**Introducing device trees**

If you are working with ARM or PowerPC SoCs, you are almost certainly going

to encounter device trees at some point. This section aims to give you a quick

overview of what they are and how they work, but there are many details that are

not discussed.

A device tree is a flexible way to define the hardware components of a computer

system. Usually, the device tree is loaded by the bootloader and passed to the

kernel, although it is possible to bundle the device tree with the kernel image

itself to cater for bootloaders that are not capable of loading them separately.