

FOSDEM 16
.org

Brussels

30 & 31 January

Schedule: Sunday

page 2	Main tracks and lightning talks
page 3	Devrooms in AW building
page 4-5	Devrooms in H building
page 5-6	Devrooms in K building
page 6-7	Devrooms in U building

Latest schedule and mobile apps on <https://fosdem.org/schedule/>

Main tracks
J.Janson

Main tracks
K.1.105 (La Fontaine)

Lightning Talks
H.2215 (Ferrer)

10:00			A New Patchwork Stephen Finucane
10:15	Re-thinking Linux Distributions	Free communications with Free Software	Buildtime Trend : visualise what's trending in your build process – Dieter Adriaenssens
10:30	Langdon White	Daniel Pocock	Learning about software development with Kibana dashboards – Jesus M. Gonzalez-Barahona
10:45			
11:00			coala – Code Analysis Made Simple Lasse Schuirmann
11:15	Beyond reproducible builds	Building a peer-to-peer network for Real-Time Communication	How choosing the Raft consensus algorithm saved us 3 months of development time – Robert Wojciechowski
11:30	Holger Levsen	Adrien Béraud, Guillaume Roguez	Keeping your files safe in the post-Snowden era with SXFS – Robert Wojciechowski
11:45			
12:00			Spiffing – Military grade security Dave Cridland
12:15	illumos at 5	Mainflux	Layers Box István Koren
12:30	Dan McDonald	Drasko Draskovic	FAI – The Universal Installation Tool Thomas Lange
12:45			
13:00			Knot DNS Resolver Ondřej Surý
13:15	RocksDB Storage Engine for MySQL	How containers work in Linux	Prometheus – A Next Generation Monitoring System Brian Brazil
13:30	Yoshinori Matsunobu	James Bottomley	Going cross-platform – how htop was made portable Hisham Muhammad
13:45			
14:00			Ralph – Data Center Asset Management System and DCIM, 100% Open Source. – Marcin Kliks
14:15	How to design a Linux kernel API	Micro-datacenter with Raspberry Pi and Kubernetes	Parallels between GPL/copyrights and secure patent behaviour – Valer Mischenko
14:30	Michael Kerrisk	Ray Tsang	Snowdrift.coop – sustainable funding for FLO projects William Hale (Salt)
14:45			
15:00			The Unix history in a repository Diomidis Spinellis
15:15	The Future of OpenDocument (ODF)	Live Migration of Virtual Machines From the Bottom Up	EU-FOSSA Marek Przybyszewski
15:30	Jos van den Oever	Amit Shah	OSCAR: Address the new challenges of open-source software quality – Stéphane Laurière
15:45			
16:00			Introduction to Augmented Reality Aurelijus Banelis
16:15	Scaling and Securing LibreOffice Online	Baobàxia – the Galaxy of Baobab Trees	
16:30	Michael Meeks	Carsten Agger	FOSDEM infrastructure review Richard Hartmann
16:45			
17:00			
17:15	Putting 8 Million People on the Map:		
17:30	Blake Girardot		
17:45			
	Closing FOSDEM 2016		

