



Energy

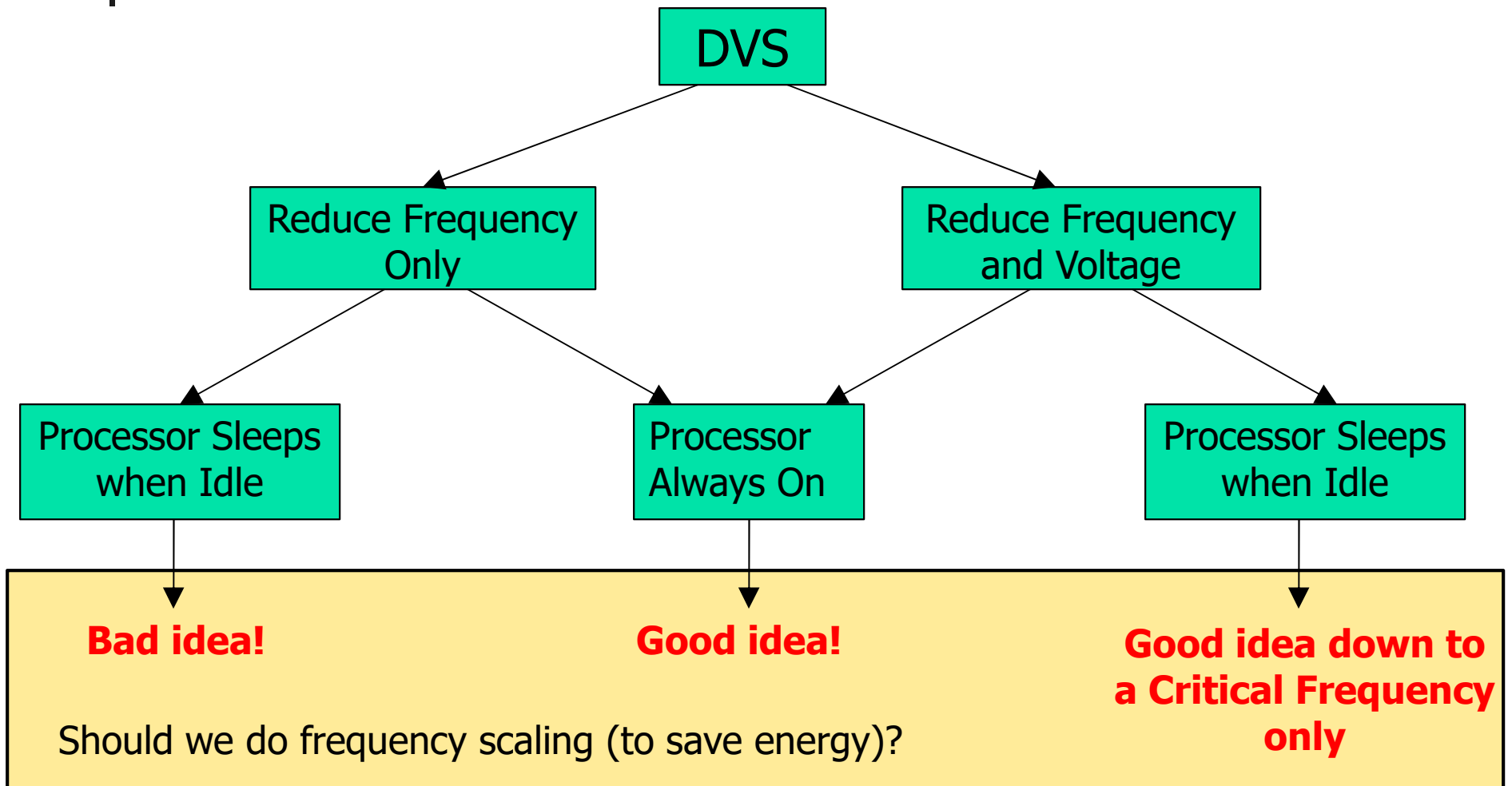
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Continued



