

The Biggest systemd Myths

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Since we first proposed systemd for inclusion in the distributions it has been frequently discussed in many forums, mailing lists and conferences. In these discussions one can often hear certain myths about systemd, that are repeated over and over again, but certainly don't gain any truth by constant repetition. Let's take the time to debunk a few of them:

1. **Myth: systemd is monolithic.**

If you build systemd with all configuration options enabled you will build 69 individual binaries. These binaries all serve different tasks, and are neatly separated for a number of reasons. For example, we designed systemd with security in mind, hence most daemons run at minimal privileges (using kernel capabilities, for example) and are responsible for very specific tasks only, to minimize their security surface and impact. Also, systemd parallelizes the boot more than any prior solution. This parallelization happens by running more processes in parallel. Thus it is essential that systemd is nicely split up into many binaries and thus processes. In fact, many of these binaries[1] are separated out so nicely, that they are very useful outside of systemd, too.

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[1] <http://www.tuxmachines.org/taxonomy/term/38>

[2] <http://0pointer.de/blog/projects/the-biggest-myths.html>