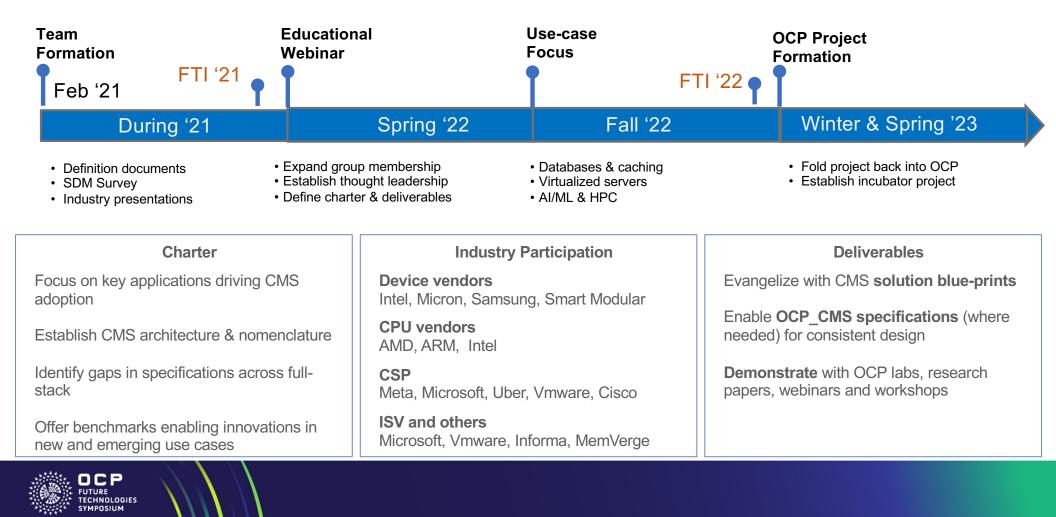
Driving HW-SW Co-Design for Software Defined Memory Systems



SDM System Workstreams & Scope of Deliverables

	Frontier A Local Memory Expansion	
Solution blue-prints [primary use cases]	Databases / Caching / Virtualization Al/ML, HPC, others	
HW configurations [new capabilities to improve solution ROI]	CPU / GPU / Mem. expanders / Accelerators	
HW specifications [for emerging devices]	Form factor, thermal, device mgmt., security	
SW ecosystem	Use case specific SW platform readiness	
SW & HW integration [specification gaps closure]	Caching controls Page migrations for memory tiering (for emerging memory, low-cost memory) Hot / cold page mapping	
Open-source benchmarking [ecosystem consistency]	Cachebench, Deepspeed, others	
Compute near memory	Basic Semantics	





SDM System Workstreams & Scope of Deliverables

	Frontier A Local Memory Expansion	Frontier B Pooled Memory Expansion	Frontier C Switched Memory Fabrics
Solution blue-prints [primary use cases]	Databases / Caching / Virtualization Al/ML, HPC, others	Virtualization	To be developed
HW configurations [new capabilities to improve solution ROI]	CPU / GPU / Mem. expanders / Accelerators	Multi-port and/or Multi-host configuration & specifications for memory controllers	Switch based fabrics (config. differences for within & across racks)
HW specifications [for emerging devices]	Form factor, thermal, device mgmt., security	Device failure handling RAS definitions Memory fencing and other such issues	+ Switch definitions & specs Multi-protocol (network, CXL, others) Variable payload efficiency (byte to block) Electrical & Optical interconnects
SW ecosystem	Use case specific SW platform readiness	+ Dynamic memory allocation capability Memory overcommit capability	
SW & HW integration [specification gaps closure]	Caching controls Page migrations for memory tiering (for emerging memory, low-cost memory) Hot / cold page mapping	+ Pooled memory system management Including interconnect config & mgmt.	Needs focused work to sharpen scope
Open-source benchmarking [ecosystem consistency]	Cachebench, Deepspeed, others	mlc, others	Pick compating
Compute near memory	Basic semantics		Rich semantics