# Recap

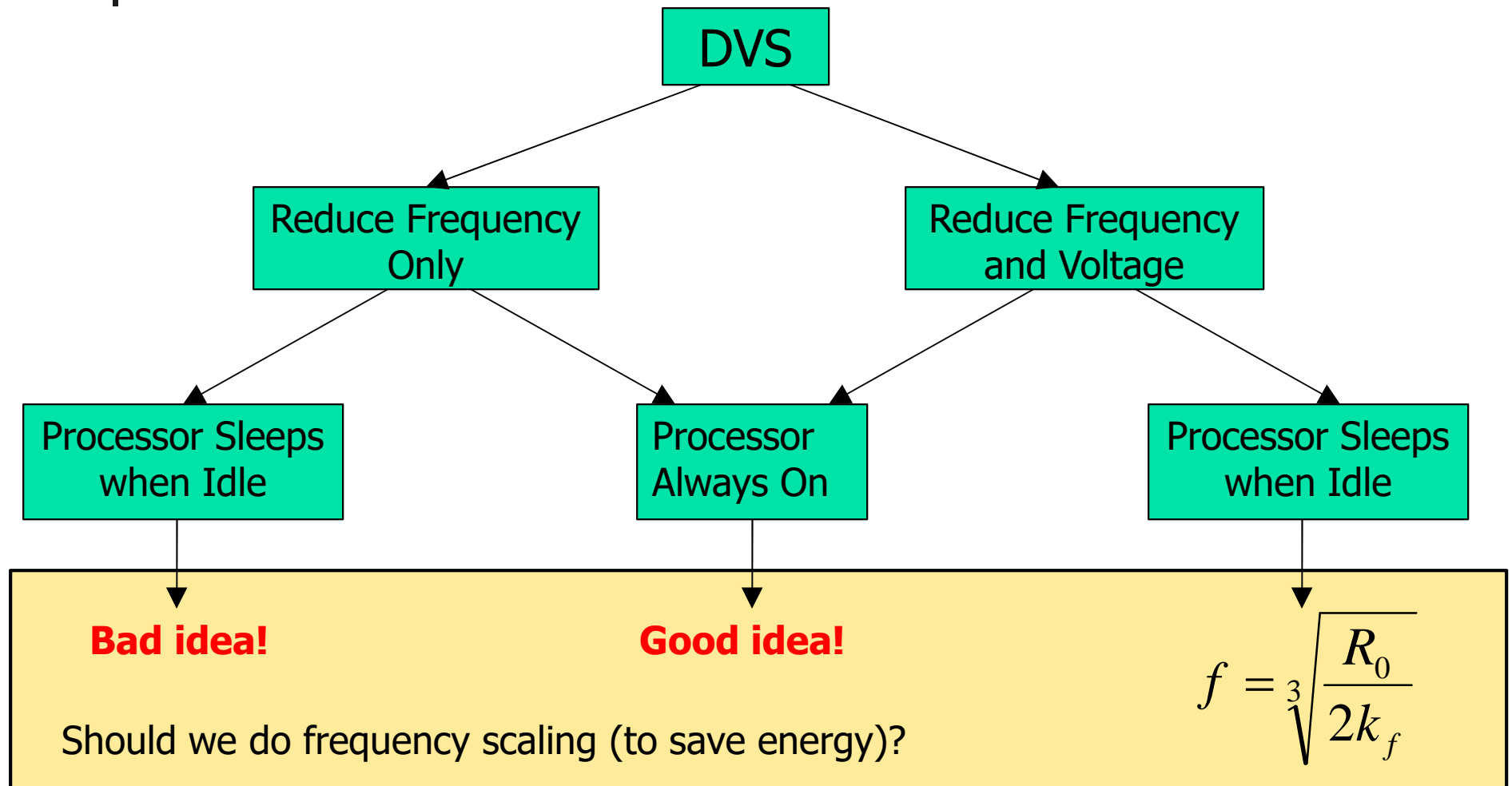
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# Recap

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# Advanced Configuration and Power Interface (ACPI)

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- Defines different power saving states in a platform-independent manner
- The standard was originally developed by Intel, Microsoft, and Toshiba (in 1996), then later joined by HP, and Phoenix.
- The latest version is "Revision 6.1," published by UEFI (March 2016).



