

## Linux Plumbers Conference 2025



Contribution ID: 4

Type: **not specified**

## Gaming on Linux MC

### **CFP ends on October 8th (CLOSED)**

The Gaming on Linux Microconference welcomes the community to discuss a broad range of topics around performance improvements for Gaming devices running Linux. Gaming on Linux has pushed the kernel to improve in several areas and has helped create new features for Linux, such as the `futex_waitv()` syscall, the Unicode subsystem, HDR support, and much more. Although they were initially created for gaming use cases, now they are used in different scenarios.

The potential topics for this year are around a lot of subsystems in the kernel, including:

- virtualization of other OSs and emulation
- cgroups for 3D resources
- schedulers focused in gaming workloads
- optimization of locking mechanisms
- filesystems
- power management optimizations
- debug data collection
- memory management challenges in gaming scenarios

**Primary authors:** ALMEIDA, André (Igalia); VERNET, David (Meta)

**Presenters:** ALMEIDA, André (Igalia); VERNET, David (Meta)