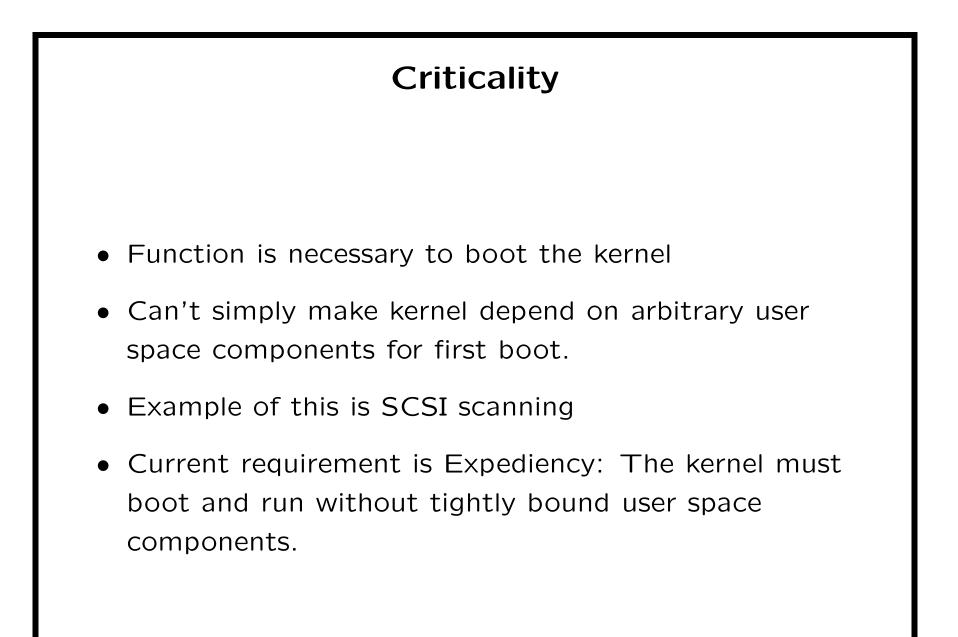
Where should the Line be drawn between kernel and user space?

James Bottomley

Hansen Partnership

18 September 2008



## Performance

- Some things need to be in-kernel for performance reasons
  - Drivers could run in user space (ndiswrapper, UIO)
  - But it can be inefficient
- However, must be careful ... Microsoft pulled the whole of windowing into the kernel on this argument.
- Current ongoing debate over SCSI target mode.