# Global States

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- **G0:** *working*
- **G1:** *Sleeping and hibernation* (several degrees available)
- **G2:**, *Soft Off*. almost the same as G3 *Mechanical Off*, except that the power supply still supplies power, at a minimum, to the power button to allow wakeup. A full reboot is required.
- **G3**, *Mechanical Off*. The computer's power has been totally removed via a mechanical switch.



# Processor Performance States (P-States)

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- **P0** max power and frequency
- **P1** less than P0, voltage/frequency scaled
- **P2** less than P1, voltage/frequency scaled
- ...
- **Pn** less than  $P(n-1)$ , voltage/frequency scaled



# Processor “Sleep” States (C-states)

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- **C0**: is the operating state.
- **C1** (often known as *Halt*): is a state where the processor is not executing instructions, but can return to an executing state instantaneously. All ACPI-conformant processors must support this power state.
- **C2** (often known as *Stop-Clock*): is a state where the processor maintains all software-visible state, but may take longer to wake up. This processor state is optional.
- **C3** (often known as *Sleep*) is a state where the processor does not need to keep its cache, but maintains other state. This processor state is optional.



# Turning Processors Off

## The Cost of Wakeup

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- Energy expended on wakeup,  $E_{wake}$
- To sleep or not to sleep?





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- Not to sleep (for time  $t$ ):

$$E_{no-sleep} = (k_v V^2 f + R_0) t$$

- To sleep (for time  $t$ ) then wake up:

$$E_{sleep} = P_{sleep} t + E_{wake}$$



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**Minimum sleep interval**



# Dynamic Power Management

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- DPM refers to turning devices off (or putting them in deep sleep modes)
- Device wakeup has a cost that imposes a minimum sleep interval (a breakeven time)
- DPM must maximize power savings due to sleep while maintaining schedulability

# DPM and the Problem with Work-conserving Scheduling

- Example:

Task 1 (C=2, P=12)



Task 2 (C=1, P=16)



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Minimum sleep period

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Minimum sleep period

# DPM and the Problem with Work-conserving Scheduling

- No opportunity to sleep ☹️

Task 1 (C=2, P=12)



Task 2 (C=1, P=16)



Minimum sleep period



# DPM and the Problem with Work-conserving Scheduling

- Must batch! 😊

Task 1 (C=2, P=12)

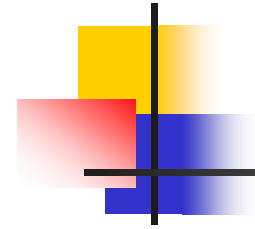


Task 2 (C=1, P=16)

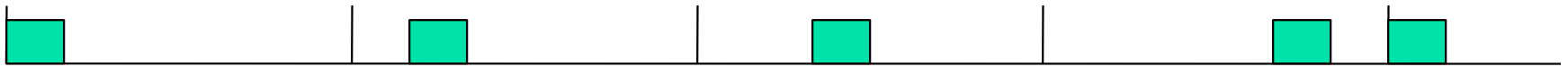


Minimum sleep period

# A Schedulability Question: How to Analyze Schedules with Sleep Periods?



Task 1 (C=2, P=12)



Task 2 (C=1, P=16)



Minimum sleep period

# A Schedulability Question:

## How to Analyze Schedules with Sleep Periods?

- Option 1: Treat sleep periods like a periodic task. Use the Liu and Layland utilization bound for schedulability. Problems?

Task 1 (C=2, P=12)



Task 2 (C=1, P=16)



Task 3 (C=11, P=16)



# A Schedulability Question:

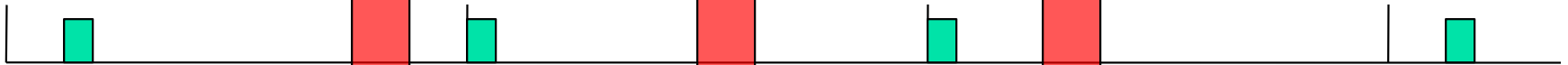
## How to Analyze Schedules with Sleep Periods?

