

Monday, October 5, 2026

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Maya: Good morning, and welcome to the Linux Morning Briefing for Monday, October fifth, twenty twenty-six. I'm Maya.

Devon: And I'm Devon. We've got a packed morning: a brand-new kernel release candidate, some drama in Linux gaming, and a security-focused distro with a fresh release.

Maya: Let's start with the kernel. Linus Torvalds shipped Linux seven point three, release candidate six, just hours ago. This one is all about getting back to normal. After last week's release candidate had a slightly unusual look to it, this one brings five hundred twenty-four commits from two hundred eighty-one contributors, and the balance is familiar again. About half the work is driver fixes, and the rest is everything else.

Devon: Linus's own word for it was normality. And there's a distinctly modern flavor to it, which he called the A I normal. Roughly sixty-nine of this week's commits touch memory safety or security-relevant territory: use-after-free bugs, buffer overflows, resource leaks. Those are exactly the bug classes that fuzzers and A I-assisted tools have been surfacing in bulk.

Maya: The standout contributor this week is Sean Christopherson of Meta, with twenty-one commits, all aimed at K V M. His theme is virtualization correctness: wrapping virtual C P U creation in the right locks, rejecting attempts to lock all virtual C P Us during creation, and batching fixes so hardware updates only fire once a virtual machine actually starts running. It's the kind of invisible work that keeps cloud servers from crashing.

Devon: And remember, release candidates are test builds. At release candidate six, you're roughly six weeks into the seven point three cycle, well past the point where new features arrive. Only fixes keep trickling in, and that quiet march toward a final release is exactly what we want to see.

Maya: Over in distro land, the security crowd got a new release. Parrot O S seven point four landed on October third, shipping with Linux kernel seven point one, the new AnonSurf six point zero for anonymized browsing, refreshed penetration-testing tools, updated Raspberry Pi images, and general package improvements.

Devon: And in Linux gaming, the plot thickened. A few days ago, a group of gaming distros announced the Open Gaming Collective, a collaboration to stop duplicating work and share kernel patches and tooling. But one big name said no thanks: Cachy O S.

Maya: Founder Peter Jung, known online as p t r one three three seven, explained on Reddit that Cachy O S opted out because it doesn't see much benefit, handhelds aren't its focus, and it worried the collective could become, in his words, a bureaucratic loophole. He also said the whole thing looked rushed, partly to solve Bazzite's kernel maintainer problem. and that Cachy O S didn't want to be

sourced its toolkit for programming Huawei's Ascend accelerator chips. The package includes TileLang, which is being billed as China's answer to Nvidia's C U D A, the software platform that is the worldwide standard for telling A I chips what to do.

Devon: DeepSeek says it worked closely with Huawei to boost performance on the Ascend nine fifty chips, and that a powerful, simple programming language was essential for building a healthy A I ecosystem. It's a clear step toward A I development that doesn't depend on American hardware, and with Nvidia's dominance in the training market, that's a story with legs.

Maya: And that is your Monday briefing. Kernel seven point three inches toward release, gamers argue about cooperation, and the A I hardware race gets a new open-source player.

Devon: We'll be back tomorrow morning with the latest. Until then, keep your systems updated and your terminals open.

Maya: Have a great day, everyone.