



Technical HOT – May 11, 2023

- Online event -

9:00am – 10:30am CEST: Technical HOT - Session 1

Topics of session 1: Open Source in industry: All about mainline real-time Linux

- History and functionality of Linux and real-time Linux
- Linux Foundation RTL Collaborative Project
- Live real-time demonstrator
- Real-time Linux in the OSADL QA Farm
- How to write a real-time user application

10:30am – 11:00am CEST: Discussion round – Session 1

Optional discussion round with speakers of session 1

11:00am – 11:30am CEST: Coffee break

11:30am – 12:30pm CEST: Technical HOT - Session 2

Topics of session 2: Open Source in industry: Path analysis vs. latency testing

- Issues leading to system latency
- Determination of the real-time properties of a Linux system
- Debug and trace interface of the Linux kernel

12:30pm – 1:00pm CEST: Discussion round – Session 2

Optional discussion round with speakers of session 2

1:00pm – 2:00pm CEST: Lunch break

2:00pm – 3:15pm CEST: Technical HOT – Session 3

Topics of session 3: Open Source in industry: Linux latency fighting and real-time communication

- Trouble shooting of real-time Linux: Latency fighting
- Real-time communication over network with TSN

3:15pm – 4:00pm CEST: General discussion round and ASK OSADL

General discussion round (all speakers will be available) and ASK OSADL



In addition to particular topics mentioned in this HOT session, there may be other areas of interest that are important to OSADL members. In this particular **ASK OSADL session** we would like to create a forum for participants to ask questions in connection with using Open Source software in industry – questions that arise in the course of daily work, questions about specific current problems, questions participants always wanted to ask, etc. Participants may send in their questions in advance (for example when registering for HOT) or ask their questions live in this forum.

Approx. 4:00pm CEST: End of Technical HOT

v5

Speakers: Jan Altenberg, Alexander Bähr, Dr. Carsten Emde, all OSADL