

Ubuntu in your hands: The Going Ons at UBports

Agenda

- Overview
- Porting
- App development
- Platform development



Overview

- State of the platform
 - 15.04 → 16.04 → 20.04 → 22.04
 - Hardware partners!
 - Volla, Pine64, SHIFT
 - Upgraded middleware (Qt, sensors, NFC)

Overview

- Goals
 - An OS that works
 - Focus on the user experience
 - Works on phones, tablets & the desktop
 - Bullet-proof OS & app upgrades
 - Security → privacy

"Ubuntu Touch is not a traditional PC Linux distribution, and phones aren't traditional PCs."

Overview

- "What's the OS? What's an app?"
- Read-only system, separation of user data
- Apps might ship their own dependencies
- App lifecycle & power reduction
- Libertine containers
- Waydroid

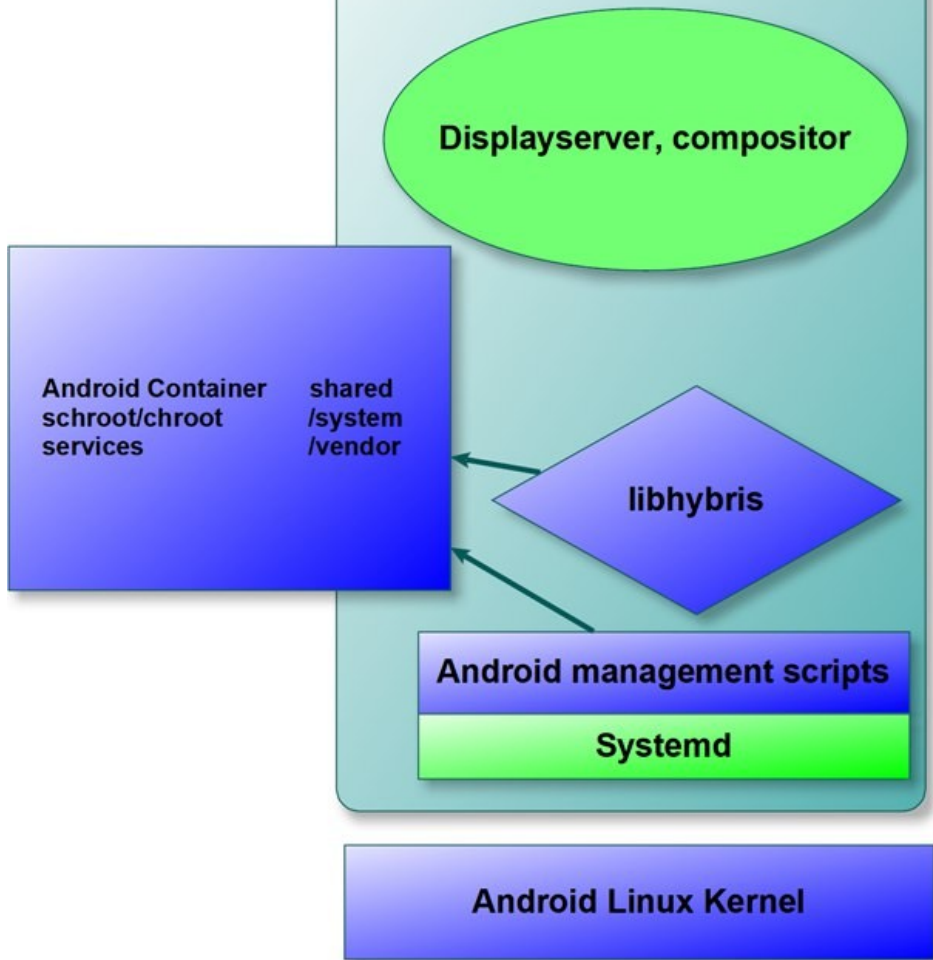
Porting

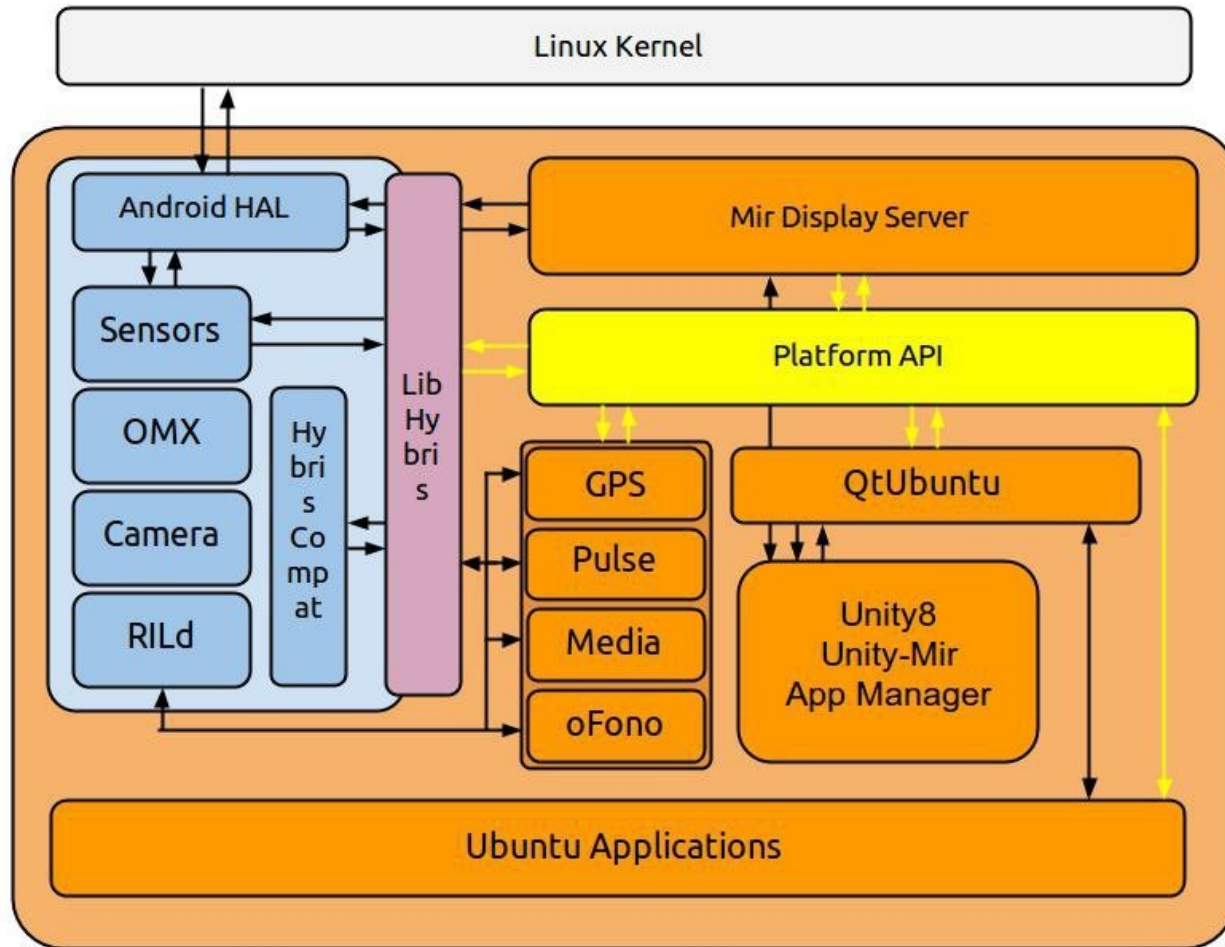
Porting

- Halium
 - Android vendor kernel + services in a LXC container
 - Supported versions: 7.1 to 11
- Mainline kernel
 - PDK image is one example
 - In the case of PinePhone: additional patches
 - Still requires changes to the defaults

-  Distribution Parts
-  Halium Parts

Linux Distribution





App development

App development

- C++, C, Python, Go, Rust, whatever Qt/QML bindings exist
- Qt 5.12, SDL2 (with patches), GTK3 (with patches)
- Halium <= 7.1: Mirclient only
- Everything else: Supports Wayland

App development

- Boundaries for apps
 - Advanced features means higher privileges required
