

Who Ate My Battery?

Why Free and Open Source Systems Are Solving the Problem of Excessive Energy Consumption

Jeremy Bennett, Embecosm

Kerstin Eder, Computer Science, University of Bristol

Why?



Ericsson T65

- released 2001
- Li-Ion 720 mAh
- standby 300 h
- talk time 11 h
- includes talk/standby prediction



Sony Ericsson Xperia X10 mini

- released 2010
- Li-polymer 930 mAh
- standby up to 285 h (3G) / 360 h (2G)
- talk time up to 4 h (2G) / 3.5 h (3G)

All Computers Large and Small



Some Mathematics

$$\textit{Energy} = \textit{Power} \times \textit{Time}$$

or

$$\textit{Power} = \textit{Energy} \div \textit{Time}$$

Hardware Engineers are Very Good

Dynamic Voltage and Frequency Scaling

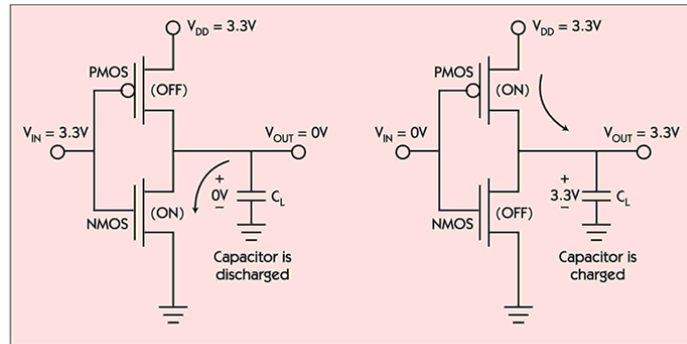
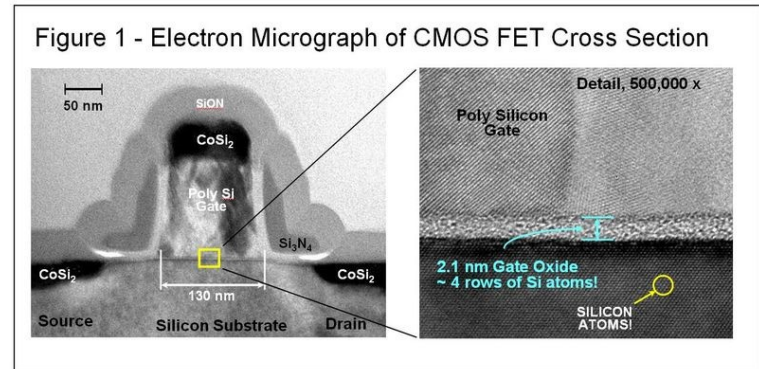


Fig. 1 Dynamic power in a CMOS inverter.



Dynamic energy loss

$$P \propto V^2 R \cdot f \text{ and } f \propto V$$

$$P \propto f^3$$

$$E = P \cdot t \text{ and } t = 1/f$$

$$E \propto f^2 \text{ and } E \propto V^2$$

Static energy loss

$$P = V^2 R \text{ and } f \propto V$$

$$P \propto f^2$$

$$E = P \cdot t \text{ and } t = 1/f$$

$$E \propto f \text{ and } E \propto V$$

Turn off circuits that are not being used: clock gating

Atmel AVR ATxmega256 @3.0V and 2MHz: Idle current 290μA
 Atmel AVR ATxmega256 @1.8V and 32kHz: Idle current 4μA

Energy Transparency from Hardware to Software

Kerstin Eder

Design Automation and Verification, Microelectronics



Free Mobile Apps “Drain Battery Faster”



19 March 2012 Last updated at 17:34

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Free mobile apps 'drain battery faster'

Free mobile apps which use third-party services to display advertising consume considerably more battery life, a new study suggests.

Researchers used a special tool to monitor energy use by several apps on Android and Windows Mobile handsets.

Findings suggested that in one case 75% of an app's energy consumption was spent on powering advertisements.

Report author Abhinav Pathak said app makers must take energy optimisation more seriously.



Like many games, Angry Birds has a free version supported by targeted advertising

Related Stories

[Hot mobile trends for](#)

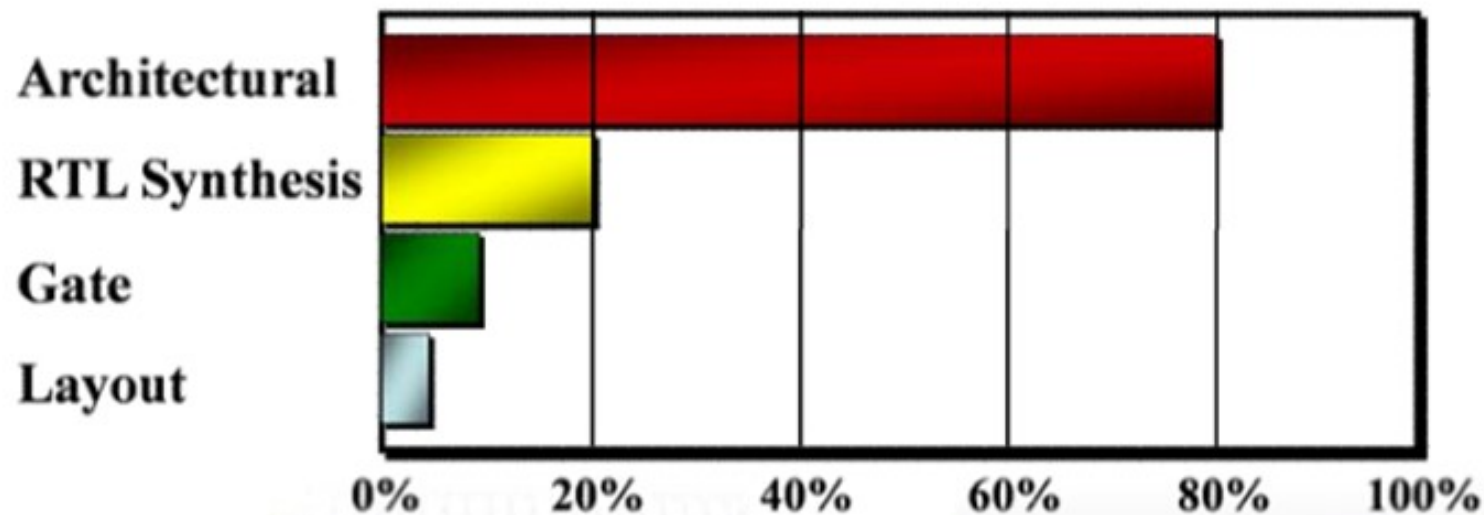
Energy-Aware System Design

- Power management largely in domain of Hardware Design
 - Considerations to minimize/optimize
 - Dynamic (switching) and static (leakage) power
 - Energy consumption
 - On-chip power management
 - DVFS
 - Modes: on, standby, suspend, sleep, off
- Where can the greatest savings be made?

Greater Savings at Higher Levels

Why Optimize Power at the Architecture?

