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drm and cgroup memory management - two great tastes

Traditionally the drm subsystem has managed memory for GPU devices in its own space. Devices having large amounts of VRAM and mostly being client focused, meant there wasn't a large amount of attention paid to integrating with cgroup memory management.

However this is changing with more GPUs in servers/HPC scenarios and more shared memory devices without device RAM becoming available.

Providing an integration between the two worlds faces some challenges and this talk will discuss those challenges and hopefully open up discussion on how best to solve them in a backwards compatible and forward looking way.

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