

Seyed Armin Vakil Ghahani

 Computer Science & Engineering Department, University Park, PA 16802



EDUCATION

Pennsylvania State University, University Park, PA

Aug 2018 – Now

- Ph.D. Student in Computer Science & Engineering Department
 - Advisor: Prof. Mahmut Taylan Kandemir
 - GPA: 4/4
 - **Relevant Graduate Courses:** Fundamentals of Computer Architecture, Algorithm Design and Analysis, Binary-level Analysis, Language-based Security, Operating System Design, Emerging Technologies, Compiler Construction

Sharif University Of Technology, Tehran, Iran

Sep 2013 – Jul 2018

- Bachelor of Science (B.S.) in Computer Engineering - Hardware
 - Thesis: Cache Replacement Policy Based on Expected Hit Count
Advisor: Prof. Hamid Sarbazi-Azad
 - GPA: 16.48/20 (**CE Major Coursework: 18.1/20**)

RESEARCH INTERESTS

- Memory Systems
- Virtual Memory
- Virtualized Systems
- Persistent Memory

PUBLICATIONS

- Sara Mahdizadeh Shahri, **Seyed Armin Vakil Ghahani**, Aasheesh Kolli “(Almost) Fence-less Persist Ordering”, *In Proceedings of the 53rd Annual IEEE/ACM International Symposium on Microarchitecture*, (**MICRO 2020**)
- **Seyed Armin Vakil Ghahani**, Mahmut Taylan Kandemir, Jagadish Kotra “DSM: A Case for Hardware-Assisted Merging of DRAM Rows with Same Content”, *In Proceedings of the ACM on Measurement and Analysis of Computing Systems*, (**SIGMETRICS 2020**)
- Mohammad Bakhshalipour, Aydin Faraji, **Seyed Armin Vakil Ghahani**, Farid Samandi, Pejman Lotfi-Kamran, Hamid Sarbazi-Azad “Reducing Writebacks Through In-Cache Displacement”, *ACM Transactions on Design Automation of Electronic Systems*, (**TODAES 2019**)
- **Seyed Armin Vakil Ghahani**, Sara Mahdizadeh Shahri, Mohammad Bakhshalipour, Pejman Lotfi-Kamran, Hamid Sarbazi-Azad “Making Belady-Inspired Replacement Policies More Effective Using Expected Hit Count.” *arXiv preprint*, (**arXiv 2018**)
- **Seyed Armin Vakil Ghahani**, Sara Mahdizadeh Shahri, Mohammad-Reza Lotfi-Namin, Mohammad Bakhshalipour, Pejman Lotfi-Kamran, Hamid Sarbazi-Azad, “Cache Replacement Policy Based on Expected Hit Count”, *IEEE Computer Architecture Letters*, (**CAL 2017**)

RESEARCH EXPERIENCE

- **Pennsylvania State University**
 - ◇ **Virtual Memory** - Applications with big memory footprint experience high number of page walks during their execution, that leads to high performance degradation, especially in virtualized systems. In this project, we first characterize the page walk memory accesses to identify the main overhead of page walk, and then propose different type of optimizations throughout the memory hierarchy to reduce this overhead.
 - ◇ **DRAM** - DRAM needs refresh operations because DRAM cells lose their content/charge over time. The overhead of these refreshes increases with larger DRAM memories. My research in this area reduces the memory refresh overhead in virtualized systems by leveraging the same-content values in DRAM.
 - ◇ **Persistent Memory** - Memory persistency models constrain the order of reaching persistent writes to persistent memory (PM). To enforce this order in x86 processors, programmers should use expensive sfence instructions. In this project, we proposed an extension to x86 memory persistency model based on two existing paths to PM, which enables providing implicit persist ordering without using sfence instructions.
- **Sharif University of Technology**
 - ◇ **Cache Replacement Policies** - My B.Sc. thesis project is on predicting the correlation of reuse-distance of each cache block and its remaining hit count. In my thesis, I proposed a cache replacement policy that leverages this correlation and reduces the miss rate of last-level caches.

