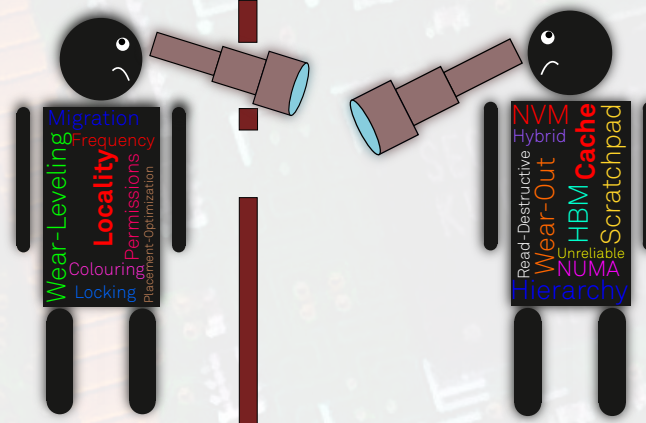


# Memory Diplomat

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## The Problem



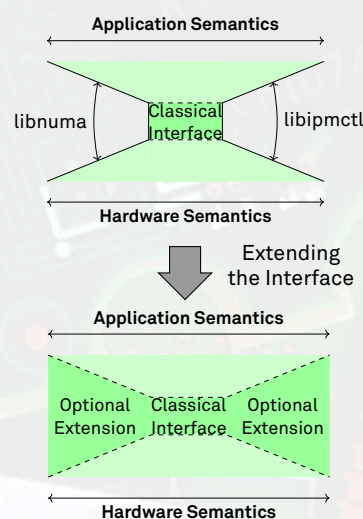
- Modern computing systems abstract memory access typically to a very narrow interface
- Characteristics only visible by “punching holes” in the wall that separates Software and Hardware
- Even more challenging with new emerging memory technologies

## Need to Actively Negotiate...

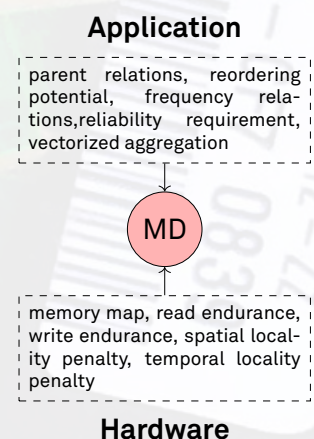


Add an Instance for Negotiation between Hardware and Software  
→ **Memory Diplomat**

## ...Over an Extended Interface...

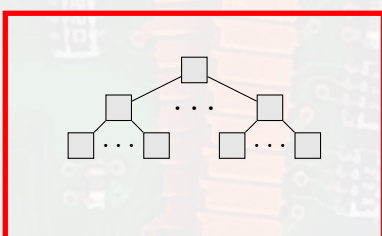


## ...by Considering Abstract Behavioral Characteristics



## Example

### Application



```
OrderedTree::OrderedTree(){
  MD::registerDataRelation(root,
    root->child[0],
    MD::DataRelation::FollowsProb(0.6));

  MD::allowRemapping(node_list,
    OrderedTree::swapNodeLocation,
    MD::Reordering::ARBITRARY_ORDERING);
  [...]
}
```

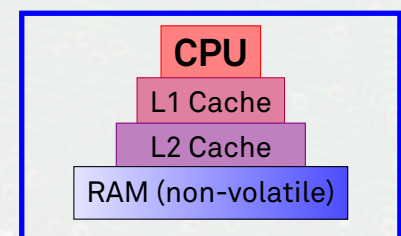
Register Characteristics

Memory Diplomat

```
<cpu>
  <cachelevel>2</cachelevel>
  <l1d-size>32</l1d-size>
  <l1d-cl-size>64</l1d-cl-size>
  ...
</cpu>
<memory>
  ...
  <retention-time>'2y'</retention-time>
  ...
</memory>
```

Register Characteristics

### Hardware



## Memory Diplomat

- Joint project of the DAES group and the DBIS group at TU Dortmund University
- Memory Diplomat* is our vision of a modernized memory interface that is able to take characteristics from hardware and application into account.
- Memory Diplomat* is intended to be easily extendable, enabling an easy integration into other projects within the priority program.

## Intended Track

- The plan is to “shape” the *Memory Diplomat* incrementally, covering the following topics over the next three years:

- Memory Lifetime
- Access Sequences
- Hybrid Memory Systems
- Unreliability
- In-Memory Computing

