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Why is Peer to Peer DMA so hard on Linux?

Wednesday, 16 September 2020 19:30 (20 minutes)

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.

GSoC, EVoC or Outreachy

Code of Conduct

Yes

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