Project 2 Report

1. Programming design

This time we didn't completely coding with the given sample code, but its structure is almost the same. We construct a network with server and client module to communicate between master and slave, and then transmit the data. With "if" condition checking the third parameter in command line, we can choose the required approach of "mmap" or "fcntl".

2. The Result

Ubuntu terminal:

(1) fcntl

(2) mmap

```
標案 模器 核視 輸入 装置 説明
uscr@ubuntu:"/nfs/project2$ sudo ./master README.md mmap
file size=2667
user@ubuntu:"/nfs/project2$ sudo ./slave README_slave.md mmap 192.168.50.145
start slave
slave size=2667
user@ubuntu:"/nfs/project2$
```

dmesg:

(1) fcntl:

```
[ 223.747639] server: virt_to_phys = 34ce1990
[ 241.602145] Transmission time: 0.000063 ms, File size: 2667 bytes
[ 241.606509] client: virt_to_phys = 34ce1650
```

(2) mmap:

```
[ 30.4413561 network_server: loading out-of-tree module taints kernel.
[ 30.4414131 network_server: module verification failed: signature and/or required key missing - t ainting kernel
[ 43.2707171 network_client: module license 'unspecified' taints kernel.
[ 43.2707201 Disabling lock debugging due to kernel taint
[ 48.2692071 Transmission time: 0.000021 ms, File size: 2667 bytes
[ 48.2942991 client : device_open(ffff8800396c3b00)
```

3. Performance Comparison

The approach 'mmap' is about three times faster than 'fcntl'. 'mmap' is faster because it reduces the number of copies needed when transferring large amount of data, thus can the number of kernel entries needed for reading cached data. On the other hand, 'fcntl' involves an extra memory-to-memory copy, which can be inefficient when transferring large amount of data.

4. Team

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