

TDDD50: Green Computing

Lecture 2: Power-aware computing

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Thanks to Jordi Cucurull and Ekhiotz Vergara for some slides

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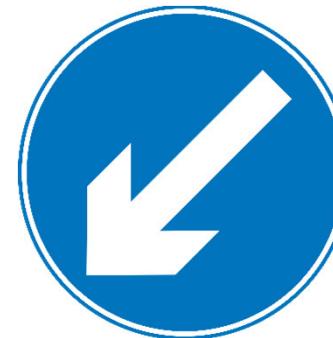
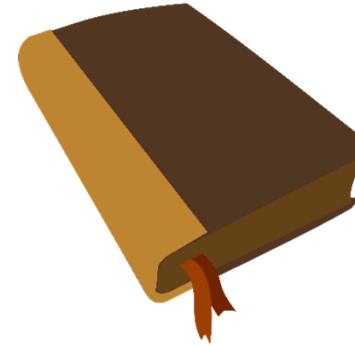
Recap from Lecture 1

- Analysing sustainable products/services need a holistic approach
 - Lifecycle assessment
- Increasing energy efficiency may not be enough when the planet-scale constraints are considered
 - Computing within limits
- ICT is an essential ingredient in greening other sectors, but we need to keep its own footprint under control
 - This needs policy, corporate advocacy, knowledge



This lecture

- Power-aware computing
- Scientific articles
- Search for related works



Images:

<http://openclipart.org/detail/75799/registry-book-by-wakro>

<http://openclipart.org/detail/28016/roadsign-keep-left-by-anonymous>



Power-aware computing

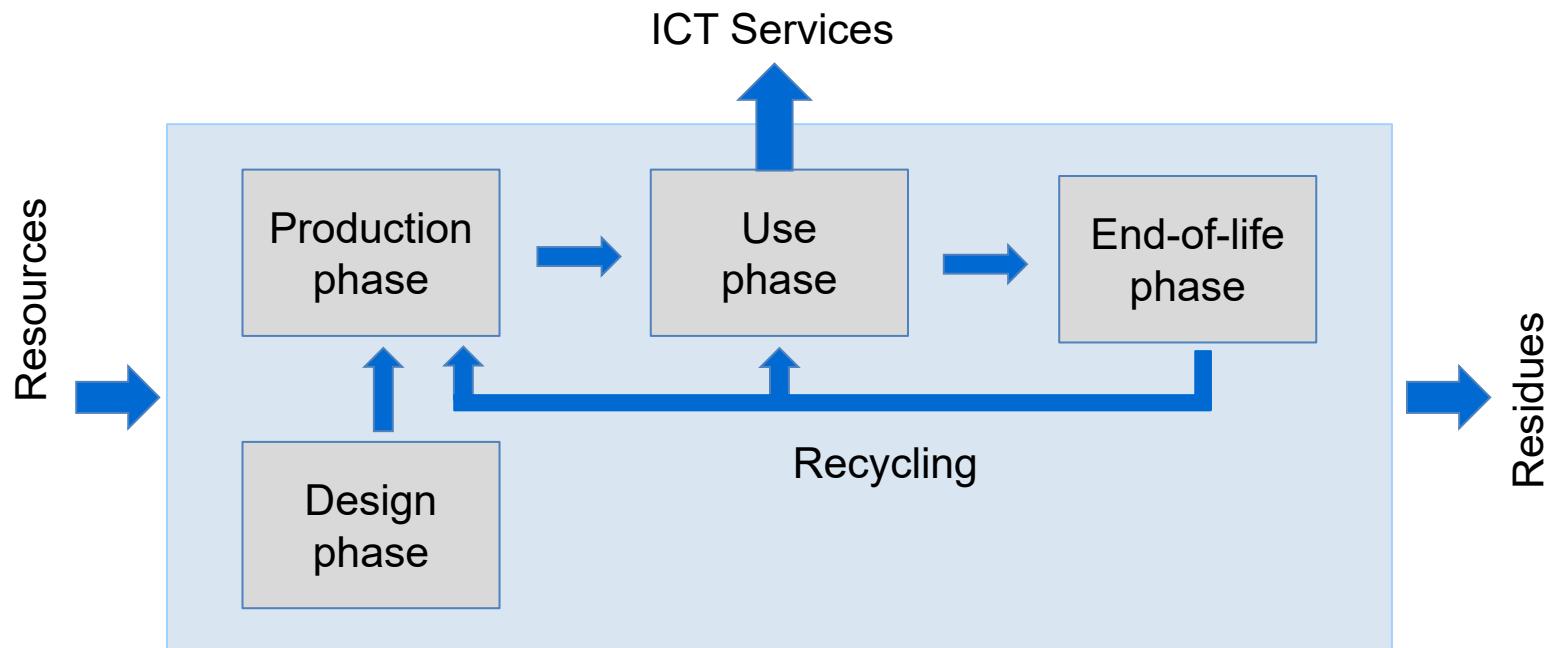


- Basic energy background
- Energy consumption in computing
- Sources of energy waste
- Reducing energy consumption



Recall: Green vs. power-aware computing

- Power-aware: focus is on design or use phase!



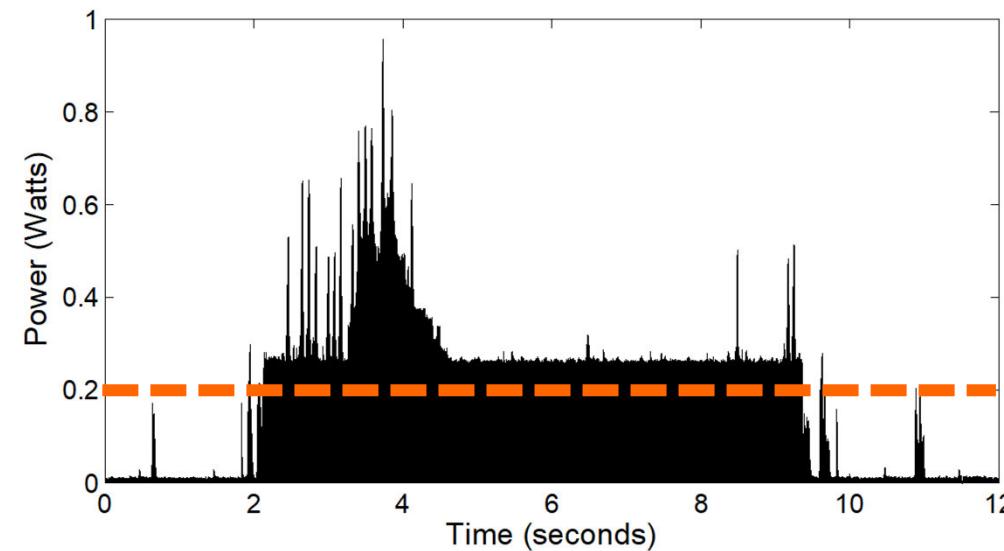
Lorenz M. Hilty. Information Technology and Sustainability: Essays on the Relationship between Information Technology and Sustainable Development, Books on Demand, 2008 ISBN: 978-3837019704



Power vs. Energy



- The cost of sending a SMS
- Energy is power over time: 2.23 Joules
- Average power: 0.2 Watts





Energy consumption in computing

- Is it a new problem?
- ENIAC computer (1946)
 - Electronic Numerical Integrator And Computer
 - 150 kW
- Technology changed when its power was excessive
- Semiconductor device era

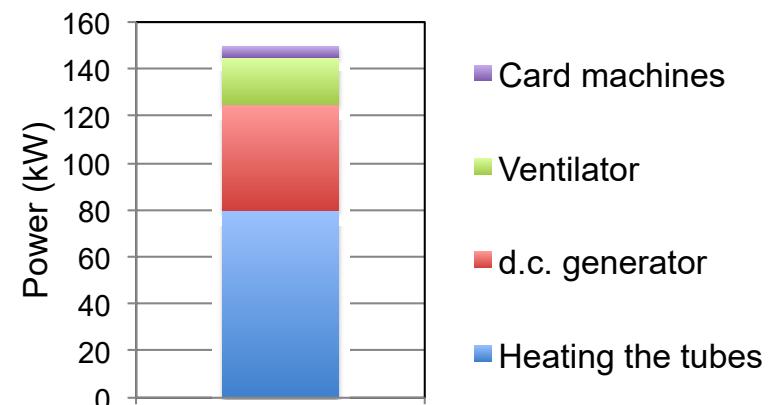
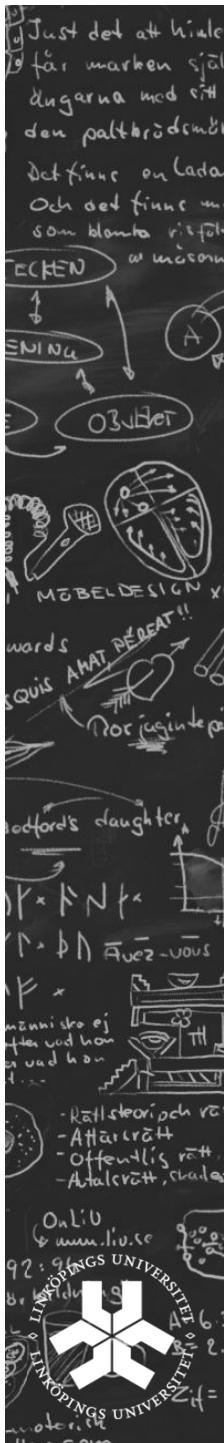


Image: <http://en.wikipedia.org/wiki/ENIAC>



Computing has many different forms...

