

# Aegis: Partitioning Data Block for Efficient Recovery of Stuck-at-Faults in Phase Change Memory

Jie Fan, Jiwu Shu,  
Youhui Zhang, and  
Weimin Zhen

Song Jiang



清華大學  
Tsinghua University



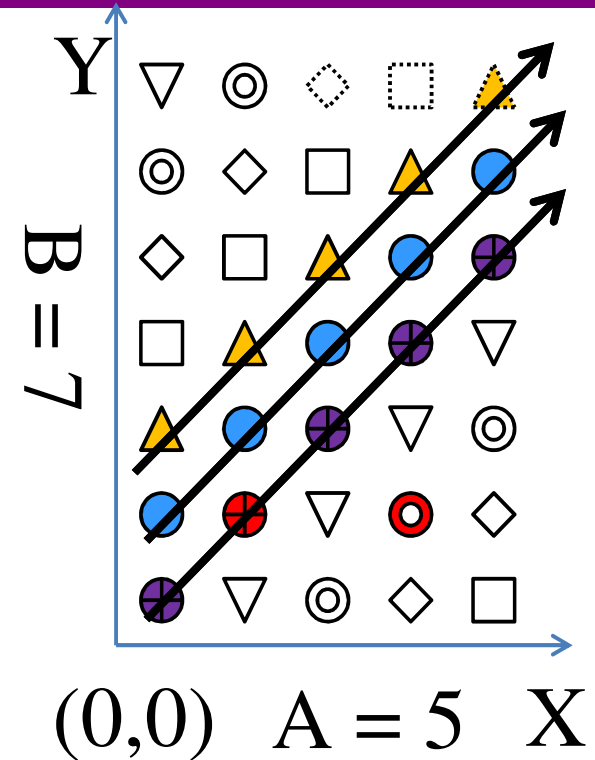
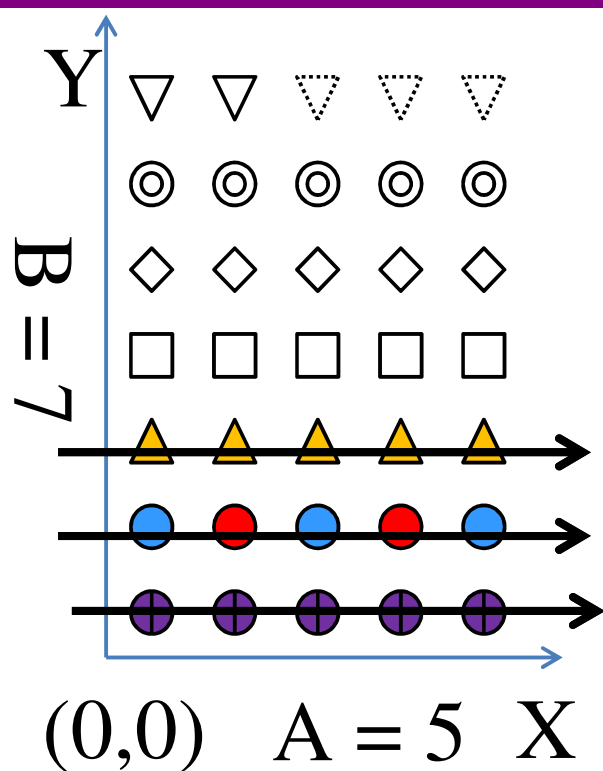
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# Stuck-at Faults in PCM

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- PCM has limited endurance.
- Stuck-at faults occur when memory cell fails to change its value.
  - It is a major type of faults in PCM.
  - This type of faults is permanent and accumulates.
  - **Values in such faulty cells can still be read.**
- Inversion-based correction
  - Partition data block into a number of groups and exploit the fact that stuck-at values are still readable (e.g., SAFER).
  - **Each group can tolerate only one fault.**
- **Proposal of an efficient partition scheme separating faults into different groups.**

