

# Linux Kernel Development

Greg Kroah-Hartman  
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[github.com/gregkh/kernel-development](https://github.com/gregkh/kernel-development)

38,566 files  
15,384,000 lines

2,833 developers  
373 companies

10,500 lines added

8,400 lines removed

2,300 lines modified

10,500 lines added


8,400 lines removed

2,300 lines modified

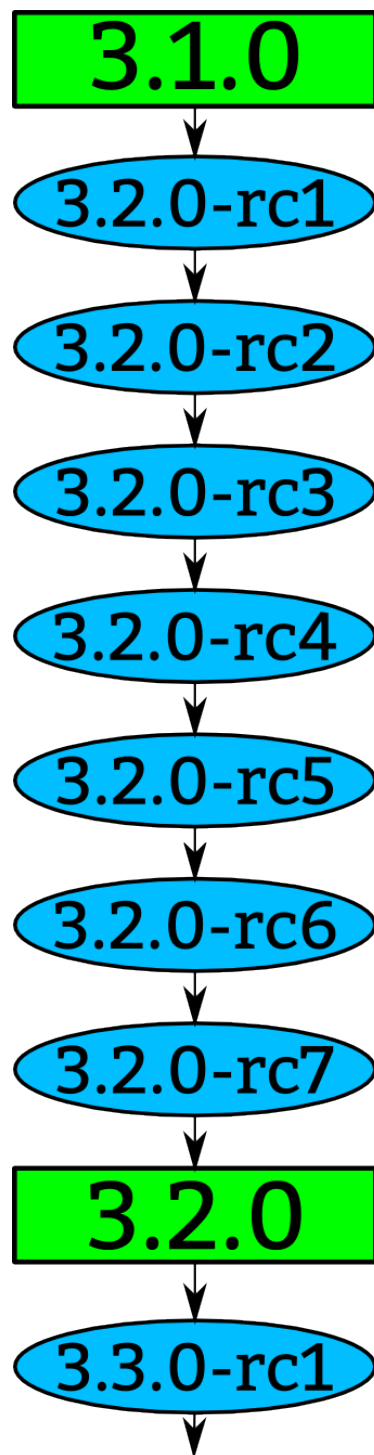
every day

# 5.79 changes per hour

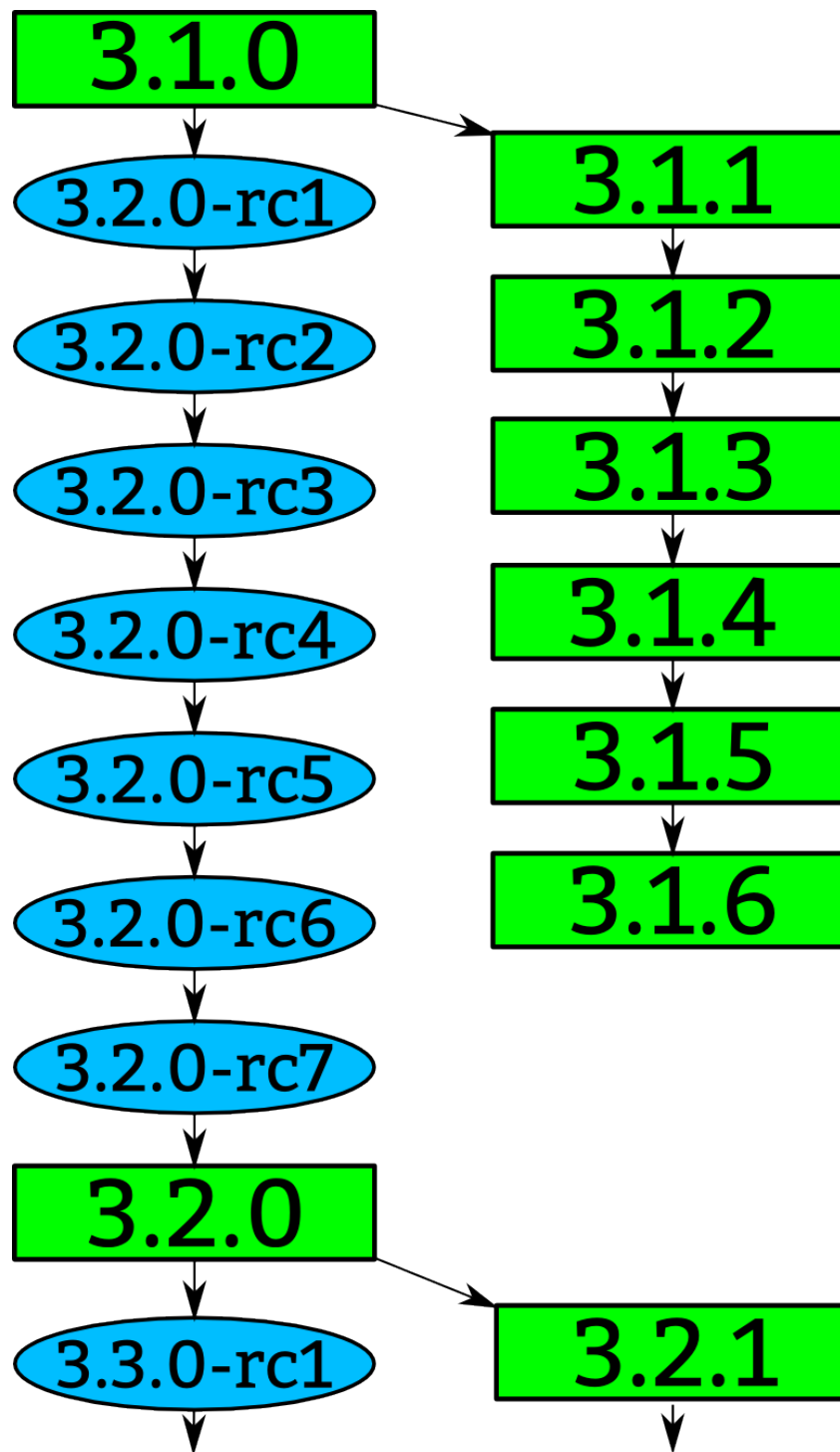
Kernel releases 3.0.0 – 3.4.0  
May 2011 – May 2012



