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Proactive and crash-time data collection on Steam Deck

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Steam Deck is a successful console from Valve that runs on top of FOSS, having Linux as its operating system.

For the regular gamers, user experience is smooth and they don't even need to think about what's going under the hood to ensure such good experience is possible. Specially, there are interesting bits from the tracing system and in-kernel debug features leveraged in order to achieve the smooth run.

In this talk, we're going to dive into both proactive mechanisms to detect how well the system is running and detect if there are sub-optimal paths that could be improved, as well as tooling to collect logs in case of a more severe set of issues, leading to kernel crashes.

All of that is then tied to an opt-in feature to send information to a Valve's Sentry instance to be debugged by the SteamOS engineering team.

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