

Why is Peer to Peer DMA so hard on Linux?

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Whether it is HPC or gaming, peer to peer DMA is an important part of improving IO throughput and performance on servers and workstations and yet, it has only recently become barely functional on Linux. This talk delves into the history of peer to peer DMA on Linux, why it is so challenging, what the current landscape looks like, and ways we can improve in the future.

Code of Conduct

Yes

GSoC, EVoC or Outreachy

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