- ... but often these forms share common characteristics



- Energy-performance tradeoffs
 - The result of different design requirements
- Where to compute?
 - Within a single system (e.g., single device)
 - In a distributed system thanks to connectivity and networks



AI (machine learning) needs attention

- New architectures and hardware designs are explored

Mehonic and Kenyon 2022

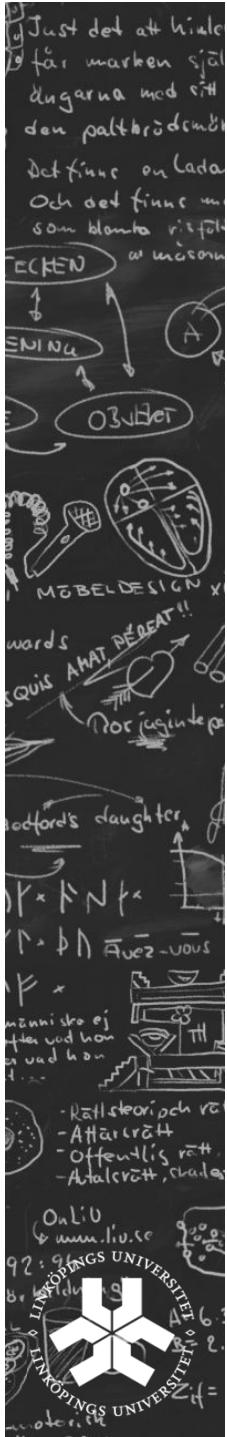
<https://doi.org/10.1038/s41586-021-04362-w>

- One bottle of water for writing a 100 word mail by ChatGPT4
<https://fortune.com/article/how-much-water-does-ai-use/>

Crawford 2024

<https://www.nature.com/articles/d41586-024-00478-x>

- More on AI in seminar 2 (new article for this year)!



IoT end-point devices

- Used to collect data
- Other research disciplines are needed to improve hardware

Rahmani et al. 2024

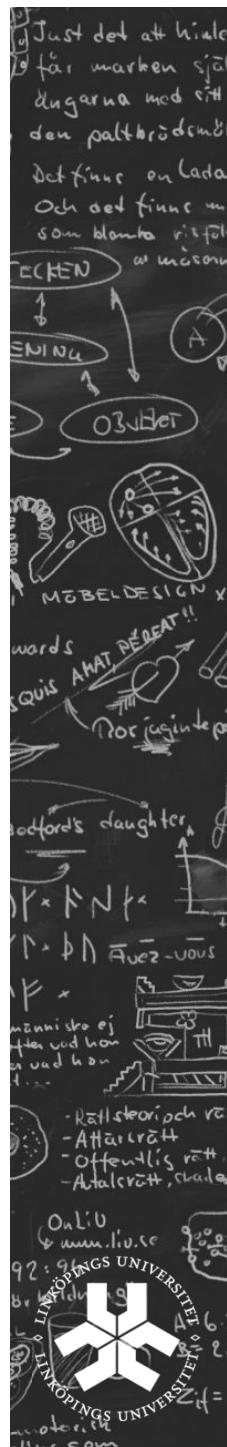
DOI: 10.1109/JMW.2022.3228683



Power-aware computing



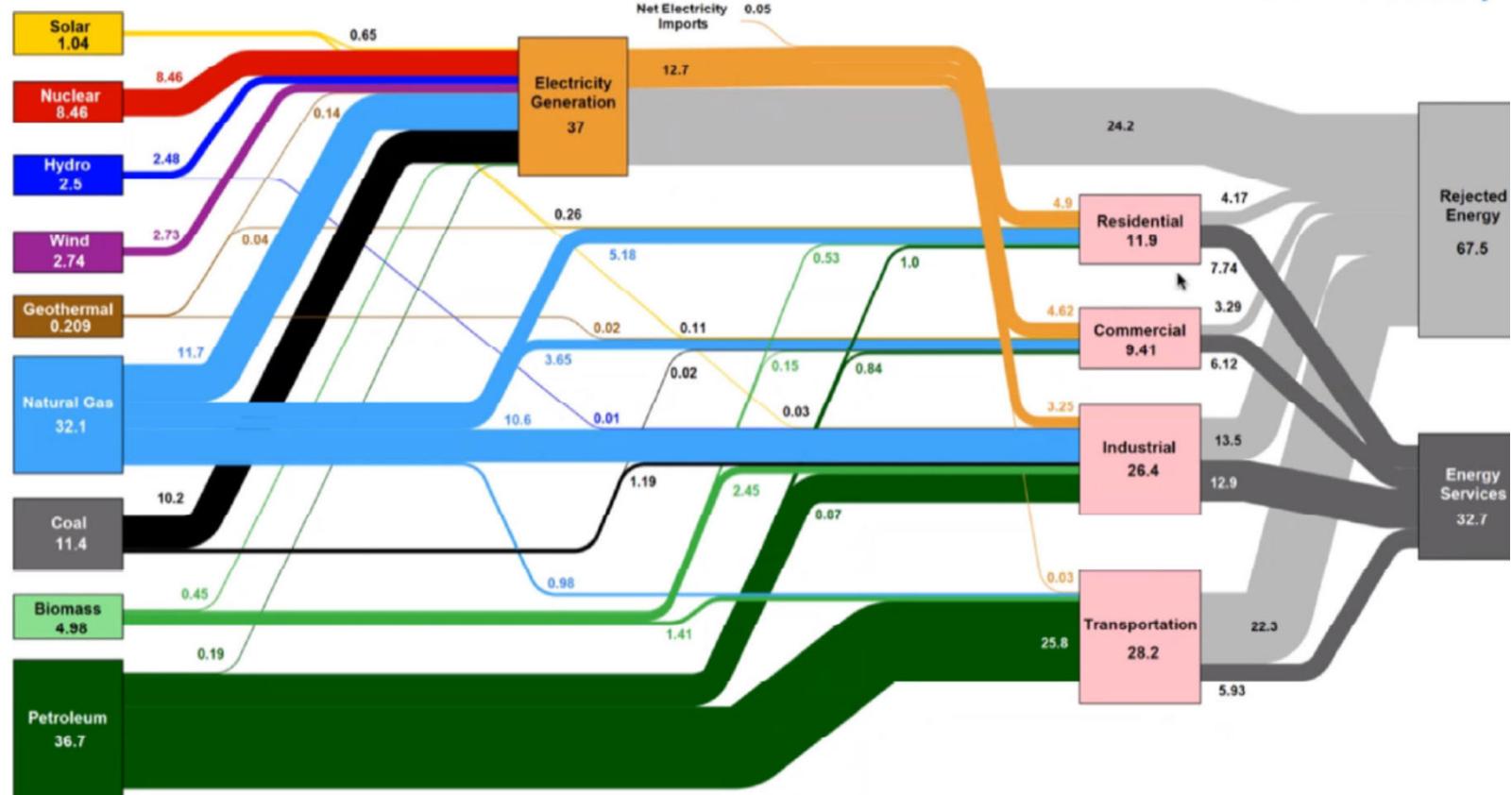
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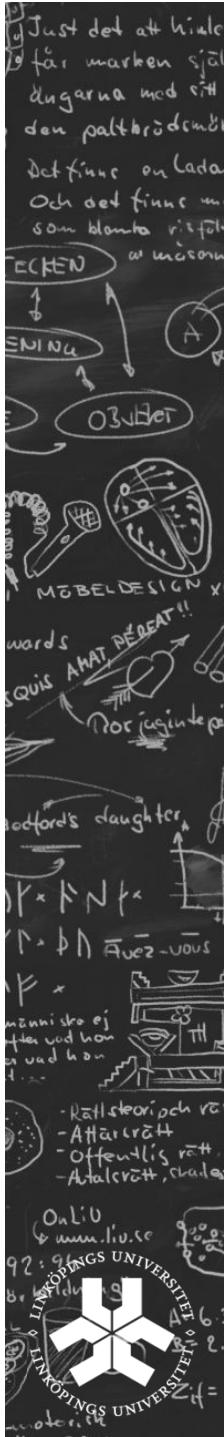


Energy Supply and Consumption: Most Energy is Lost

Estimated U.S. Energy Consumption in 2019: 100.2 Quads

Lawrence Livermore National Laboratory





General sources of energy waste

- System design is full of complex tradeoffs
 - General-purpose vs. dedicated
 - High vs. best-effort availability
 - Peak vs. average performance
 - Peak vs. average load