- Option 1: Treat sleep periods like a periodic task. Use the Liu and Layland utilization bound for schedulability. Problems?
  - Does not work because the “sleep task” cannot be preempted, whereas the rest of the tasks are preemptible. The utilization bound works only for fully preemptive scheduling.

Task 1 ( $C=2, P=12$ )



Task 2 ( $C=1, P=16$ )



Task 3 ( $C=11, P=16$ )



# A Schedulability Question:

## How to Analyze Schedules with Sleep Periods?

- Option 2: Treat sleep periods like the *highest-priority* periodic task. Use the Liu and Layland utilization bound for schedulability. Problems?

Task 1 (C=2, P=12)



Task 2 (C=1, P=16)



Task 3 (C=11, P=16)



# A Schedulability Question: How to Analyze Schedules with Sleep Periods?

- Option 2: Treat sleep periods like the *highest-priority* periodic task. Use the Liu and Layland utilization bound for schedulability. Problems?
  - Does not work because the “sleep task” may need to have a larger period than the actual top-priority task, which contradicts rate-monotonic scheduling. The bound does not work.

Task 1 (C=2, P=12)



Task 2 (C=1, P=16)



Task 3 (C=11, P=16)



# A Schedulability Question: How to Analyze Schedules with Sleep Periods?

- Option 3: Treat sleep periods like the *highest-priority* periodic task. Use *exact response time analysis* for schedulability. Problems?

Task 3 (C=11, P=16)



Task 1 (C=2, P=12)



Task 2 (C=1, P=16)



# Device Forbidden Regions

- Option 3: Treat sleep periods like the *highest-priority* periodic task. Use *exact response time analysis* for schedulability.

Problems?

- A Valid solution, but pessimistic.

(Called: Device Forbidden Regions. Published in RTAS 2008.)

Task 3 (C=11, P=16)



Task 1 (C=2, P=12)