**New release every  
2<sup>3</sup>/<sub>4</sub> months**







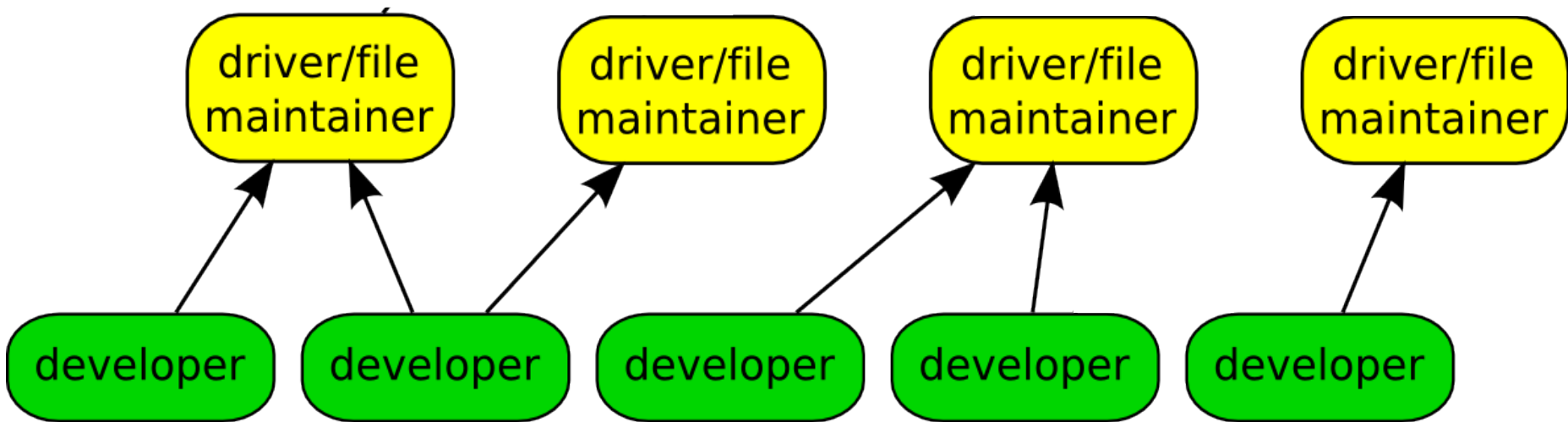
developer

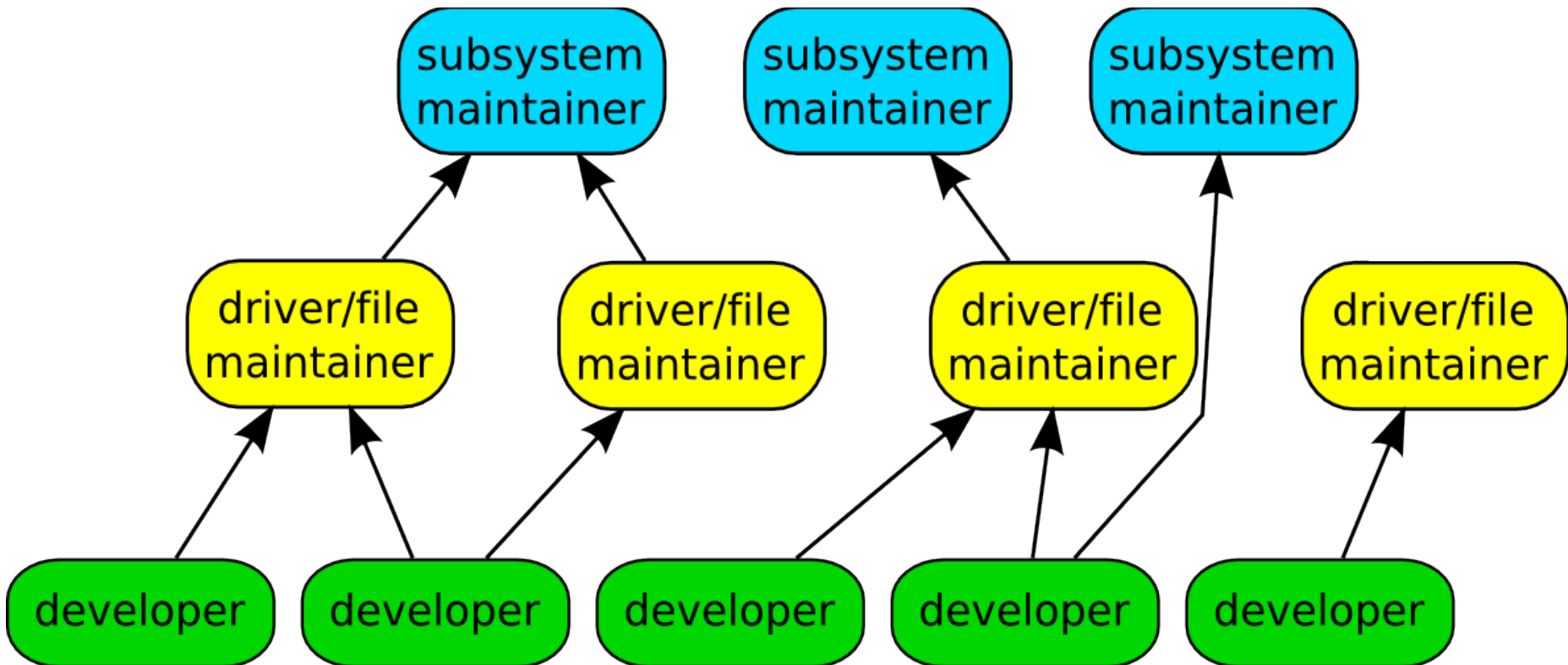
developer

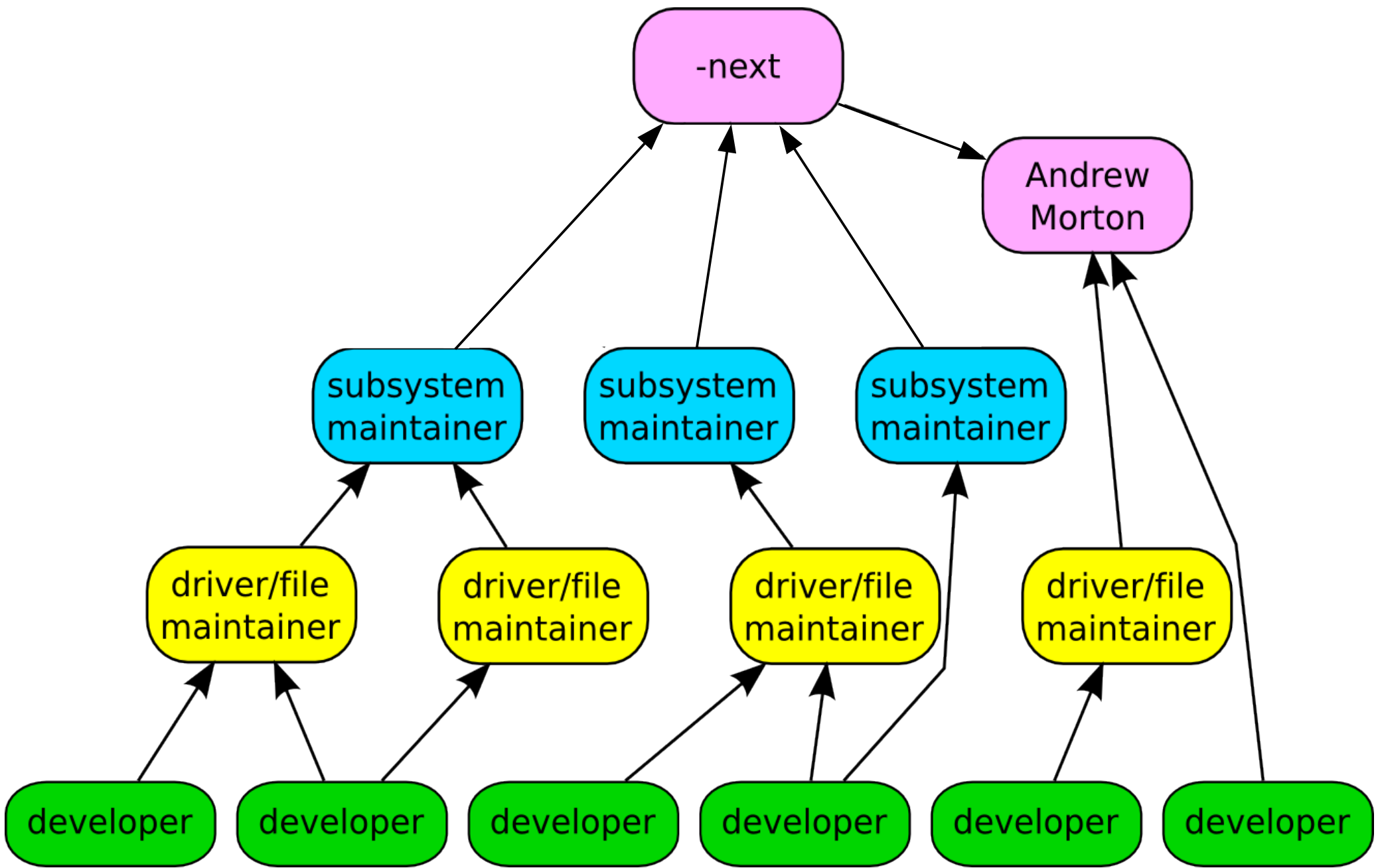
developer

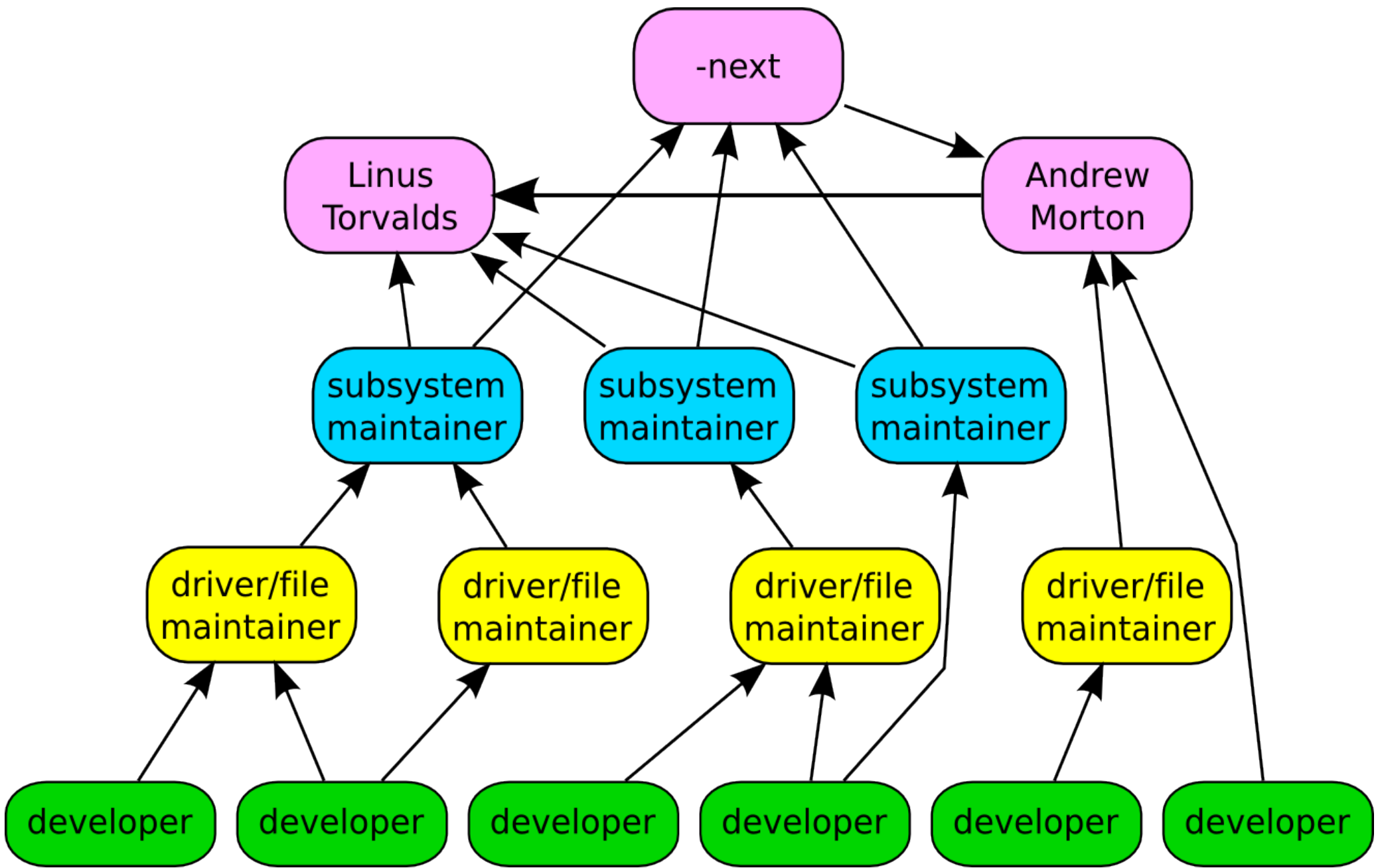
developer

developer









# Top developers by quantity

1026	Mark Brown
723	Alxel Lin
