

Android drivers in Rust

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The Rust for Linux project is adding support for the Rust language to the Linux kernel. We have a partial implementation of the Android Binder driver, as well as PL061 GPIO and NVMe drivers in Rust. Our goal is to make Rust available to kernel developers so that drivers can be written more expeditiously, with most potential memory bugs caught at compile-time, while at the same time preserving performance characteristics.

We show brief examples of how this is achieved and what real drivers look like in Rust, contrasting them with their C counterparts. We'd then like to discuss concerns, objections, potential unforeseen difficulties, general feedback, etc. that members of the community may have. We're also interested in hearing about existing pain points when writing drivers in C so that we can try to improve the experience in Rust.

I agree to abide by the anti-harassment policy

I agree

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