Power Optimization Potential



Source: LSI Logic

© 2010 Mentor Graphics

Mentor
Graphics

LOW POWER

Lack of software support marks the low power scorecard at DAC

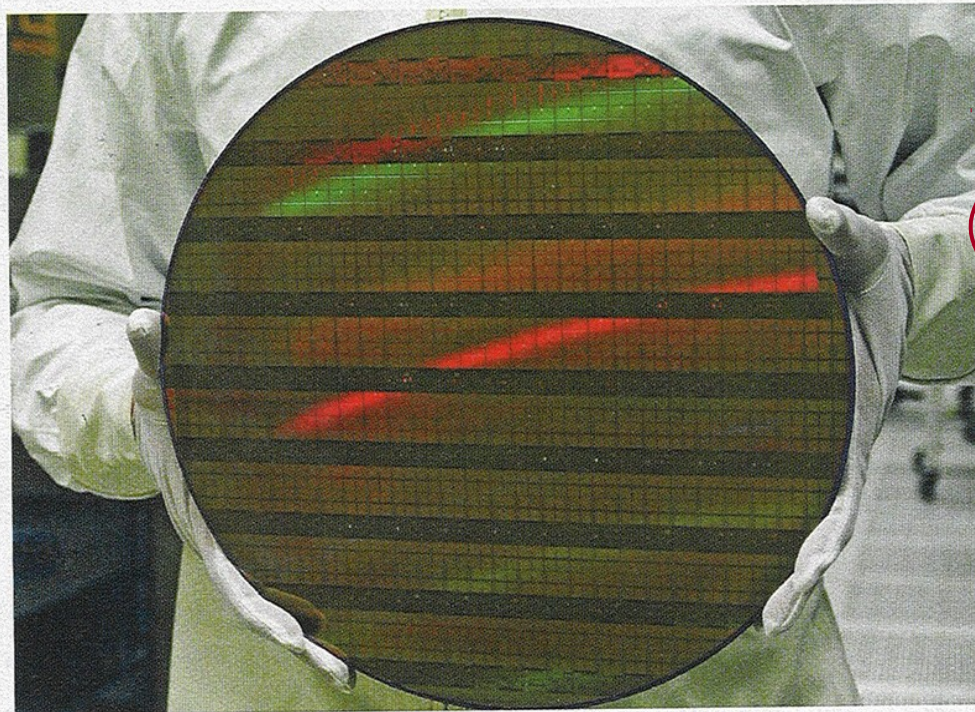
One of the panels at the Design Automation Conference (DAC), which took place in California in early June, set out to get an idea of how well the industry is doing at delivering lower-power systems.

It is becoming clear, writes Chris Edwards, that the system level is currently the missing link.

Processes can deliver some gains – and Globalfoundries' Andrew Brotman was able to outline some of the features that the foundry has put into its recently launched low-power high-k, metal gate (HKMG) process.

FinFETs should bring power down as those processes become available, although they are not the only options. But if the software keeps cores active for no good reason, the lower switching power per bit processed won't deliver a realised saving.

In his keynote speech Gadi Singer, vice-president IAG and general manager of the SoC enabling group at Intel Corporation, said that with limited software support, dedicated low-



Intel waits for better low-power software control

power circuitry could save maybe 20% in a typical multimedia-oriented core.

Make the software controlling it

better at controlling the power states and that difference could be three to five times.

During an afternoon panel discus-

sion Ambrose Low, director of design engineering at Broadcom said: "We have hundreds of knobs in the hardware to turn power down."

"The question is whether we can take the actual use-cases into consideration and optimise the software to power the logic circuits down. We still have a long way to go."

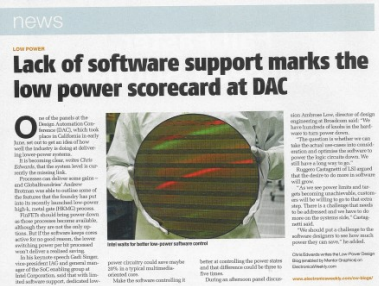
Ruggero Castagnetti of LSI argued that the desire to do more in software will grow.

"As we see power limits and targets becoming unachievable, customers will be willing to go to that extra step. There is a challenge that needs to be addressed and we have to do more on the systems side," Castagnetti said.

"We should put a challenge to the software designers to see how much power they can save," he added.

Chris Edwards writes the Low-Power Design Blog (enabled by Mentor Graphics) on ElectronicsWeekly.com

www.electronicsworld.com/ew-blogs/



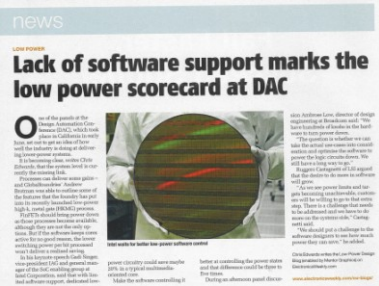
Wasted Potential

Huge advances have been made in power-efficient hardware.

Various software-controllable energy-saving features available, such as DVFS, power modes.

BUT – **potential energy savings are wasted** by

- software that does not exploit energy-saving features of hardware;
- poor dynamic management of tasks and resources.



The Focus is on Software

- Software controls the behaviour of the hardware
 - Algorithms and Data Flow
 - Compiler (optimizations)
 - traditional SW design goals:
 - performance, performance, performance
- Software engineers often **“blissfully unaware”**
 - Implications of algorithm/code/data on power/energy?
 - Power/Energy considerations
 - at best, secondary design goals
 - **BUT the biggest savings can be gained from optimizations at the higher levels of abstraction in the system stack – this includes Algorithms, Data and SW**

Aligning SW Design Decisions with Energy-Efficiency Design Goal

Key steps*:

- “Choose the **best algorithm** for the problem at hand and make sure it **fits well with** the computational **hardware**. Failure to do this can lead to costs far exceeding the benefit of more localized power optimizations.
- Minimize **memory size** and expensive **memory accesses** through algorithm transformations, efficient mapping of data into memory, and optimal use of memory bandwidth, registers and cache.
- Optimize the **performance** of the application, making **maximum use of available parallelism**.
- Take advantage of **hardware support for power management**.
- Finally, select instructions, sequence them, and order operations in a way that **minimizes switching in the CPU and datapath**.”

* Kaushik Roy and Mark C. Johnson. 1997. “Software design for low power”. In *Low power design in deep submicron electronics*, Wolfgang Nebel and Jean Mermet (Eds.). Kluwer Nato Advanced Science Institutes Series, Vol. 337. Kluwer Academic Publishers, Norwell, MA, USA, pp 433-460.

6.3. SOFTWARE DESIGN FOR LOW POWER

KAUSHIK ROY AND MARK C. JOHNSON

School of Electrical and Computer Engineering

Purdue University

West Lafayette, Indiana, U.S.A.

1. Introduction

It is tempting to suppose that only hardware dissipates power, not software. However, that would be analogous to postulating that only automobiles burn gasoline, not people. In microprocessor, micro-controller, and digital signal processor based systems, it is software that directs much of the activity of the hardware. Consequently, the software can have a substantial impact on the power dissipation of a system. Until recently, there were no efficient and accurate methods to estimate the overall effect of a software design on power dissipation. Without a power estimator there was no way to reliably optimize software to minimize power. Since 1993, a few researchers have begun to crack this problem. In this chapter, you will learn

Energy Transparency

Information on energy usage is available for programs:

