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# Tyr: a new Rust GPU driver

Showcase the current state of Tyr, a new Rust kernel driver for Arm Mali GPUs, briefly mentioning current status of the driver and the associated Rust abstractions needed to support it, as well as the future plans for both upstream and Android.

The discussion should be centered on whether the current upstreaming plan makes sense to the DRM community, considering our efforts both upstream and downstream. We also aim to discuss how to combine efforts with the current JobQueue abstraction that is being worked on. This includes possibly using the downstream Tyr branch as a testbed for the design, as well as discussing in what other ways the Tyr team can contribute to this work.

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