Abstract
Moblin is a Linux-based software platform for building visually rich, dynamic, and connected applications that run on devices based on Intel® Atom® processor technology. Moblin's common core allows application portability for running on devices such as MIDs and Netbooks.

The Moblin Architecture is designed to support multiple platforms and usage models ranging from Netbooks to Mobile Internet Devices (MID) to various embedded usage models such as the In Vehicle Infotainment (IVI) systems. The central piece of the architecture is the common layer we call "Moblin Core", a hardware and usage model independent layer that provides one uniform way to develop such devices. Underneath the Moblin Core sits the Linux kernel and device drivers specific to the hardware platform, and above the Moblin Core are the specific user interface and user interaction model for the target device. In this seminar, Fast Boot, Power optimization and UI framework will be discussed.

Biography
Terence Chiang joined Intel Open Source Technology Center (OTC) as senior Technical Marketing Engineer focus on the Moblin technology enabling. Prior his role in OTC, Terence is as a senior Intel APAC Digital Home Client Enabling Application Engineer in the SSG Developer Relations Division. During his time in DRD, he worked with Independent Software Vendors (ISV) to enable the latest Intel Technology including Intel Viiv Technology, Intel VPro Technology, Multicore Programming and Gaming Application performance optimization. Terence graduated from the University of Southern California (USC) with dual master degrees in Manufacturing Engineering and Electrical Engineering. He has a solid background and expertise in Multimedia Compression, Digital Signal Processing and Computer Graphics technology.