

# Learning from the mistakes of history

**Greg Kroah-Hartman**

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# How to avoid wasting a lot of money

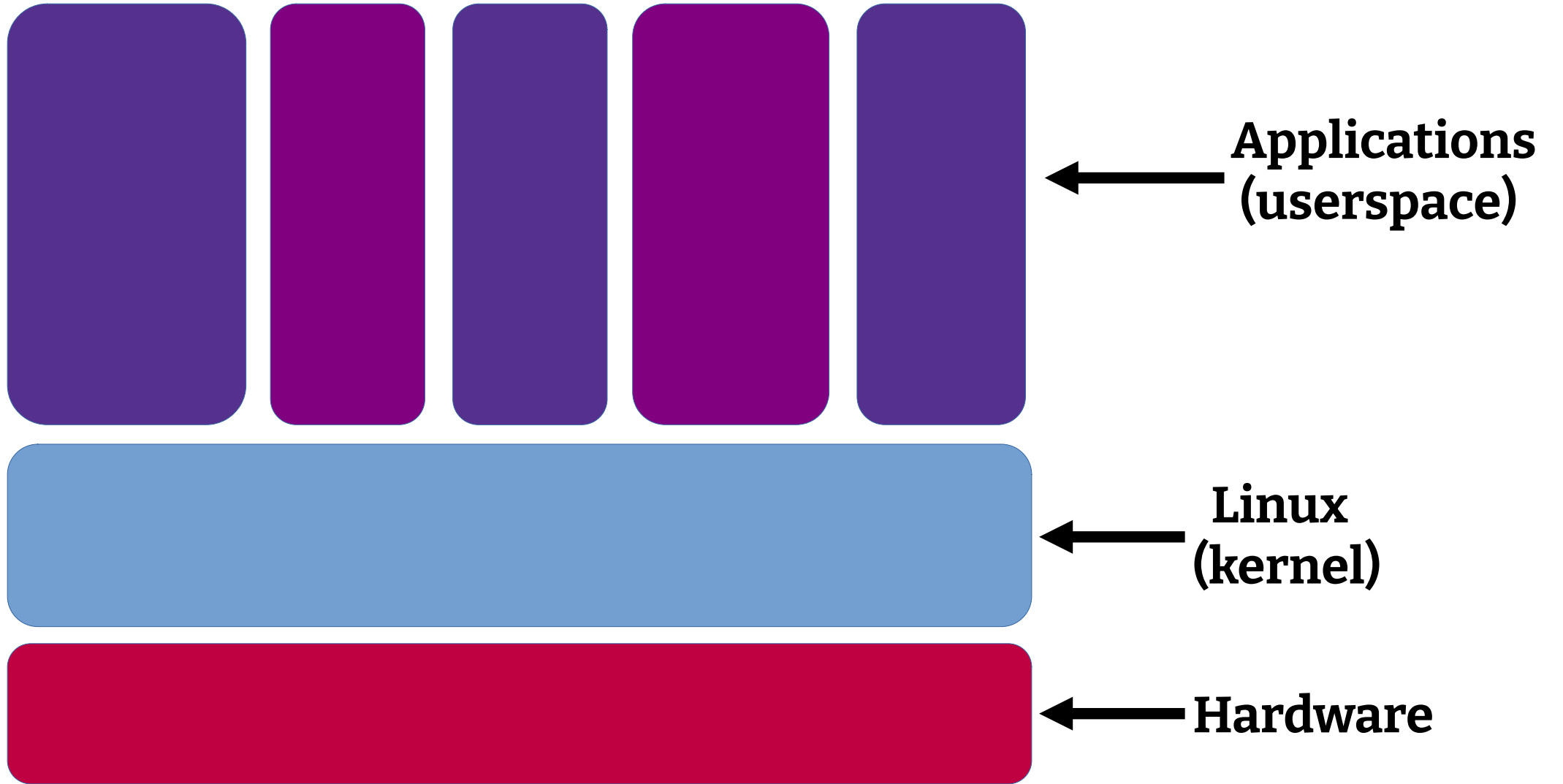
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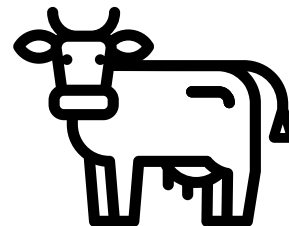
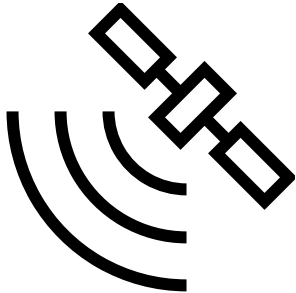