TEACHING EXPERIENCE	<ul style="list-style-type: none"> ▪ Teaching Assistant at Pennsylvania State University <ul style="list-style-type: none"> • Introduction to Computer Architecture (CMPEN 431) Spring 2020, Fall 2020 • Computer Organization and Design (CMPEN 331) Fall 2018, 2019, Spring 2019 ▪ Teaching Assistant at Sharif University of Technology <ul style="list-style-type: none"> • Computer Architecture Fall 2016, 2017 • Digital System Design Spring & Fall 2017 • Digital Design Spring 2017 • Advanced Logic Design Fall 2016 • Discrete Structures Spring 2016 • Advanced Programming Fall 2014, 2015 • Fundamental Of Programming Spring & Fall 2014 ▪ High School Teacher 2013 – 2018 <ul style="list-style-type: none"> • Teaching Combinatorics, Graph Theory, Algorithm, and C++ Programming
WORK EXPERIENCE	<ul style="list-style-type: none"> ▪ Software Developer, I-Cliqq Jan 2018 – Aug 2018 <ul style="list-style-type: none"> • Designing Embroidery Software ▪ Software Developer, Viratech Sharif, Tehran, Iran Sep 2015 – Sep 2016 <ul style="list-style-type: none"> • Traffic Simulator (C++) - Network Simulator • Add tunneling protocol between link, internet, and transport layer
NOTABLE PROJECTS	<p>Graduate Projects:</p> <ul style="list-style-type: none"> ▪ Loop Analysis (Compiler Construction) May 2020 <ul style="list-style-type: none"> • Loop properties analysis based on LLVM ▪ Parallel Distributed File System (Operating System Design) Dec 2019 <ul style="list-style-type: none"> • Based on gRPC and Google Protobuf ▪ Binary Instrumentation (Binary-Level Program Analysis) May 2019 <ul style="list-style-type: none"> • Instrumentation for DLLs during runtime of applications for providing persistency guarantees ▪ Efficient Undo Logging Implementation (Fundamentals of Computer Architecture) Dec 2018 <ul style="list-style-type: none"> • Rethinking undo logging state-of-the-art design for efficiently updating undo-logging metadata <p>Undergraduate Projects:</p> <ul style="list-style-type: none"> ▪ Domain-Specific Language for Financial Calculations (Compiler Design) Jan 2018 <ul style="list-style-type: none"> • Implementing a DSL for Financial Contracts based on ANTLR and C++ ▪ Hospital Management System (Real-time Systems) Jan 2017 <ul style="list-style-type: none"> • Patient's condition monitoring scheduler ▪ Chat (Computer Networks) May 2016 <ul style="list-style-type: none"> • Server-Client Chat system over TCP network based on C++ and Qt ▪ Linux Development (Operating System) Mar 2016 – Jul 2016 <ul style="list-style-type: none"> • Implementing a system call to provide the MAC address of network interfaces to the user space • Adding proc files to provide details, number of occurred interrupts, enable/disable, and show number of sk_buff data structures for each network interface ▪ Trax Game (FPGA National Contest) Apr 2016 <ul style="list-style-type: none"> • Two player game based on Verilog ▪ NoC (Digital System Design) Jan 2016 <ul style="list-style-type: none"> • 3D Mesh Network on Chip based on Verilog ▪ Judge Mar 2015 <ul style="list-style-type: none"> • Designing and implementing a judge system for testing codes ▪ Plants vs Zombies (Advanced Programming - C++) Jul 2014 <ul style="list-style-type: none"> • Based on Qt Creator ▪ Suduko (Introduction to Programming) Jan 2014 <ul style="list-style-type: none"> • Graphical Suduko game based on GTK ▪ Billiard (Introduction to Programming) Jan 2014 <ul style="list-style-type: none"> • Graphical Billiard game based on GTK
HONORS AND AWARDS	<ul style="list-style-type: none"> ▪ Qualified for 2nd Cache Replacement Championship (CRC-2) <ul style="list-style-type: none"> • Cache Replacement Policy Based on Expected Hit Count Jun 2017 ▪ Silver Medal in 22nd Iran National Olympiad in Informatics(INOI) Sep 2012

COMMUNITY SERVICE	▪ Sharif AI Challenge (Contest Organizer)	Jan 2015 – Jan 2017
	• Undergraduate Programming Contest	
	▪ 1st Gateuino Contest (Contest Organizer)	May 2016
	• Founded a hardware contest for undergraduate freshman and sophomore	
PRESENTATIONS	▪ DSM: A Case for Hardware-Assisted Merging of DRAM Rows with Same Content	
	• ACM SIGMETRICS	June 2020
SKILLS	▪ Programming Languages: C/C++, Python, CUDA/OpenMP, Verilog, R, Shell, Assembly, Dafny	
	▪ Simulators: gem5, BadgerTrap, DRAMsim2, BigHouse, Ramulator, CACTI, ChampSim	
	▪ Tools & Frameworks: Qemu, Pin, DynamoRIO, LLVM, ANTLR, Google Protobuf, gRPC, Qt	
	▪ Operating Systems: Ubuntu(Native), Windows	
	▪ Type Setting: \LaTeX , Microsoft Office	
LANGUAGES	▪ Persian: Native	
	▪ English: Fluent	