Use the Windows Subsystem for Linux to develop your Qt apps on Windows

Program Managers - Avri Parker and Craig Loewen



Overview



What is the
Windows
Subsystem for
Linux (WSL)



Developing with WSL



Creating Qt Desktop apps



New in WSL



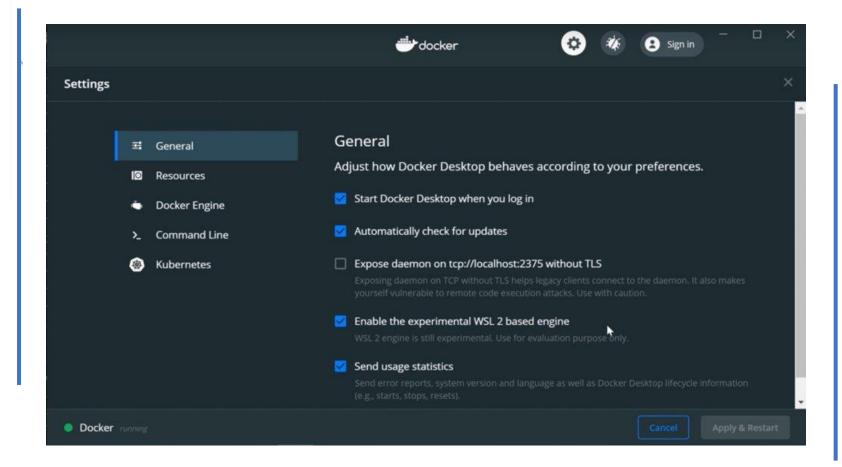
A&Q

What is the Windows Subsystem for Linux (WSL)?



