Major steps in ALMOS development

- 2012: Development of a version of ALMOS code-named ?v3?. Introducing a new scalable threading-model and updating the virtual memory subsystem.
- 2010-2011: Development of a version of ALMOS code-named ?v2?. Introducing the virtual address space management and adding more user-land libraries.
- 2008-2010: Development of a version of ALMOS code-named ?v1?. It includes the main kernel data-structures and user-land system libraries.
- 2008-2009: Specification of ALMOS's design and its development road-map.

People contributed to ALMOS development

- Laurent Lambert. Adding networking support to ALMOS (LwIP integration and drivers development for an Ethernet and GbE controllers), 2013.
- Martin Pieuchot. Porting ALMOS-v2 to Intel x86 target, 2012.
- Jérémie Brunel. Porting Phoenix Map&Reduce parallel runtime to ALMOS-v2, 2011.
- Fabrice de GANS ? RIBERI. Developing a page-cache instead of an existing buffer-cache in ALMOS-v1 (no virtual memory support), 2010.

ALMOS has been designed and originally developed from scratch by Ghassan Almaless.