

OSS: Cisco Openwashing, GitLab Funding, Amazon Openwashing, Chrome OS Talk and More Talks

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[Why Open Source continues to be the foundation for modern IT](#) [2]

Open source technology is no longer an outlier in the modern world, it's the foundation for development and collaboration.

Sitting at the base of the open source movement is the Linux Foundation, which despite having the name Linux in its title, is about much more than just Linux and today is comprised of multiple foundations, each seeking to advance open source technology and development processes. At the recent Open Source Summit North America event held in San Diego, the width and breadth of open source was discussed ranging from gaming to networking, to the movie business, to initiatives that can literally help save humanity.

"The cool thing is that no matter whether it's networking, Linux kernel projects, the Cloud Native Computing Foundation projects like Kubernetes, or the film industry with the Academy Software Foundation (ASWF), you know open source is really pushing innovation beyond software and into all sorts of different areas," Jim Zemlin, executive director of the Linux Foundation said during his keynote address.

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[GitLab Inhales \\$268M Series E, Valuation Hits \\$2.75B](#) [3]

GitLab raised a substantial \$268 million in a Series E funding round that was more than doubled what the firm had raised across all of its previous funding rounds and pushed its valuation to \$2.75 billion. It also bolsters the company's coffers as it battles in an increasingly competitive DevOps space.

GitLab CEO Sid Sijbrandij said in an email to SDxCentral that the new Series E funds will help the company continue to move on its goal of providing a single application to support quicker delivery of software. It claims more than 100,000 organizations use its platform.

“These funds will help us to keep up with that pace and add to that with our company engineers,” Sijbrandij explained. “We need to make sure every part of GitLab is great and that CIOs and CTOs who supply the tools for their teams know that if they bet on GitLab that we’ll stand up to their expectations.”

- [Amazon open-sources its Topical Chat data set of over 4.7 million words](#) [4] [Ed: openwashing of listening devices without even releasing any code]

- [How Chrome OS works upstream](#) [5]

Google has a long and interesting history contributing to the upstream Linux kernel. With Chrome OS, Google has tried to learn from some of the mistakes of its past and is now working with the upstream Linux kernel as much as it can. In a session at the 2019 Open Source Summit North America, Google software engineer Doug Anderson detailed how and why Chrome OS developers work upstream. It is an effort intended to help the Linux community as well as Google.

The Chrome OS kernel is at the core of Google's Chromebook devices, and is based on a Linux long-term support (LTS) kernel. Anderson explained that Google picks an LTS kernel every year and all devices produced in that year will use the selected kernel. At least once during a device's lifetime, Google expects to be able to "uprev" (switch to a newer kernel version). Anderson emphasized that if Google didn't upstream its own patches from the Chrome OS kernel, it would make the uprev process substantially more difficult.

Simply saying that you'll work upstream and actually working upstream can be two different things. The process by which Chrome OS developers get their patches upstream is similar to how any other patches land in the mainline Linux kernel. What is a bit interesting is the organizational structure and process of how Google has tasked Chrome OS developers to work with upstream. Anderson explained that developers need to submit patches to the kernel mailing list and then be a little patient, giving some time for upstream to respond. A key challenge, however, is when there is no response from upstream. "When developing an upstream-first culture, the biggest problem anyone can face is silence," Anderson said.

Anderson emphasized that when submitting a patch to the mailing list, what a developer is looking for is some kind of feedback; whether it's good or bad doesn't matter, but it does matter that someone cares enough to review it. What the Chrome OS team does in the event that there is no community review is it will have other Chrome OS engineers publicly review the patch. The risk and worry of having Chrome OS engineers comment on Chrome OS patches is that the whole process might look a little scripted and there could be the perception

of some bias as well. Anderson noted that it is important that only honest feedback and review is given for a patch.

- [Open Source Builds Trust & Credibility | Karyl Fowler](#) [6]

Karyl Fowler is co-founder and CEO of Transmute, a company that's building open source and decentralized identity management. We sat down with Fowler at the Oracle OpenWorld conference to talk about the work Transmute is doing.

- [What Is Infrastructure As Code?](#) [7]

Rob Hirschfeld, Founder, and CEO of RackN breaks Infrastructure As Code (IaC) into six core concepts so users have a better understanding of it.

- [Everything You Need To Know About Redis Labs](#) [8]

At the Oracle OpenWorld conference, we sat down with Kyle Davis ? Head of Developer Advocacy at Redis Labs ? to better understand what the company does.

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