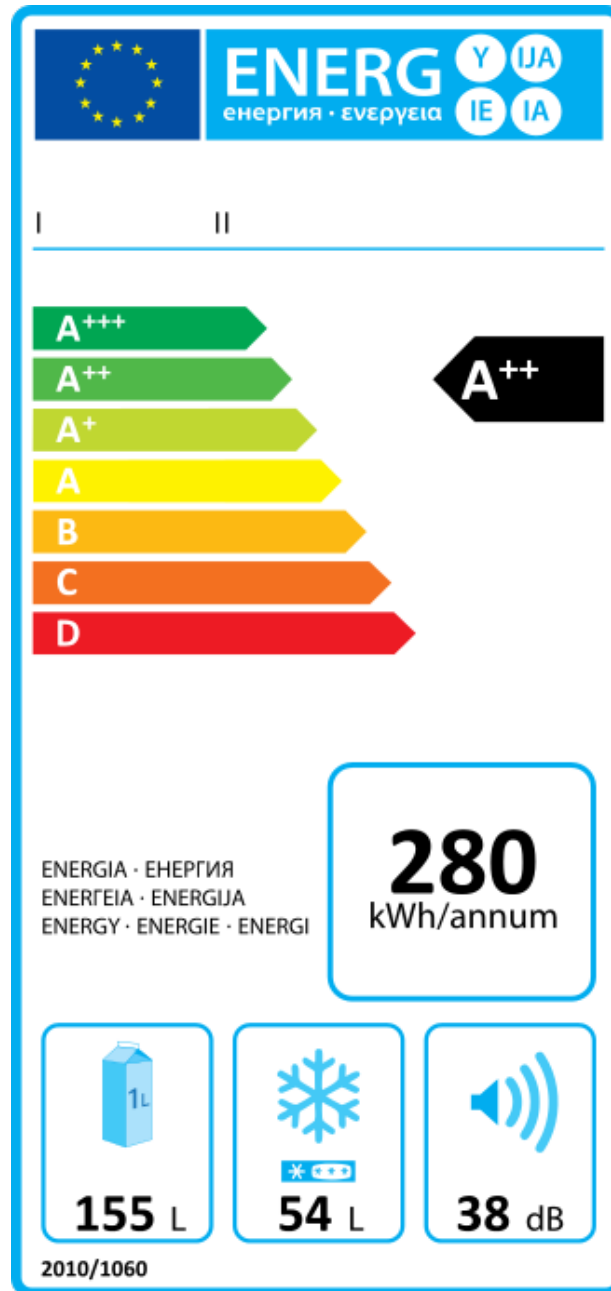
- (ideally) without executing them, and
- at all levels from machine code to high-level application code.

Transparency

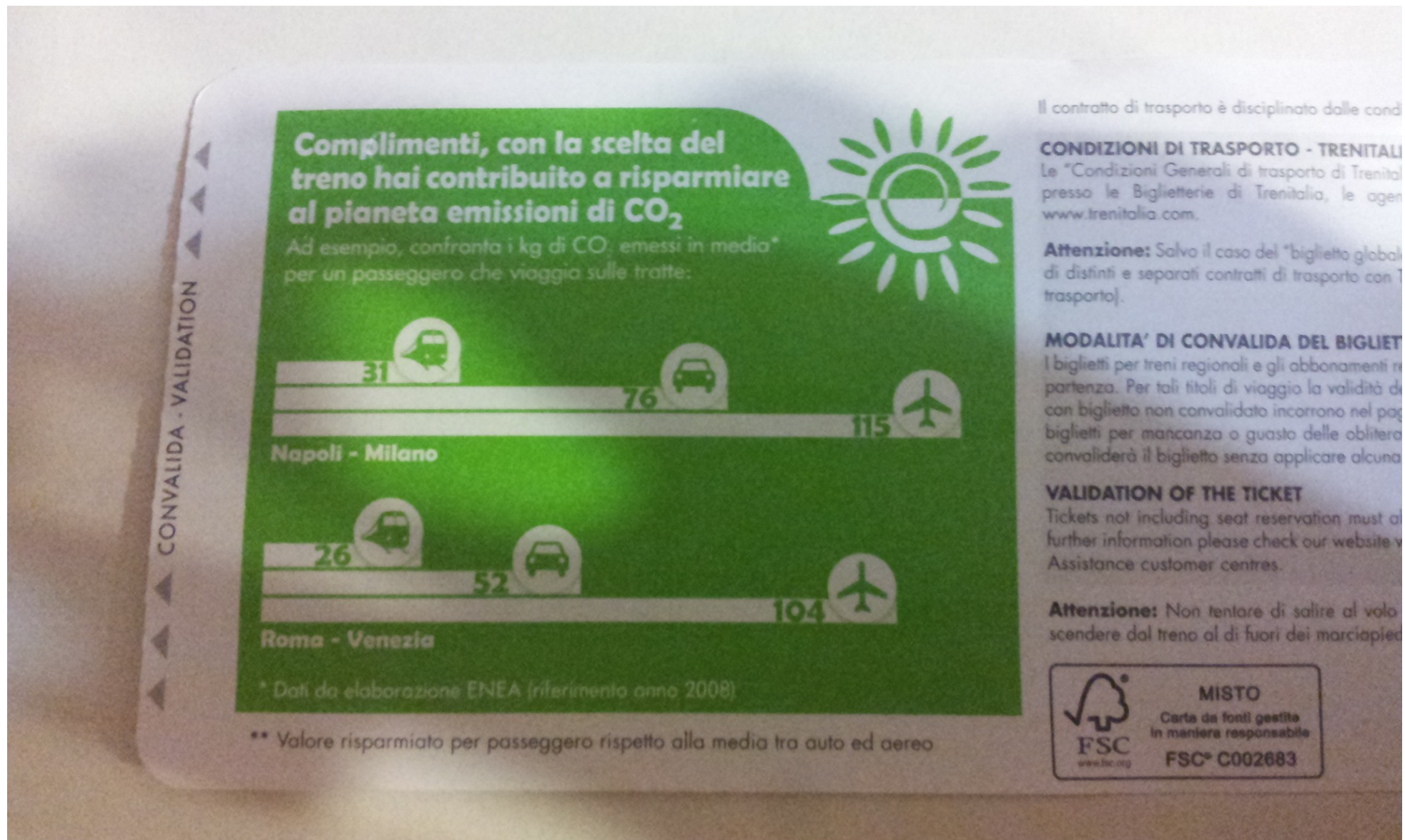
Transparency

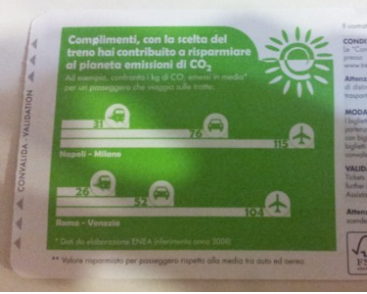


Transparency



Transparency





Why Energy Transparency?

Energy transparency enables a deeper understanding of how algorithms and coding impact on the energy consumption of a computation when executed on hardware.

