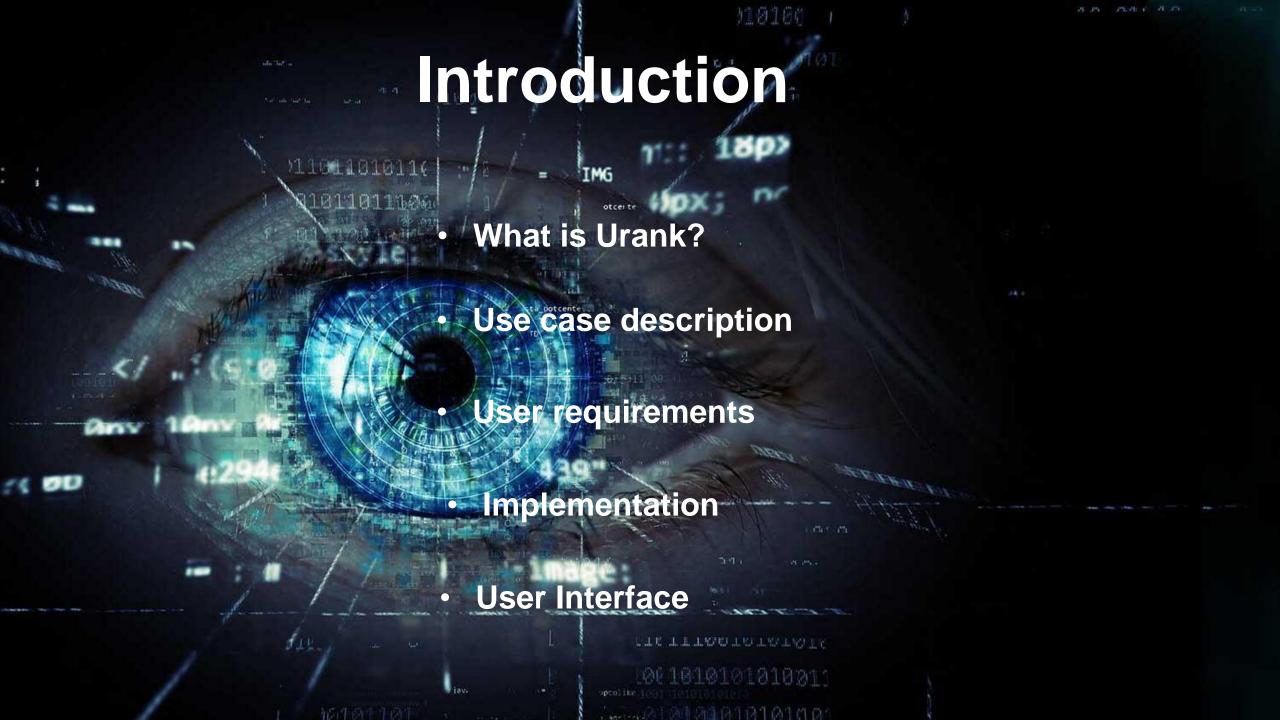


# Text Data and Search Results

Urank reimplementation

Group 20





### Use case description

Our project is based on urank reimplementation where we are going to provide additional features which help users to get more details about information he is searching for

- Provide users with topics
- Search feature
- Inspect documents
- Inspect co-relation between them
- Bookmark
- History