Open Game Development
AW.120

Geospatial
AW.121

Coding for Language Communities
AW.124

09:00	3D everywhere with Babylon.js		
09:15	Raanan Weber, Julian Chenard		Sign Language Free Linguistic Resources Carlos Machado
09:30	The OctaForge 3D Game Engine	Automating your Analysis with SAGA GIS	
09:45	Daniel Kolesa	Johan Van de Wauw	
10:00	Arduboy feat. the Web: pocket-sized game dev for everyone	Tempus – a framework for multimodal trip planning	Apertium: A free/open-source rule-based machine translation platform
10:15	István Szmozsánszky	Hugo Mercier	
10:30	Drawing your gameplay: paper & color based interaction.	Mapbender3	Francis Tyers
10:45	Roman Miletich	Astrid Emde	
11:00	The Bitbox Console	Building a geo-aware OS	Continuous translation with Weblate
11:15	Makapuf	Zeeshan Ali (Khattak)	Michal Čihař
11:30	Blender as a generic tool	Results of Google Summer of Code 2015 at OSGeo	
11:45	Jonathan Giroux	Margherita Di leo, Anne Ghisla	
12:00	RedMetrics – Data-driven Game Design with Open Analytics	100% open journey planning	10 easy steps to ruin your localization
12:15	Jesse Himmelstein	Tuukka Hastrup	Dwayne Bailey
12:30		Mapping with a phone	
12:45	Open Game Demo Hour	Ilya Zverev	
13:00	Jesse Himmelstein, Raphael Goujet	OSM + SRTM + WebGL = Flight Simulator	Coding the next generation of localisation tools Ryan Northey
13:15		Thomas Bremer	
13:30	Haxe : A language by game devs for game devs	OL3-Cesium, 3D for OpenLayers	API-Powered Dictionaries For Digitally Under-Represented Languages – Sandro Cirulli
13:45	David "Blackmagic" Elahee	Guillaume Beraudo	
14:00	Open tools for game design	iTowns, an opensource web framework for 3D visualization	IXA pipes: Easy and ready use NLP tools for language communities
14:15	Mourdjen Bari	Vincent Mora	Rodrigo Agerri
14:30	Learning biology with a game	Introduction to MySQL GIS	
14:45	Raphael Goujet	Norvald H. Ryeng	
15:00	Citizen science 2.0	Managing Spatio-Temporal Big Data through Scalable OGC Web Services	Integrate spell and grammar checking
15:15	Lars Kroll	Alex Dumitru	Sander van Geloven
15:30	From gamers to tango dancers	Geospatial and Me	
15:45	Franco Carbognani	Norberto Leite	
16:00	Ludobox	Trajectory: A novel geospatial data model of Pivotal GPDB	Learn what you can do for your language Irene Russo
16:15	Dcalk	Kuijen Liu	
16:30	Free Knowledge Game Jam: Bringing Two Worlds Together	Geocoding the World with openaddresses.io	Increasing access to free and open knowledge for speakers of underserved languages on... – Lucie-Aimée Kaffee
16:45	Jens Ohlig, Julia Schuetze	Ervin Ruci	

Software Defined Radio
AW.125

HPC, Big Data and Data Science
AW.126

Free Java
H.1301 (Cornil)

09:00	Introduction to the SDR Track	Opening	
09:15	The GNU Radio Companion Changelog Sebastian Koslowski	FlinkML: Large Scale machine learning for Apache Flink Theodore Vasiloudis	
09:30		MADlib: Distributed In-Database Machine Learning for Fun and Profit Frank McQuillan	
09:45	The GNU Radio Toolkit		
10:00	Signal Intelligence Challenges Felix Wunsch	Building open source with open source Nicolas Schiper	Free Java 2016 Welcome – Sunday
10:30	Building Self-Optimizing Radios using DEAP Andre Puschmann	Automating Big Data Benchmarking for Different Architectures Nico Poggi	Insights into the Eclipse IDE open source project Lars Vogel
10:45	Radio Machine Learning with FOSS Tim O’Shea	hanythingondemand: easily creating on-the-fly Hadoop clusters (and more) on HPC systems Ewan Higgs	Dotty, a next generation Scala compiler Guillaume Martres
11:15	The rad1o badge Tobias Schneider, Stefan ‘Sec’ Zehl	Timely dataflow in Rust Frank McSherry	
11:30	Using Red Pitaya for radio applications (from LF to HF) Pavel Demin	ClusterShell Extracting Data from your Open Source Communities Reproducible and User-Controlled Package . . . Scylla, a Cassandra-compatible NoSQL database . . . Taxi trip analysis (DEBS grand-challenge) with . . .	RetroPi Handheld Raspberry Pi Gaming Console Stephen Chin
11:45		OpenHPC: Community Building Blocks for HPC Systems Karl W. Schulz	
12:00	SDR Track Panel Martin Braun	XALT: Tracking User Jobs and Environments on a Supercomputer Robert McLay	JEP 243: Java-Level JVM Compiler Interface and what it can be used for Christian Thalinger
12:15		Multi-host containerised HPC cluster Christian Kniep	Optimizing Above the JVM in JRuby 9000 Charles Nutter, Thomas Enebo
12:30		Parallel Inception Kyle Dunn	Beyond Java 9 Mark Reinhold
12:45		Using Hadoop as a SQL Data Warehouse Lei Chang	
13:00	Embedded SDR Moritz Fischer	ORCA: Query Optimization as a Service Addison Huddy	Adoption’s Group Cultural Guide to OpenJDK Mario Torre, Martijn Verburg, Dalibor Topic
13:15		Big Data meets Fast Data: an scalable hybrid real-time transactional and analytics solution William Markito	
13:30	RFNoC – Evolving SDR toolkits to the FPGA platform Martin Braun	Apache Flink: streaming done right Till Rohrmann	Meet The Governing Board Mark Reinhold, Andrew Haley, Georges Saab, Doug Lea, John Duimovich
13:45		Streaming Architecture: Why Flow Instead of State? Tugdual Grall	
14:00	News from the OAI Community Raymond Knopp	Closing	
14:15	srsUE: A high-performance software radio LTE UE Ismael Gomez		
14:30	Prototyping the 5G Air Interface in GNU Radio: An FBMC Primer Milan Zivkovic		
14:45	Synchronization in distributed SDR for localization applications – Johannes Schmitz		
15:00	Wideband measurement strategies: from RADAR to passive wireless sensors Jean-Michel Friedt		
15:15			
15:30			
15:45			
16:00			
16:15			
16:30			
16:45			