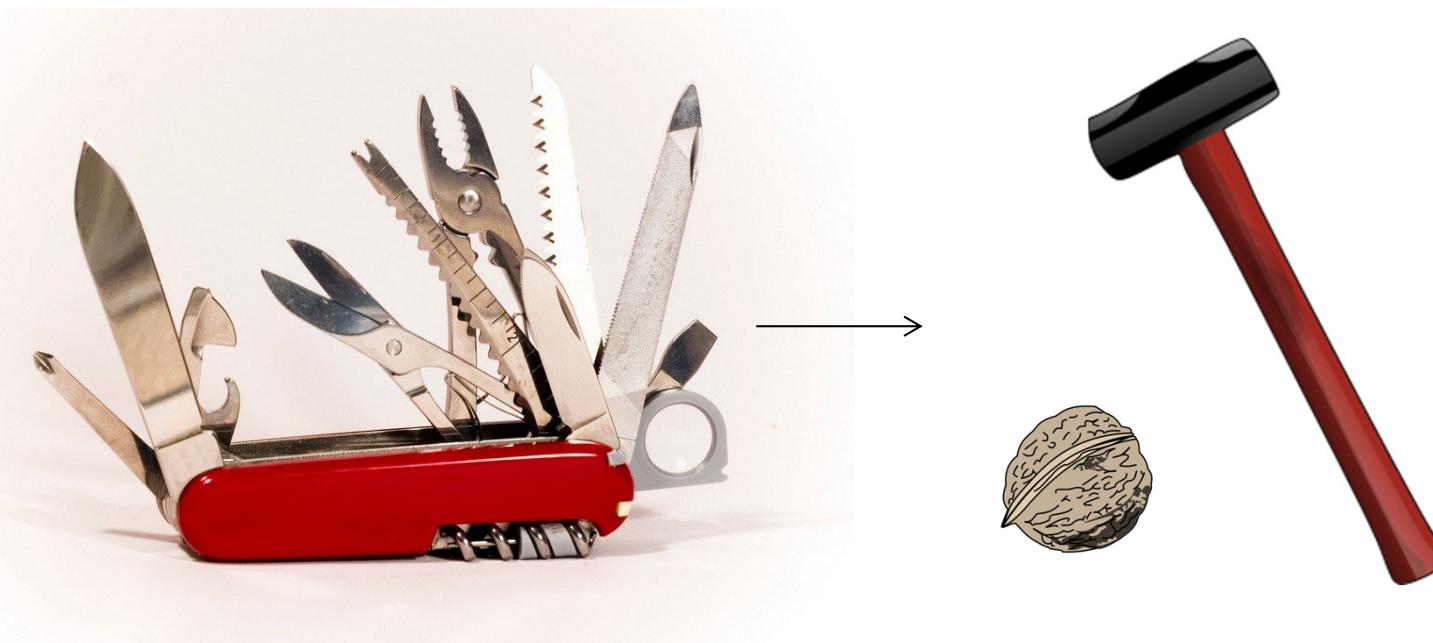


Images
<http://openclipart.org>
<http://openclipart.org>



General-purpose solutions

- Good performance for a multitude of different applications



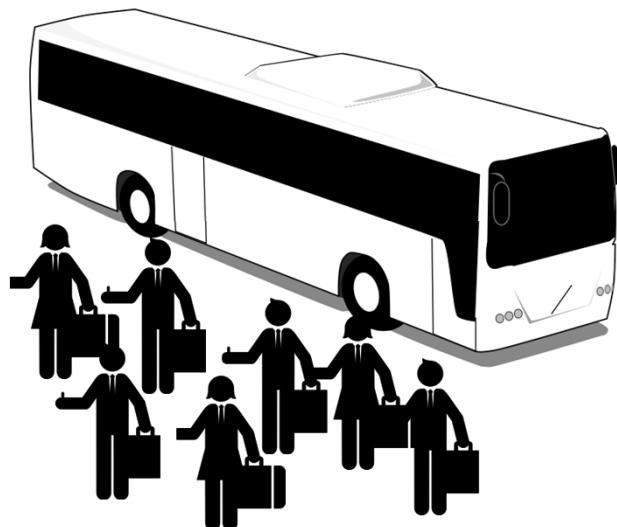
- ❑ Union of maximum requirements of each application class
- ❑ Smartphone vs. MP3 player
- ❑ Legacy solutions

Image under CC license by cdwaldi on Flickr
http://openclipart.org/detail/14794/red_sledgehammer-by-halfhaggis
<http://openclipart.org/detail/184624/walnut-by-frankes-1846240>

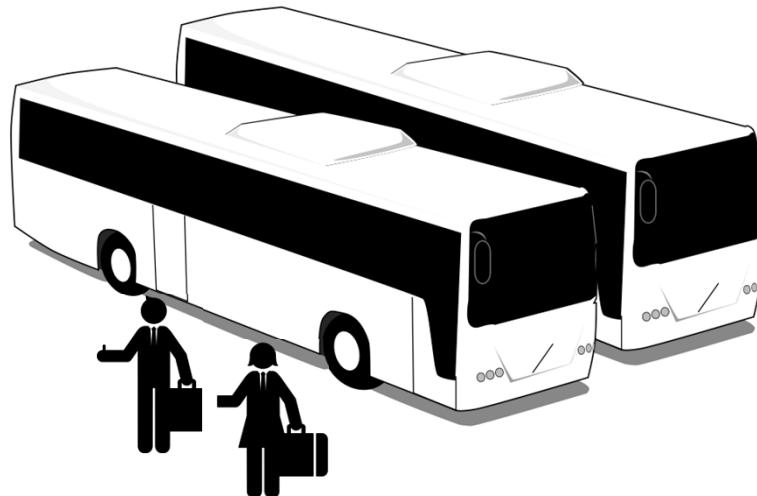


Growth and availability

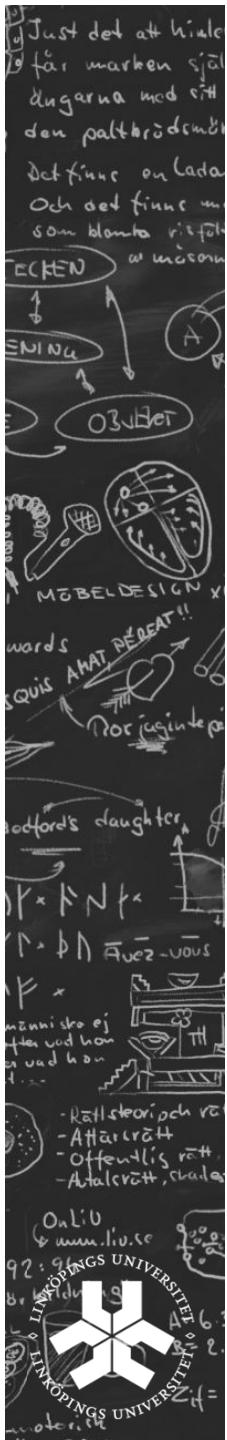
- Overprovisioning to plan for the future
 - Ensure enough capacity
- Redundancy to increase availability



vs.



Images:
<http://openclipart.org/detail/182940/bus-2-mono-by-Jarno-182940>
<http://openclipart.org/detail/173172/people-hitchhiking-by-vloddco>



Peak performance and worst-case tolerance

- Optimisation for peak performance scenario



- Low average system utilisation
- Benchmarks stress worst-case performance workloads
 - Systems optimised for these scenarios

Image (left) under CC license by David Coyne Photography on Flickr



Another source of energy waste

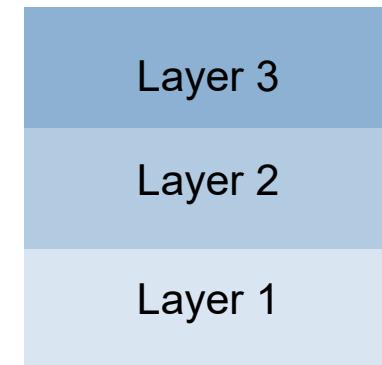
- System functionality as independent modules
 - Modularity and interaction
 - System components designed separately
 - CPU, network interface...





Design process structure

- Hardware and software separately
- Divided system functionality across components
- Layers
 - Local optimisations not optimal for global efficiency
 - Worst-case assumption at each layer





First, we need to discover waste

- Analysis tools to predict resource usage trends
- Energy awareness
 - Monitoring infrastructure
- Then ...
 - Control algorithms and policies



<http://openclipart.org/detail/35353/tango-utilities-system-monitor-by-warszawianka>
<http://openclipart.org/detail/160057/machine-control-blue-by-zxmon21>



Energy awareness is the first step



- “Measurement is the first step that leads to control and eventually to improvement. If you can’t measure something, you can’t understand it. If you can’t understand it, you can’t control it. If you can’t control it, you can’t improve it.”

