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How to reduce complexity in Proxy Execution

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The proxy execution patch series continues to be worked on to stabilize and get it ready for validation for use in products.

But its complexity is high.

I want to have a discussion for ideas on how we might break things up into more fine grained patches to iteratively get upstream, without making it an epic effort (hello, PREEMPT_RT!), or overwhelming reviewers ("[PATCH 1/628] sched:...")

What initial half-steps might make sense? Is there value in proxy execution if we only boost locally (boost lockholder only if its on the same cpu as the selected blocked task), skipping migration initially?

I'll also outline whatever the current state of the patch series is as of Nov.

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