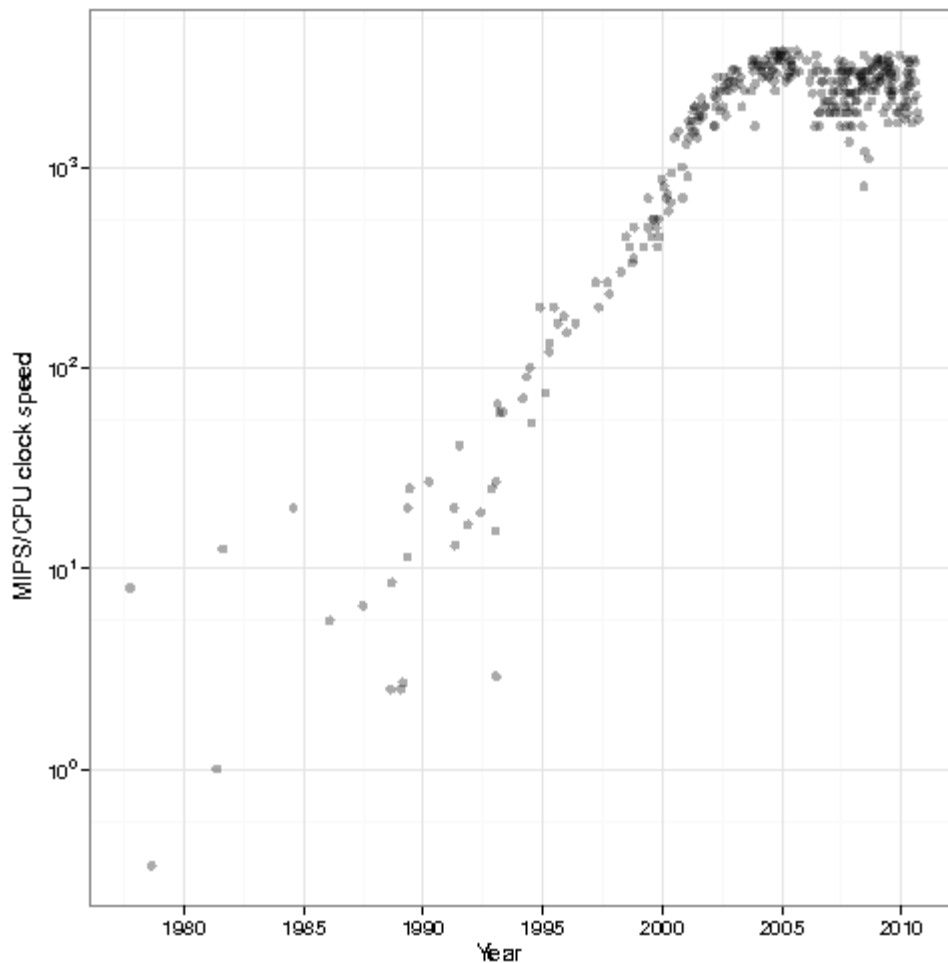


Task 2 (C=1, P=16)



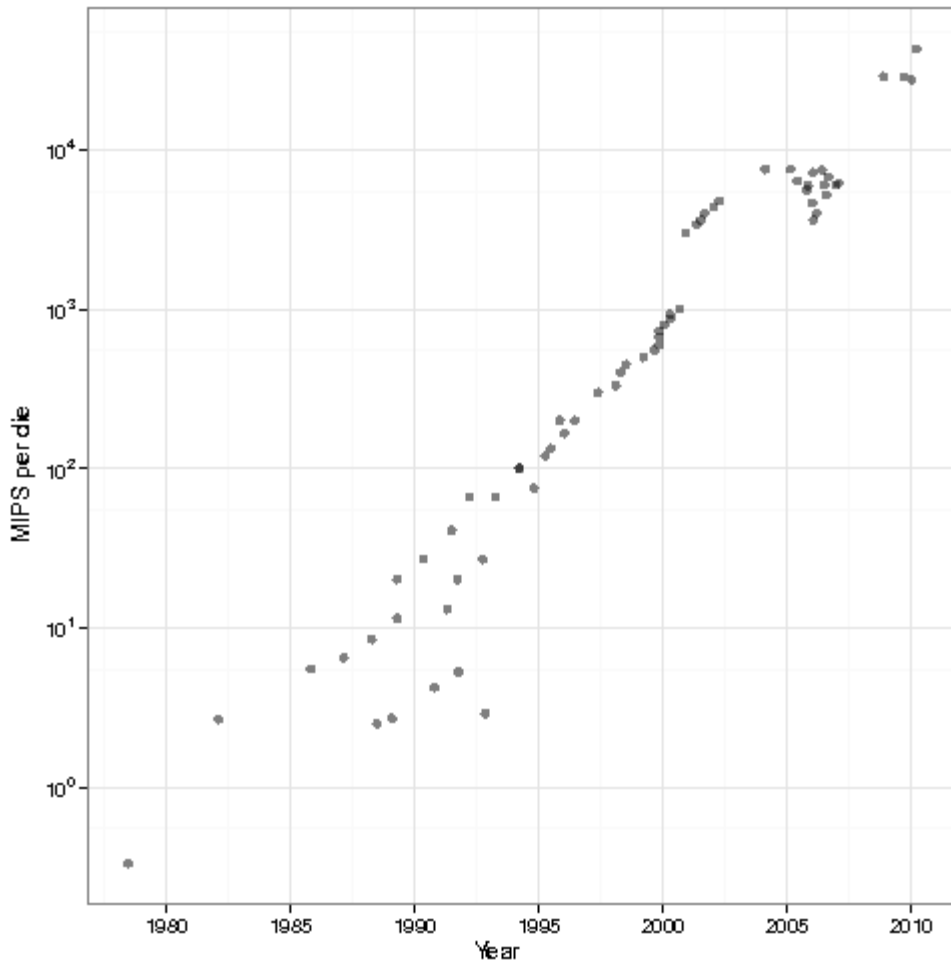
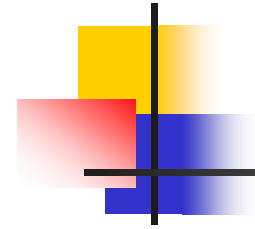


# Intel CPU Clock Speed



- Moore's Law (1980-2005)
- Question: Why did the speed curve saturate (around 2005)?