The EACOF

A simple Energy-Aware Computing Framework

<https://github.com/eacof/eacof>

Comparing Sorting Algorithms

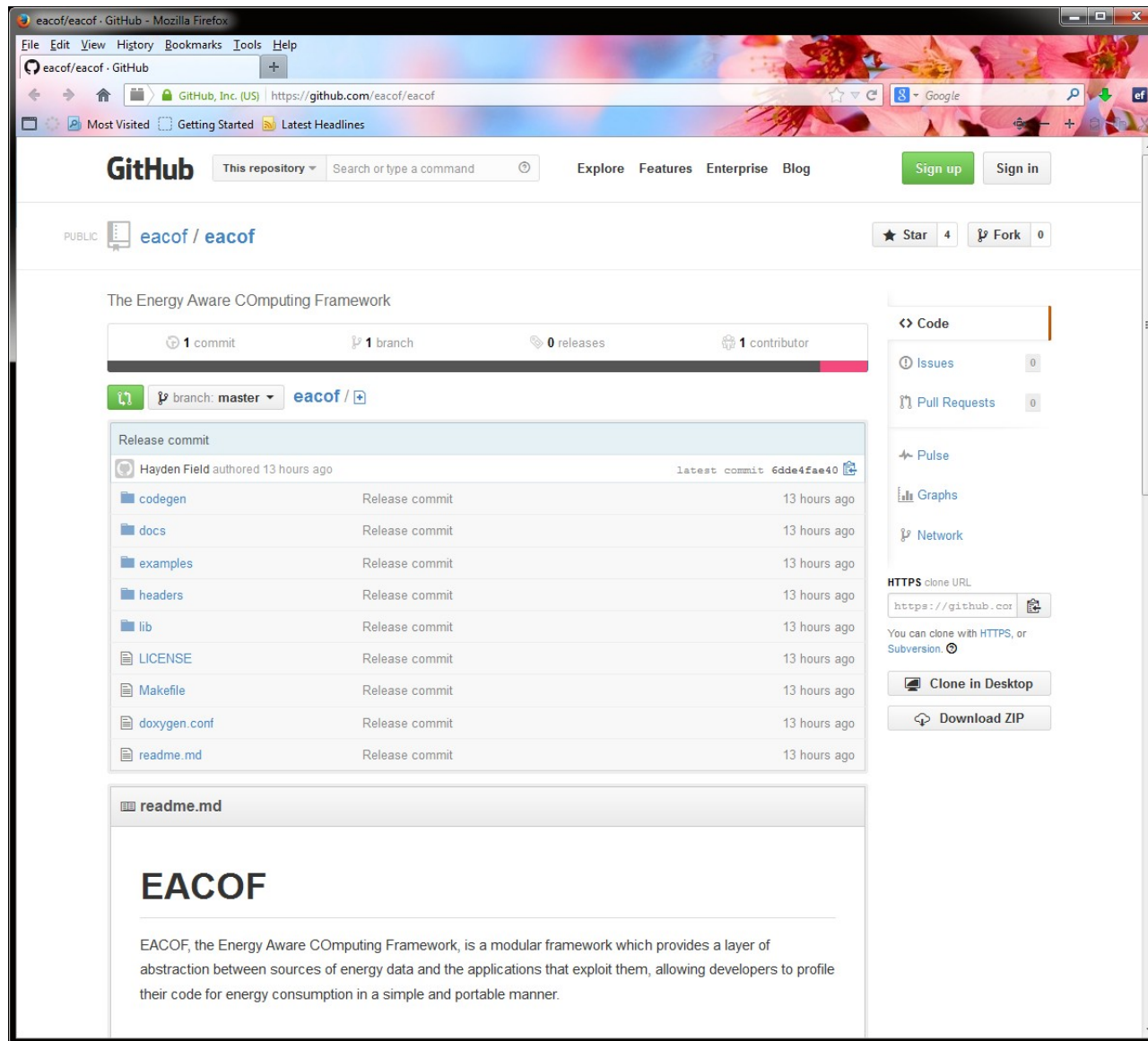
■ Sorting of integers in [0,255]

		Data Type											
		uint8_t			uint16_t			uint32_t			uint64_t		
		Total Time (s)	Total Energy (J)	Average Power (W)	Total Time (s)	Total Energy (J)	Average Power (W)	Total Time (s)	Total Energy (J)	Average Power (W)	Total Time (s)	Total Energy (J)	Average Power (W)
Bubble Sort	50,000	5.53	66.66	12.03	5.39	65.29	12.09	5.66	69.05	12.19	5.78	71.83	12.41
Insertion Sort	200,000	7.98	■102.18	12.75	7.98	■103.00	12.85	7.46	■98.81	13.21	7.54	■105.03	13.89
Quicksort	2,000,000	5.51	61.73	11.20	5.53	61.90	11.19	5.52	61.60	11.15	5.51	62.90	★11.42
Merge Sort	60,000,000	●6.06	●72.33	11.93	6.07	72.46	11.93	6.12	75.65	12.36	●5.93	●76.98	★12.98
qsort	100,000,000	●5.84	●72.39	12.37	6.15	76.90	12.48	6.79	86.29	12.69	●5.69	●73.25	12.86
Counting Sort	200,000,000	0.23	◆2.92	12.75	0.24	◆3.16	13.23	0.25	◆3.58	14.15	0.35	◆5.12	14.44

- Insertion Sort: 32 bit version more optimized
- ◆ Counting Sort:
 - 75% more energy for 64 bit compared to 8 bit values
- Sorting 64 bit values takes less time than sorting 8 bit values, but consumed more energy
- ★ Average power variations between algorithms

Hayden Field, Glen Anderson, Kerstin Eder, EACOF: A Framework for Providing Energy Transparency to enable Energy-Aware Software Development. *29th ACM Symposium On Applied Computing*. pp. tbc–tbc. March 2014.

First EACOF release



<https://github.com/eacof/eacof>



ENTRA

Whole-Systems
Energy Transparency



The ENTRA Project

- Whole Systems ENergy TRAnsparency
 - 1.10.2012 - 30.9.2015
 - EC FP7 FET MINECC:

“Software models and programming methodologies supporting the strive for the energetic limit (e.g. energy cost awareness or exploiting the trade-off between energy and performance/precision).”



Energy Modelling

Data to enable
Energy Transparency

Energy Modeling

Energy Cost (E) of a program (P):

$$E_P = \sum_i (B_i \times N_i) + \sum_{i,j} (O_{i,j} \times N_{i,j}) + \sum_k E_k$$

Instruction Base Cost, B_i , of each instruction i

Circuit State Overhead, $O_{i,j}$, for each instruction pair

Other Instruction Effects (stalls, cache misses, etc)

V. Tiwari, S. Malik and A. Wolfe. "Instruction Level Power Analysis and Optimization of Software", Journal of VLSI Signal Processing Systems, 13, pp 223-238, 1996.

XCore Energy Modelling

Energy Cost (E) of a **multi-threaded** program (P):

$$E_p = P_{\text{base}} N_{\text{idle}} T_{\text{clk}} + \sum_{t=1}^{N_t} \sum_{i \in \text{ISA}} ((M_t P_i O + P_{\text{base}}) N_{i,t} T_{\text{clk}})$$

