

# Why is Peer to Peer DMA so hard on Linux?

*Wednesday, September 16, 2020 7:30 PM (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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**Session Classification:** Main Track

**Track Classification:** Talk (half slot) (Closed)