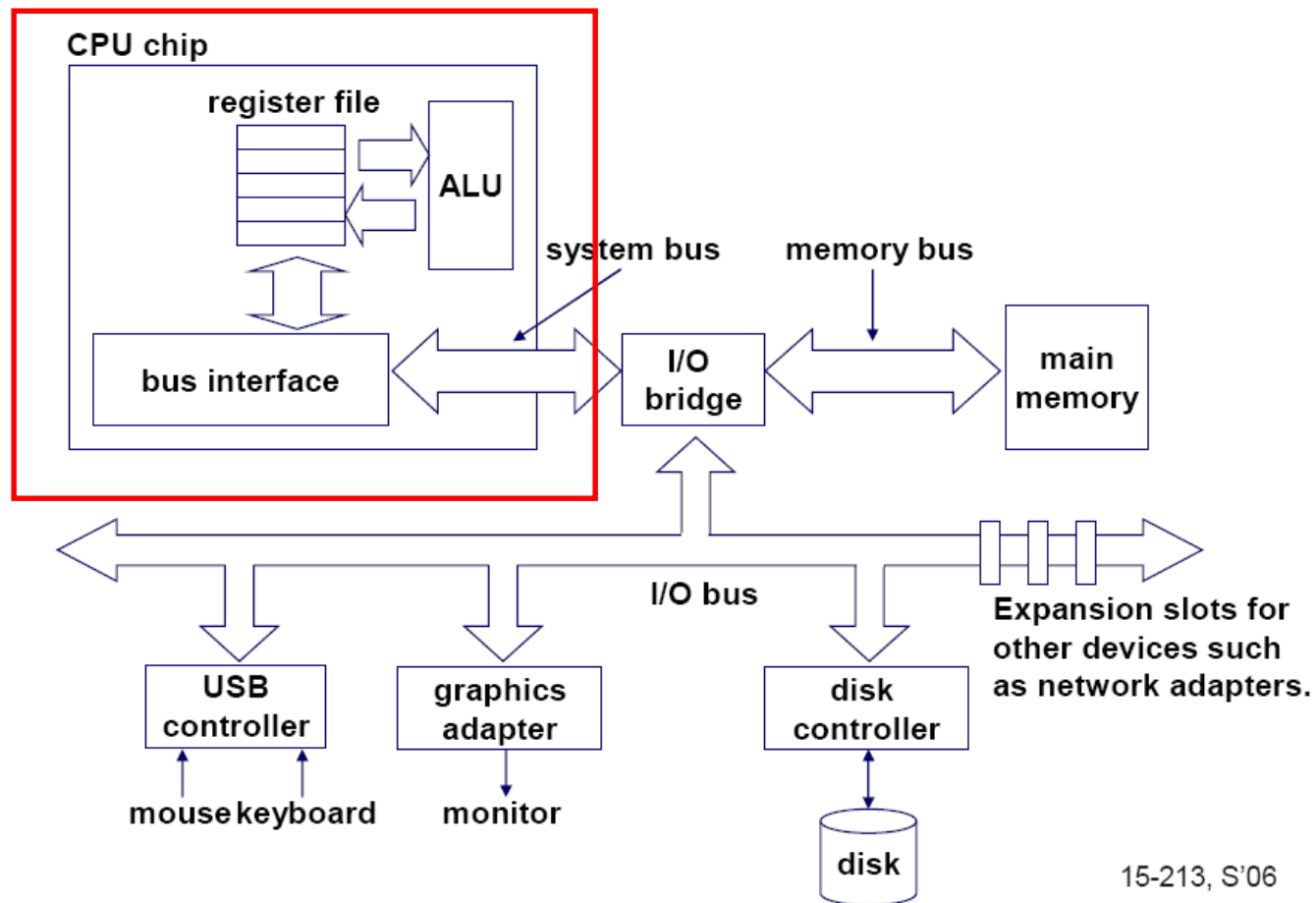
# Computational Power (per Die)



