



Safeguarding the
Future of Linux
Through Standards

An Overview of the Linux Standard Base (LSB)

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The LSB is...

- The Linux Standard Base (LSB) is a set of programming interfaces guaranteed to be present across compliant Linux platforms
- More simply: The LSB is the Linux “meta-platform” standard
- Basic idea: applications written to the LSB can run on any compliant distribution (i.e., no need to have different “ports” for each distribution)
- The Linux Foundation offers certification program around the LSB interfaces
 - Distributions
 - Applications
 - More to come



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The LSB is *not*...

- The LSB is not a distribution
 - We specify *interfaces*, not implementation; however, we go beyond previous standards (e.g. POSIX) by specifying binary behavior
- The LSB does not define new standards
 - We track best practices as they emerge in the open source community and document them
 - We work with key Linux platform stakeholders (distro vendors, ISVs, upstream developers, OEMs) to help drive consensus on key issues



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Value proposition

- The LSB is not a “write once, run anywhere” panacea!
 - We seek to augment, not replace, existing platforms, certification programs
- Big guys: Risk mitigation, greater portability, access to the “long tail” of applications and distributions with minimal additional investment
- Little guys: Access to applications/distributions that would be cost-prohibitive to support otherwise



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What makes a good platform?

- Uniform, stable, consistent, backwards-compatible API/ABI
 - Are my platform investments protected?
- Predictability
 - When will the next version of the platform be released and what features will it have?
- Broad enough scope
 - Does the platform provide the functionality my application needs?

What makes a good platform (cont.)?

- Developer friendly
 - Tools
 - Documentation, central source of information for developers (“Developer Network”)
 - Learning curve (ISV: “Linux is terrifying to new developers, particularly those coming from the Windows or Macintosh platforms”)



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Platform thinking

- Alignment with roadmaps of major distros
 - Major version of LSB for every major version of enterprise distros
 - LSB 3.x is current “generation” of enterprise distros (SLE 10, RHEL 5, etc.); LSB 4.x is next generation (SLE 11, RHEL 6, etc.); etc.
 - Must be possible for end users and ISVs to translate between LSB and distro releases
- Backward compatibility beginning with LSB 3
 - ISVs can target a version of the LSB with assurance that their applications will not break in future LSB versions

LSB roadmap



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LSB 3.x	LSB 4.x
<p data-bbox="446 539 1035 1043">Asianux 2.0 Debian 4.0 (“etch”) Mandriva Corporate 4.0 Red Hat Enterprise Linux 4 and 5 SUSE Linux Enterprise 9 and 10 Ubuntu 6.06 LTS (“dapper”) [...]</p>	<p data-bbox="1170 596 1740 986">Asianux 3.0 Debian “etch” + 1 Mandriva Corporate 5.0 Red Hat Enterprise Linux 6 SUSE Linux Enterprise 11 Ubuntu LTS “dapper” + 1 [...]</p>

Platform thinking (cont.)

- Direct involvement of upstream developers, ISVs and OSVs in LSB development process
 - LSB as “anticipating standard”
 - LSB as umbrella and integration point for other standards
 - LSB as collaborative forum for key stakeholders in the Linux platform
- LSB SDK, application testkit, LSB Developer Network to make it “dead simple” to build portable Linux apps using the LSB standard



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Project organization

- LSB is primary standardization project of the LF and “umbrella” for other standards workgroups
- Workgroups produce standards in specialized areas of the Linux platform space (a11y, i18n, printing, etc.)
- LSB and workgroups are aligned around a common roadmap (LSB roadmap)
- Workgroups produce deliverables (specs, tests, etc.) in a standard format (LSB module)
- Workgroups are expected to produce standards that are eventually broadly adopted
 - *Any activity which is not on track for broad adoption is explicitly out of scope*



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Project organization (cont.)

