

# Linux Overview

## **Advanced Embedded Linux Development**

with **Dan Walkes**



University of Colorado Boulder

**Learning objectives:**

**Linux History**

**Linux Requirements**

**Linux contributors**

# Starting Out with Linux

- Embedded Linux started with the TiVo in 1999
- 2 billion devices running Linux as of 2017
- Why run Linux?
  - Moore's Law



# Points Driving Linux Adoption

- Functionality
  - Support built in for scheduler, network stack, WiFi, Bluetooth, storage, etc
- Ported to wide range of architectures.
- Open source, modifiable
- Active community - answer questions.
- No vendor lock-in

# Linux Considerations

- Needs a 32 bit processor and ~16+MB of RAM, ~8MB of flash
  - Needs Memory Management Unit for all practical purposes
- Needs skill set of engineers (IE you!)
- May not be appropriate for some real-time applications.

# The Players

- Open Source Community
  - Alliance of developers, not for profit, academic, commercial
  - Group for each set of applications
- CPU Architects/SOC Vendors/Board Vendors
  - Create reference hardware/ board support packages (BSP)s