



CS 839: Topics in Database Management Systems

Lecture 24: Memory Disaggregation

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11/27/2023

Discussion Questions

What are killer apps for GPU databases?

What potential limitations can prevent the wide adoption of GPU DBs?

A two-level storage hierarchy (memory + disk) is always simpler than a three-level storage hierarchy (local mem + remote mem + disk). What hardware characteristics (e.g., perf, cost, etc) can justify the complexity of a multi-level hierarchy?

Submit by **11:59pm CT on Tuesday**. Title starts with “[Discussion L24]”