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Comments and suggestions

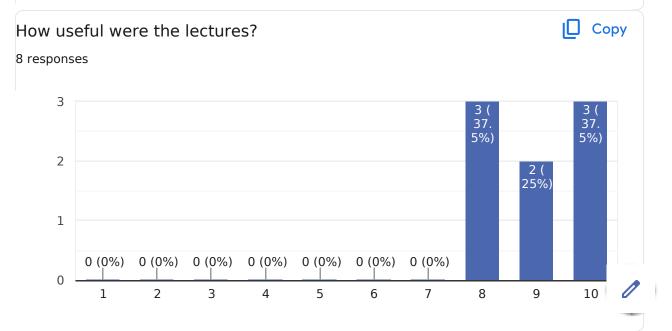
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2 responses

Excellent course providing one with a lot of essentials to build a comprehensive toolbox and the associated methodologies. That is precisely what one needs to navigate the huge ecosystem we have at our disposal, the course helps focusing on what should be known first for debugging, tracing and profiling.

Contents was as expecting and very interesting. It explains a large set of linux tools for debugging User/kernel /profiling.....



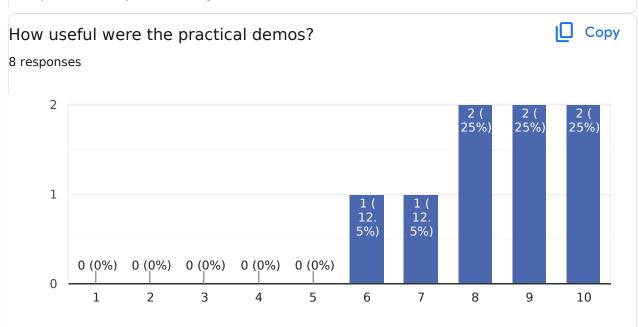
Comments and suggestions

2 responses

Very well written and clear.

There is A LOT of information there and will clearly act as a personal reference deck moving forward. What Bootlin has produced here is the outcome of a great technical expertise, combined with great pedagogy.

It would be nice to create an overview table that helps to see what tool use for what: The figures of Brendan Gregg are very useful, but having a table with an overview could further help to find very fast the right tool.



Comments and suggestions

4 responses

They were simply great.

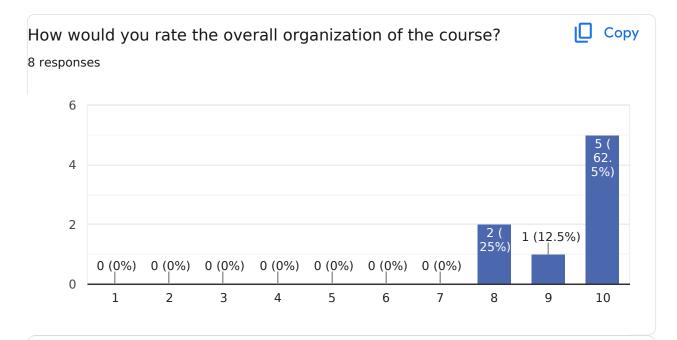
And it is absolutely needed to continue alternating between lectures and practical demos. This makes the course interactive and practical. Depending on one's expectations, some demos might be long, others too short but it doesn't matter much in the end as the goal is to serve the gaussian's median and be as diverse as possible.

I think labs are interesting when can be made manually, they lose a bit without the practical experience but overall really interesting

It will be nice if we could do the demo/exercise on QEMU instead of a board. Not necessary live but maybe after/before the day-course

It would also be nice to perform all optional exercises.



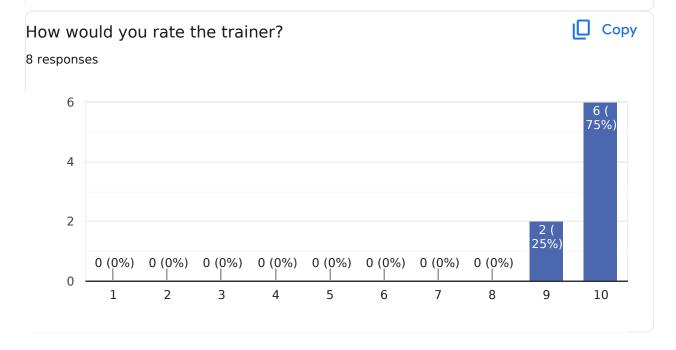


Comments and suggestions

2 responses

From end-to-end, very well organised, the recap link (https://bootlin.com/doc/training /sessions/online.debugging.feb2024/) had everything in the same place and became the goto page during the whole course. And as said in the answer about labs, a very good and needed balance between lectures and demos.

excellent, the pace was good the breaks timing but also the ratio between lecture and demo



3/28/24, 11:09

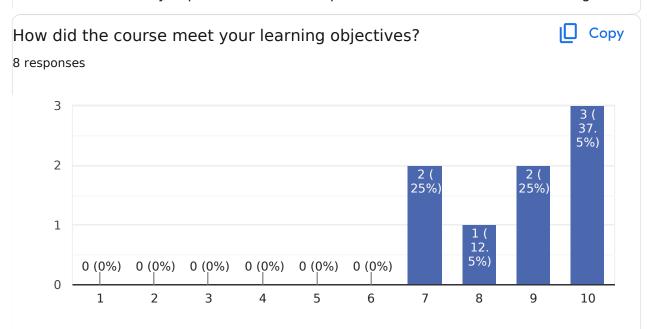
Comments and suggestions

2 responses

A personal grazie a Luca...

I would have asked far more questions in 1:1 though, which leads me to plan for in-person training at our company next time. Asking too many questions in video calls isn't in everyone's interest, in particular which such a diversity of participants. He clearly is a passionate person, so an in-person training would have been even better.

Luca Ceresoli is very experienced and it's a pleasure that he shares his knowledge.



Comments and suggestions

3 responses

Yes and no, but that's on me, not on Bootlin.

The course content was much more diverse than expected. So it doesn't meet as well as I though the objectives that I had _before_ the training. But stepping back a bit, I believe I have learned far more than I expected, so in the end, it is much better.

Most of the content will be used soon

The labs could be enhanced with ebpf related practical demos.

What part(s) of the course did you like most?

3 responses

All the kernel debugging, tracing, profiling parts.

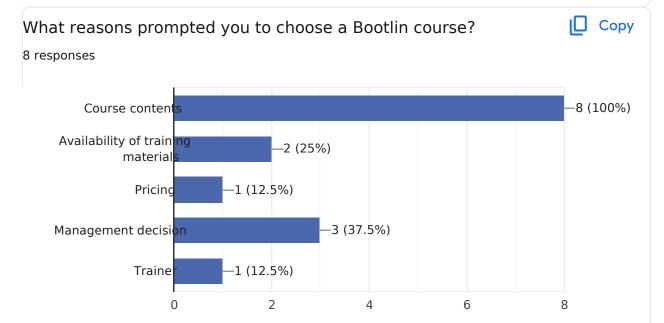
The pace of the course was perfect. Half day allow to check mail and work and then the other half to be fully dedicated to the training

kernel debugging and tracing

What part(s) of the course did you like least?

1 response

All the userland debugging, tracing, profiling parts.



Comments

1 response

Thank you for giving this online lectures: This makes it possible from all over the world to participate!

Further training needs?

2 responses

My team and our sister teams here at our company focus on end-to-end system-level power and performance analysis and optimization (i.e.: hardware and software). So there's a real interest in tracing/profiling end-to-end use cases. A topic of interest would clearly be end-to-end use case analysis profiling on Android in particular (applications, middleware, kernel).

graphic session for september

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