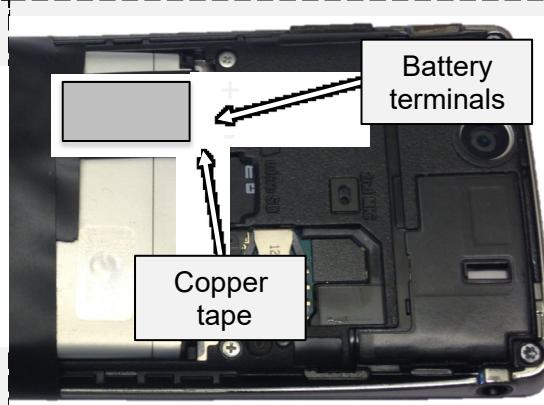
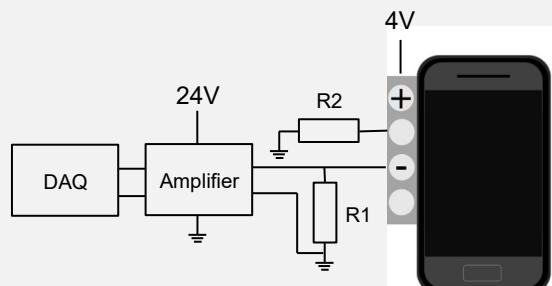
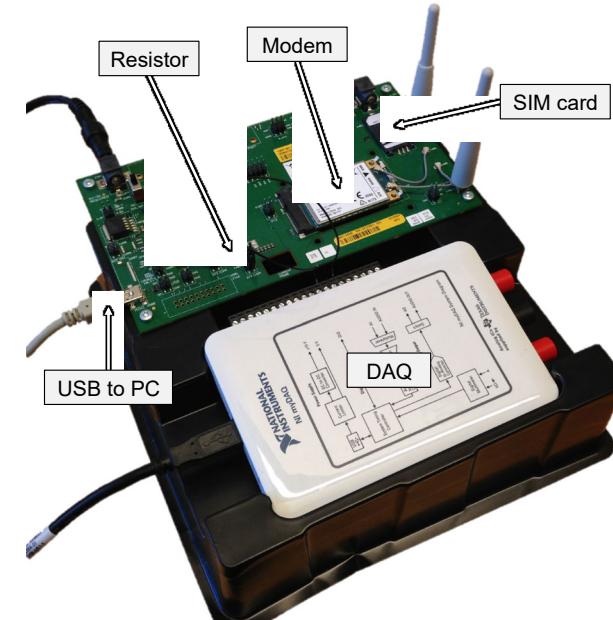
H. James Harrington

■ Measurements

- ❑ Battery interfaces
- ❑ External measurement tools
- ❑ Development hardware



Measurement platform examples





Then, we need to build models



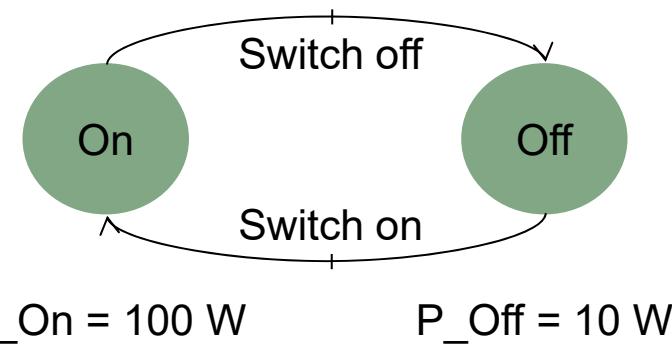
■ Models

□ Input:

- Power measurements
- Performance counters

□ Examples:

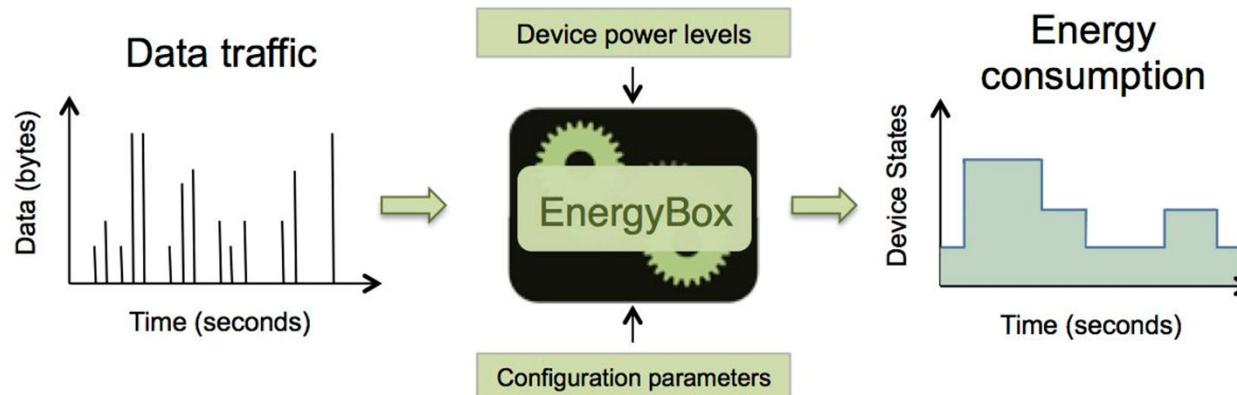
- Statistical regression of measurements
e.g. : $P = a * \text{CPU_load} + b * \text{CPU_freq}$
- Finite state machines
- Analytical models





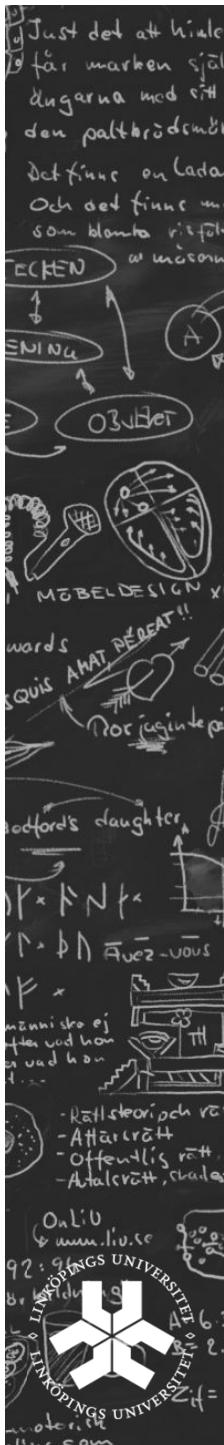
EnergyBox

- Models the energy consumption of 3G/4G and WiFi interfaces
 - Finite state machines
- Decouples device power parameters and network



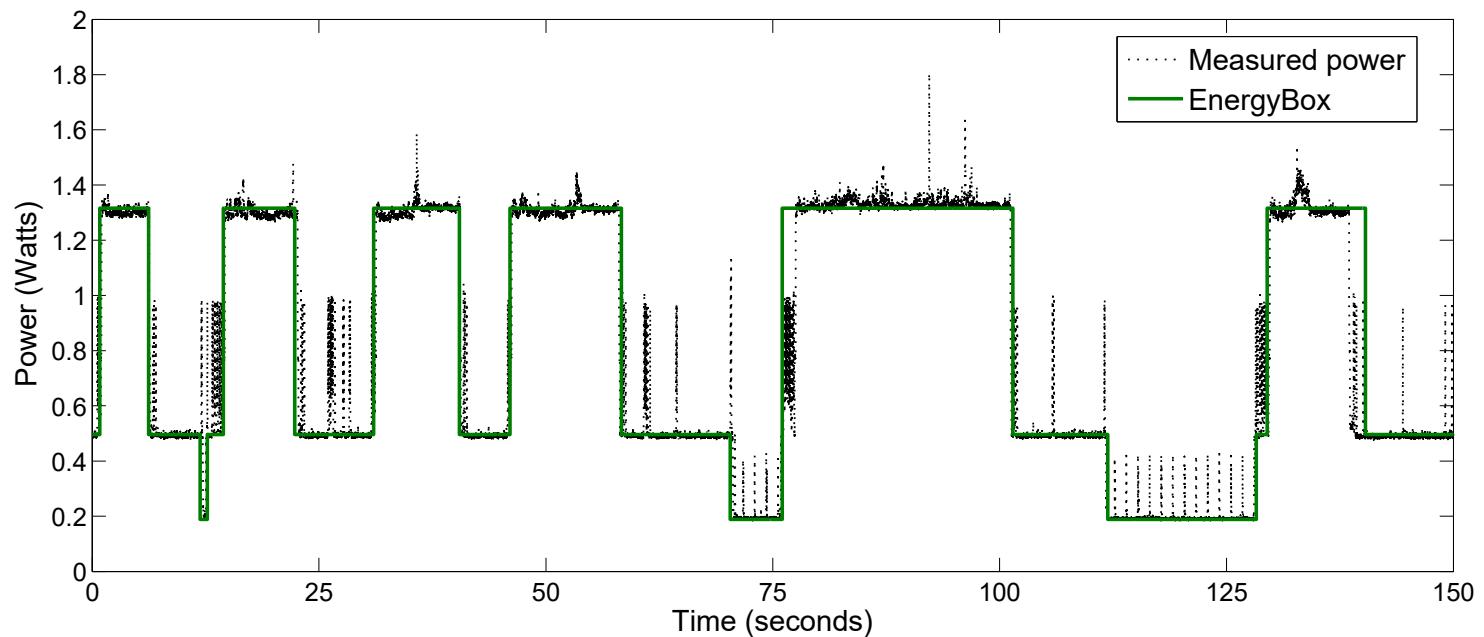
<https://github.com/rtslab/EnergyBox>

E.J. Vergara, S. Nadjm-Tehrani, M. Prihodko, EnergyBox: Disclosing the wireless transmission energy cost for mobile devices, Sustainable Computing: Informatics and Systems, DOI: 10.1016/j.suscom.2014.03.008.



