

¿Por qué usar en *ciencia* Linux o
Mac?

60's



at&t



Bell Laboratories

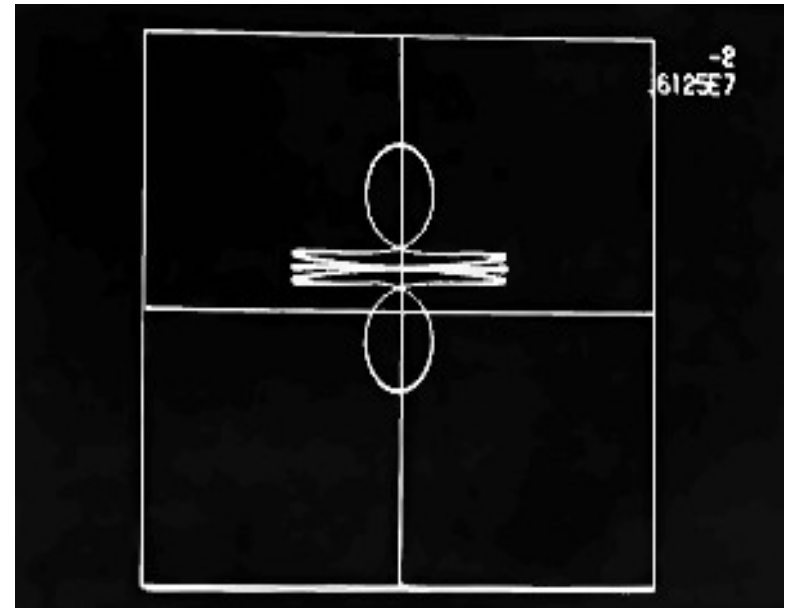


GE-645 SYSTEM

Ken Thompson



Space travel



Dennis Ritchie



UNICS (Uniplexed Information and Computing System)

70' UNIX

76'



Jobs



Wozniack



photo by Michael Bulbenko

Hardware

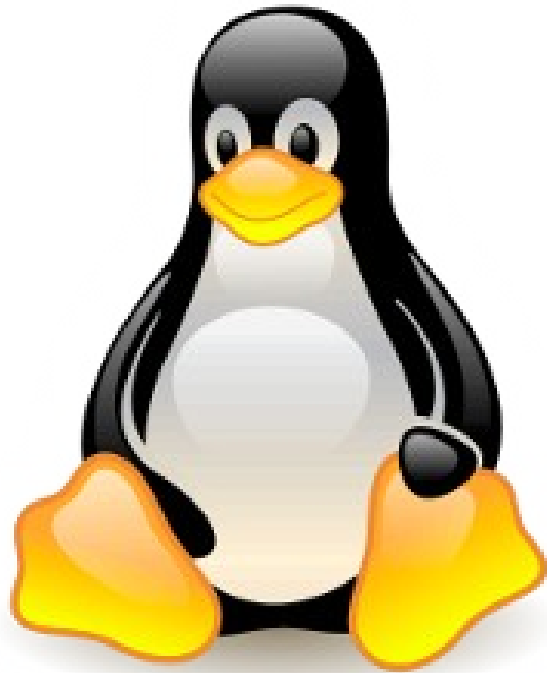


Software



OS X Mavericks

91'