Time	Go (H.1302)	PHP and Friends (H.1308)	PostgreSQL (H.1309)
09:00			
09:15	Minio – Amazon S3 alternative in Go		
09:30	Anand Babu (AB) Periasamy		
09:45			
10:00	etcd: the cornerstone of distributed systems using Go	Meet a parallel, asynchronous PHP world	
10:15	Jonathan Boulle		
10:30		Steve Maraspin	
10:45	From prototype to deployment: Building a REST application using Go		
11:00	Luis Pabón		
11:15		Profiling your PHP application	Tuning PostgreSQL for the TPC-DS test
11:30		Michael Heap	Bert Desmet
11:45	Building Data applications with Go: from Bloom filters to Data pipelines		
12:00	Sergii Khomenko		
12:15		PSR-7 HTTP messages in the wild	Improving Postgres' Buffer Manager
12:30	gopy: extend CPython with Go	Hannes Van De Vreken	Andres Freund
12:45	Sebastien Binet		
13:00			
13:15	Debugging Go programs with Delve	HTTP/2 for PHP developers	JSON By Example
13:30	Derek Parker	Mattias Geniar	Stefanie Janine Stölting
13:45			
14:00			
14:15	Plugins and Go	How to Migrate Anything with DDD	Explaining the Postgres Query Optimizer
14:30	Kaushal M	Gabriel Somoza	Bruce Momjian
14:45			
15:00	The state of Go		
15:15	Francesc Campoy	Rethinking Extension Development for PHP and HHVM	UPSERT use cases
15:30		Jeremy Mikola	Peter Geoghegan
15:45			
16:00			
16:15	Lightning Talks	PHP 7	Using PostgreSQL for Bibliographic Data
16:30	Luna Duclos	Derick Rethans	Jimmy Angelakos
16:45			

Ruby	Perl	LLVM Toolchain
09:00	Welcome to the Perl devroom	
09:15	The Pinnacle of Hubris	Where is LLVM being used today?
09:30	Karl Moens	Tilmann Scheller
09:45		
10:00	Intro to Ruby Devroom	WebAssembly: Here Be Dragons
10:15	Perl 6	JF Bastien
10:30	Curtis 'Ovid' Poe	
10:45	An efficient and thread-safe representation of objects for JRuby+Truffle	An LLVM developer setup
	Benoit Daloze	Arnaud A. de Grandmaison
11:00	RPerl, Perl 11, and The Future of Perl Performance	
	Will the Chill Braswell	Porting LLVM to a new OS
11:15		Kai Nacke
11:30	Optimizing JRuby 9000	
11:45	Charles Nutter	AAP: An Altruistic Processor
		Edward Jones
12:00		
12:15	Writing concurrent libraries for all Ruby runtimes	AAPSIM: Implementing a LLVM based simulator
12:30	PONAPI	Simon Cook
12:45	Mickey Nasriachi	
		Jancy
		Vladimir Gladkov
13:00	Crust	
13:15	Daisuke Maki	How to use LLVM C API with Swift
13:30		Alex Denisov
13:45	Ruby and OMR	
	Charlie Gracie	Using LLVM's LibFuzzer to Fuzz PostgreSQL
		Greg Stark
14:00		
14:15	Tweaking Ruby GC parameters for speed and profit	LLVM-based dynamic dataflow compilation for heterogeneous targets
14:30	Teaching Perl	Sébastien Monot
	Juan Julián Merelo	
14:45	(amd64) Assembly programming for Perl programmers	Automated tracking of performance of compiler-generated code.
	Bart Wiegmans	Kristof Beyls
15:00		
15:15	Perl is not dead,... it got better!	
15:30	Stevan Little	Sulong: Fast LLVM IR Execution on the JVM with Truffle and Graal
		Manuel Rigger
15:45	What's new in Perl?	
	Sawyer X	
16:00	How to write Ruby extensions with Crystal	
	Anna Shcherbinina (gaar4ica)	
16:15		
16:30	Perl 6	
16:45	Elizabeth Mattijsen	
	See you next year!	