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Power-aware computing



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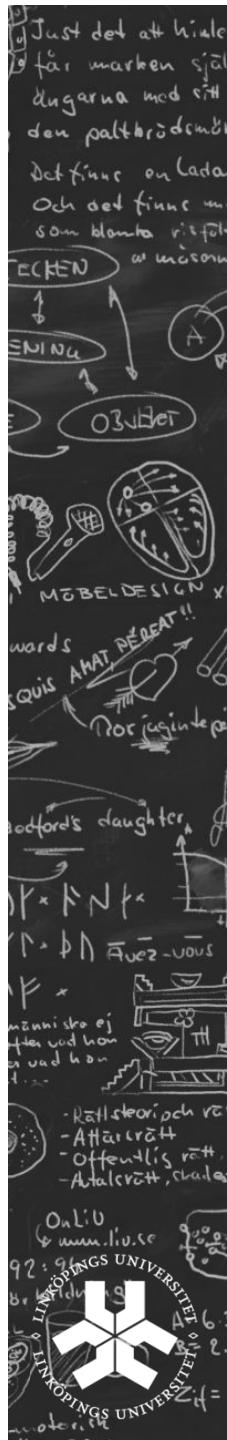


Energy efficiency at design stage

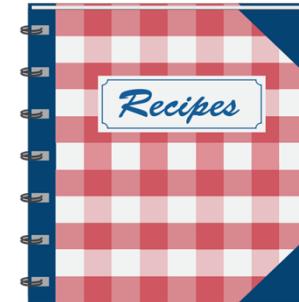


- Replacement with a more power-efficient alternative
- Holistic solutions
 - Consider cross-layer interaction
- Optimise energy efficiency for the common case
- Design only for required functionality and requirements

Image from: <https://openclipart.org/detail/201475/recipe-book-by-bnsonger47-201475>

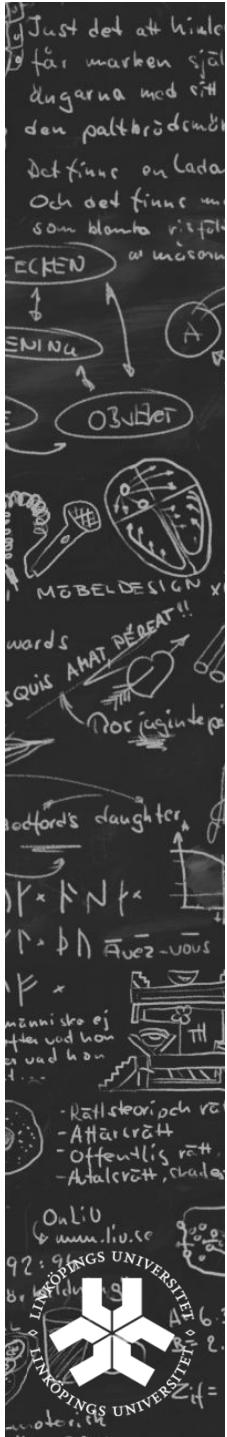


Energy efficiency at run-time



- Trade off some other qualities for energy
- Disable or scale down unused resources
- Combination of multiple tasks in a single energy event
- Spend someone else's power
- Spend power to save power

Find instances of
these in the
seminars!

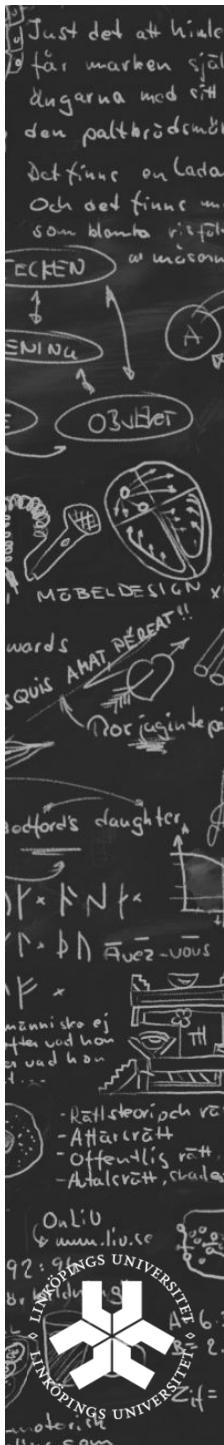


Concepts/approaches



- Energy proportionality
- General approaches to power management
 - On/off approaches
 - Load consolidation
 - Scaling approaches

<https://openclipart.org/detail/38827/metalloy-gears-by-metalloy>



Energy proportionality

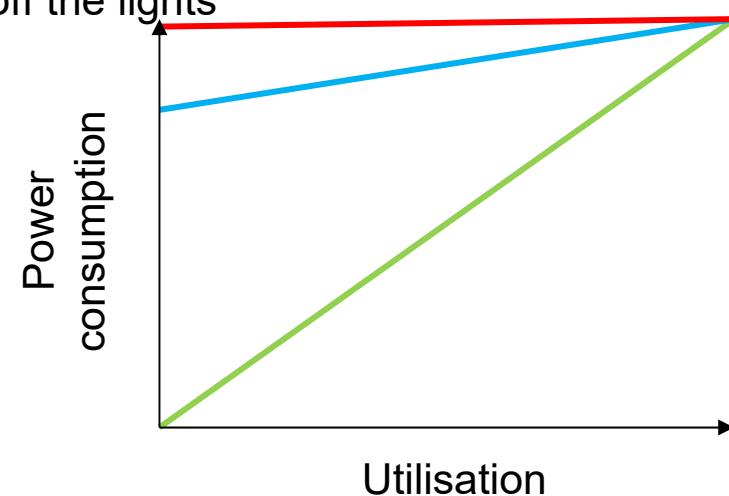
- Definition: Power consumption that is proportional to resource utilisation
- A system must have:
 - Wide dynamic power range
 - Low base power
 - If the room is empty, turn off the lights
- Most systems present low energy proportionality



Proportional consumption

High idle consumption

Constant consumption



L. A. Barroso and U. Hölzle, The Case for Energy-Proportional Computing, IEEE Computer, vol. 40, 2007



Concepts/approaches



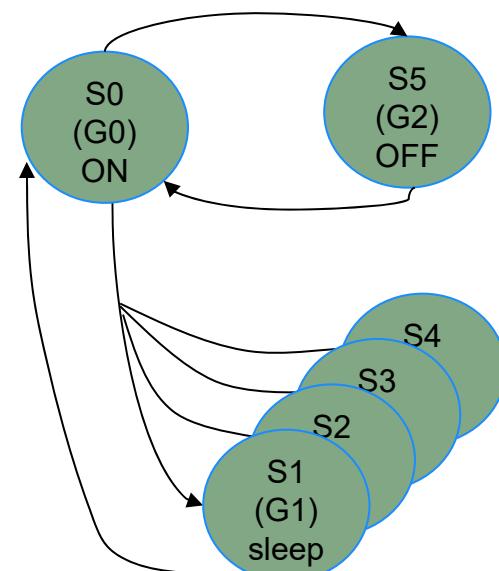
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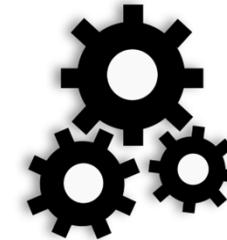
ON/OFF techniques

- Advanced Configuration and Power Interface (ACPI)
 - Operating system controls the power management
- System power states
 - Power consumption vs. retained context
- Power states
 - S0: On state
 - S1: Power on Suspend (CPUs on but not executing)
 - S2: CPUs off
 - S3: Standby, Sleep or Suspend to RAM
 - S4: Hibernation or Suspend to disk
 - S5: Off state. All context is lost.





