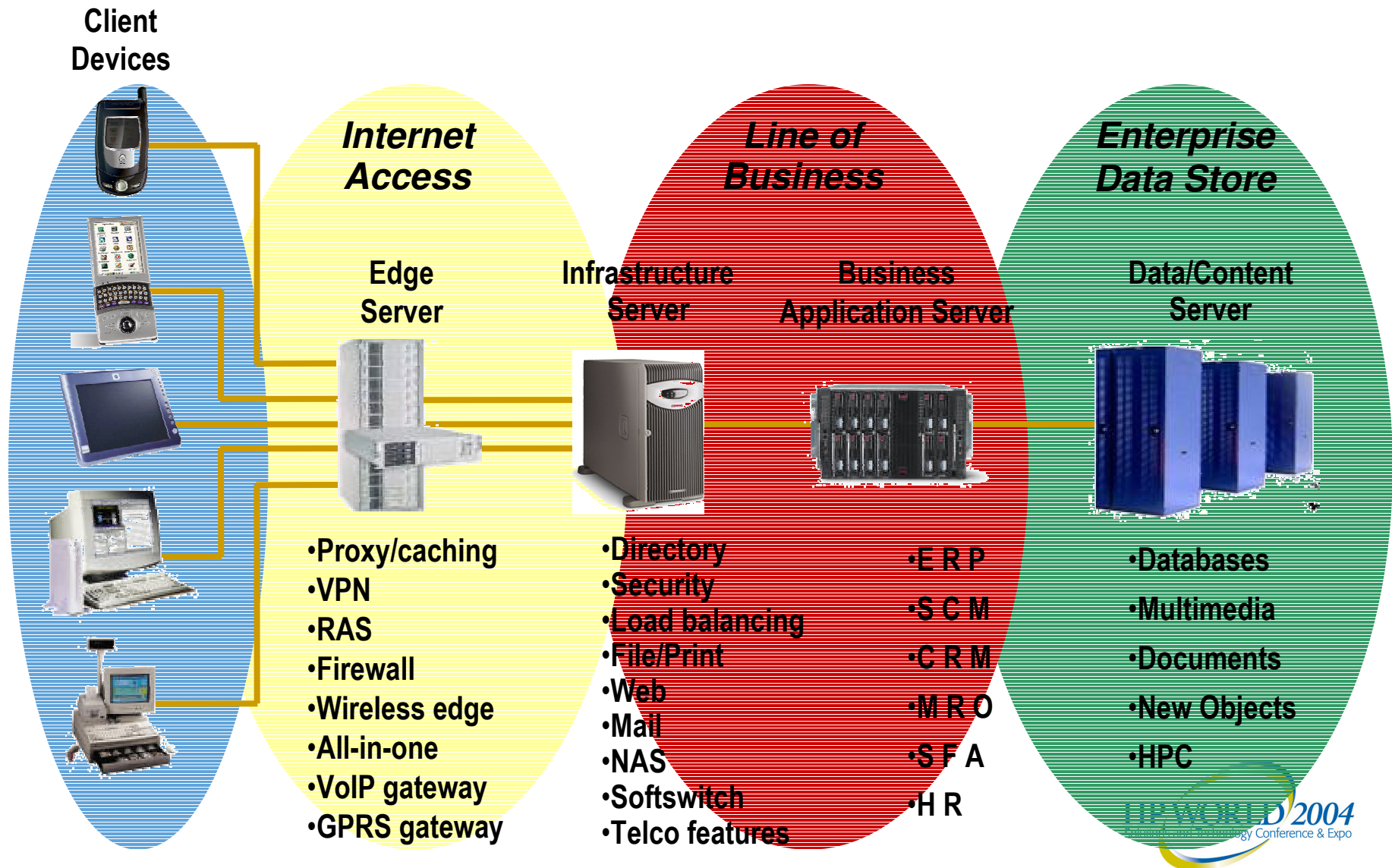
Or to use UML terminology

- It is an iterative development process
 - Proprietary OS development is by the waterfall method
- Subsets of functionality
 - Accepting of patches as small bits
 - Avoids the large patch drops and major changes
- Time boxing
 - Releases dropped every few days
 - Allows review and test feedback
- Practices
 - Regression testing by end users – real applications
 - Continuous integration

OSDL supports long range planning

- Most Linux developers – develop
 - Strategic long range planning (SLRP) not their itch
 - But they are thinking about two years out
- However many people do need to see SLRP
 - OEM, ISV, IHV, large end users
- OSDL working groups accomplish this -
 - Full deployment stack involved in the planning
 - Component manufactures
 - Distributions
 - OEM
 - Integrators and VAR
 - End users