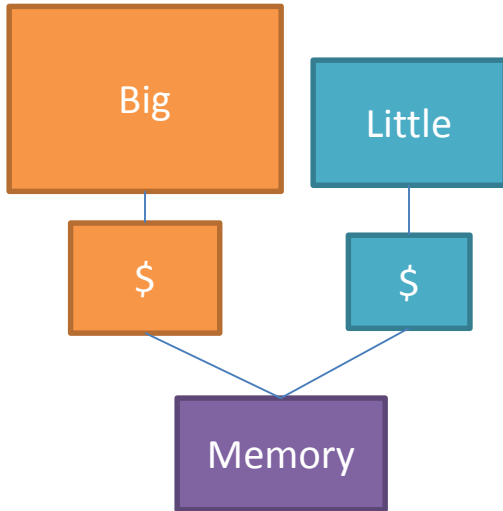
# Illustration of Aegis Partition



- PCM bits are laid out on an  $A \times B$  Cartesian plane.
- Aegis considers all points on a line as a group.
- **Any two bits in the same line will not be in the same line** after Aegis changes slope of the lines.
- Aegis distributes faults more evenly to tolerate more faults with lower overhead.

# Fine-grained Heterogeneity

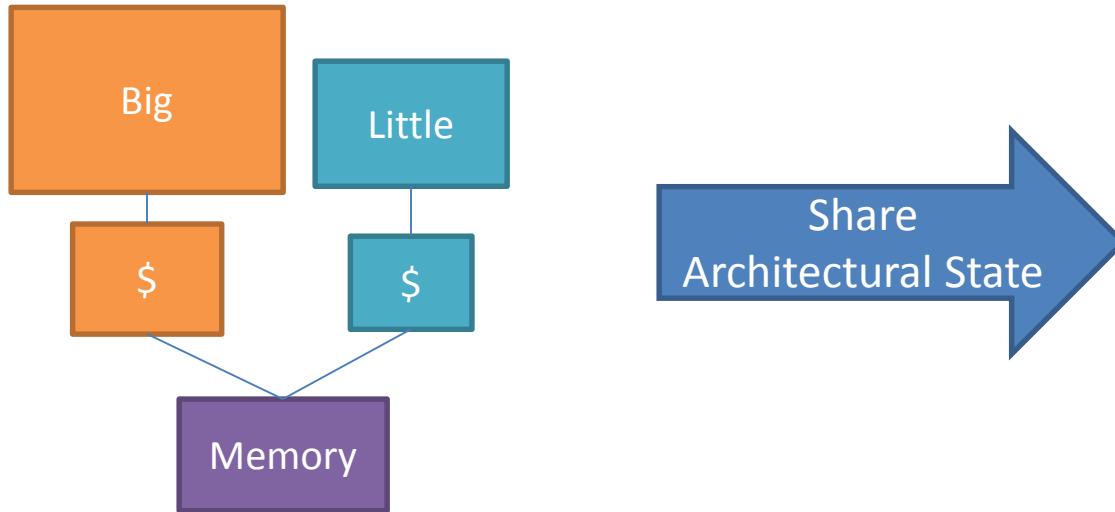
Traditional big.LITTLE Architecture



Transfer Overhead: ~**20K** cycles

# Fine-grained Heterogeneity

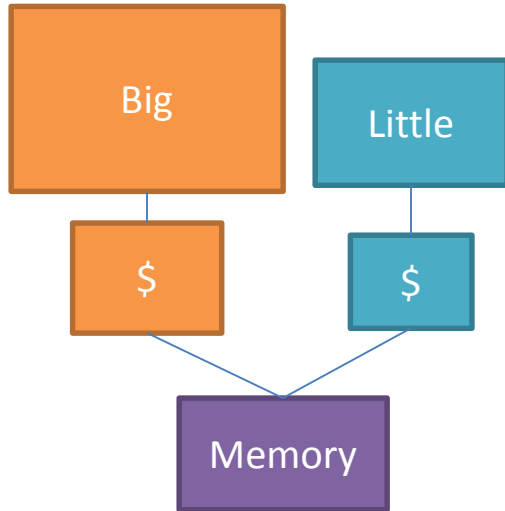
Traditional big.LITTLE Architecture



Transfer Overhead: ~**20K** cycles

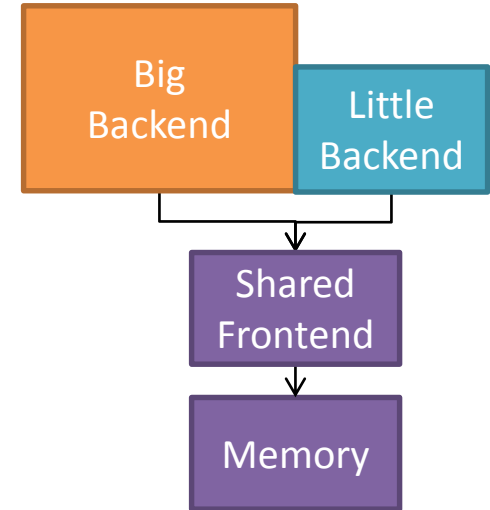
# Fine-grained Heterogeneity

Traditional big.LITTLE Architecture