626	K. Y. Srinivasan
607	Al Viro
517	Takashi Iwai
507	Mauro Chehab
419	Russell King
469	Johannes Berg
405	Ben Skeggs
396	Jonathan Cameron

Kernel releases 3.0.0 – 3.4.0

# QCA developers by quantity

62.	Rajkumar Manoharan	177
74.	Luis Rodriguez	162
82.	Vasanthakumar Thiagarajan	151
123.	Sujith Manoharan	113
163.	Mohammed Shajakhan	87
225.	Jouni Malinen	66
256.	Kalle Valo	57
398.	Senthil Balasubramanian	35
426.	Vivek Natarajan	31
524.	Vipin Mehta	23
909.	Naveen Singh	9
1658.	Ruiyi Zhang	2
1658.	Bala Shanmugam	2
1658.	Suraj Sumangala	2
2030.	Haijun Lui	1



# Top Signed-off-by:

Greg Kroah-Hartman 4767

David S. Miller 3857

John Linville 3252

Mauro Carvalho Chehab 2412

Mark Brown 2230

Linus Torvalds 1984

Andrew Morton 1573

James Bottomley 1089

Takashi Iwai 953

Russell King 930

Kernel releases 3.0.0 – 3.4.0

# Who is funding this work?



1. “Amateurs”	14.2%
2. Red Hat	10.1%
3. Intel	8.6%
4. Unknown Individuals	5.2%
5. Novell	4.0%
6. IBM	3.7%
7. Texas Instruments	3.6%
8. Broadcom	3.0%
9. Consultants	2.3%
10. Wolfson Micro	2.1%