Scope of Enterprise Adoption - Clients, Infrastructure, Data Center

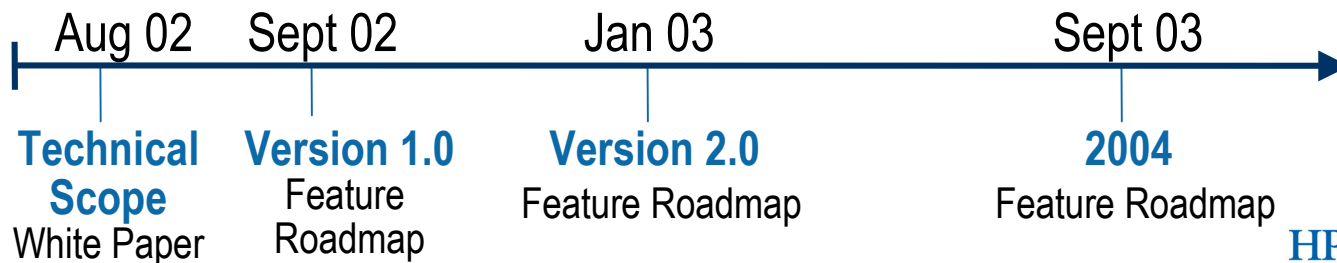
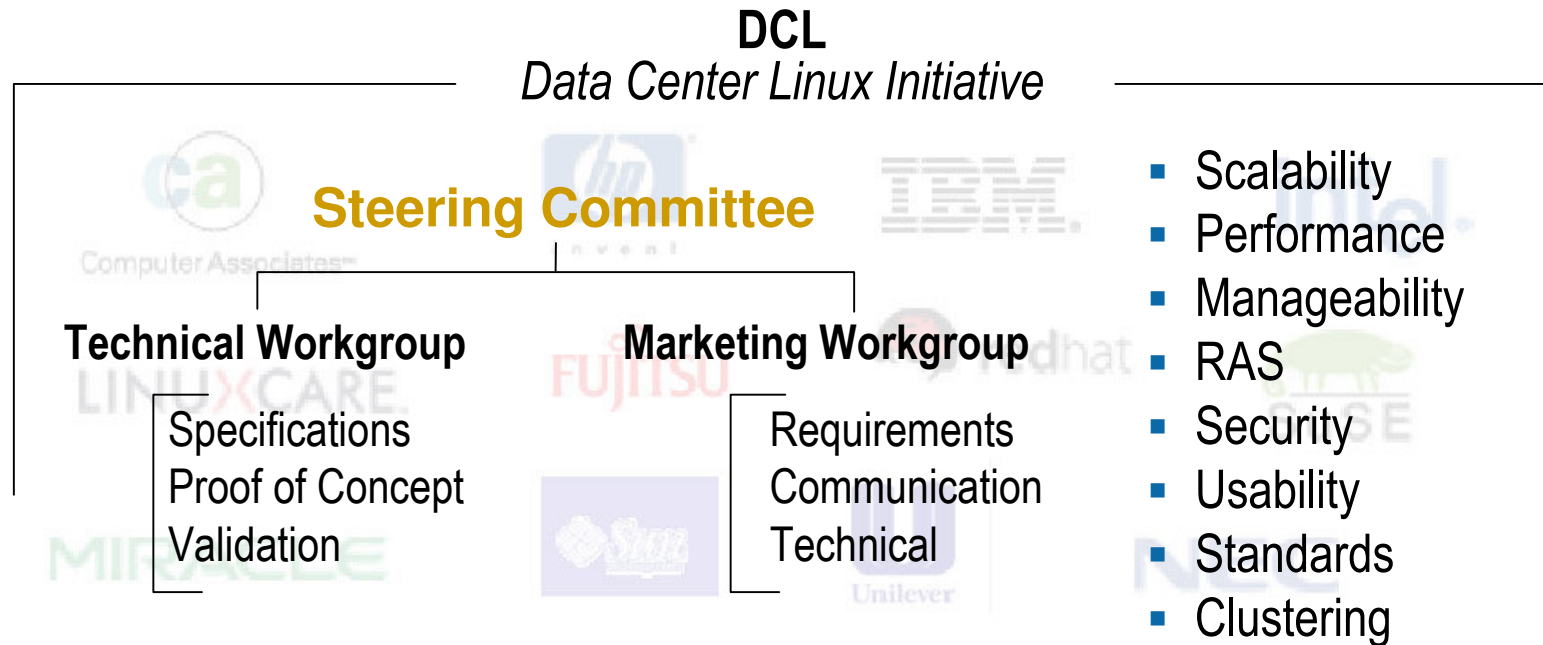


Solution different working groups

- Carrier Grade Linux
- Data Center Linux
- Desktop Linux
- Not in OSDL scope embedded
 - But covered by the Consumer Electronics Linux Forum
 - www.celinuxforum.org

Example Workgroup functionality

OSDL is its membership...