Concepts/approaches



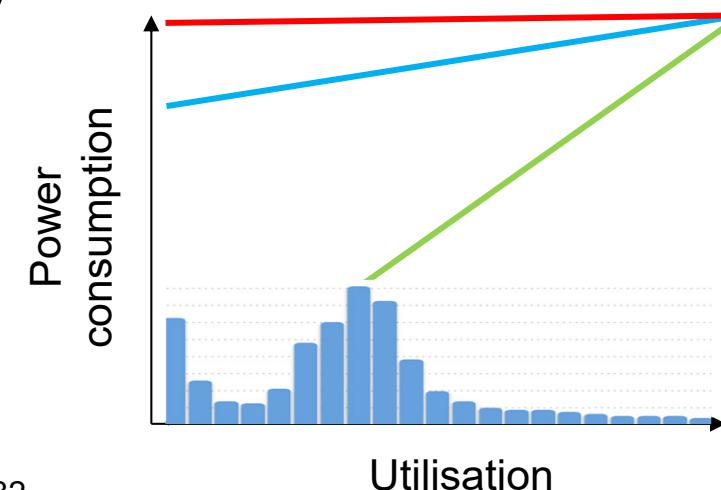
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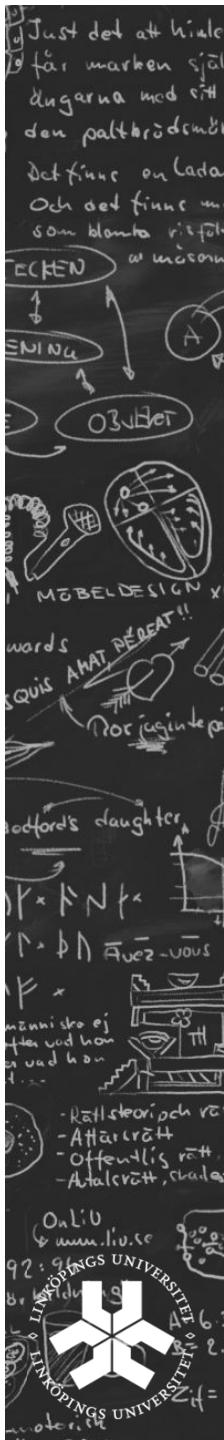
<https://openclipart.org/detail/38827/netalloy-gears-by-netalloy>



Load consolidation

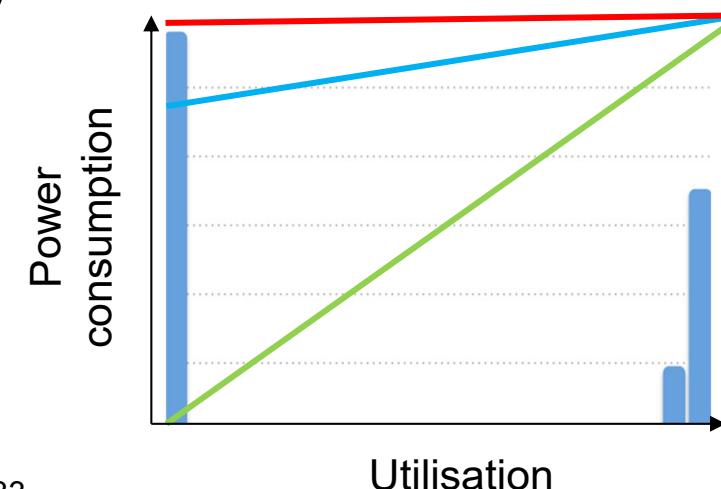
- Switching off the light is not enough!
- Efficiency of the ON/OFF is increased by interaction with “consolidation”: *Group people in one room to switch off other rooms' lights*
- Systems usually work at low utilisation, which means low efficiency

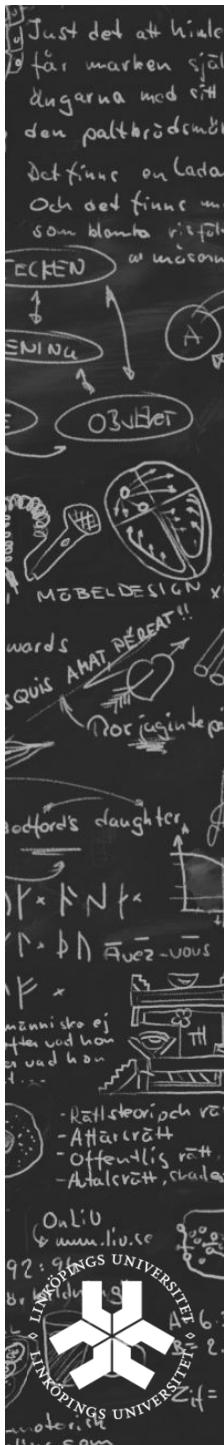




Load consolidation

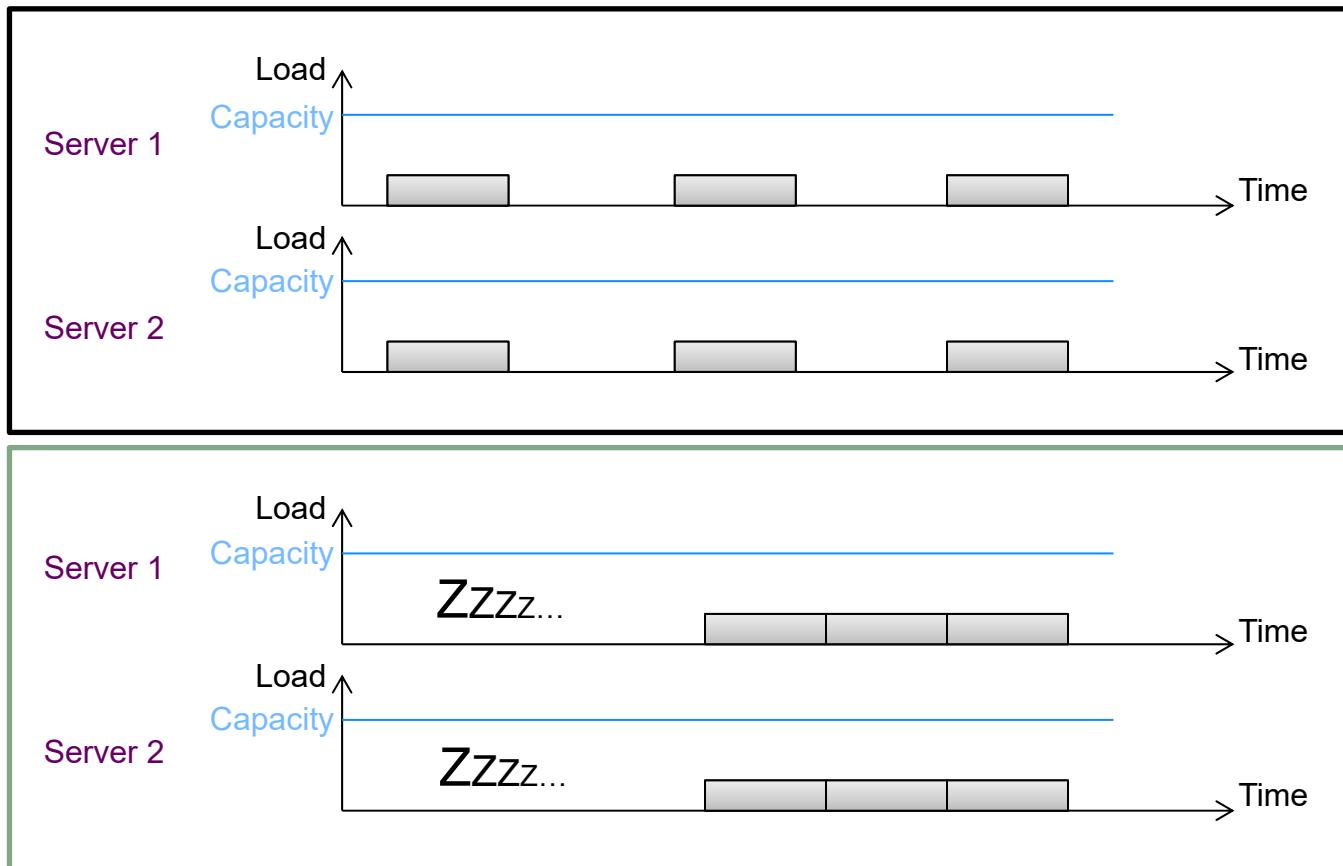
- Switching off the light is not enough!
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- Systems usually work at low utilisation, which means low efficiency
- Change the utilisation!

