Contribution ID: 8

Rust Workshop - Day 2: Using Rust on embedded systems

Wednesday, August 28, 2019 1:15 PM (4h 45m)

Learning how to develop software for embedded devices has been a treacherous road for a long time. Dangers of undefined behavior coupled with quirks of embedded devices and "beginner" fallacies cause many promising developers to shy away from embedded development. This workshop is made up of two parts: Learning how to develop software for embedded devices has been a treacherous road for a long time. Dangers of undefined behavior coupled with quirks of embedded devices and "beginner" fallacies cause many promising developers to shy away from embedded development. This workshop is made up of two parts:

The second day builds on top of these features showing how they can be (and are) applied to embedded development. It will be shown how common embedded problems like ordering hardware initialization, reusing hardware drivers across platforms and using high level abstractions are safe and convenient in Rust.

Presenter: Mr SCHERER, Oliver (KIT - Karlsruhe Institut of Technology)

Session Classification: Tutorials