**Attendees:**

**Agenda for 10/31/16**

1. Review last year’s session topics – keep or toss?
2. Integrate new proposals into last year’s topics:
   1. Expand the topic or
   2. Create a new topic
3. Continue brainstorming for new focus areas

Paul’s personal opinion: This year’s workshop should contain a focus on at least two key topics:

1. Open Source Community
2. Persistent Memory

**Proposals brainstormed during Oct 7th meeting**

* Open Source Community / Linux Kernel Topics
  + State of the Union of the Open Source Community – a maintainer’s perspective
  + New Developments in the Linux Kernel Community
  + What’s happening in the RDMA subsystem? New drivers,
  + Topics in user land (re-architected user space)
* Topics in Persistent Memory
  + RDMA Fabrics for Persistent Memory
    - Developments in existing RDMA fabrics (IBA, OPA, iWARP, others?…)
  + APIs for Persistent Memory
  + Application Programming Models for Persistent Memory
* Accelerators, FPGAs, GPUs
  + How to interact with non-CPUs to either do things, or get things?
  + Plumbing inside the kernel
* Combining RDMA technologies at a single site
* Data Intensive workloads
* Security for RDMA Networks
* Rabbit MQ

**Session Topics from Last Year**

1. Communications Middleware
   * OpenSHMEM, MPI, UPC++, Gasnet…
2. Distributed Applications Services
   * Data analytics, distributed memory, fabric-attached storage, pub/sub style apps, shared memory…
3. Emerging Technologies
   * Byte-addressable memory, network function virtualization, NVM, SDN, SDS…
4. Network APIs and Software
   * Data storage, data access, NVM APIs, OFI, Open UCX, Verbs Extensions
5. Network Deployments
   * Cloud-based, commercial enterprise, data analytics, gov’t, HPC Virtualized data centers, wide-area distributed computing or storage
6. Management, Monitoring & Configuration
   * Adaptive routing, congestion control, fabric performance monitoring, IB IPoIB, Partitioned networks, QoS, routing between disjoint fabrics, security, subnet configuration, topologies
7. Networking Technology
   * Atomics, Hardware Platforms (x86, ARM, SoCs, embedded), IB Architecture, iWARP, Multicast & collective operations, RoCE, Scalable fabrics (existing and emerging), User-level protocols over RDMA (NFS, RPC, etc), Virtualization and virtualized container support.