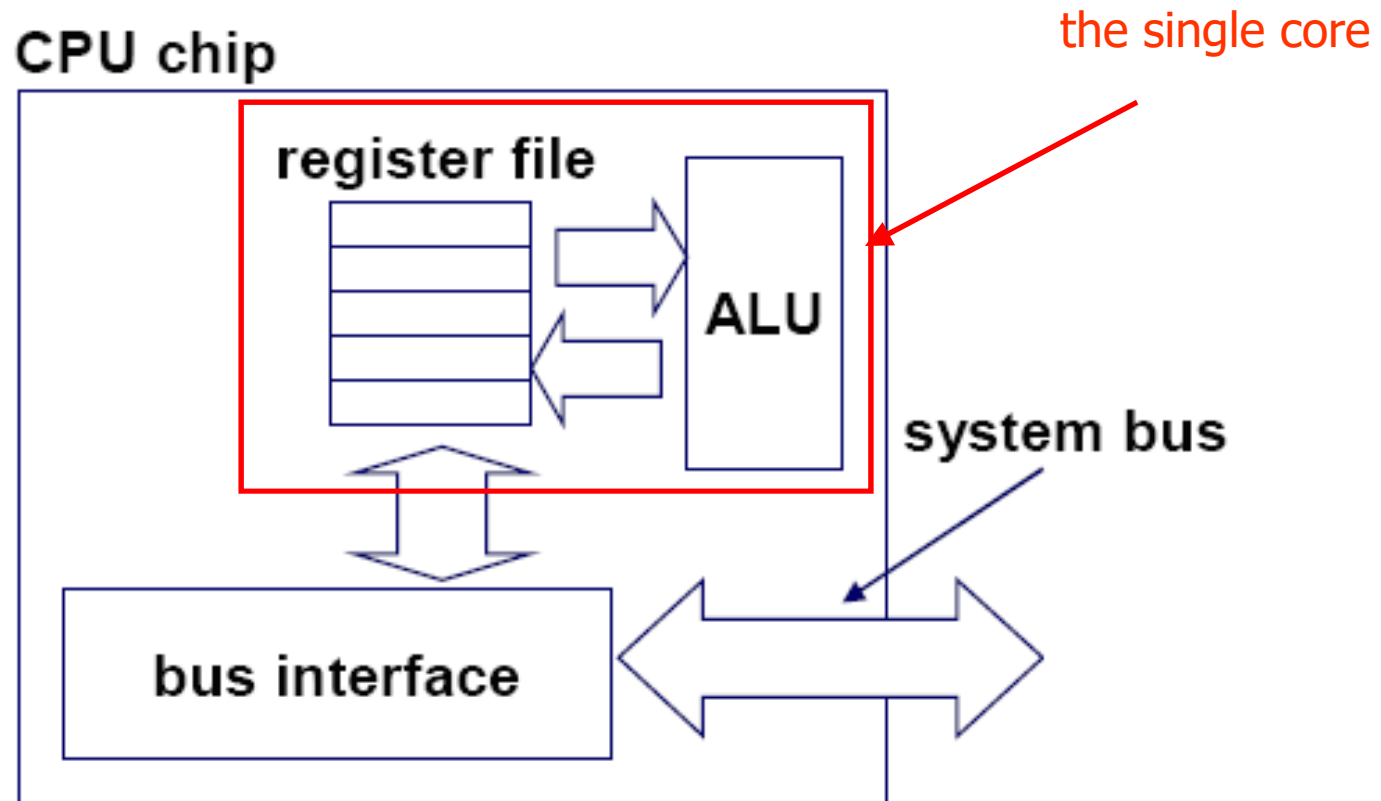
- Note the exponential rise in power consumption
- Question: how come it does not saturate?



