

# Bringing Tier-1 support for 64-bit RISC-V Linux to Rust

We are bringing the 64-bit RISC-V Linux port of Rust to Tier-1 ("guaranteed to work") from its current Tier-2 status.

Toolchains like Ferrocene already enable Rust adoption in mission-critical systems.

The partnership between Ferrous Systems and Codethink is enabling adoption on a wider range of embedded hardware and operating systems.

## Rust:

... is an open-source **systems programming language** designed to empower everyone to build reliable and efficient software:  
**Safety - Performance - Productivity**

... is a **statically-typed compiled language**.

Its powerful language-level static analysis prevents use-after-free, double-free, shared mutability, threading race hazards, and more. The libraries and binaries (known as crates) are composed of modules, which have clear type-checked public, semi-private and private APIs.

... is **cross-platform** and supports a wide range of Operating Systems:

- Windows, Linux, macOS
- FreeBSD/NetBSD/OpenBSD/Illumos
- VxWorks, QNX, LynxOS-178
- RTOS like ThreadX, FreeRTOS or RTEMS, and
- bare-metal platforms with no OS or heap

- **Cargo**, the package manager and build system
- **rustdoc**, the documentation generator
- a **test system**, which supports unit tests integration tests and doc tests
- a linter, **clippy**, which spots code which is technically correct but not idiomatic

... uses LLVM and is a cross-compiler out-of-the-box. It supports a wide range of CPU architectures:

- Intel **i686** and **x86-64**
- **RISC-V** 32-bit and 64-bit
- **Arm** Cortex-M, Cortex-R and Cortex-A
- **SPARC**
- **PowerPC**, **MIPS**, and more!

```

src > @ lib.rs u X
1  /// Parsers for various /proc files
2  ///
3  /// We cover formats such as those used in '/proc/meminfo' and '/proc/vmstat'
4
5  use std::path::{Path, PathBuf};
6
7  /// A parser for files which are key/value sequences
8  ///
9  /// We parse lines approximating:
10 /// `^\s*(?P<key>\S+)\s*:?s*(?P<value>\S+).*$`
11 2 implementations | 5 references
12 pub struct KVParser {
13     location: PathBuf,
14     colons: bool,
15     whitespace_in_values: bool,
16     buffer: [u8; 8192], // A buffer so we don't allocate at parse time
17 }
18
19 impl KVParser {
20     /// Prepare a new 'KVParser' ready for use
21     ///
22     /// We can choose to use colons as the separator, and whether or
23     /// not to allow for whitespace in values.
24     ///
25     /// # use procparser::KVParser;
26     /// let mut parser = KVParser::new("/proc/meminfo", true, false);
27     ///
28     0 references
29     pub fn new(location: impl AsRef<Path>, colons: bool, whitespace_in_values: bool) -> Self {
30         Self {
31             location: location.as_ref().to_path_buf(),
32             colons,
33             whitespace_in_values,
34             buffer: [0; 8192],
35         }
36     }
37
38     /// Run Doctest
39     /// Change the filename associated with this parser
40     ///
41     /// # use procparser::KVParser;
42     /// # use std::path::Path;
43     /// let mut parser = KVParser::new("/proc/meminfo", true, false);
44     ///
45     /// parser.set_location("/proc/status");
46     ///
47     /// assert_eq!(parser.location(), Path::new("/proc/status"))
48     ///
49     0 references
50     pub fn set_location(&mut self, location: impl AsRef<Path>) {
51         self.location = location.as_ref().to_path_buf();
52     }
53
54     /// Run Doctest
55     /// Read and parse the file we've been prepared for
56     ///
57     /// The number of KV pairs which were passed to the callback will be returned
58     /// on success.
59     ///
60     /// # use procparser::KVParser;
61     /// let mut parser = KVParser::new("/proc/meminfo", true, false);
62     ///

```