# Who is funding this work?



11. Samsung	1.9%
12. Google	1.8%
13. Oracle	1.7%
14. Freescale	1.5%
15. MiTAC	1.4%
16. Qualcomm	1.4%
17. Microsoft	1.3%
18. Linaro	1.2%
19. Nokia	1.2%
20. AMD	1.1%

# Who is funding this work?

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27. Marvell	369
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28. Renesas	364
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29. Nvidia	344
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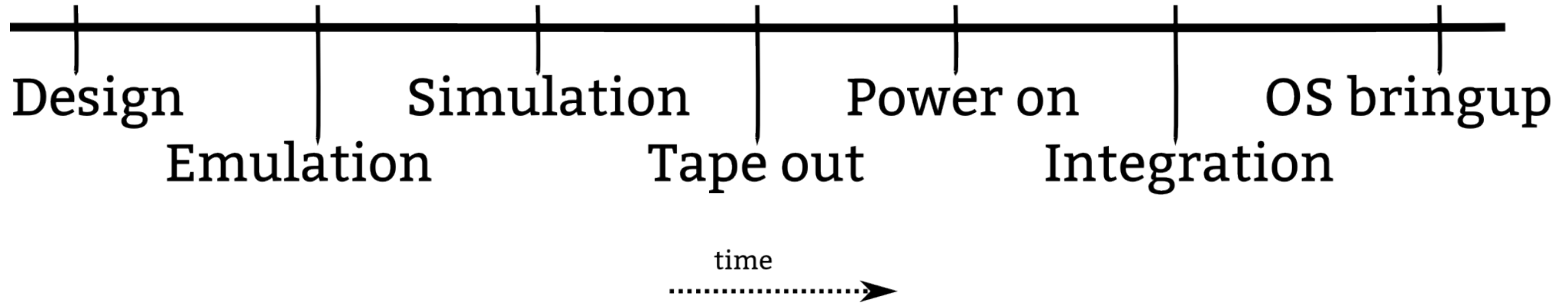
...