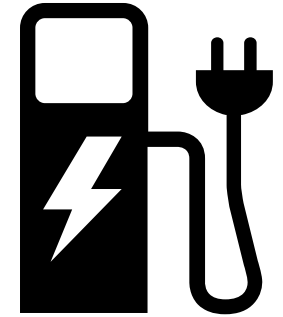
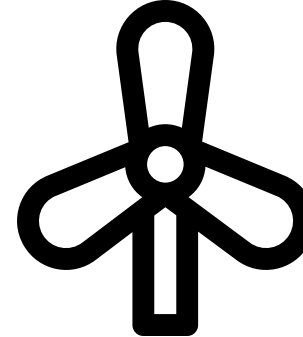
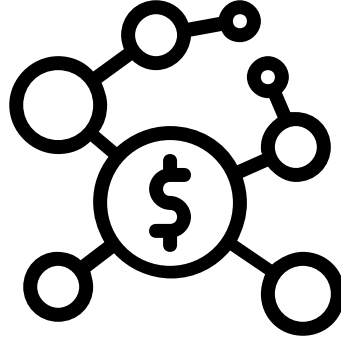
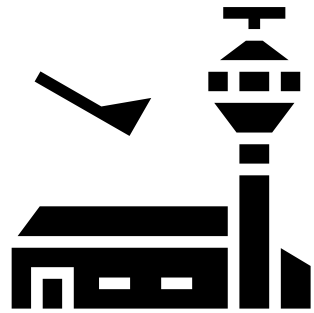
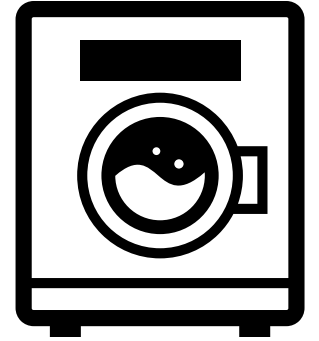
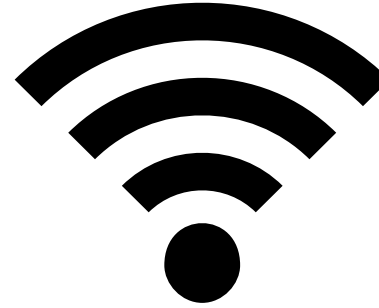
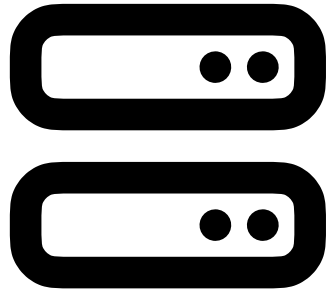
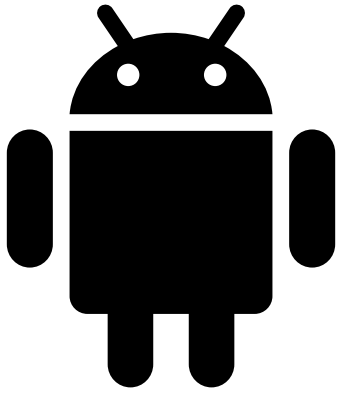
## **Disclaimer**

