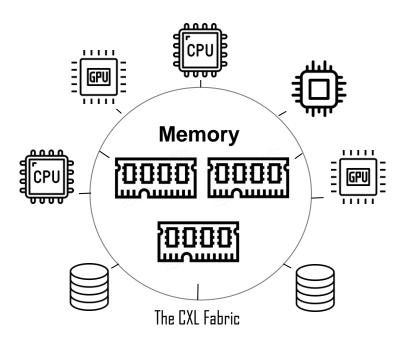
CXL Ready for Take-off



Charles Fan
Co-founder & CEO



CXL Enables Memory-Centric Computing

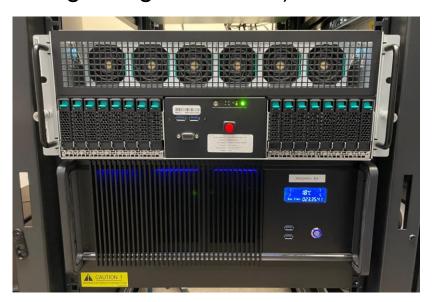


- Disaggregates memory from processors
- Enables
 - Memory expansion
 - Memory pooling
 - Memory sharing



Project Endless Memory

- 2 Intel Sapphire Rapids Servers
- 1 SK hynix Niagara Pooled Memory Development Platform (128GB Multi-host Single Logical Device)



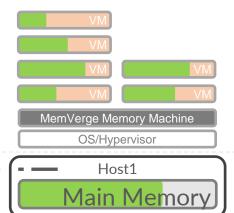




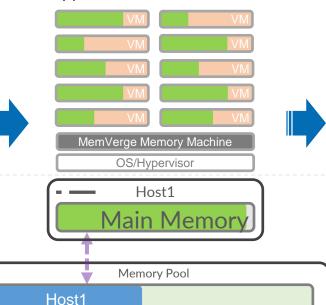


No More Out-of-memory Erros

1. Host at 'steady-state' using Main Memory only

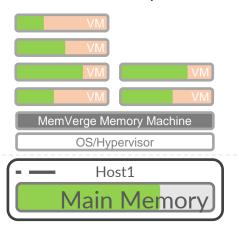


2. As high VM demand exhausts Main Memory, **Memory Machine** detects and dynamically provisions capacity from the memory pool



3. As VM demand diminishes,

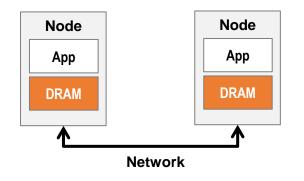
Memory Machine releases the memory back to the pool and returns to 'steady state'

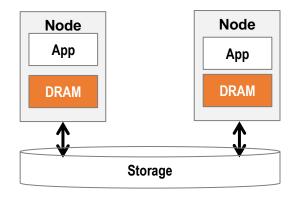


Used Main Memory

Used Pool Memory

The I/O Wall in Distributed Applications





Serialization & Deserialization



Data Copies

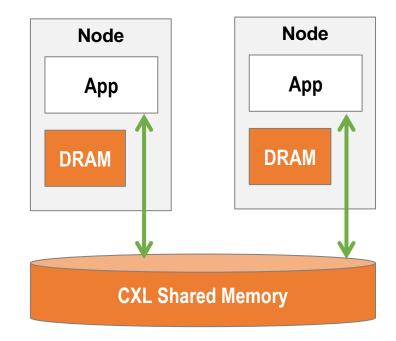


Media Speed



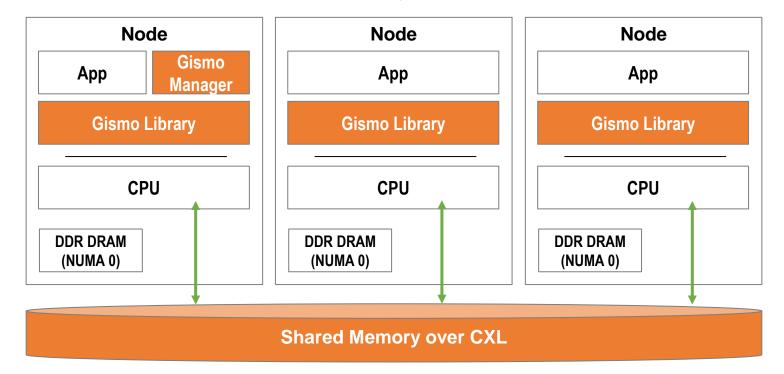
CXL Makes Cross-node Shared Memory Possible!

- Multiple nodes have direct memory access to the same CXL memory region
- Cache Coherence is part of CXL 3.0 hardware specification
- Software cache coherence can be implemented on top of CXL 2.0 hardware





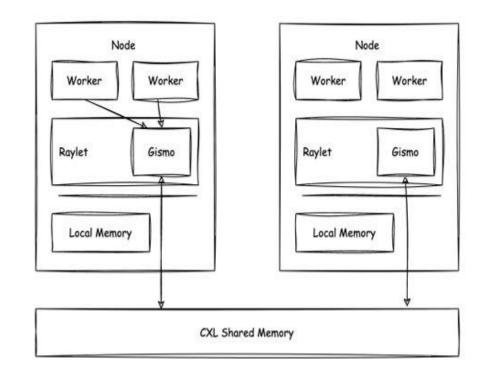
Introducing Project Gismo Global I/O-free Shared Memory Objects





Use Case Example: Ray+Gismo

- IO-free: No more object serialization and transfer over network for remote object access
- Zero Copy: No more duplicate object copies on different nodes
- No Spilling: Reduce object spilling and data skewing because each node has access to the whole memory pool





Shuffle Benchmark Results

	Baseline Ray	Ray + Gismo
Local Get 1GB object	0.4 sec	0.4 sec CXL shared memory as fast as local memory
Remote Get 1GB object	2.7 sec	0.4 sec 675% faster
Shuffle 50GB 4 nodes, each 4 cores, 128 GB object store	515 sec	185 sec 280% faster

^{*} Running in emulation environment





























Memorize the future.