38. Atheros	259
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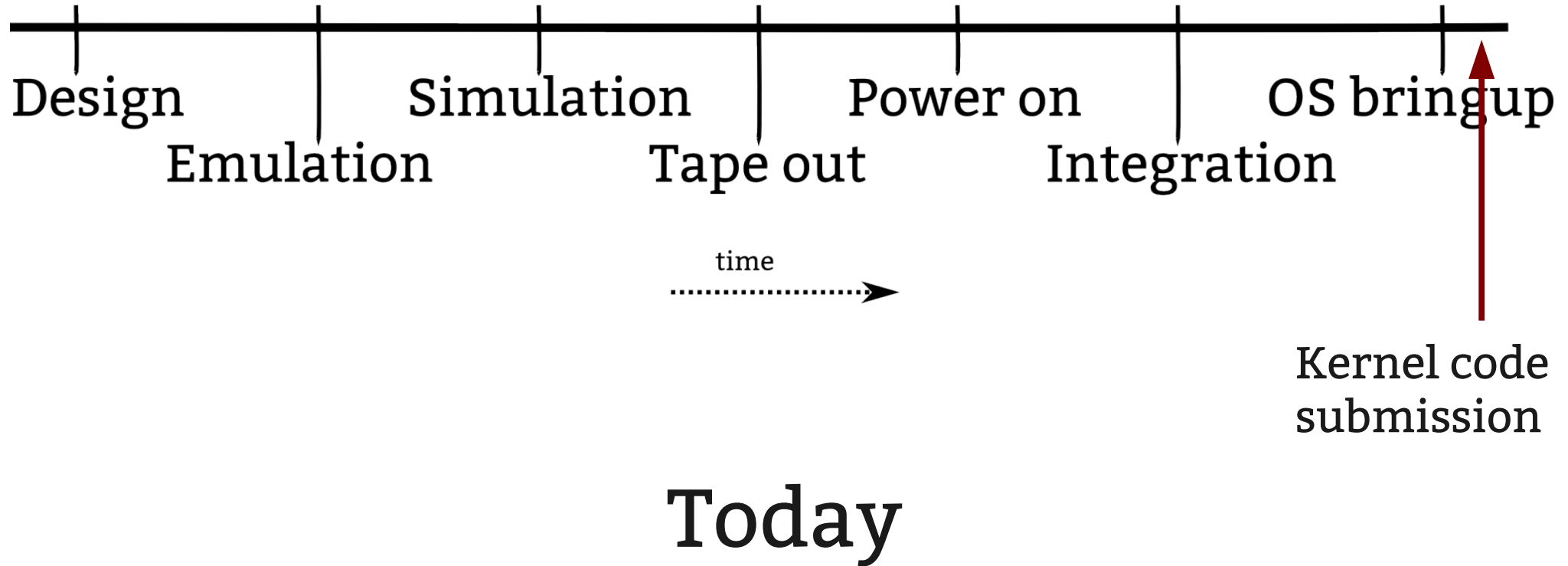
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42. Code Aurora Forum	208
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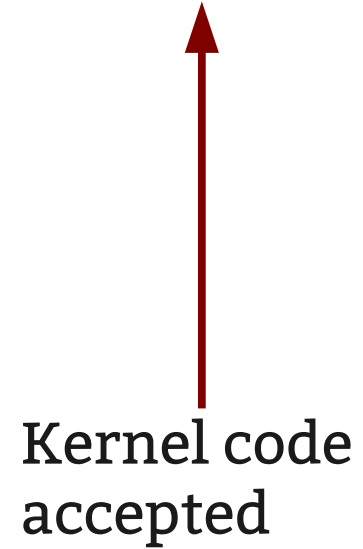
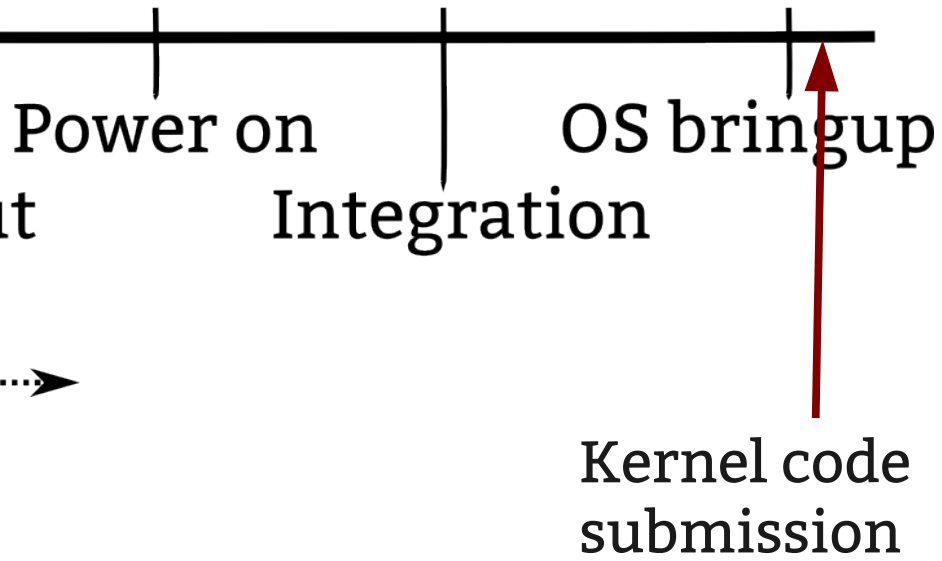
# Chip Development Process