Graphics
K.3.401

Distributions
K.4.201

Desktops
K.4.401

Time	Graphics (K.3.401)	Distributions (K.4.201)	Desktops (K.4.401)
09:00			Welcome to the Desktops DevRoom 2016
09:15			GNOME Builder, a year of development Christian Hergert
09:30			
09:45			
10:00		The State of Linux Distributions Joe Brockmeier	François Revol
10:15	An update on the state of etnaviv		Genode as Desktop OS Norman Feske
10:30	Lucas Stach		
10:45		Standardising booting on armv7 Dennis Gilmore	
11:00			The Enlightenment of Wayland Rasterman
11:15	NIR on the Mesa i965 backend		
11:30	Eduardo Lima		
11:45		Cockpit: Discoverable Linux Servers Stef Walter	
12:00			Converged desktop experience Christian Dywan
12:15	EzBench, a tool to help you benchmark and bisect the Graphics Stack's performance		
12:30	Martin Peres	The Fedora Project By the Numbers: Remy DeCausemaker	
12:45			Neon
13:00		The Universal System Description Mauro Morales	Jonathan Riddell
13:15	HDMI CEC: What? Why? How?		WikiToLearn: Bringing academia to the Internet era Riccardo Iaconelli
13:30	Hans Verkuil	The CentOS CI: A getting started guide Dusty Mabe	
13:45			
14:00		SUSE Studio: What's new and where we are heading Jan Krupa	Supporting legacy application packages on Ubuntu Personal – Stephen Webb
14:15	Compute Support for Nouveau	CoreOS: A Linux distribution designed for application containers that scale – Brian 'red-beard' Harrington	Improving Telepathy Daniel Pockock
14:30	Hans de Goede, Pierre Moreau	Free real-time communications for free software communities – Iain Learmonth (irl), Harsh Daftary	
14:45			
15:00		Lightning Talks	Make backups and versions available easy. Stef Bon
15:15	Simulation to Aid Developing Software for Hardware		
15:30	Ian Romanick		
15:45		State of arm64 Wokey	Eolian: automatic EFL binding generation and more Daniel Kolesa
16:00			Enabling GUI tools for CMake code Stephen Kelly
16:15	SVM on Intel Graphics		
16:30	Jesse Barnes	Wither EPEL? Karsten Wade	
16:45			

	BSD K.4.601	SDN and NFV UA.114 (Baudoux)	Configuration Management UA.220 (Guillissen)
09:00			
09:15	EdgeBSD: Status report		After describing your infrastructure as code, reuse that to monitor it
09:30	Pierre Pronchery		Arthur Lutz
09:45			
10:00		Routing: A view from my local topography on routing technology and Free Software. Paul Jakma	Beyond config management
10:15			Marco Ceppi
10:30	Interesting Things You Can Do With ZFS Allan Jude	The n00b's guide to DPDK and OVS with DPDK Mark D. Gray	
10:45			
11:00		OpenSwitch: An open source distribution for white box switches Bert Vermeulen	War Story: Puppet in a Traditional Enterprise
11:15	Contributing to the Graphics stack on FreeBSD	User Space Networking with ODP and/or DPDK Hemant Agrawal	Walter Heck
11:30	Jean-Sébastien Pétron		
11:45			
12:00		OVS, DPDK and Software Dataplane Acceleration Kevin Traynor	Flexibility and Power in Puppet 4 Language Eric Sorenson (ahpook)
12:15	FreeBSD/Xen update		
12:30	Roger Pau Monné, Wei Liu	Snabb Switch: Riding the HPC wave to simpler, better network appliances Katerina Barone-Adesi	
12:45			
13:00		Challenges in Distributed SDN Duarte Nunes	Hardening Your Config Management Peter Souter
13:15	Could Haiku ever become a BSD?		
13:30	François Revol	The MoonGen Packet Generator Paul Emmerich	
13:45			
14:00	Open/LibreSSL in FreeBSD Bernard Spil	Clearwater: Open-Source IMS Core for the Cloud Rob Day	Literate Devops for Configuration Management Marc Hoffmann
14:15			
14:30		Experiences with OpenDaylight Service Function Chaining (SFC) Ronald van der Pol	
14:45	ElectroBSD – Getting a reproducible BSD out of the door		
15:00		Avoid the maze of container networking Ilya Dmitrichenko	Managing a complex DNS environment Stephan Gorget
15:15	Fabian Keil		
15:30		OpenSIPS 2.1 as edge proxy Razvan Crainea	
15:45			
16:00	Reproducible builds in FreeBSD packages Baptiste Daroussin	Using Project Calico to network containers Neil Jerram	Config Management and Containers Charles Butler
16:15			
16:30		Adapting open-source NMS to an SDN reality Jeff Gehlbach	
16:45			

