# Starts at slide 8 and finishes at slide 23

The Architecture of Puppy Linux is based off Barry Kauler’s obsession with puppies. Not really but that is where the name came from.

The mission statement of puppy linux is to provide a fast running OS on a PC with minimal RAM on a PC. It does this by holding two files: image.gz and usr\_cram.fs. It holds less RAM and usr\_cram.fs will remain on the CD. The rest of the files are compressed until they are needed. Once that happens, they are then extracted.

There is only one iso file burnt to a CD or DVD at boot up this means that Puppy runs completely on RAM (when it needs memory to store).

Puppy eliminates the need to write to the flash drive. it does this by making its own ROM where it is stored on the flash drive. The tmpfs file system in RAM holds all new and modified files.

Like most linux OS’s the entire Puppy OS file system can be stored to the home directory or to a CD/Flash drive. The Directory hierarchy of Puppy OS is the same as other linux OS’s with its own user interface on top.

It is made to be very user friendly with a simple installation process. It requires only 1.1 Mb and can also work on a PC with any size of RAM size due to “deamon”. This programme warns the system if ram is running low to send “modifying” files to permanent storage.

At boot up all the saved folders and files are read off in reverse order they are saved. This means the latest files written are the ones loaded first. This means if we want to update the puppy linux, it would be quick to do, and puppy would still be quick to load.

Now on to the genius himself, Mr Brian kauler (or dr as it is not described in either way).