Rust

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The patch series was trimmed down to a fairly minimal set of changes. Is there anything else you would like to see?
If the minimal series is merged, what is the expected path for the remaining parts? Their subsystems tree? The Rust tree?
Maintainership of Rust abstractions

Any objections to subsystems maintainers doing it?
Additional topics

Splitting the kernel crate
  Dependency management between internal crates.
  Writing crates in the rest of the kernel tree.

Toolchain requirements
  Minimum Rust compiler version.
  Cadence of upgrades of the minimum version.

GCC support
  Architecture support.

Licensing
  Reusing the kernel crate components (i.e. in other projects).
  Allowing non-GPL third-party kernel modules.
Additional topics

Panics
- Consequences of a Rust panic.
  - Integer overflows.

CONFIG_RUST=y without the Rust toolchain
- Bisection implications.

Sphinx/kernel-doc and rustdoc integration

Allowing external dependencies

Vendoring of useful third-party crates

Further integration in the different kernel CIs
Thank you!

Questions?
Rust

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Backup slides
Safe Abstractions

Forbidden!

Safe

Unsafe
Rust tree:

- library/
  - core crate
  - alloc crate

- builtins crate

Linux tree:

- rust/
  - alloc crate
    - kernel crate
    - macros crate
    - exports
    - helpers

- include/
  - bindgen
    - bindings crate