

Re: Supercomputer OS's

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- *From:* Iwo Mergler <Iwo.Mergler@xxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 20 Feb 2007 13:32:24 +0000
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Frithiof Andreas Jensen wrote:

"Iwo Mergler" <Iwo.Mergler@xxxxxxxxxxxxxxxxxxxxxxxx> wrote in message

You pick an already supported architecture similar to your own and make a few modifications. It's a few tens to a few hundred lines of code.

Err ...a tad optimistic that!

In my very recent experience a Linux port to a slightly different environment is about 8 people's time for a year and thousands of line of code – mostly test cases though, but also new drivers and customising things in "sysfs" and /etc/. Boot scripts take a good deal of effort to get right too. Thousands of emails also to the kernel list because one, "surprise" will find stuff when testing that has been there for years and does not work because nobody used it – except the customer that wanted the port!

8 man-years sounds excessive. Did any of those people have previous Linux-porting experience? Otherwise a year of learning curve is realistic. Recent kernels are a lot easier to port, but take longer to understand.

I suppose I should qualify "Linux port". In my understanding that means porting the kernel. That usually involves adjusting a few addresses and rewriting or adapting the low level assembler stuff. Most new drivers tend to be unnecessary, as most jellybean hardware is compatible with the same thing on a different platform. It's not always obvious.

If done correctly, there should be no change necessary in userspace, not even boot scripts. Your description sounds like you have included system setup from scratch and applications in "Linux port". Am I right?

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Kind regards,

Iwo

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