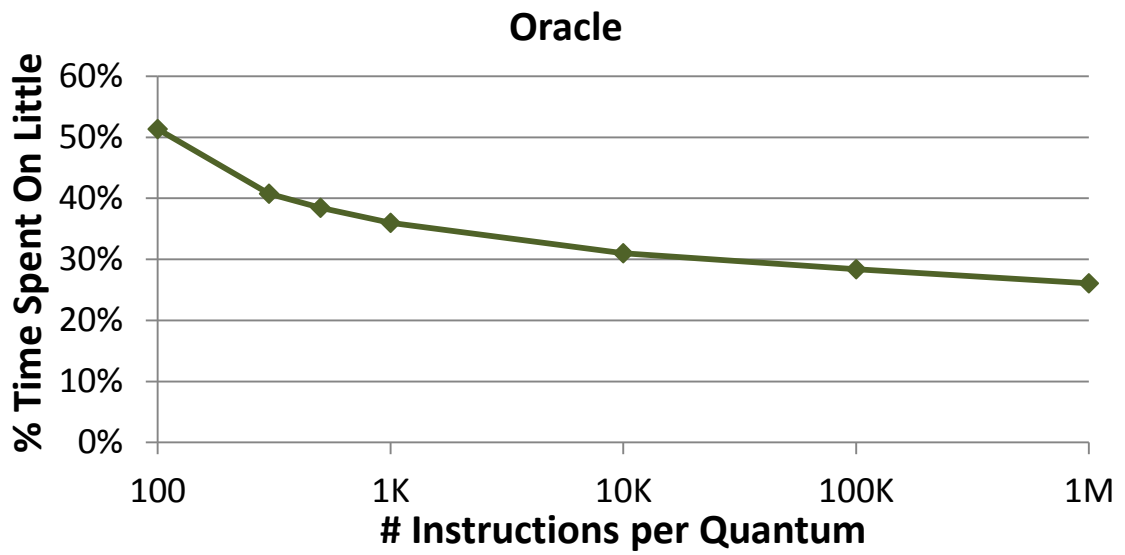
Transfer Overhead: ~**20K** cycles

Composite Cores Architecture

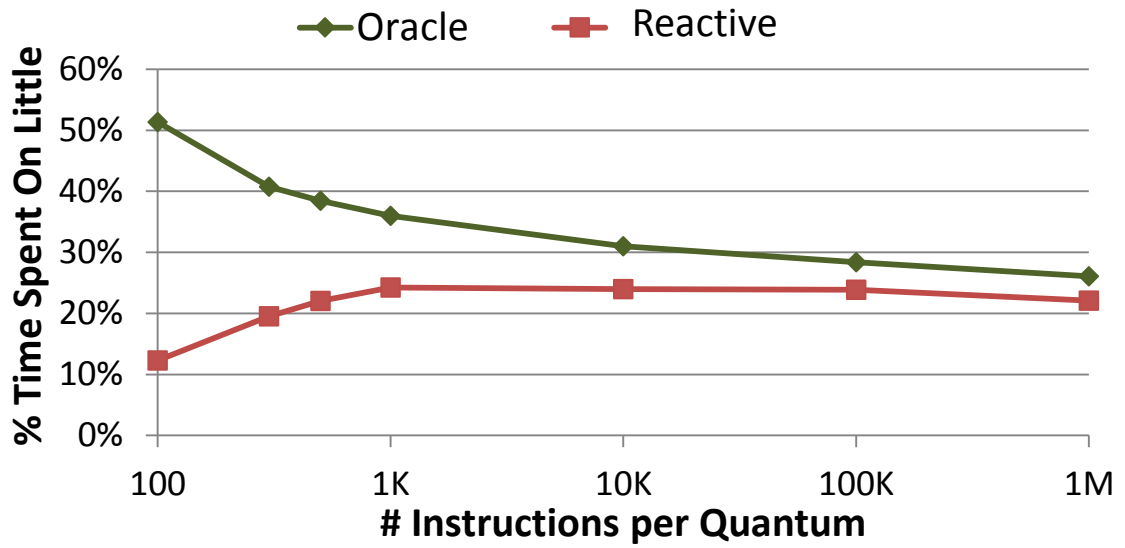


Transfer Overhead: ~**35** cycles

Traditional Reactive  
Controllers

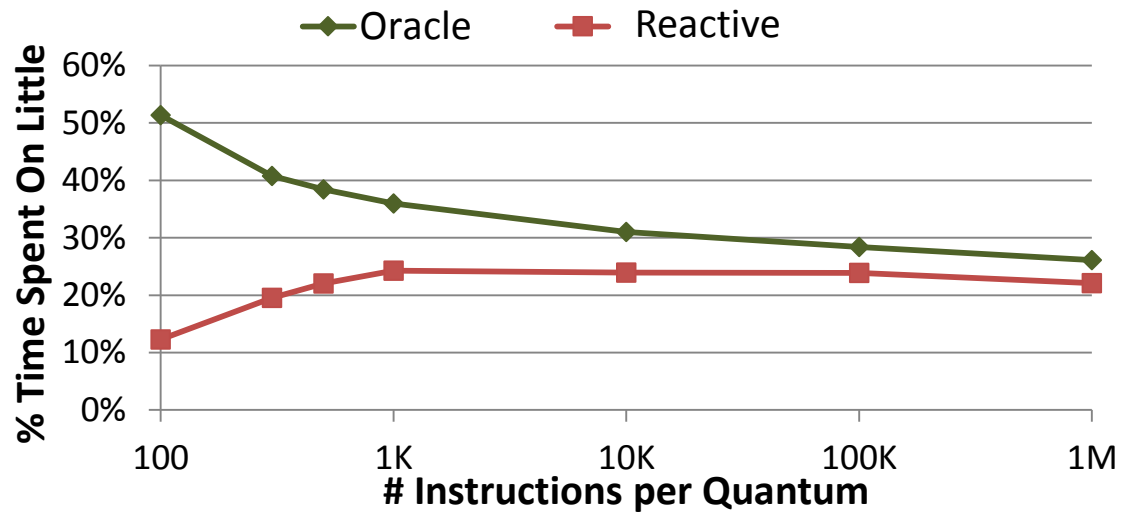


Traditional Reactive  
Controllers



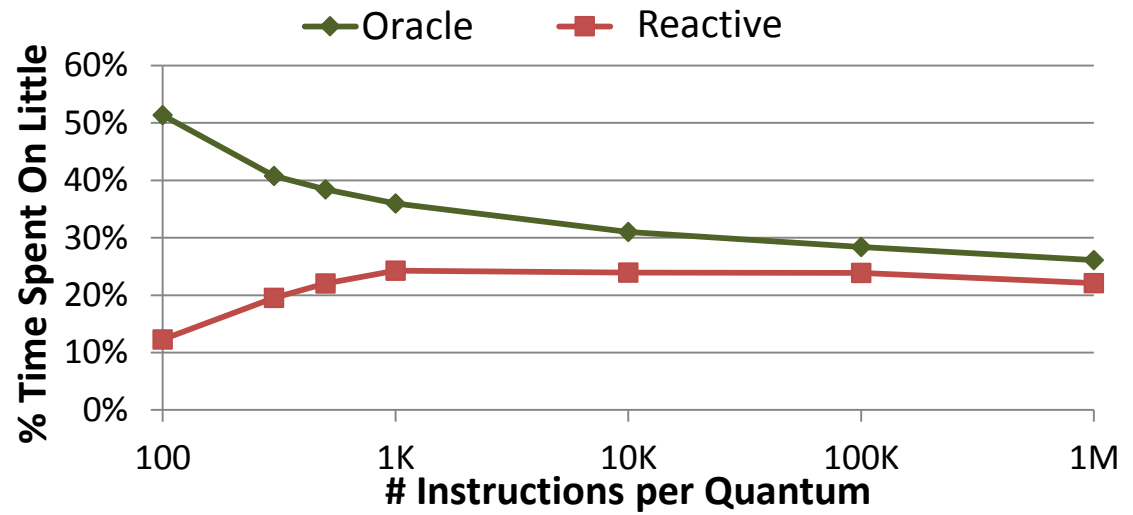


Traditional Reactive  
Controllers