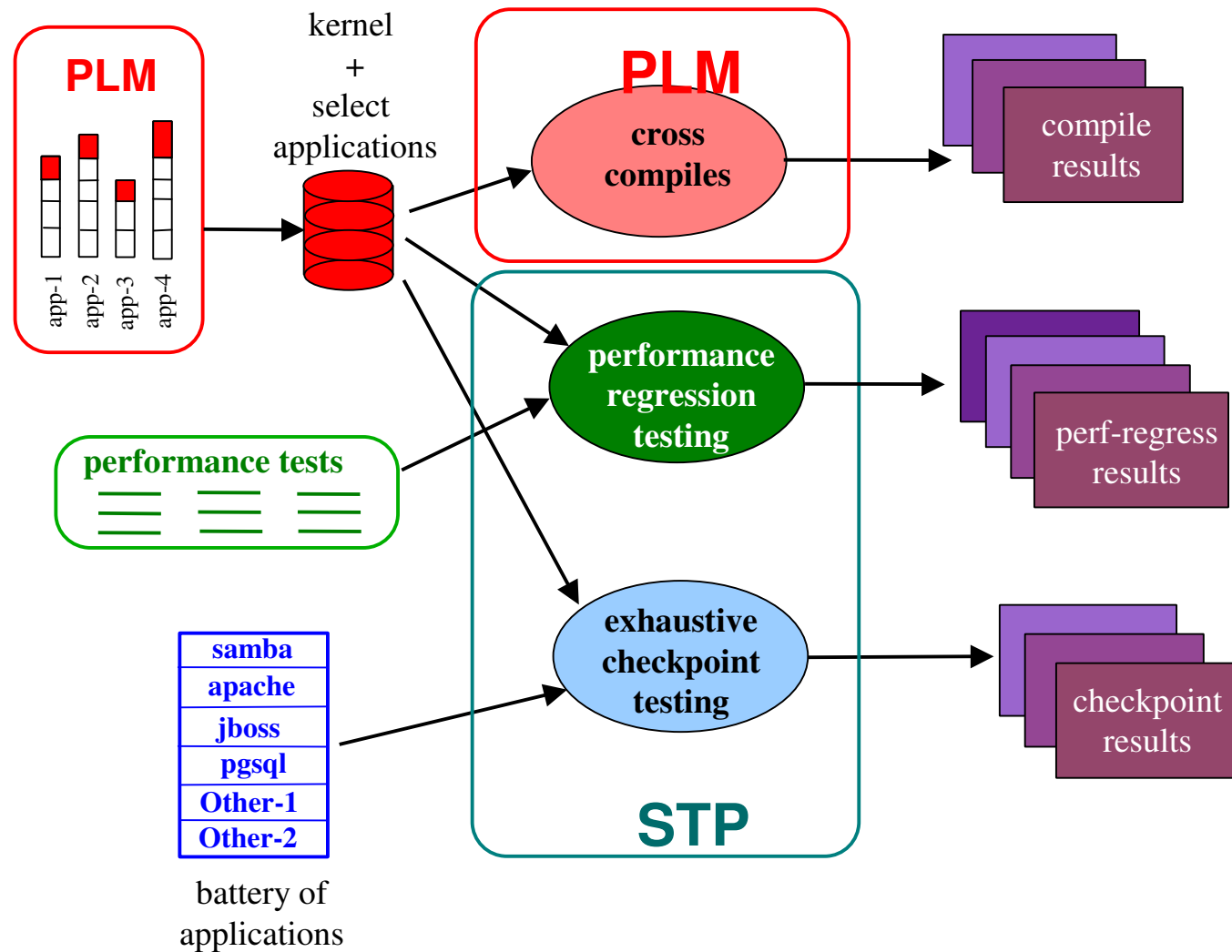
Licensing

- Open source developers are concerned about IP
 - Differences is developers retain copyright
 - Like musicians owning rights to a song instead of music company
- Open source licenses www.opensource.org
 - Most of the kernel uses GPL, LGPL, BSD
- From a business standpoint very simple
 - quid pro quo for developers can be summed up as:
 - I give you these rights to the software and what I ask for in return is the same rights back from you – if you modify the source code
 - Some minor differences and exceptions
 - For example BSD allows code to be moved to closed source

