















The Challenge

In Bunnie's words:

The core need was the ability to lower the barrier to acquiring new developers. Creating a cross-compilation environment for Linux is a slow and painful process. Even when everything runs flawlessly, building a bootable image from source takes about 8-12 hours on a well-appointed system and a 100Mbit fibre link. Most unpaid developers find this to be an insurmountable barrier.

The basic idea is to create a provisioned cloud image that a developer can simply take over, so that all the basic packages, kernel, and disk image are pre-built. This allows them to add their unique contribution without having to "build the world". Amazon EC2 was originally used to provide this solution, but the workload of platform builds isn't a good match to their system. A fast, multi-threaded build will consume gigabytes of memory, requires fast disk I/O, and churn through 7oGB of disk space before pruning back to a core of about 1oGB — but this resource consumption level only happens in short bursts. We tried going with the discipline of stopping instances after builds, but when you forget and leave the tap running, the hosting bills were painful.

Furthermore, getting other people involved meant asking them to surrender their credit card to Amazon and fork out \$50/month for their instance — again, this wasn't lowering any barriers.

Getting a private cloud in allows us to create well-provisioned build instances on hardware we own, and hand out instances to developers for free, at least to try things out initially; if they get serious, they can then move to an EC2 instance of their own. In particular, the ability to export from an Aptira instance to EC2 is important to us, because our goal isn't to host all builds for our system, it's simply to lower barriers so interested/curious people can try it out, without creating a prohibitive barrier to our cost of developer acquisition.





