Windows Integration







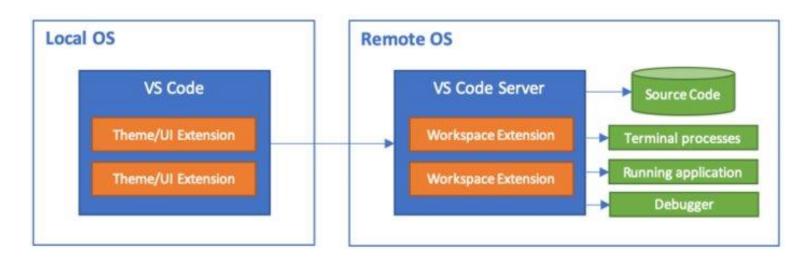
DEMO

Developing with WSL

- Install Git
- Build, Run, and debug your Linux applications 🔀



- Directly from VSCode
- Using WSL as the backend



DEMO

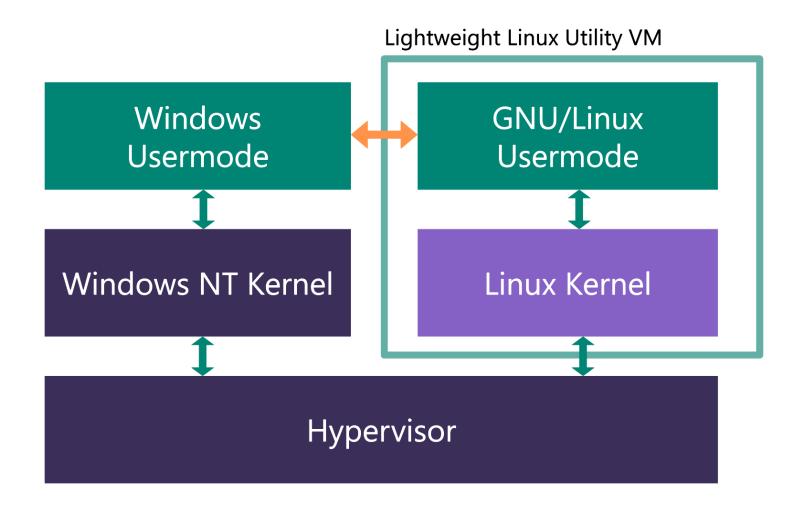
Creating QT apps







General Architecture



Differences between a regular VM and a lightweight utility VM

Traditional VM

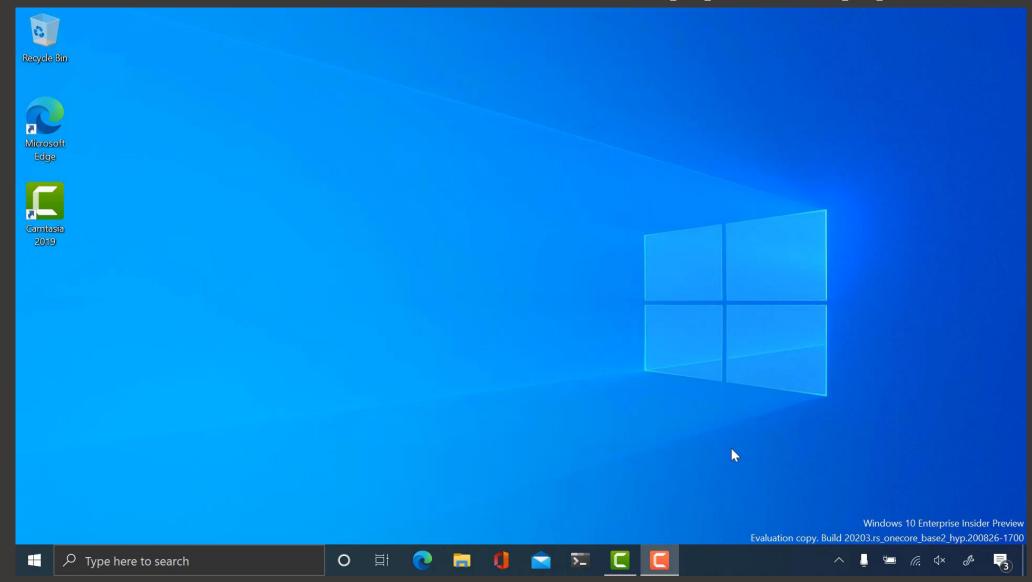
- · Isolated
- · Slower to boot
- · Large memory footprint
- · You need to manage it

VS

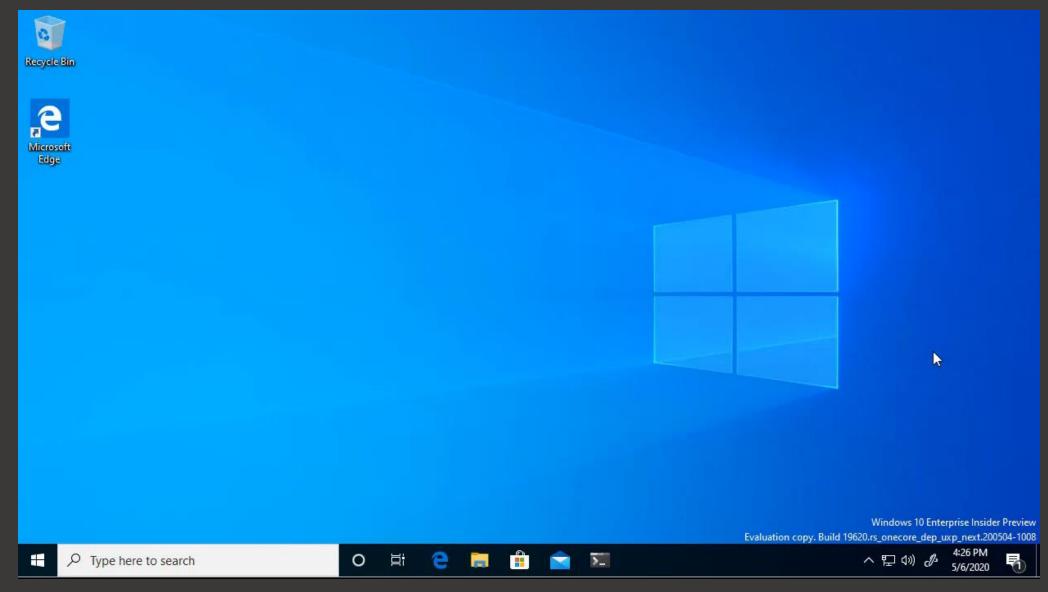
WSL 2

- Integrated
- · Fast to boot (~1 second)
- · Small memory footprint
- · Only runs when you need it

