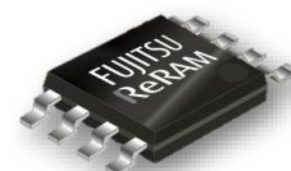


Background

- Image bitmaps are widely used in memory for fast accesses
 - Application: image processing and machine learning
 - High space and energy consumption in DRAM
- Non-volatile main memory (NVMM) is ideal for bitmaps
 - Pros:** high density, near-zero stand-by power
 - Cons:** high latency and energy for writes
- Bit-write reduction in NVMM is cost-inefficient
 - Bitmaps are hard to match the general-purpose data patterns
 - Different patterns due to various bitmap formats



Partial patterns in FPC [NANOARCH'14]

Prefix	Pattern	Example
000	Zero run	0x00000000 => 0x0
001	4-bit sign extended	0x00000002 => 0x12
010	1-byte sign extended	0xFFFFFFFFCC => 0x2CC
011	Halfword Sign Extended	0x00001C23 => 0x31C23

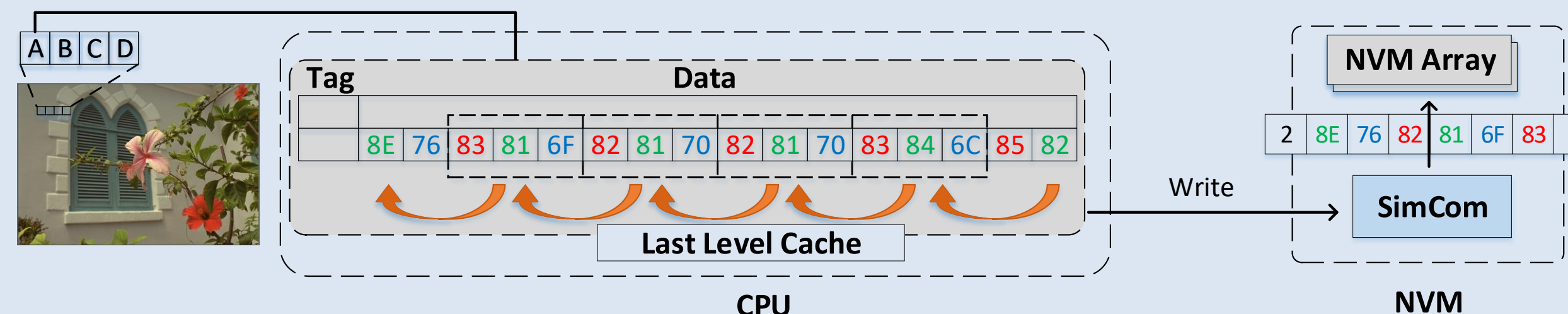
RGB bitmap (three channels) 8E 76 83 81 6F 82 81 70 82 81 70 83 84 6C 85 82

