

conference **REPORT**

by Rodrigo Osorio

FOSDEM (<https://fosdem.org>)

FOSDEM, one of the major free and noncommercial FOSS events in Europe, took place in Brussels, Belgium, on the weekend of January 30 and 31, 2016.

Every year, this event attracts more than 5,000 hackers and about 600 lectures. As part of the program, FOSS projects can submit a proposal for a developer room (devroom). The BSD devroom was held on Sunday, and I was in charge of the organization of that devroom. This year, a FreeBSD devsummit was also organized for the Saturday.

FOSDEM officially starts on Friday afternoon with the “Beer Event” at the Delirium Café. Since this place is usually crowded, it’s more convenient to meet others in one of the surrounding bars. During this night, Brussels becomes a magical city where you can unexpectedly meet hundreds of software developers on every street corner and share a beer together.

The FreeBSD devsummit was held in central Brussels, close to the central station and the “Grande Place.” The hottest topic was the effort

to archive reproducible builds for base and the ports (<https://wiki.freebsd.org/ReproducibleBuilds>). In the afternoon, some attendees moved to the FOSDEM venue to see gnn@ talk about networking benchmarks.

Saturday is also the day for organized dinners. We had one with devsummit attendees in an elegant restaurant in one of the oldest European glazed shopping arcades in Brussels.

Sunday was the longest day. Devroom managers must arrive by 8 a.m., collect the recording material, carry it to the devroom, plug in everything, and be ready to operate at 9 a.m. Hopefully, the heaviest equipment is already in the room, left by the Saturday folks, and this year the FOSDEM video team did the cabling for us.

Talks start at 9 a.m. and finish around 5 p.m. with 5 minute breaks between each talk. All of the talks were very good and a lot of people attended the BSD devroom session. Some of the notable presentations included:

The EdgeBSD project talk, which started the day, turned out to be the single NetBSD-related talk.

Allan Jude’s ZFS talk forced us to put the “full” sign on the door before the talk began, and many people had to stand to attend this presentation.

François Revol from the Haiku project was the only non-BSD speaker, but he discussed how BSD code and concepts improve the Haiku project.

I want to thank everyone for their help and support in the organization of the BSD devroom, especially Roger Pau Monné, Marius Nuennerich, and Baptiste Daroussin.

Hopefully next year we will see the same quality of talks, more diversity in the BSDs, and possibly a two-day devroom. ●

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