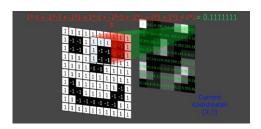
New with WSL - GUI App Support

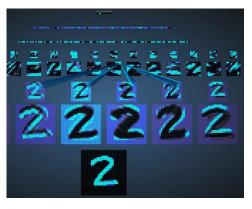


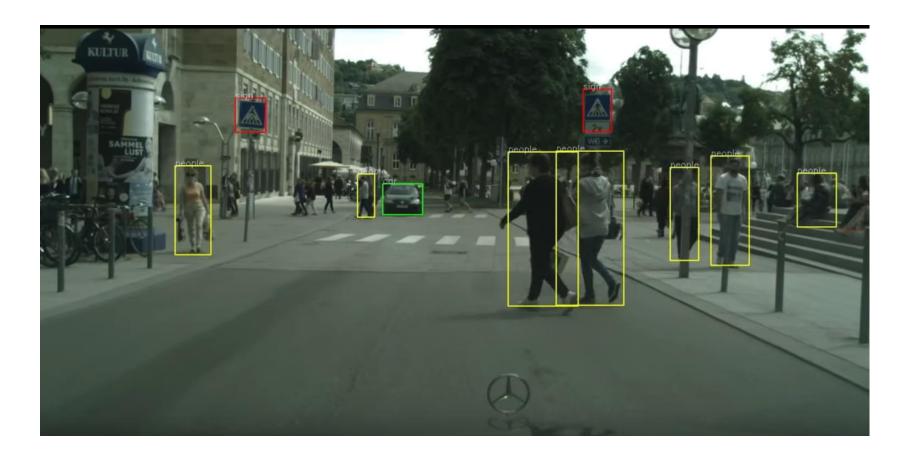
New with WSL - wsl --install



New with WSL - GPU Compute





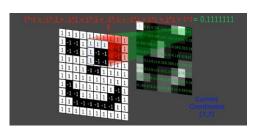


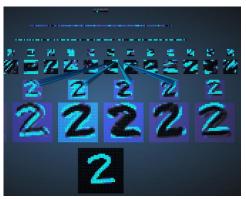
Source: The Convolution Layer (CNN Visualization) by Henry Warren on Youtube https://www.youtube.com/watch?v=KiftWz544_8
Source: 2D Visualization of a convolutional neural network https://www.cs.ryerson.ca/~aharley/vis/conv/flat.html

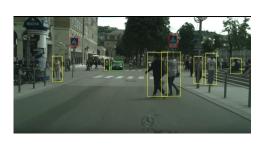
Source: CES 2016: NVIDIA DRIVENet Demo - Visualizing a Self-Driving Future (part 5) by NVIDIA on Youtube

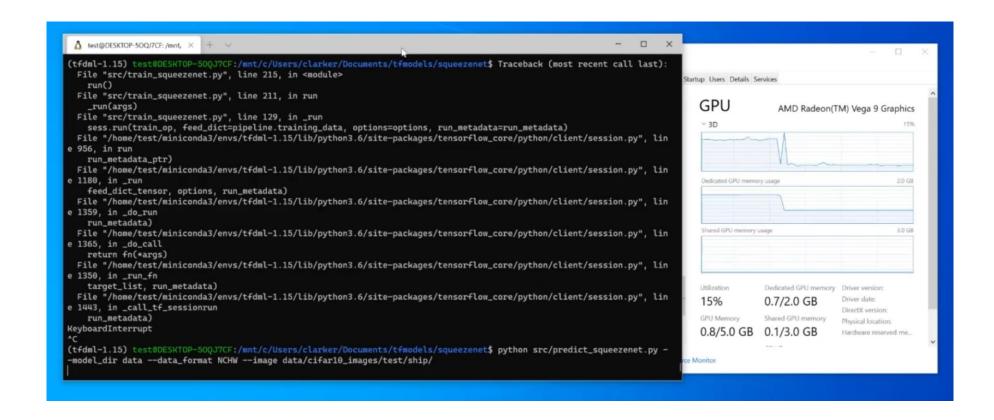
https://www.youtube.com/watch?v=HJ58dbd5g8g

New with WSL - GPU Compute









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Check out our docs, Github and blog:

https://aka.ms/wsldocs

https://github.com/Microsoft/wsl

https://aka.ms/cliblog

Thanks for joining

Any questions?