# Single-core computer

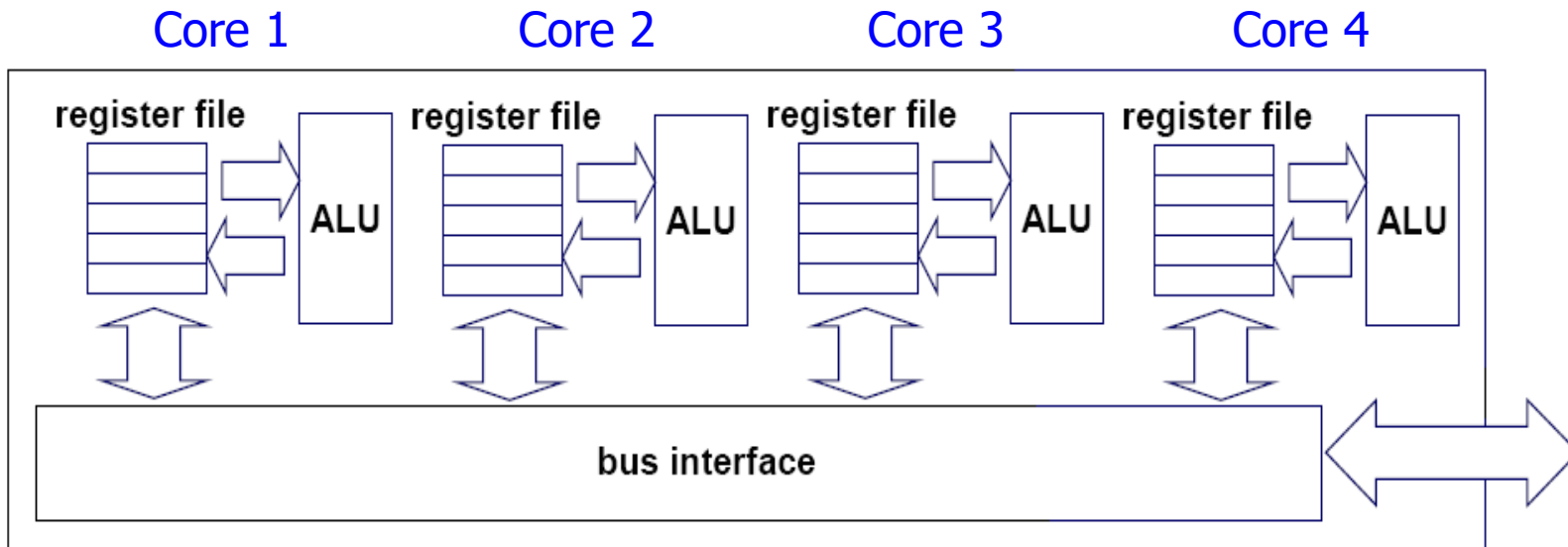


# Single-core CPU chip

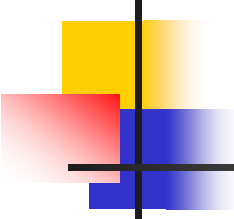


# Multi-core Architectures

- Replicate multiple processor cores on a single die.



Multi-core CPU chip



# Interaction with the Operating System

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- OS perceives each core as a separate processor
- OS scheduler maps threads/processes to different cores
- Major OSes support multi-core today: Windows, Linux, Mac OS X, ...



# DVS on Multiprocessors

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- Consider a set of tasks, where task  $i$  has period  $P_i$  and total number of cycles  $C_i$ 
  - Sort tasks from largest to smallest utilization  $C_i / P_i$
  - Assign tasks one at a time (largest-first) to the least utilized processor
  - Apply one of the previous algorithms on each processor separately





# Question

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- From the perspective of minimizing energy, is it always a good idea to use up all processors?



# How Many Processors to Use?

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- Consider using one processor at frequency  $f$  versus two at frequency  $f/2$
- Case 1: Total power for one processor
  - $k_f f^3 + R_0$
- Case 2: Total power for two processors
  - $2 \{k_f (f/2)^3 + R_0\} = k_f f^3 / 4 + 2 R_0$



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- The general case:  $n$  processors
  - $n \{k_f (f/n)^3 + R_0\} = k_f f^3 / n^2 + n R_0$



# How Many Processors to Use?

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- The general case:  $n$  processors

- $Power = n \{k_f (f/n)^3 + R_0\} = k_f f^3 / n^2 + n R_0$

- $dPower/dn = -2 k_f f^3 / n^3 + R_0 = 0$

$$n = \sqrt[3]{\frac{2k_f f^3}{R_0}}$$



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- What if  $n$  is not an integer?