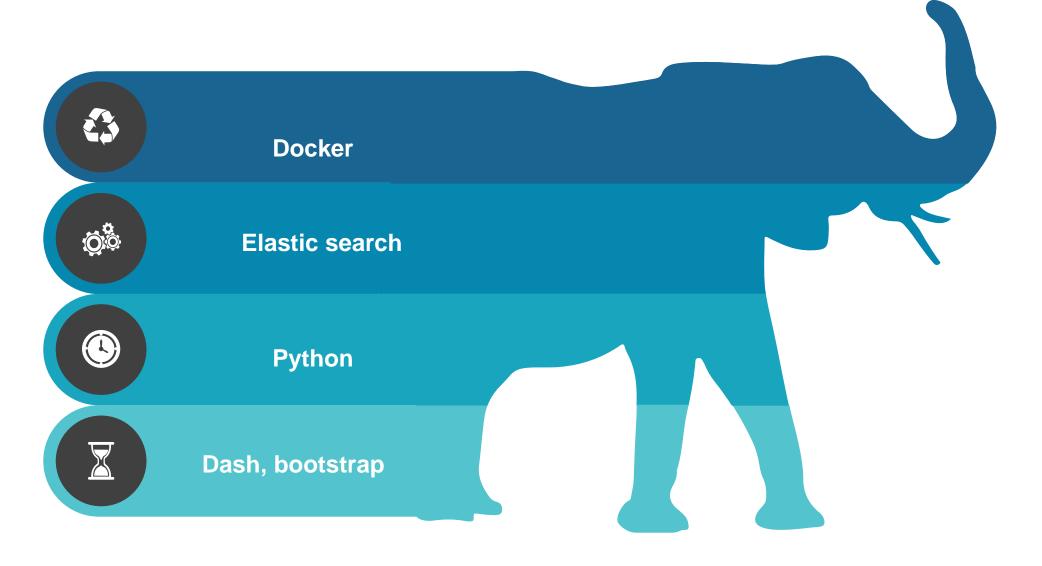


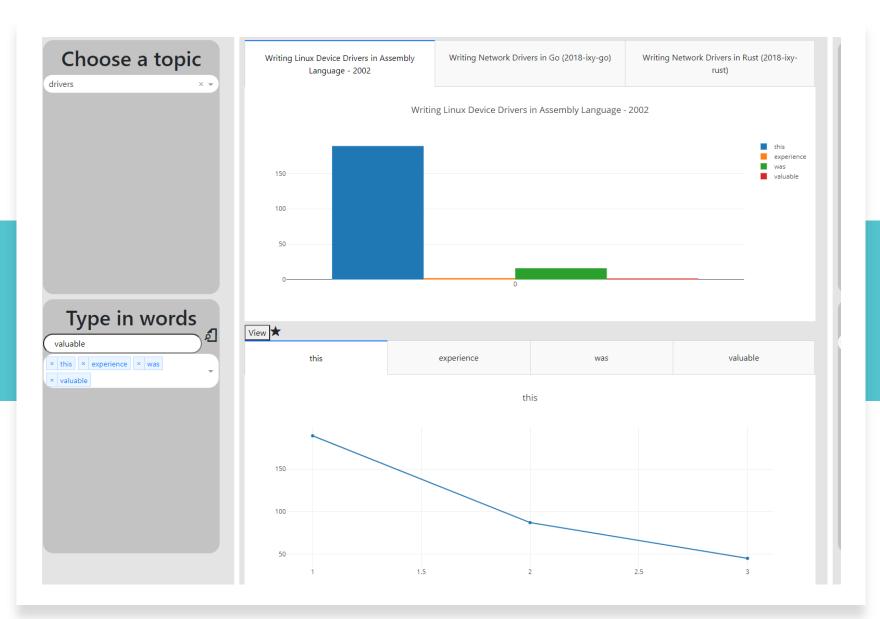
Ratio between documents words 9

Matching documents

- Inspection of documents and searched words during inspection
- Memorize latest search results
- Easy access to the documents of interest

## Implementation





#### Results

use in their examples) didn't seem particularly productive, either. What to do? It occurred to me that if I were to translate all the examples in C to a different programming language, I would have to really understand material. Of all the languages besides C, assembly is probably the most practical language with which one can write device drivers (practical from a capability point of view, as opposed to a software engineering point of view). The only reasonable language choice for Linux device drivers other than C is assembly language (that is, I \*know\* that I'd be able to write my drivers in assembly since GCC emits assembly code; I'm not sure at all that it would be possible to do this in some other language I have access to).

Rewriting Rubini & Corbet's examples in a different language certainly helps me understand what they're doing; rewriting their examples in assembly language really forces me to understand the concepts because C hides a lot of gory details from you (which Rubini & Corbet generally don't bother to explain). So that was my second reason for using assembly; by using assembly to write these drivers I *really* have to know what's going on. This experience was valuable not only because it forced me to learn Linux device drivers to a depth I would have never otherwise attained, but it also taught me a lot of in-depth *Linux* programming, as well. You won't fully appreciate the complexity of the Linux system until you've converted a large number of C header files to assembly language (and verified that the conversion is correct).

Note that all the examples in this text are pure assembly language. I don't write a major portion of the driver in C and then call some small assembly language function to handle some operation. That would defeat the purpose for (my) using assembly language in the first place, that is, forcing me to really learn this stuff.

Of course, many people really want to know how to write Linux device drivers in assembly language. Either they prefer assembly over C (and many people do, believe it or not), or they need the efficiency or device control capabilities that only assembly language provides. Such individuals will probably find this document enlightening. While those wanting more efficient code or more capbility could probably use the C+assembly approach, they should still find this document interesting.

Of course, any die-hard Unix/Linux fan is probably screaming "don't, don't, don't" at this point. "Why on Earth would anyone be crazy enough to write a document about assembly language drivers for Linux?" they're probably saying. "Doesn't this fool (me) know that Linux runs on different platforms and assembly drivers won't be portable?" Of course I realize this. I'm also assuming that anyone bright enough to write a

# Highlighted PDF

#### Bookmarks