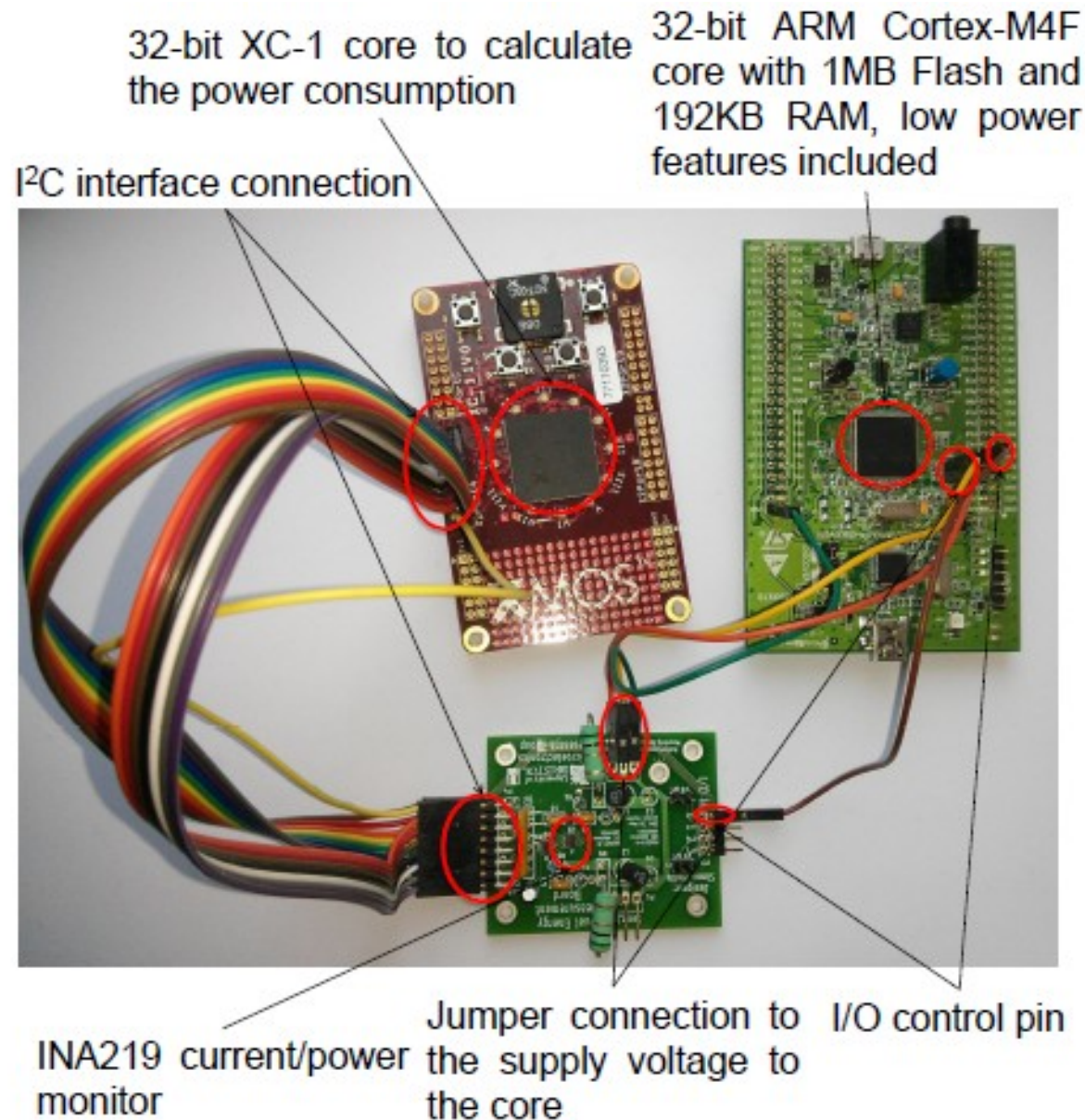
Idle base
power and
duration

Concurrency cost, instruction
cost, generalised overhead, base
power and duration

- Use of execution statistics rather than execution trace.
- Fast running model with an average error margin of less than 7%

S. Kerrison and K. Eder, 2013. “Energy Modelling of Software for a Hardware Multi-threaded Embedded Microprocessor”, under review at ACM TECS.

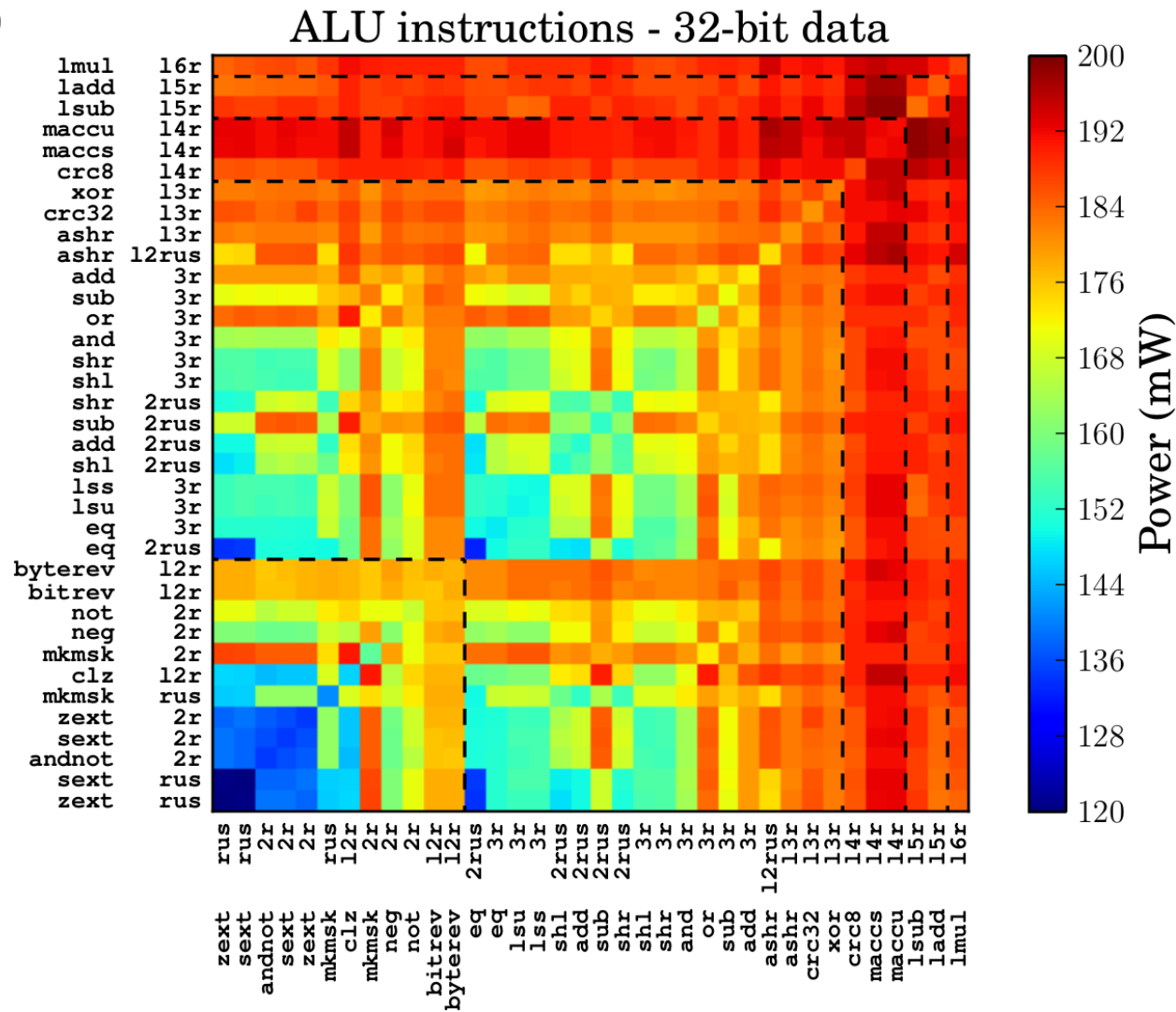
The Setup...



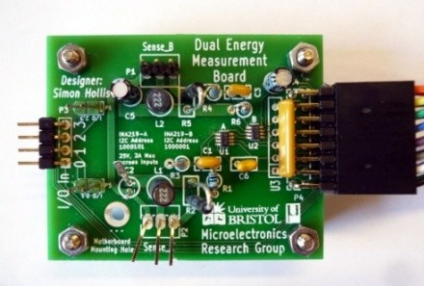


ISA Characterization

Even threads instruction (name & encoding)



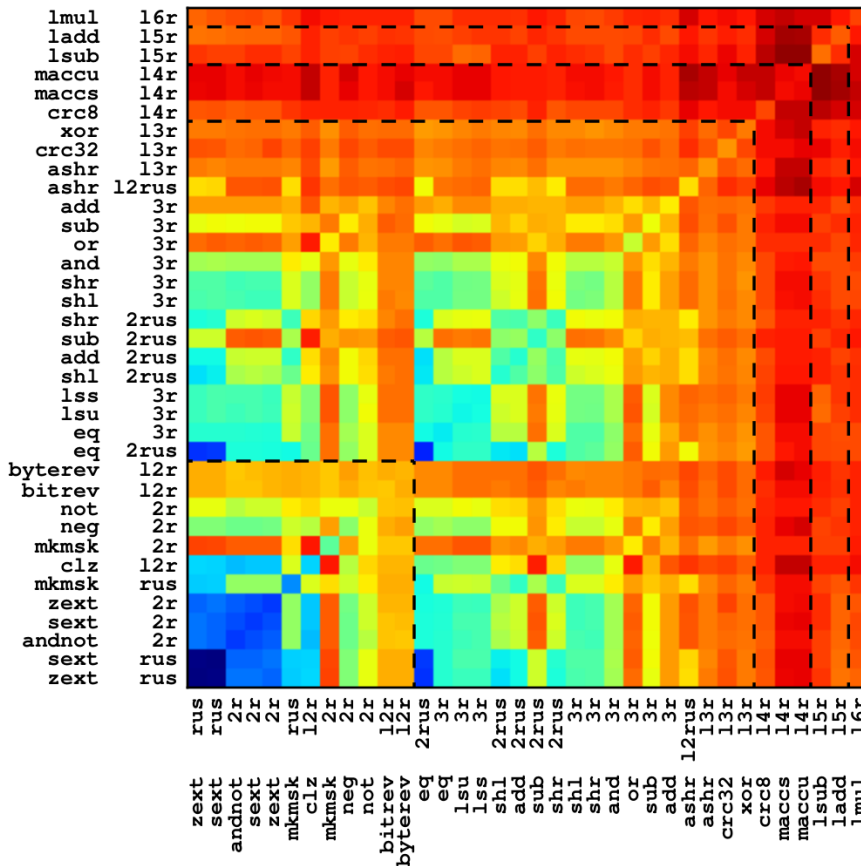
Odd threads instruction (name & encoding)



