

# Linux Plumbers Conference 2024



Contribution ID: 46

Type: **not specified**

## Giving Rust a chance for in-kernel codecs

*Wednesday, 18 September 2024 11:00 (30 minutes)*

This talk will show how it is possible to write Rust code without a binding layer, with a focus on V4L2 codec drivers and libraries. It will present a strategy wherein only a few critical functions are converted to Rust while accounting for the role of the “cbindgen” tool in keeping ABI compatibility. The source code of a previously submitted proof-of-concept will be used to provide examples.

**Primary author:** ALMEIDA, Daniel (Collabora)

**Presenter:** ALMEIDA, Daniel (Collabora)

**Session Classification:** Rust MC

**Track Classification:** Rust MC