# Chip Development Process

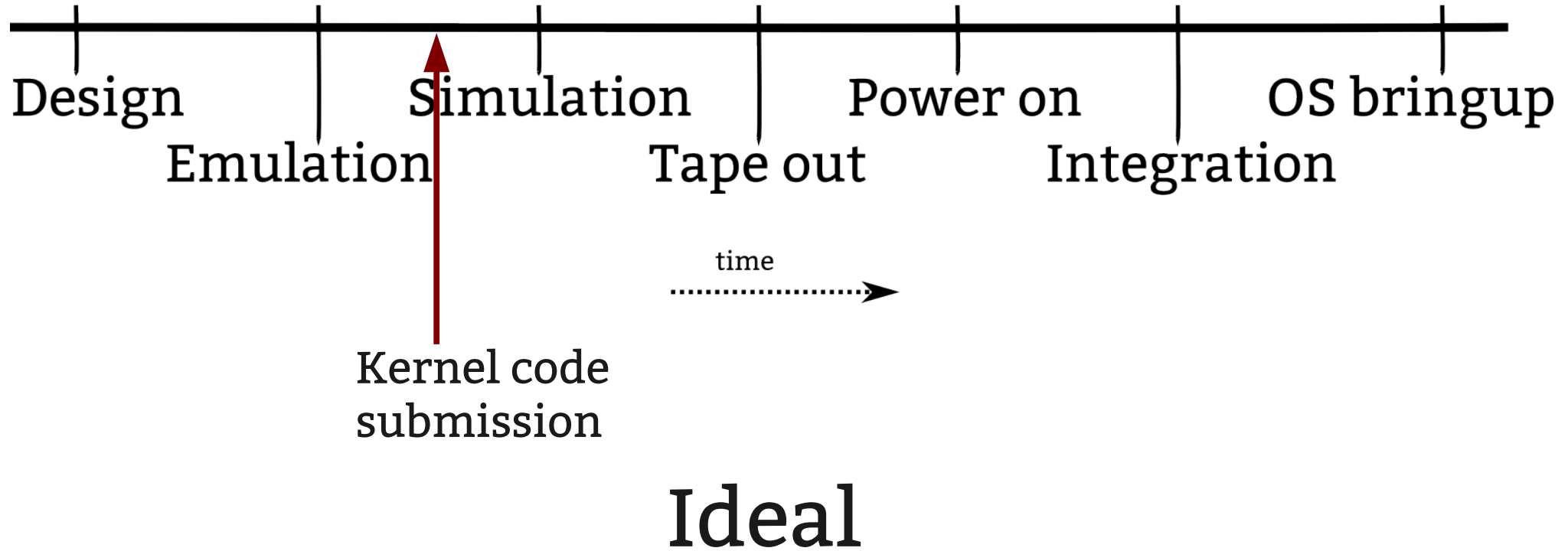


# ment Process



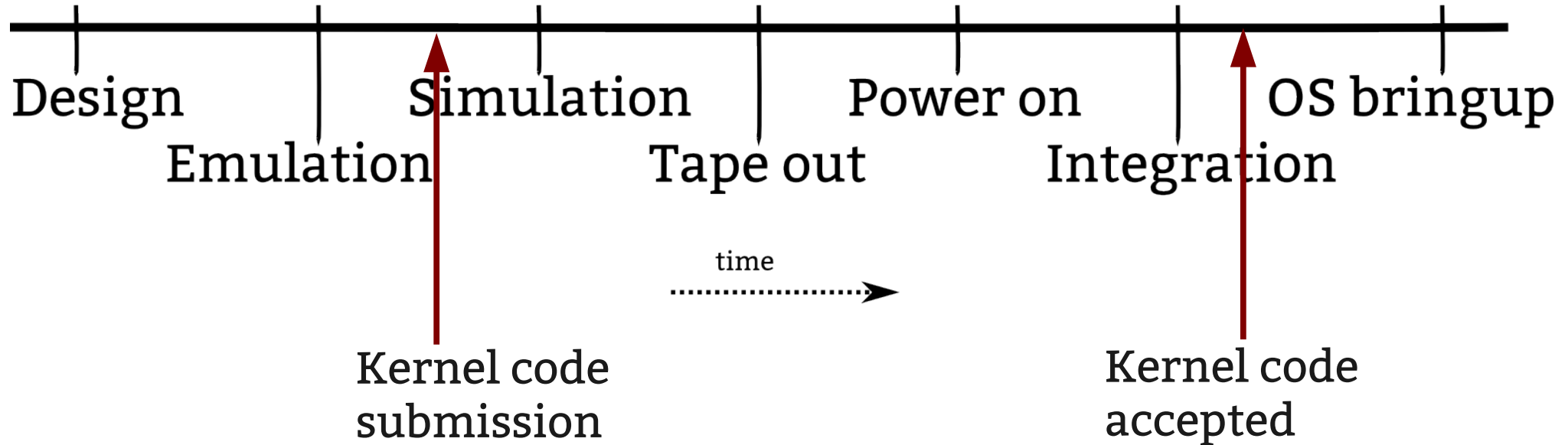
Today

# Chip Development Process





# Chip Development Process



Ideal

# “Working upstream saves time and money”

Dan Frye – VP Open Systems, IBM

Dirk Hohndel – Chief Technologist, Intel

# How to change

# How to change

Submit code early and often

# How to change

Send small pieces

# How to change

Ask community for feedback

# How to change

Act on it

# How to change

Ignore it, you will be ignored



# How to change

## Support your developers

# How to change

Remove legal hurdles

# How to change

Force them to work in public

# How to change

Allow them to be the community



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