**All of this is just my personal opinion, based on being a kernel developer and maintainer for over 25 years.**

**Nothing in here reflects the opinion of the Linux Foundation or any other Linux kernel developer.**



# Linux runs the world



# Linux Developer Community

**5,221 developers**

**375+ employers**

# Linux Developer Community

**78,209 changes accepted**

**8.9 changes per hour**

**40 changes per day in stable trees**

**13 CVEs assigned per day**

**New release every 8-9 weeks**

# How we do it

**90 minute talk, with summary:**

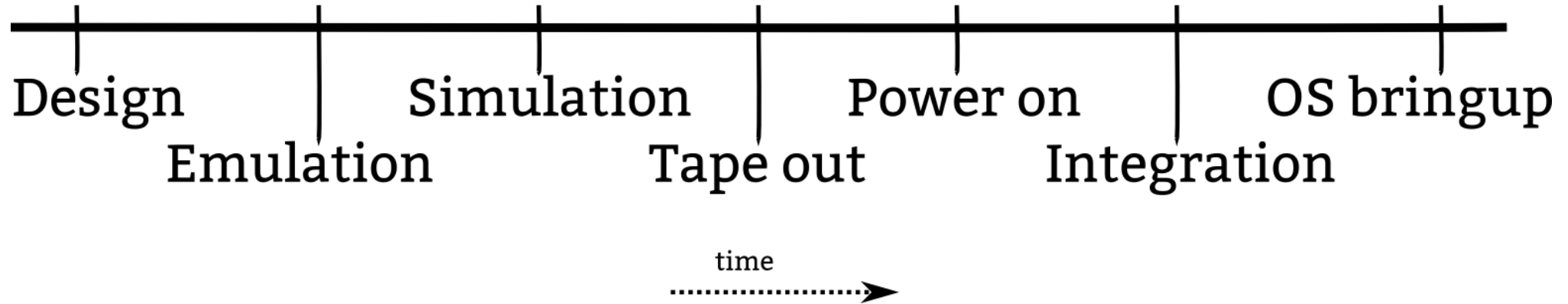
**search “pragmatic engineer Linux”**

**“Working upstream  
saves time and money”**

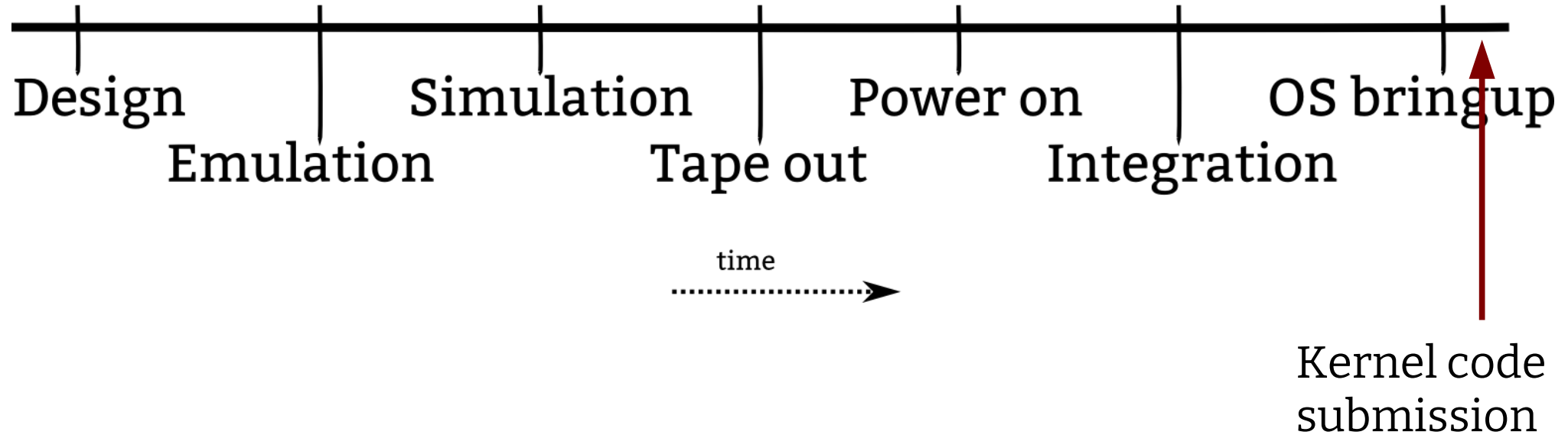
**Dan Frye – VP Open Systems, IBM**

**Dirk Hohndel – Chief Technologist, Intel**

# Chip Development Process

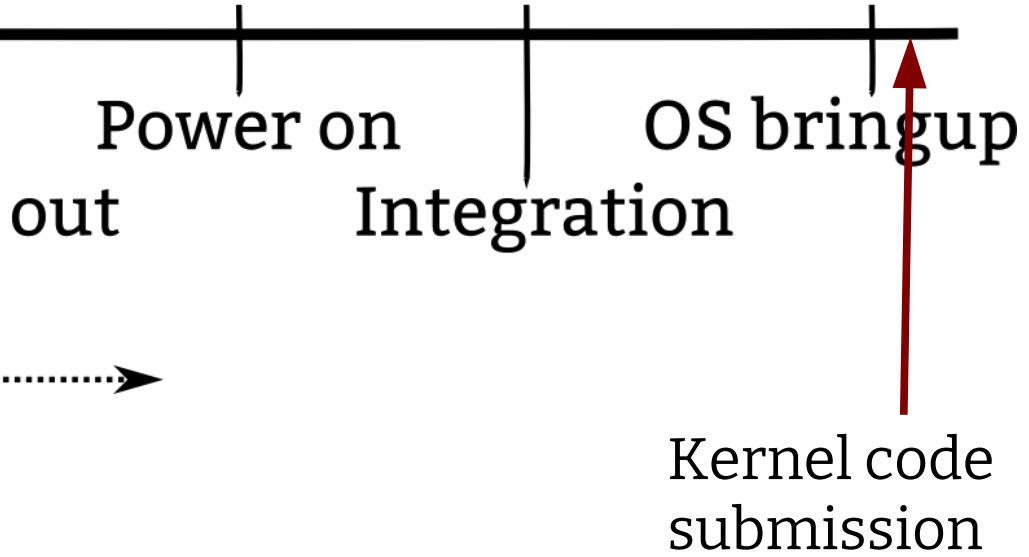