Virtualisation and IaaS
UB.252A (Lameere)

Embedded, Mobile and Automotive
UD.120 (Chavanne)

Legal and Policy Issues
UD.218A

09:00			
09:15			A discussion with Richard Stallman
09:30			Tom Marble, Richard Stallman
09:45			
10:00	Managing Ceph through Cinder using oVirt		Software Patents v3.0: the Unitary Patent Court
10:15	Maor Lipchuk	Yocto and IoT – a retrospective	Benjamin Henrion (zoobab)
10:30		Maciej Borzecki	A Decade of Dual Licensing: Lessons Learned and Questions Remains
10:45	Ceph Rados Gateway overview		Perry Ismangil
	Orit Wasserman		
11:00			
11:15		How to support Tizen on your connected devices using the Yocto project	The Hackable Brand
11:30	oVirt – let's hyperconverge!	Phil Coval	Tal Niv
11:45	Martin Sivák		
12:00		Writing secure HTML5 applications for automotive systems	
12:15	Containers and Virtualization	Manuel Bachmann	Open source foundations: threat or menace?
12:30	Joe Brockmeier	Cuteboot	Richard Fontana
12:45		Carsten Munk	
13:00	Advanced Management for IaaS and Containers		A community take on the license compliance industry
13:15	Federico Simoncelli	Hacking on the Fairphone 2	Stefano Zacchiroli
13:30		Kees Jongenburger	Why a Patent License is Necessarily Implied But a Trademark License Is Not
13:45	Kuryr: Bridging the Docker-VM networking gap		Pamela Chestek
14:00	Antoni Segura Puimedon		
			Status of safety-critical FOSS
14:15		kernelci.org: The Upstream Linux Kernel Validation Project	Jeremiah C. Foster
14:30	Evaluating OpenStack Containers as a service	Milo Casagrande	Comparing codes of conduct to copyleft licenses
14:45	Rosario Di Somma		Sumana Harihareswara
15:00			
15:15		GNU/Linux for Safety Related Systems	Who's afraid of the DCO
15:30	Infrastructure provisioning in context of organization	Nicholas Mc Guire	James Bottomley
15:45	Katarina Valalikova		
16:00	Raiders of the lost testing env	Developing embedded JavaScript engine, V7	
16:15	David Caro	Sergey Lyubka	Pick a peck of license pickers
16:30	Oh, My! Oh-My-Vagrant (with live demos!)	Running the Processing environment on ARM SBCs	John Sullivan
16:45	James Shubin	Gottfried Haider	

▲ SHOPS, FOOD, ETC...



AVENUE ADOLPHE BUYL



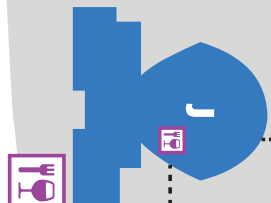
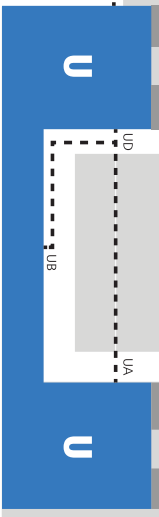
MAIN INFODESK



CAR PARK

AVENUE PAUL HEGER

AV. PAUL HEGER



AVENUE FRANKLIN ROOSEVELT

TO CAR PARK

▲ CITY CENTRE (~5 km)

