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Remote Build Execution for Kernel Developers

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Remote Build Execution (RBE) technology is starting to gain traction among organizations which maintain large codebases as a means of speeding up builds and reducing their infrastructure costs. Originally developed around the Bazel build system, it has since been adopted by other code bases, for example Chromium and AOSP. This talk will explain how RBE works, how it can be applied to the Linux kernel, and provide a list of open-source backends that organizations and maintainers can deploy on their own infrastructure.

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