# Chip Development Process

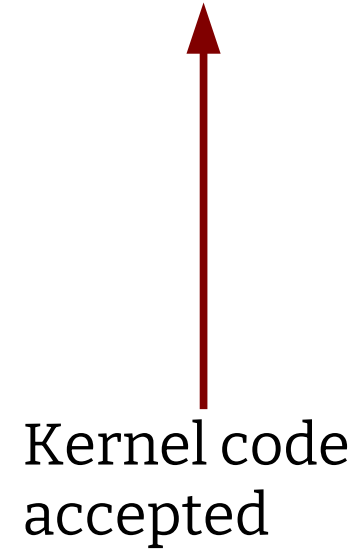


Today

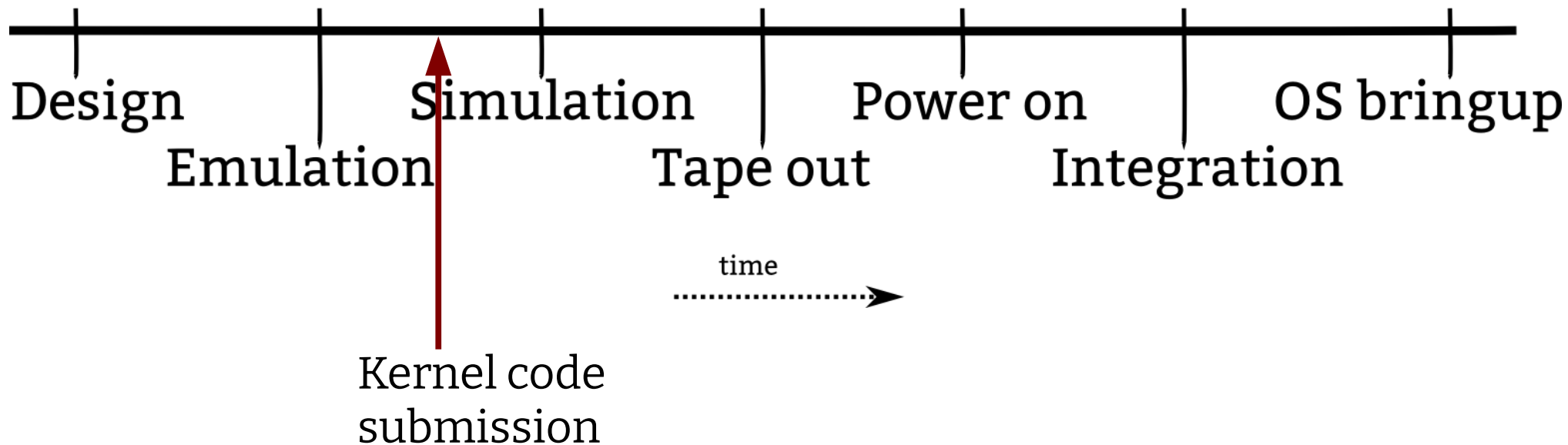
# oment Process



Today

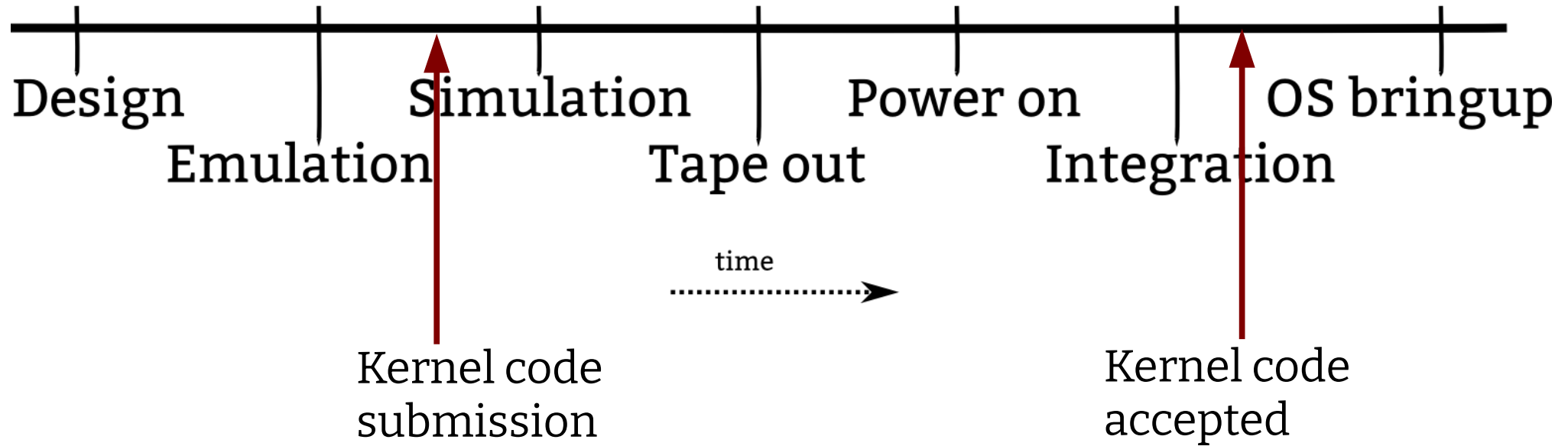


# Chip Development Process



Ideal

# Chip Development Process



Ideal

**“Working upstream late  
wastes time and money”**

**“Working upstream early  
saves time and money”**

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