

WORKSHOP

Role of Rust in Safety Critical Applications

and potential Implications for ELISA

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Rust for Linux

https://rust-for-linux.com/

- Greg K-H on Rust in the kernel:
 - https://www.phoronix.com/news/Greg-KH-On-New-Rust-Code
- Process of opening up kernel for Rust has already uncovered bugs
- Potential for engaging new generation of developers





Rust Toolchain

Certified compilers from Ferrous Systems, AdaCore

- Language specification used to certify Ferrocene donated to Rust Foundation
 - https://blog.rust-lang.org/2025/03/26/adopting-the-fls/





Rust vs MISRA

An investigation of Rust using the exida ctools suite in 2022 :

- Set of tests for C to compare effectiveness of code analysis tools
 - Considered around 100 of the test cases for Rust
- Rust, by construction, prevents two thirds of the test cases
 - o i.e. the test cases simply would not compile
- At runtime, Rust's controlled panics would catch a further 25% of the tests.
 - Using `no-panic` crate, most would be convertible to compile-time failures, bringing the "not possible by construction" percentage up as high as 90%





Rust and security

Tight correlation between cybersecurity and safety

- Rust was designed with cybersecurity in mind
- Some classes of issues that are relevant to safety are already known and managed as a a result of this
- Process aspects of cybersecurity are different, but many of the software aspects are the same





Reasons to choose over C for new development

Codethink decision to write the Safety Monitor in Rust based

- Considered using C, but complexity of some features made Rust more appropriate
 - Enabled developers without specialised skill set to contribute with confidence
 - Reduced need for supervision by safety experts, because most classes of error were already addressed by the language
- Motivated a younger cohort of engineers to engage with the challenge
- Longer-term maintenance is easier, because the rules don't need to be policed
 - Reduces cognitive load of programmer, because they don't have to think about these rules





Debugging Rust

- First class integrated tooling in IDE
- Can still use valgrind and tools designed to work on binaries, not C code
 - These tools using debug symbols and ld-preload
 - o e.g. cachegrind, memcheck, hellgrind





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Questions?



