

Linaro@UDS-0

A Week of Big Ideas

Overview

- Celebration
- Purpose (or... what we are here for?)
- How this week works
- Outcomes
- Special Events
- Questions
- Fun Stuff

Things to celebrate

- Device-tree and Thumb2 kernels and images
- A spectacular set of monthly gcc-linaro releases
 - benchmarked and getting faster every single release
- Images for every member platform we carry
- A cross-SoC power management baseline
- LAVA, both the platform and the hardware farm
- So many infrastructure improvements it wouldn't fit on a slide
 - status.linaro.org
 - summit.linaro.org
 - linaro-image-tools
 - android-build.linaro.org
 - patches.linaro.org
 - ci.linaro.org

A week for the future



- Starting Linaro wasn't easy, but here we are
(In our hearts, we knew what we started out with)
- We're now in shape to do “The Hard Stuff”
- Linaro is about bringing the ARM community together
This is the year to build those big bridges
This is the week that spells out that plan

What summits are for

- Events are really tough (just ask Arwen, Joey and Stephen)
 - And just why do we do them again?
- Essentially, because we hate wasting your time
- What you need to make sure you do:

1. Discuss and plan work for this cycle

2. Tackle the big problems face to face

3. Meet others doing interesting work on ARM

(we'll take care of the rest)

How this summit thing works

- It's easy. First, plan your day:
 - Check out the schedule at summit.linaro.org
 - Attend the sessions which you care about
- For each session you attend:
 - **Define the problem you are solving**
 - Encourage sharing of viewpoints and suggestions
 - **Constantly drive to actions**
(if it's not recorded as an action, it's not going to happen)
 - **Review the plan before you end the session**



Loïc's Rules for Session Leads

1. Get to the session room early
2. Nominate a secretary to take notes
3. Ensure essential participants are present
 - You may want to remind them in advance
4. Present the problem clearly
5. Invite wider discussion
 - Watch out for remote participants and quiet people
6. Record actions
7. Keep an eye on the clock
8. Summarize actions at the end of the session

~~“I went to Dallas, but all I remember
is the beer Alexander bought me”~~

Engineers, you should leave Budapest with:

- a clear vision of how you'll solve each of your problems
 - i.e., specs with plenty of reasonably detailed ACTIONS
- a good understanding of other work in your team
- a general idea of the work being done in other teams
- lots of new friends, and maybe even some code to be merged

Tech Leads, you should leave with:

- Enough rope to hang yourself on status.linaro.org
- Which means 3-6 months of work items fleshed out

This Week's Specials

7 Daily Tracks

- Kernel, Toolchain, Graphics, Power Management
- Platforms, Android
- The grab-baggy OTHER

Mini-Summits and BoFs

- Embedded Memory Management
 - Mon-Wed afternoons
- Power Management
 - Tuesday all day

Fun Stuff

- Monday 19:00
Meet and Greet
- Tuesday 18:30
Linaro Showcase
- Wednesday 18:15
The Invisible Exhibition
- Thursday 19:00
Sight-Seeing in Budapest
(dinner first)
- Friday 19:00: All Stars (music)

Themes of the Cycle

- Kernel: ARM Consolidation
- Graphics: Embedded Memory Management
- Power Management: SMP and Thermal
- Toolchain: GCC Optimization
- Platforms: Ubuntu and Android Evaluation Builds
- ALL COVERED IN **HOT LAVA**

- What about Multimedia?
 - We're working out the final plan
 - Linaro Multimedia Summit to happen in June
 - Rob Clark as Budapest Multimedia Envoy

If you have questions or need help

Talk to:

(In order of usefulness)

1. a Track Lead
2. Arwen
3. Joey
4. me :-/

Track Leads

- Graphics: Jesse Barker
- Kernel: Deepak Saxena
- Toolchain: Michael Hope
- Power Mgmt: Amit Kucheria
- Platforms: Alexander Sack
- Android: Zach Pfeffer
- Other: Joey the Stanford

Have any right now?

Have Fun

- Record an interview with Michael Opdenacker
- Vote on the most outrageous showcase on Tuesday
- Tweet and blog about your favorite session
- Bet a pie in the face that “It Can't Be Done”



Linaro 2011

Time for

The Hard Stuff