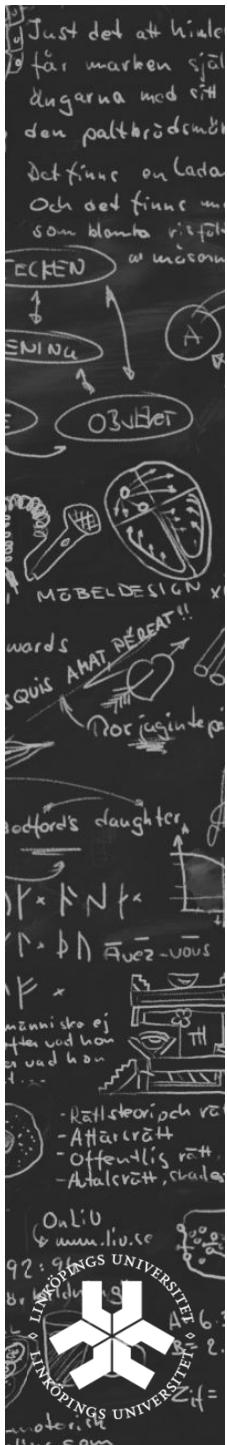




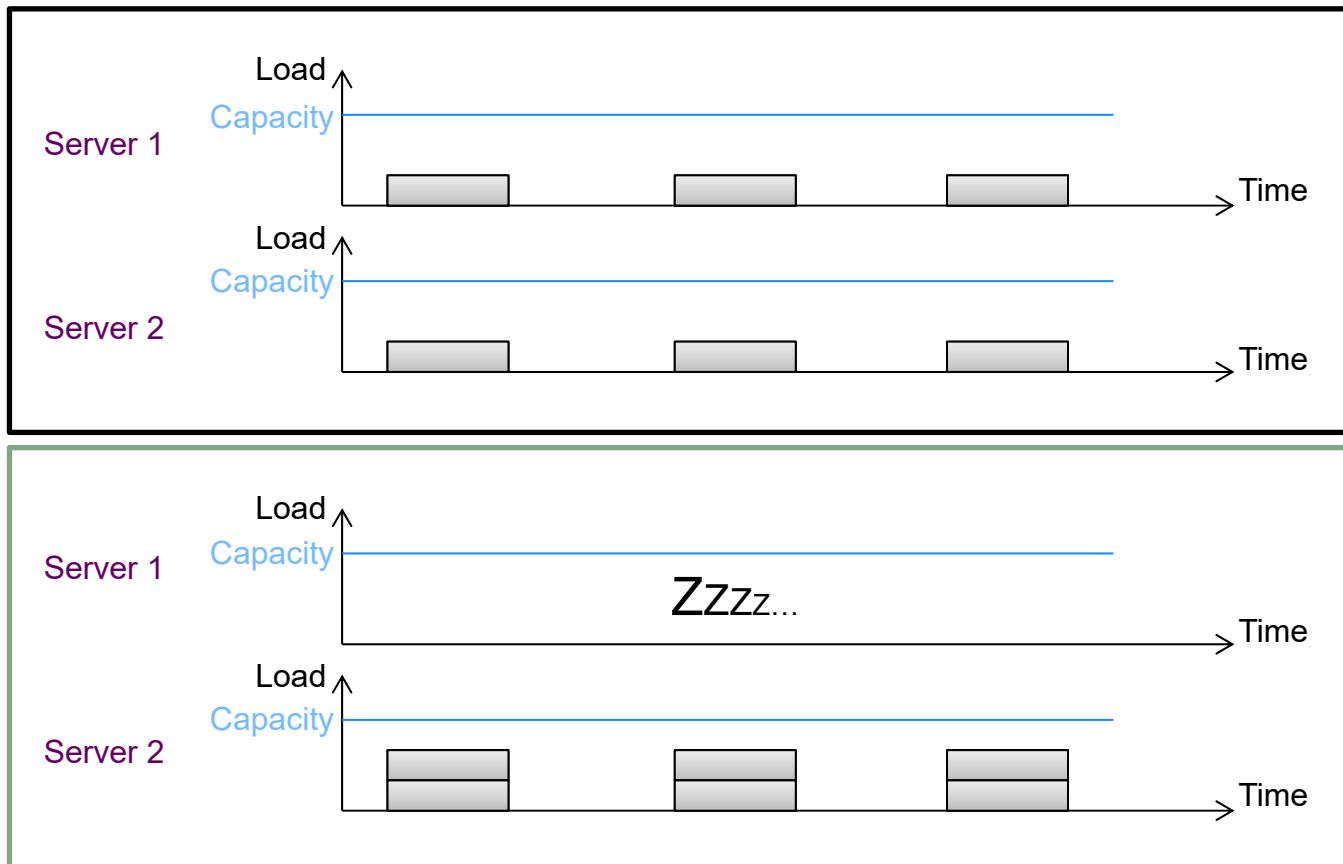
Consolidation in time

No Consolidation Consolidation

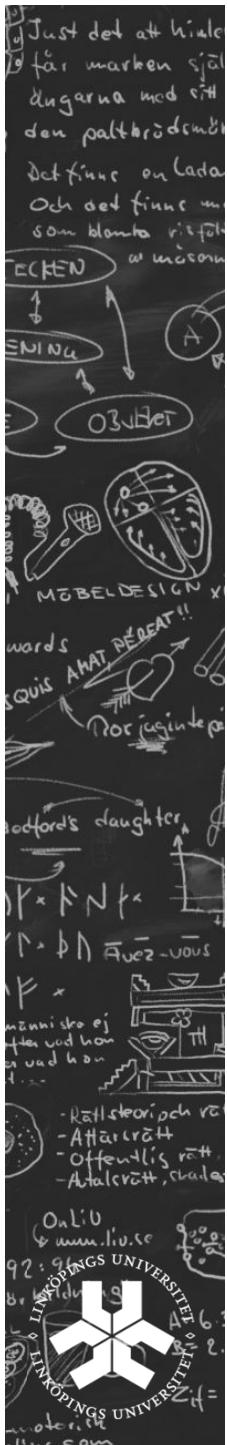




Consolidation in space

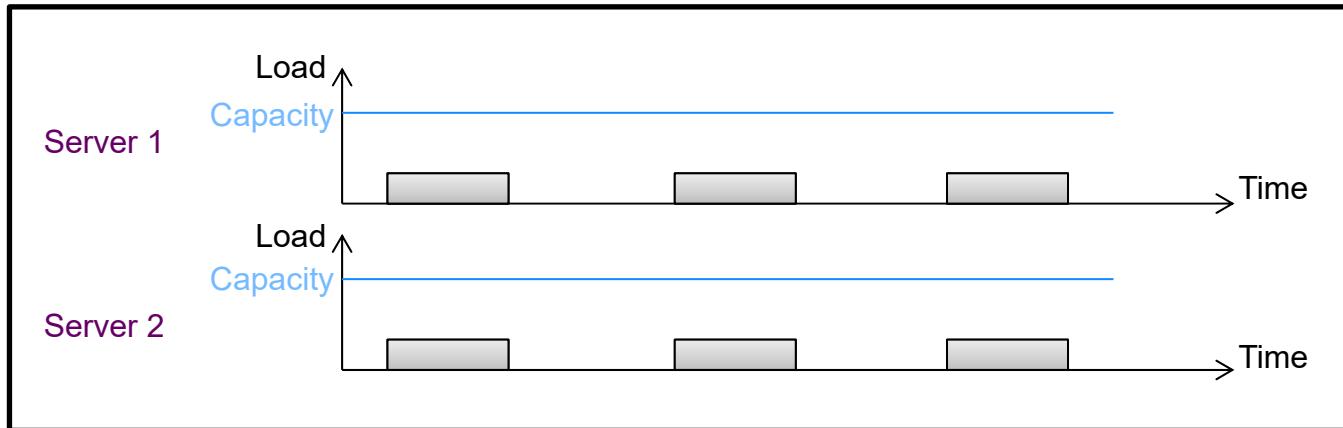


Sleep = Zzzz...

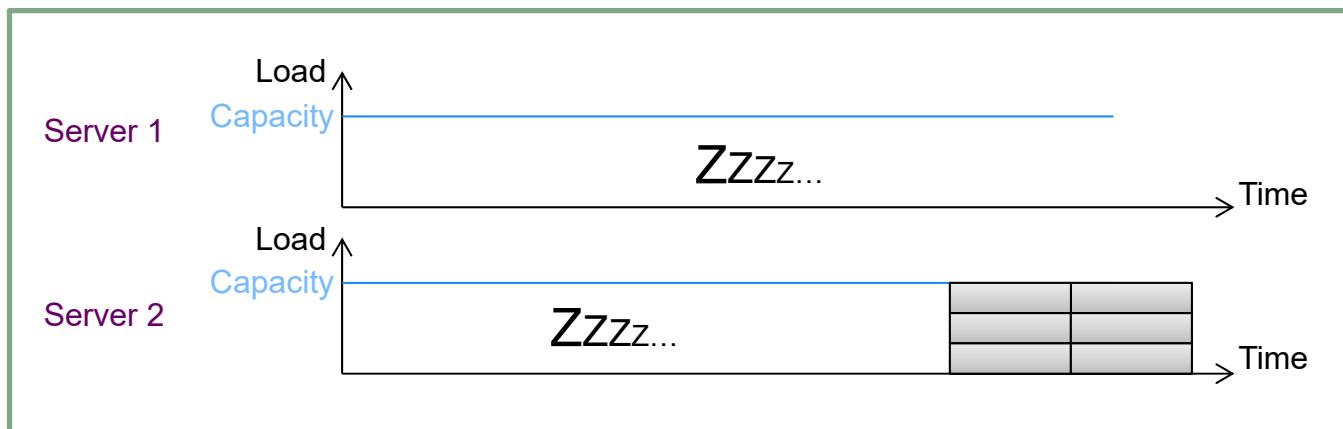


Consolidation in time and space

No Consolidation



Consolidation





Concepts/approaches



- Energy proportionality
- General approaches to power management
 - On/off approaches
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<https://openclipart.org/detail/38827/netalloy-gears-by-netalloy>



Switch off or scale down?