Gray bitmap (one channel) 7E 7B 7B 7B 7B 7C

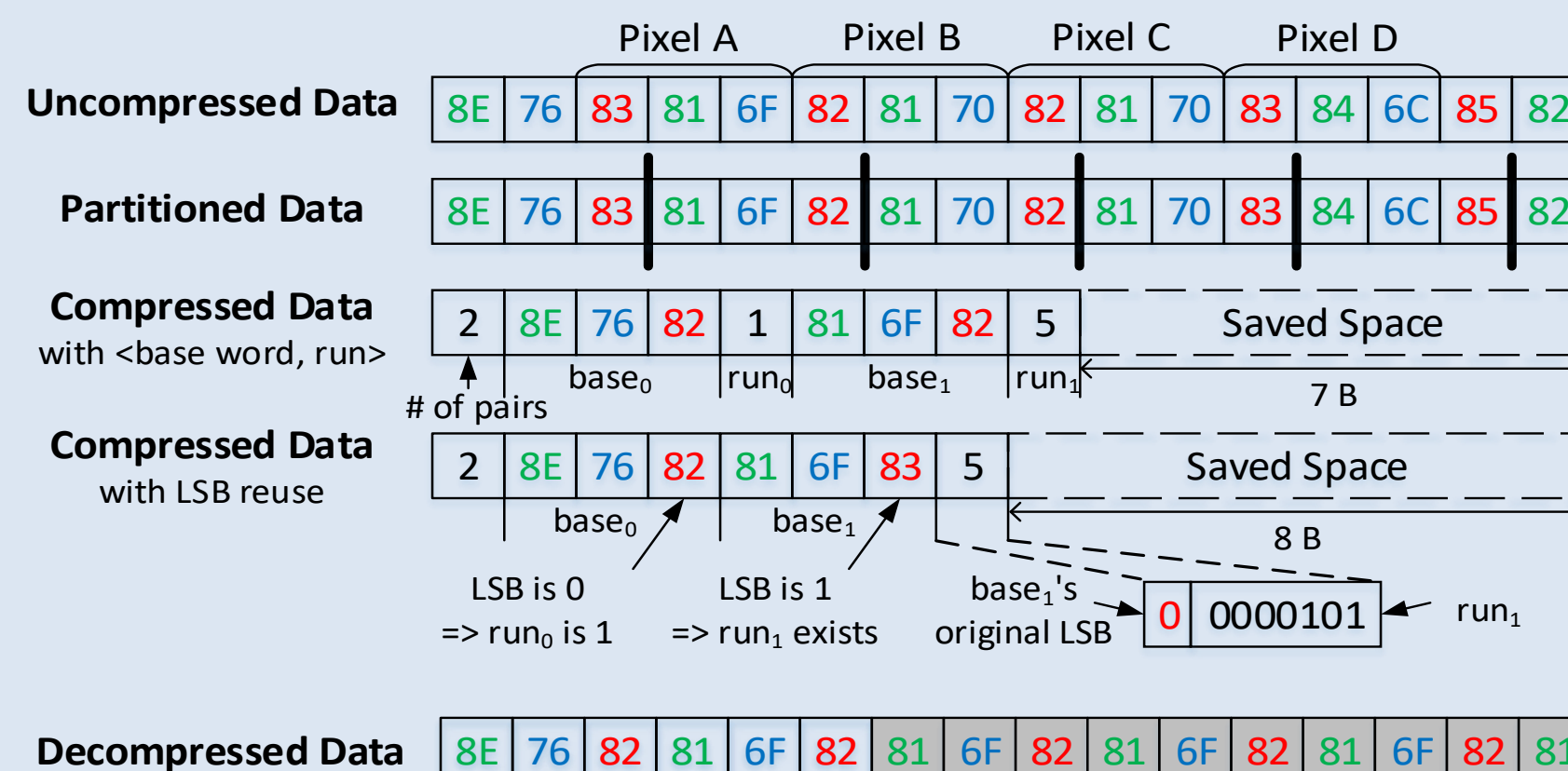
Problem: inefficient bit-write reduction for bitmaps in NVMM (e.g., 94.2% compression ratio for FPC)

The SimCom Design

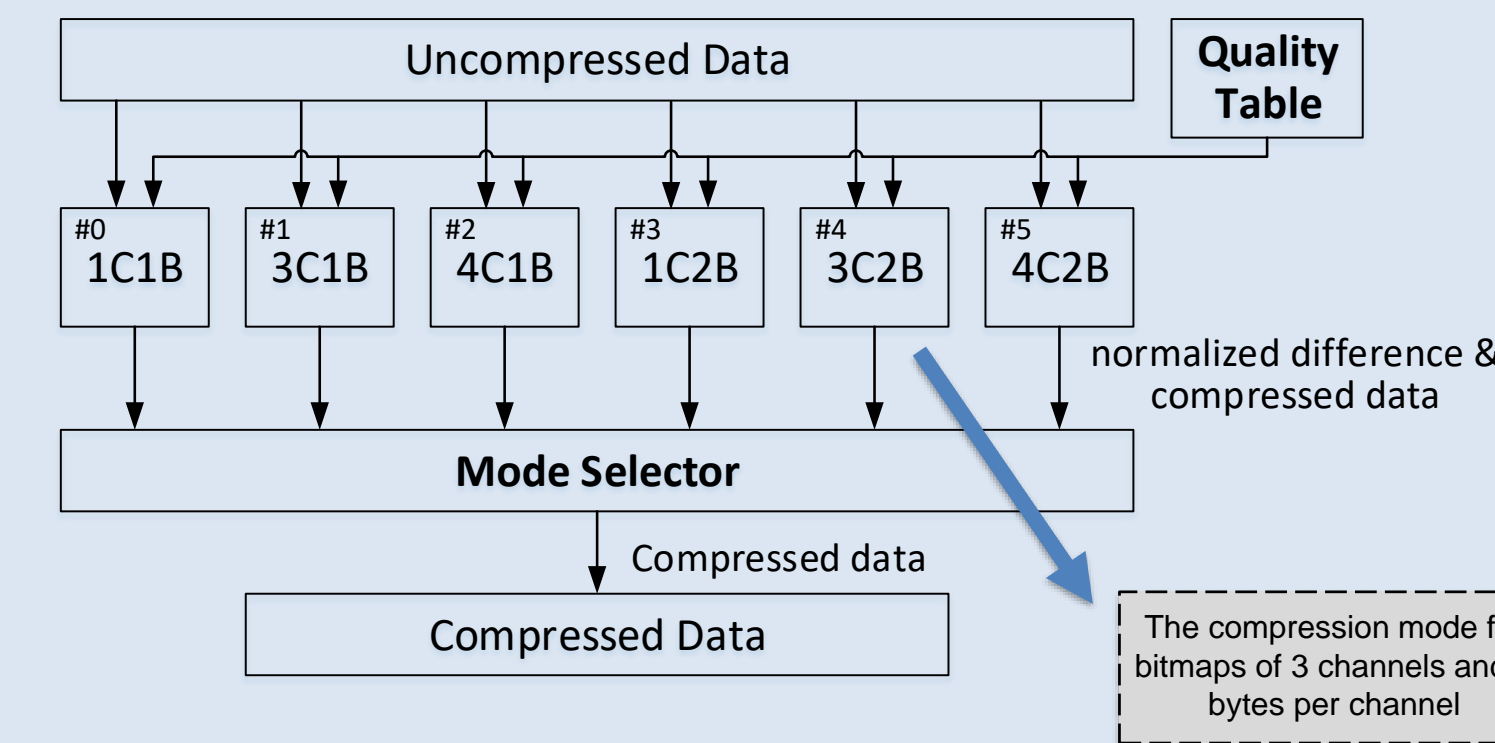
- Idea: leverage the *pixel-level similarity* and *error-tolerance* for approximate compression