ISA Characterization

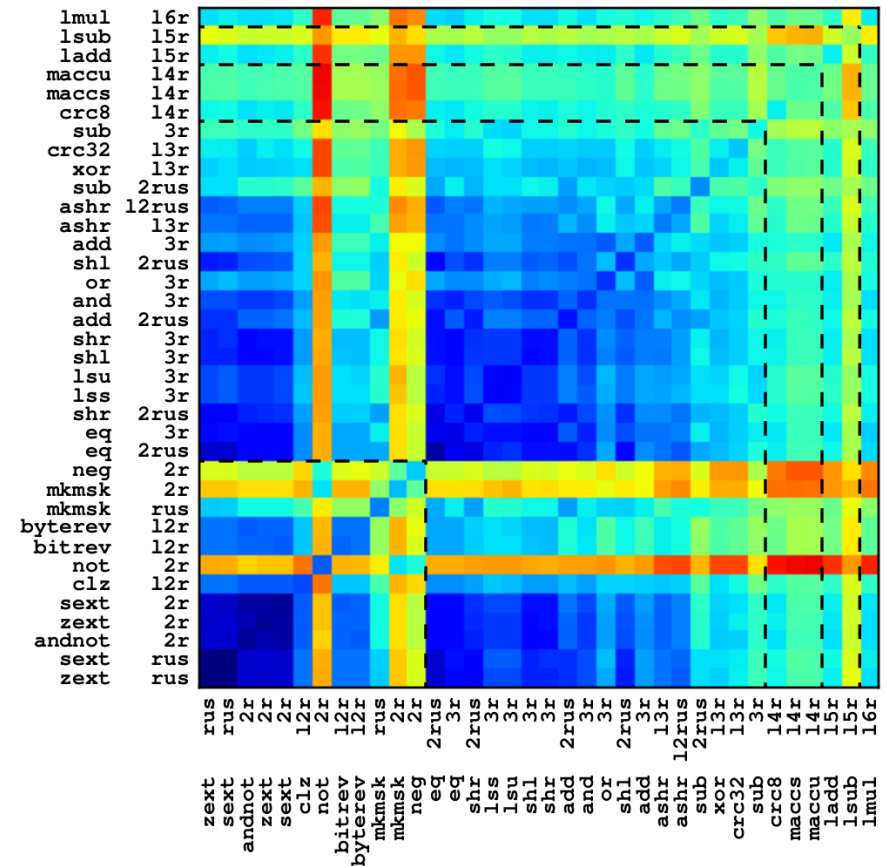
Even threads instruction (name & encoding)

ALU instructions - 32-bit data



Odd threads instruction (name & encoding)

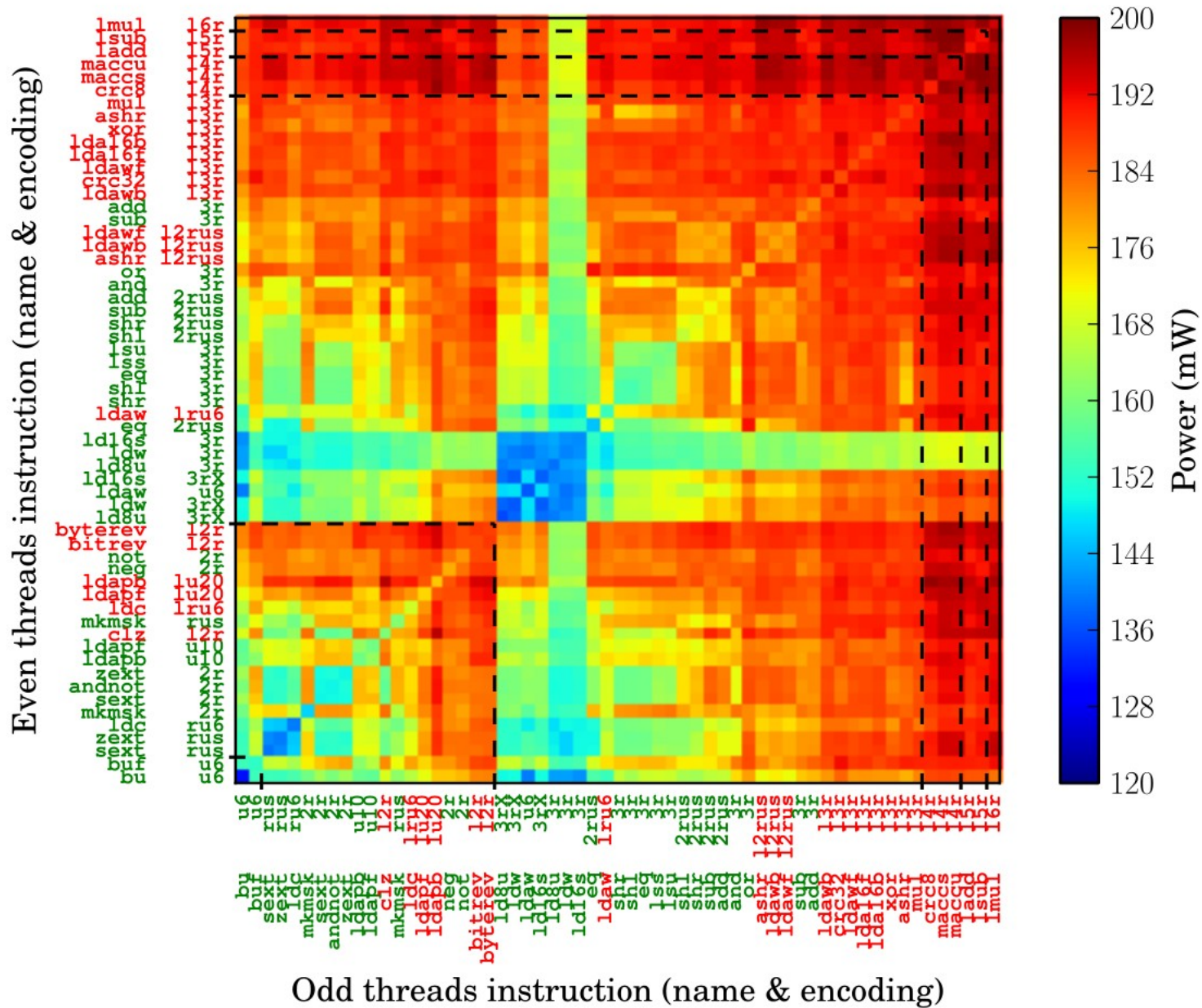
ALU instructions - 8-bit data



Odd threads instruction (name & encoding)