- Example: Processor
- Does not run at 100% capacity all the time
- Architecture techniques
 - CPU frequency and voltage scaling (P-states in ACPI)
 - Low power mode states (C-states in ACPI)
 - Tickless kernel (dynamic tick)





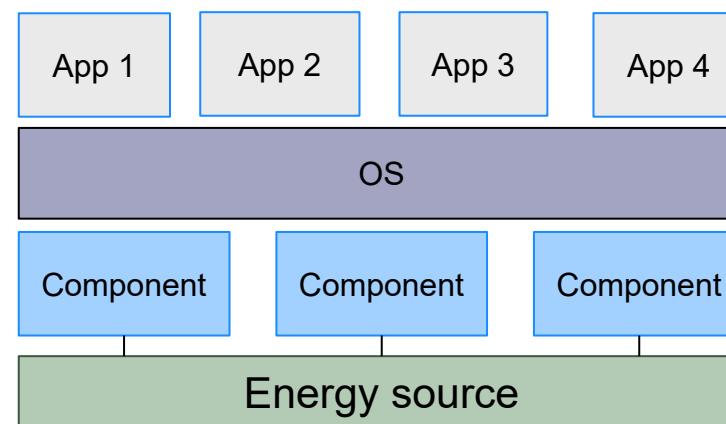
Dynamic voltage and frequency scaling (DVFS)

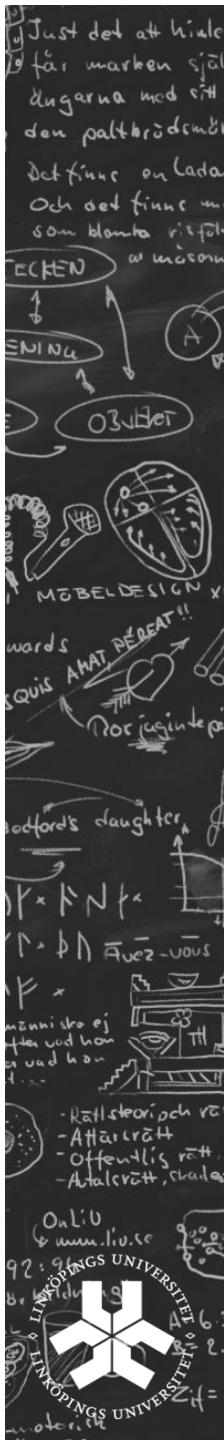
- Dynamic adjustment of voltage/frequency of the processor
 - Trade-off power dissipation against performance
- Decision
 - Program level
 - Program behaviour drives the decision
 - e.g., scale down when program knows it has to wait
 - System level (OS)
 - Idleness of the system drives the decision
 - Voltage/frequency scaled to eliminate idle periods
 - Hardware level
 - Exploits different timings of hardware components and system techniques
- Used in one of the articles that you will present!



To sum up: Energy management

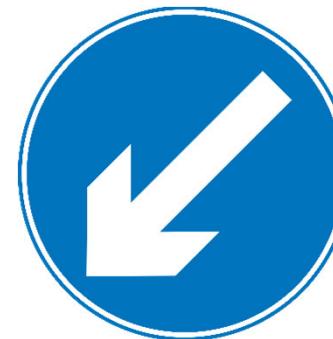
- Planning and operating the energy resource
 - Optimise the resource consumption (avoid waste)
- Is done at many layers
 - System components (e.g., CPU, memory or wireless interface)
 - Power management of components (DVFS, radio resource allocation)
 - Entities sharing system components (e.g., applications)
 - Allocate energy to software (tasks) to run





This lecture

- Power-aware computing
- Scientific articles
- Search for related works



Images:

<http://openclipart.org/detail/75799/registry-book-by-wakro>

<http://openclipart.org/detail/28016/roadsign-keep-left-by-anonymous>



What is a scientific article?

- Seminars centre on use of scientific articles
- Old or new?
 - If you look for a method/approach to design/measure then age does not matter
 - If you only look for facts (measurements/outcomes) all articles are old!
- Helps you train for finding advanced solutions later in life
 - Own reading
 - Discussion with peers
- But... Have you seen one before?

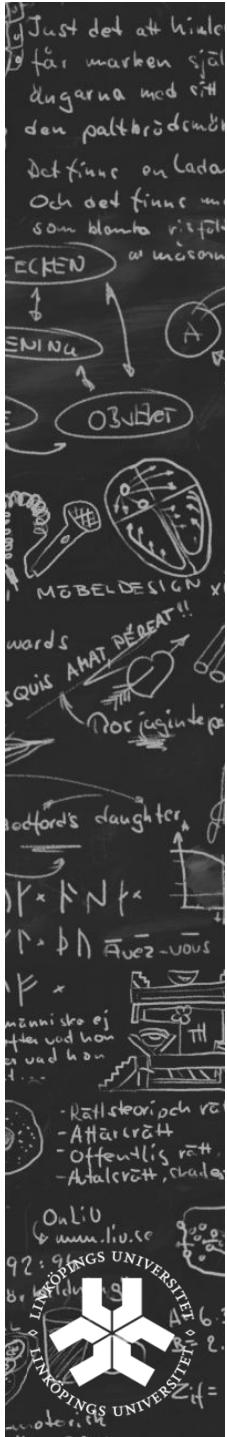




What is a scientific article?

A scientific article is a peer-reviewed and published document created by the research community, and reports scientific contributions or findings

- Published in
 - Books
 - Scientific magazines, Journals
- Most commonly presented in conference proceedings published by a publisher and permanent link (DOI)
- Quality of content
 - Depends on the publishing forum
 - There are low quality ones



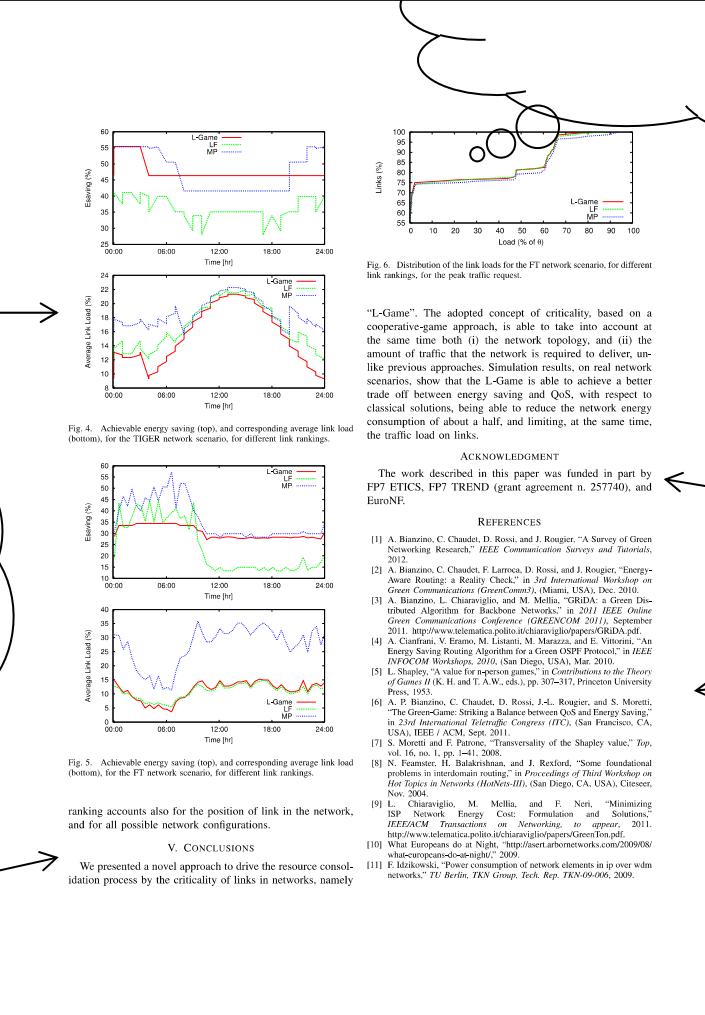
How is a scientific article organised?

Outcomes/
Results

Study the style
of writing for
“Related works”
sections!

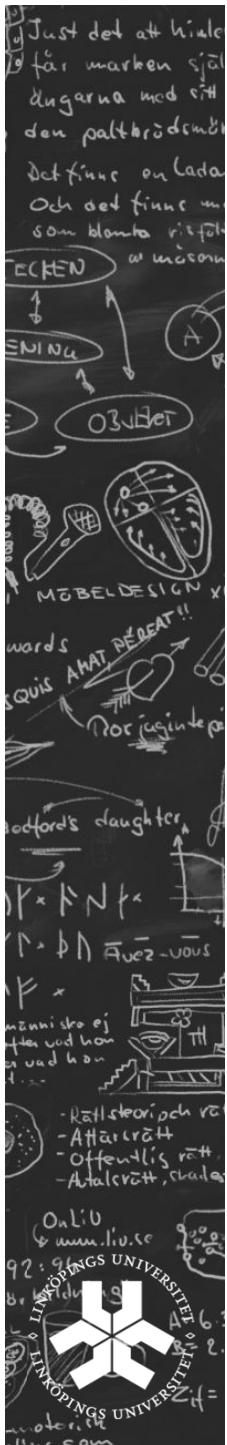
Conclusions

Which method
did they use
to arrive at
these?



Acknowledgments

Bibliography
(References)



Questions?