- Similarity-aware data compression

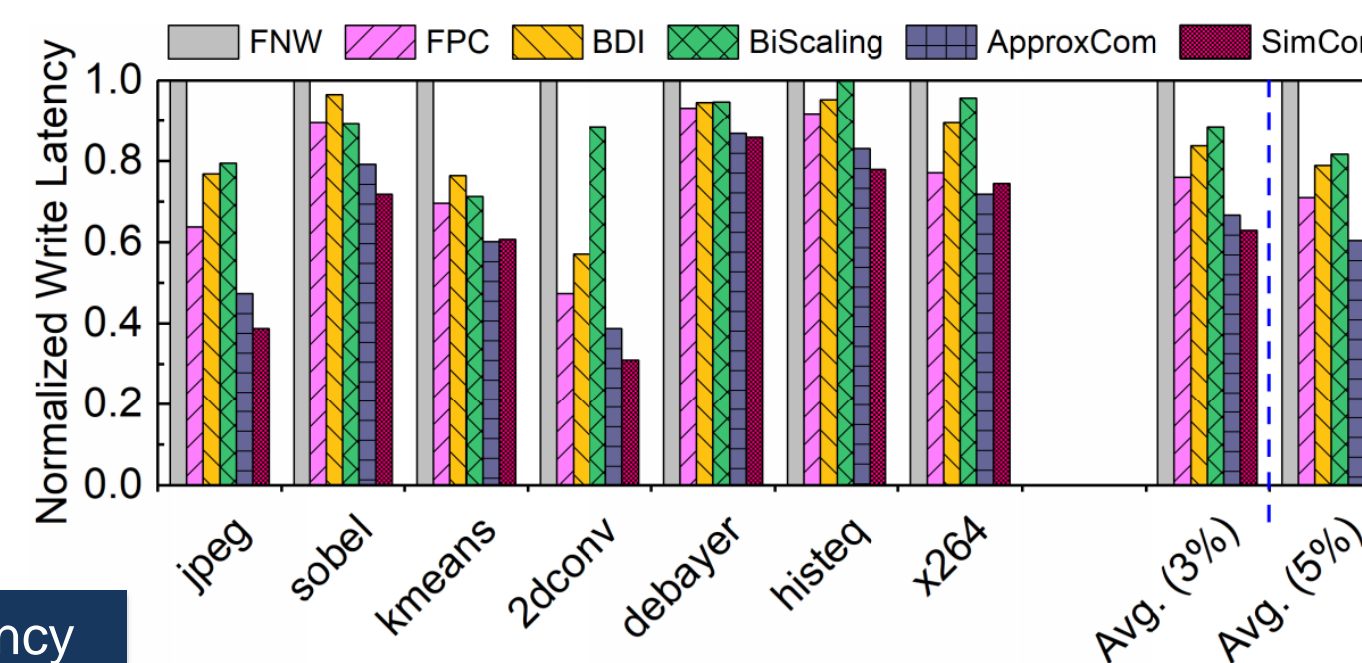


- Adaptive compression scheme



Evaluation

- Comparisons: FNW [MICRO'09], FPC [NANOARCH'14], BDI [PACT'12], BiScaling [ISLPED'17]



Energy