ISA Characterization



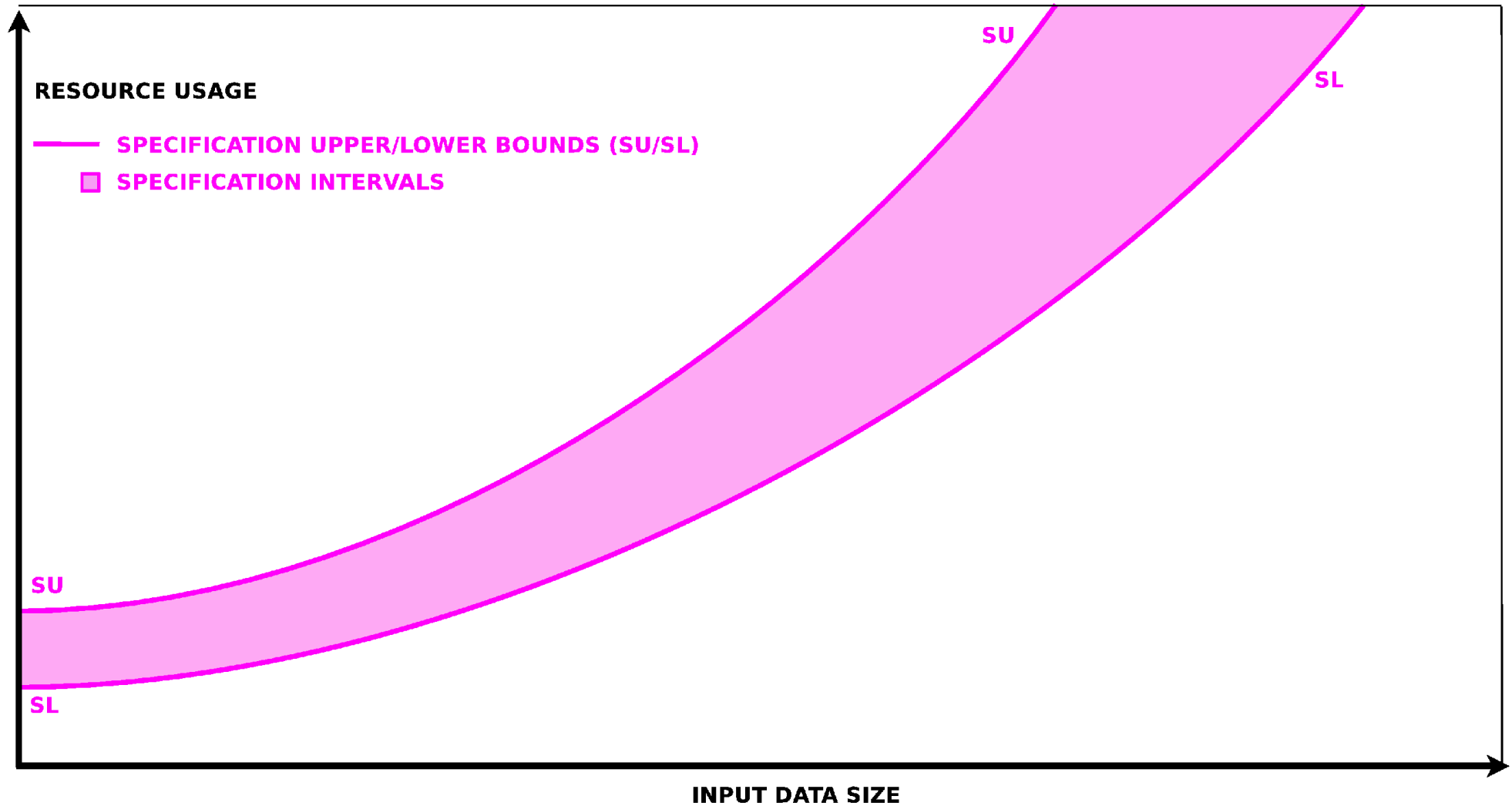
Resource Usage Analysis

Static Analysis for Energy Transparency
and Optimization

Resource Usage Analysis

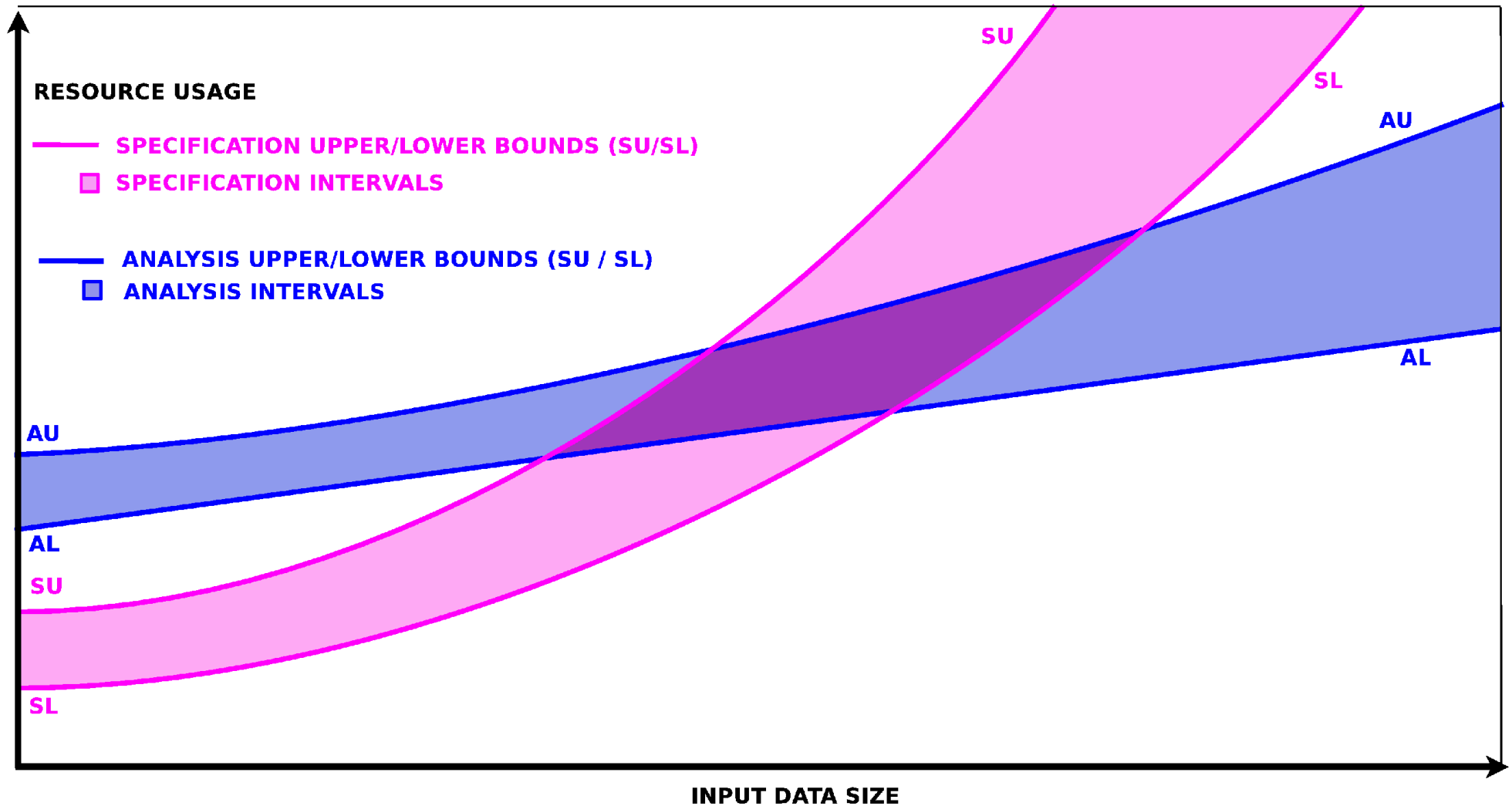
- Adaptation of **advanced cost and WCET analysis techniques** to energy consumption
- Techniques for automatically inferring both upper and lower bounds on energy usage of a procedure
- Bounds expressed using **monotonic arithmetic functions per procedure** depending on input data sizes or any other properties (e.g. location)
 - Bounds are safe and also as accurate as possible
- **Verification** can be done statically by checking if the upper and lower bounds on energy usage and any other resource defined in the specifications hold

