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printk: kthreads and atomic consoles for mainline

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Since 2018 there has been a dedicated effort to rework printk. Originally fueled by the need to make printk real-time friendly, the task quickly evolved to address many other existing problems within the printk subsystem. Since 5.8 there has been a steady flow of these improvements getting merged into mainline, but several RT-critical pieces are still remaining: sync mode, kthread printers, atomic consoles, pr_flush().

In this session we will take a look at these needed features, talk about why their current PREEMPT_RT implementation is not acceptable for mainline "as is", and discuss the plan for moving forward.

I agree to abide by the anti-harassment policy

I agree

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