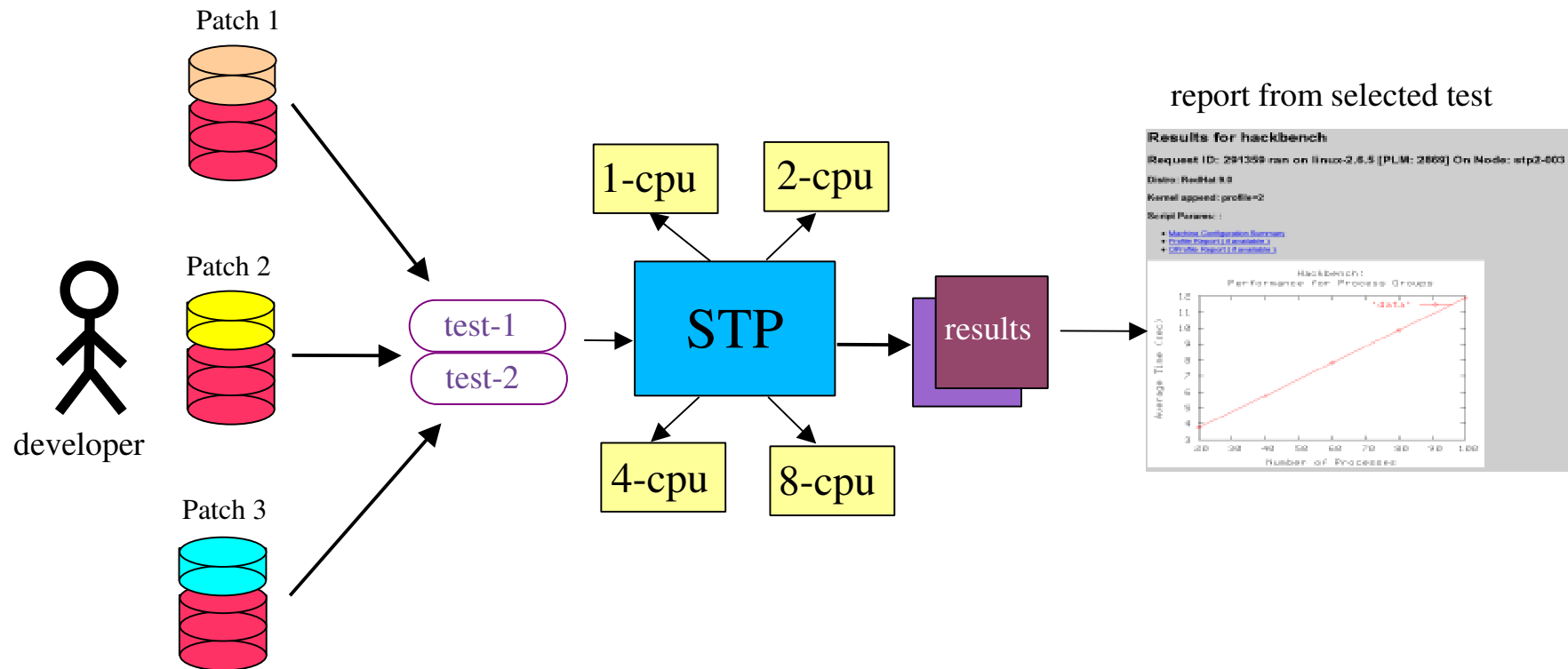
Testing – what is happening

- Many places
 - Most testing is done by individuals/companies
 - In house with results reported on failure
- OSDL provides first come first serve test access
 - Linux based open source only
- Two methods for accessing
 - Project machine – dedicated machine for project
 - Automated
 - STP – automated test and build
 - Kernel tinderbox – automatic build and test of kernel drops

Automatic Testing - ongoing



OSS Developer



trying alternate patch solutions and analyzing results

Getting involved

- Many places
 - Development
 - www.kernel.org
 - <http://developer.osdl.org>
 - www.freshmeat.net
 - Testing
 - Linux Test Project – <http://ltp.sourceforge.net>
 - OSDL STP testing – <http://developer.osdl.org/dev/stp>
 - Planning
 - OSDL working groups – <http://groups.osdl.org/workgroups>

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