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Exploring a real life RCU use case for Rust

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RCU (Read-Copy-Update) is a great mechanism in the Linux kernel for read-mostly situations. However, it is used almost exclusively on the C side and there's virtually no support for it on the Rust side. While there are plans to implement RCU in Rust using projections, those are largely still in the making, and the author believes there are some special cases worth addressing now, for instance, the ones related to RCU lists. This talk is basically an invitation to a discussion on how these may be addressed, with one real life example the author would specifically like to bring up.

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