 - Preserve battery life
 - Makes things more manageable and predictable
 - Everything outside of that: considerably insecure
 - Can be released after manual review as an unconfined app
 - Solution: submit patches to the OS!

Platform development

Platform development

- Crossbuilder
 - Builds packages using LXD container
 - Works for xenial and focal
- Platform Development Kit
 - VM to build and test using virtualization
 - focal only

Platform development

- Mir
 - A display server library compatible to Wayland (and Mirclient)
- mir-android-platform
 - Allows driving graphics using Android drivers
 - Tweakable via libdeviceinfo yaml files
- QtMir
 - Integrates Mir into the Qt Scene Graph
 - Provides QML APIs

Platform development

- Lomiri
 - The artist formally known as Unity8
 - Written in QML & C++
- media-hub
 - Background multimedia playback service
 - Allows suspending apps
 - DBus interfaces, uses GStreamer for playback
 - Partially rewritten with Qt

Platform development

- repowerd
 - Power management
 - Autosuspend
 - Wake locks
- qtubuntu-camera
 - Abstraction between Qt & Android camera stack
 - Takes pictures, records video
 - Zero-copy viewfinder
 - Single-copy viewfinder readouts

Platform development

- trust-store
 - Interactive permission system
 - Used for microphone, camera & location
- QtWebEngine
 - Drives our browser & web apps
 - Slowly regaining feature parity