- New structure allows domain experts to easily create new workgroups with ready-made processes, governance, context, and a delivery vehicle into the major distros
 - I.e., domain experts can focus on their problem domains
- New structure also allows the LSB to be more proactive, less reactive
 - Forward looking work done in workgroups, not added to LSB till best practice
- Governance is very lightweight and modeled after IETF (see LSB Charter)

LSB infrastructure project: Motivations



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- Key LSB success factor is proper project infrastructure
 - How do we track the continually evolving open source landscape (independently evolving distros, upstream projects, etc.)?
 - Interface standard is only as good as its tests, so how do we maintain good testsuites?
- Example: inotify
 - Do all the major distros ship it? If not, when is it on their product roadmaps?
 - How do we communicate decisions?
 - What do we assert about inotify? How do we test it?



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LSB infrastructure project: Goals

- Improve test suite coverage (75% of LSB interfaces tested by LSB 4.0)
- Make test execution more user-friendly = make it easier to LSB certify distros
- Involve distros, ISVs, and upstreams more directly in the LSB development process = more coordinated roadmaps, economies of scale (import existing tests, export tests to upstreams so they can maintain them)
- Make it easier to evolve the LSB over time
- Make better decisions, make it easier to communicate decisions and roadmaps



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LSB infrastructure project: Methods

- *Specification*, which defines the requirements of LSB interfaces (at assertion granularity);
- *Upstream components* (e.g. glibc), which implement the LSB interfaces;
- *Distributions*, which are collections of upstream components at various points in time (and which define which interfaces are candidates for inclusion in the specification);
- *Tests* that check whether the assertions in the specification hold true;
- *Documentation* of the interfaces for ISVs;
- *Certification and regression testing*, to keep all the LSB implementations aligned



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More information

<http://www.linux-foundation.org/>
<http://developer.linux-foundation.org/>

LSB 3.0

- LSB C++ provides first portable C++ standard for Linux platforms
- Certified distributions:
 - Asianux 2.0
 - Red Hat Enterprise Linux 4
 - SUSE Linux Enterprise Server 9



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LSB 3.1

- LSB Core becomes ISO standard (ISO/IEC 23360)
- LSB Desktop introduced
 - initially covers GUI toolkits (Gtk, Qt)
 - just the beginning of desktop support!
 - in short, it is now possible to use the LSB to write portable Linux desktop apps

LSB 3.1 (cont.)

- All major distros committed to LSB 3.1 certification:
 - Asianux 2.0 SP1
 - Debian “etch”
 - Mandriva Corporate Server 4.0/Corporate Desktop 4.0
 - Red Hat Enterprise Linux 5
 - SUSE Linux Enterprise Server 10/Enterprise Desktop 10
 - Ubuntu 6.06 (“dapper”)
 - Many more



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LSB 3.2

- Perl
- Python
- Desktop: Four freedesktop.org specifications (Desktop base directory, Desktop entry, Icon theme, menu)
 - Portland?
- Printing: Driver support, application interface (CUPS)
- Multimedia (ALSA, libao)
- OpenI18n
- Accessibility



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LSB 3.2 (cont.)

- Release target: Q2 2007
- Goal: Maintain LSB certification for LSB 3.1 certified distros (Asianux 3.0, RHEL 5, SLE 10, Debian etch, Ubuntu dapper, etc.)

LSB 4.0



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- Binary compatibility with LSB 3
 - I.e., LSB 3 apps should run on LSB 4 certified distros without a recompile
- GCC 4.1
- glibc 2.4
- Packaging
 - ISVs want to use their own installation method (install script, InstallAnywhere)
- Java?
- OpenSSL
- ... You tell me!



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LSB 4.0 (cont.)

- Release target: 2008 (largely depends on RHEL 6, SLE 11, etc. release schedule)
- “Certified on day one” targets:
 - Asianux 3.0 (via Service Pack)
 - Debian “etch+1”
 - Ubuntu LTS “dapper+1”
 - RHEL 6
 - SLE 11
 - Fedora, Freespire/Linspire, Mandriva, Sun Wah, SUSE Linux, Xandros, ...

LSB SDK, Developer Network



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- LSB SDK bundles all tools developers need to build portable Linux apps
- LSB application testkit aims to be the LSB's validator.w3.org
- LSB Developer Network provides central source for developers writing portable Linux apps (documentation, tutorials, etc.) (“the MSDN for Linux”)
 - Bottom up vs. top down construction
- Goal: Make it “dead simple” to build apps for Linux that are portable across distros
- <http://developer.freestandards.org/>