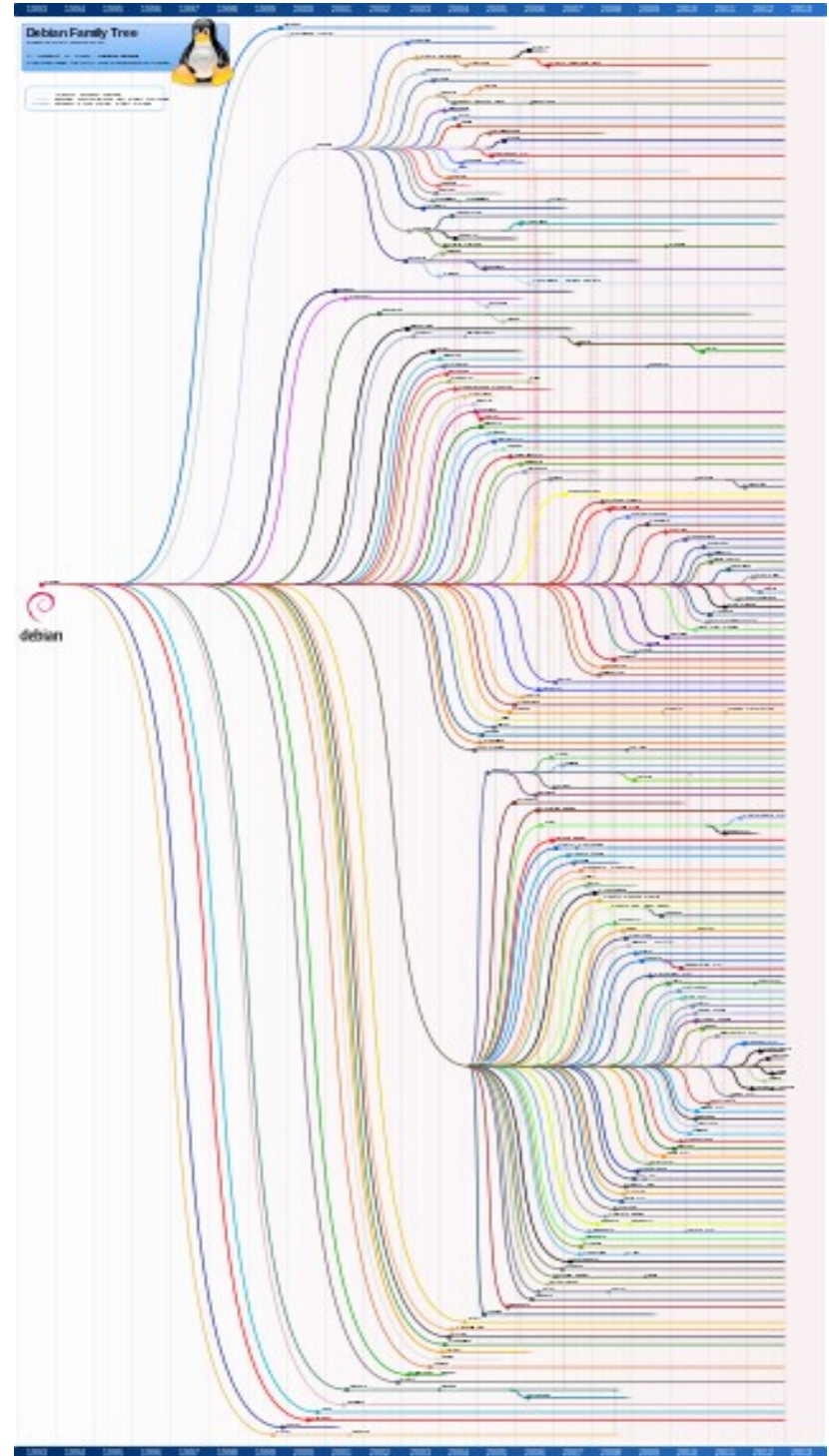


Linux

Linus Torvalds



~100
Distribuciones



Category	Source	Date	GNU/Linux based	Mac and other Unix	In-house	Windows	Other
Desktop, laptop, netbook	Net Applications ^[42]	Sep 2014	1.64% (Ubuntu, etc.)	6.38% (OS X)		91.98% (7, 8, XP, Vista)	
Smartphone, tablet, handheld game console	StatCounter Global Stats ^[43]	Dec 2014	53.86% (Android)	31.10% (iOS)		1.87% (WP8, RT)	13.17%
Server (web)	W3Techs ^[44]	Sep 2014	36.72% (Debian, Ubuntu, CentOS, RHEL, Gentoo)	30.18% (FreeBSD, HP-UX, AIX, Solaris, OS X Server)		33.10% (W2K3, W2K8, W2K12)	
Supercomputer	TOP500 ^[41]	Nov 2014	97.0% (Custom)	2.6% (UNIX)		0.2%	0.2%
Mainframe	Gartner ^[38]	Dec 2008	28% (SLES, RHEL)				72% (z/OS)
Gaming console	Nintendo, Sony, Microsoft, Ouya ^[45]	Jun 2013	0% (SteamOS, Android)	29.6% (PS3)	40.9% (Wii)	29.5% (Xbox)	
Embedded	UBM Electronics ^[46]	Mar 2012	29.44% (Android, Other)	4.29% (QNX)	13.5%	11.65% (WCE 7)	41.1%
Real time	NewTechPress ^[47]	Nov 2011	19.3% (Android)		20.1%	35.8% (XPE, WCE)	24.8%

http://en.wikipedia.org/wiki/Usage_share_of_operating_systems

¿LINUX o MAC?