Don't React – Predict!

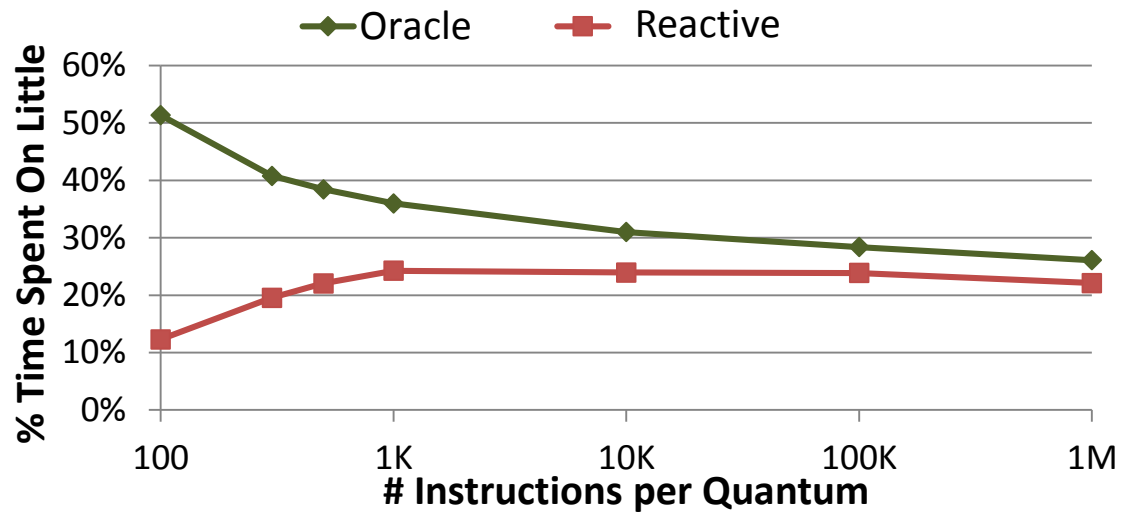
Traditional Reactive  
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Don't React – Predict!

**Code repeats** (loops, functions)

**Behavior repeats** in the same program context



Traditional Reactive Controllers

# Don't React – Predict!

Code repeats (loops, functions)

Behavior repeats in the same program context

