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Converting a DRM driver to Rust

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Programming in C and shifting to Rust can be a hard challenge for an old-school C programmer. Rust for Linux introduced a new programming paradigm to the Linux Kernel and this means that C programmers like me need to shift our mindset. I'll share my view on the matter after rewriting the VGEM DRM driver in Rust during my Igalia Coding Experience in the summer: the view of a C programmer and a beginner in Rust.

In this talk, I will discuss the challenges for a C programmer to write a Rust kernel driver, addressing the use of the DRM bindings, developed by Asahi Lina, the performance of the Rust driver, the benefits of the Rust features for driver development, and the roadmap to convert a C DRM driver to a Rust DRM driver.

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