

Ubuntu Developer Summit

HIGHLIGHTS AND DIRTY WORK

The Ubuntu Developer Summit, which was co-located with the first Ubuntu Cloud Summit, brought together developers and community members to plan for the next Ubuntu release, “Quantal Quetzal.” We look at a few UDS-Q highlights and the IT infrastructure required to pull off the event. **BY BENJAMIN KERENSA**

The 13th Semi-Annual Ubuntu Developer Summit (UDS) took place from May 7-11, 2012 in Oakland, California [1], bringing to-

gether community contributors and developers to plan the roadmap for the Quantal Quetzal release cycle. UDS also included the Inaugural Ubuntu Cloud

Summit [2], which connected developers with representatives from equipment manufacturers and leading tech firms to discuss the rise of Ubuntu in the cloud sector (Figure 1).

Highlights

One of the most anticipated events at UDS was the Electronic Arts (EA) plenary in which Richard Hilleman, Chief Creative Officer at EA, announced the availability of two Electronic Arts web games [3] in the Ubuntu Software Center: Command and Conquer Tiberium Alliances, and Lord of Ultima.

Hilleman discussed the business side of gaming, how the demographics of gamers is rapidly changing, and the changes in where and how people play games. “The fastest growing payment models, in the fastest growing platform, are in the freemium/free-to-play models,” Hilleman says. According to Hilleman, the most popular gaming markets were previously dominated by men, but are now being dominated by women gamers.

Another well-received plenary was on the topic of Goobuntu, the Google remix of Ubuntu [4] that is being used widely by Google employees across the globe (Figure 2). Google developer Thomas Bushnell led the talk and discussed how important the Ubuntu project is to Google and its army of developers, who heavily rely on open source technologies.

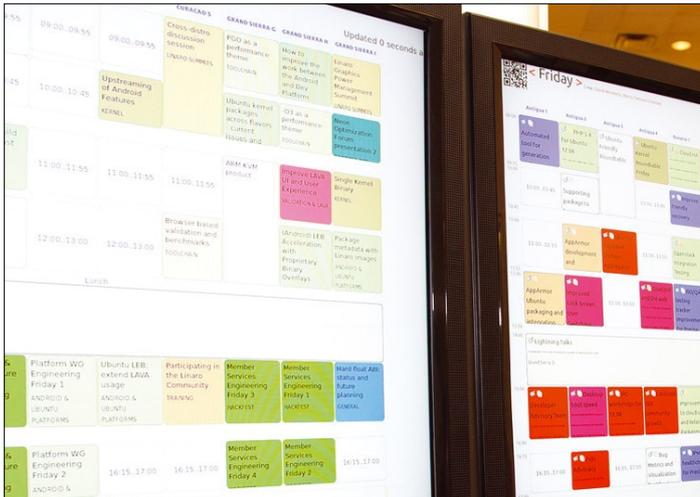
In another session, community contributors from the Xubuntu, Lubuntu,



Figure 1: Mark Shuttleworth discusses JuJu at the Ubuntu Cloud Summit.



Figure 2: Thomas Bushnell explains how Google developers use Ubuntu and other open source technologies.



Edubuntu, Kubuntu, and Ubuntu Studio official flavors discussed highlights of their work during the 12.04 release cycle and their plans for Quantal Quetzal (Figure 3).

Behind the Scenes

At the end of UDS, Canonical Facilities and Events Engineer Sean Sosik-Hamor delivered an informative lightening talk that covered the logistics of putting together a UDS event. Sosik-Hamor says that transporting equipment to UDS used to require the back of his vehicle, whereas now the task requires 20 shipping containers. He says that a six-member information systems team, six Audio/Video staffers, five setup and two teardown crew members worked behind the scenes to pull together the UDS event.

Canonical replaced the venue infrastructure with 28 high-performance Wireless G and N access points, switches, and a firewall. Sosik-Hamor says event organizers used Nagios to monitor the network and ensure that no equipment was disrupted. The UDS meeting rooms included System76 servers and other equipment to provide remote participation. Additionally, more than 450 power strips were used to charge laptops and light the event schedule boards, which were powered by Linaro ARM devices and System76 Meerkats.

Canonical event staff have a network of twenty Polycom IP Phones and laptops available to help coordinate logistics of the event as they occur. To illustrate the physical labor required for UDS, Sosik-Hamor touted his personal Fitbit

stats, which suggested he walked more than 50 miles during the UDS event.

Of course, UDS is not all about work. Google sponsored the first UDS party of the week, which included a colorful mix of circus perform-

ers, burlesque dancers, and miniature golf and allowed attendees to enjoy local

food and socialize (Figure 4). UDS concluded with a “California Dreamin” party Friday evening, which included a live local band, The Spazzmatics, and plenty of refreshments. ■

INFO	
[1]	UDS Official Site: http://uds.ubuntu.com
[2]	Ubuntu Cloud Summit http://uds.ubuntu.com/cloud-summit/
[3]	EA Game Release Announcement: http://fridge.ubuntu.com/2012/05/08/ea-games-and-ubuntu/
[4]	Goobuntu: http://www.ubuntuvoices.com/2012/05/how-google-developer-s-use-ubuntu.html



Figure 3: Elizabeth Krumbach provides an update on Xubuntu.



Figure 4: Google’s party raised a few eyebrows.