Moving forward with Rust in V4L2

Daniel Almeida
Consultant Software Engineer, Collabora
daniel.almeida@collabora.com
What has been done so far?
What we have so far

- Abstractions for some V4L2 data types
- A *very* thin videobuf2 abstraction (you can create a queue)
- Abstractions for some VIDIOC_* ioctlS
- The necessary code to get the driver to probe
- A module that prints to the terminal when processing some of the VIDIOC_* ioctlS
Why we should experiment with Rust in V4L2?
Why Rust?

- V4L2 takes in *a lot* of untrusted data from userland
- Rust can help mitigate this problem at compile time
- There are low-risk components to experiment with
- This gives maintainers the time to evaluate whether Rust works for the subsystem
I discussed this topic during the Media Summit 2023
Roadblocks and feedback
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- There must be more contributors working on this
We want to unblock this effort
Which is why we are proposing a virtual stateless codec driver in Rust
We already have a similar driver in C
Virtual stateless codec driver

- Requires adding Rust abstractions for important components in V4L2
- Not much more effort to write a driver for real hardware!
- Shows the community how a V4L2 Rust driver will look like
- This is not a critical component, just another driver
- Maintainers will have actual code to judge
Eventually, the Rust driver can replace visl
Open questions

• What happens if the C API is changed and it breaks the Rust bindings? Can we detect automatically?
  – Maybe CONFIG_MEDIA_EXPERIMENTAL to buy time?
• Collabora-maintained branch? Is this helpful?
• Anything else we can do to drive this?
Feedback?
Thank you!