# **Armin Vakil**

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#### **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 (up to now)
  - **Relevant Graduate Courses**: Computer Architecture, Data Structures & Algorithms, Binary-level Analysis, Language-based Security, Operating Systems, Emerging Technologies

## 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

## RESEARCH INTERESTS

- Computer Architecture
- Memory Systems
- Persistent Memory
- In-memory computation
- Distributed storage

## **PUBLICATIONS**

- Armin Vakil, 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, Armin Vakil, Farid Samandi, Pejman Lotfi-Kamran, Hamid Sarbazi-Azad "Reducing Writebacks Through In-Cache Displacement", ACM Transactions on Design Automation of Electronic Systems, (TODAES 2019)
- Armin Vakil, 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)
- Armin Vakil, 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)

# WORK

## **EXPERIENCE**

■ Software Developer, **I-Cliqq** 

Jan 2018 – Aug 2018

- Designing Embroidery Software
- Software Developer, Viratech Sharif, Tehran, Iran

Sep 2015 – Sep 2016

- Traffic Simulator (C++) Network Simulator
- Add tunneling protocol between link, internet, and transport layer

## RESEARCH EXPERIENCE

## ■ Pennsylvania State University

- $\diamond$  **Memory Refreshes** DRAM memories need refresh operations because they lost their content over time. The overhead of these refreshes increases with larger DRAM memories. My research focus is to reduce memory refreshes with the help from operating system.
- ♦ **Persistent Memory** Exploring persistent memory programming challenges and opportunities.

### **SKILLS**

- Computer Architecture Simulators: gem5, DRAMsim2, Ramulator, SimpleSSD, ChampSim
- Programming Languages: C/C++, Verilog, Python, R, Shell, MIPS
- Tools & Frameworks: Qemu, Pin, DynamoRIO, LLVM, Google Protobuf, gRPC, Qt
- Operating Systems: Ubuntu(Native), Windows
- Type Setting: LaTeX, Microsoft Office

TEACHING	■ Teaching Assistant at Pennsylvania State University	
EXPERIENCE	Introduction to Computer Architecture (CMPEN 431)	Spring 2020
	Computer Organization and Design (CMPEN 331)	Fall 2018, 2019, Spring 2019
	■ Teaching Assistant at Sharif University of Technology	, , , , ,
	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
	<ul> <li>Teaching Combinatorics, Graph Theory, Algorithm, and Programming</li> </ul>	ng Sep 2013 – Mar 2018
	• National Organization for Development of Exceptional Talents l	high schools in different cities
	such as Tehran, Khoramabad, Zahedan, Semnan, and Shahrud	
	Salam YousefAbad, Salam Dibaji, and Mofid high schools	
HONORS	<ul> <li>Qualified for 2nd Cache Replacement Championship (CRC-2)</li> </ul>	
AND	<ul> <li>Cache Replacement Policy Based on Expected Hit Count</li> </ul>	Jun 2017
AWARDS	• Silver Medal in 22nd Iran National Olympiad in Informatics(INOI)	Sep 2012
	<ul> <li>Ranked 10th in 1st Round of 22nd Iran National Olympiad in Information among 10,000 participants</li> </ul>	matics Mar 2012
EXTRA-	■ Sharif AI Challenge (Contest Organizer)	Jan 2015 – Jan 2017
CURRICULAR	Student Programming Contest	
ACTIVITY	• C++ Client	
	■ 1st Gateuino Contest (Contest Organizer)	May 2016
	L1D-Prefetching Contest	
	■ Trax Game	Apr 2016
	<ul> <li>Two player game based on Verilog</li> </ul>	
	<ul><li>Judge</li></ul>	Mar 2015
	<ul> <li>Designing and implementing a judge system for evaluating codes</li> </ul>	
	■ Suduko	Jan 2013
	Graphical Suduko game based on GTK	
COURSE	<ul> <li>Parallel Distributed File System</li> </ul>	Dec 2019
PROJECTS	<ul> <li>Based on gRPC and Google Protobuf</li> </ul>	
	■ NoC	Jan 2016
	<ul> <li>3D Mesh Network on Chip based on Verilog</li> </ul>	
	■ Plants vs Zombies	Jul 2014

• Based on Qt Creator

Jan 2014 Billiard

• Graphical Billiard game based on GTK

LANGUAGES

■ Persian: Native ■ English: Fluent