Specified Resource Usage



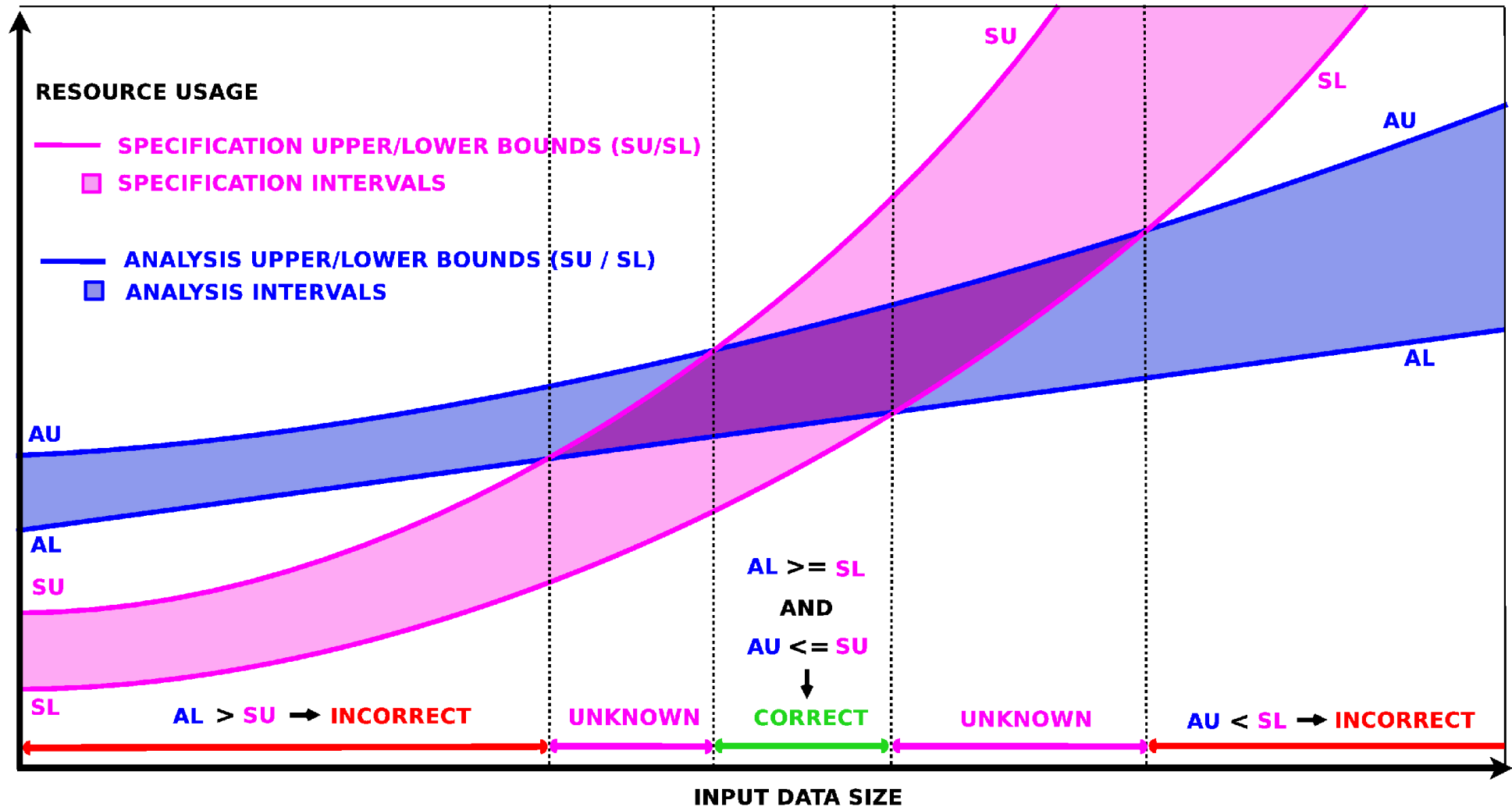
Source: Pedro Lopez Garcia, IMDEA Software Research Institute

Analysis Result



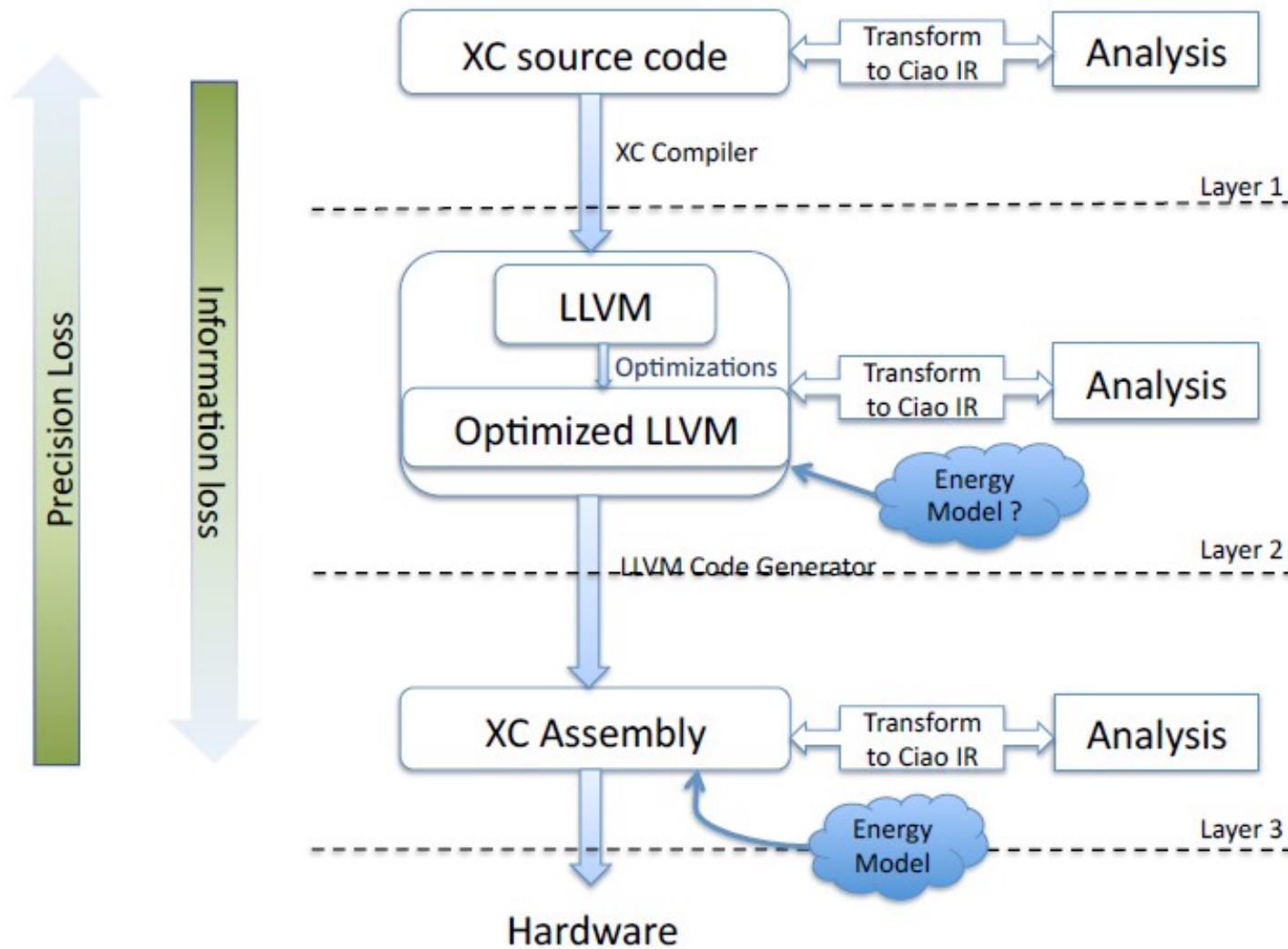
Source: Pedro Lopez Garcia, IMDEA Software Research Institute

Verification

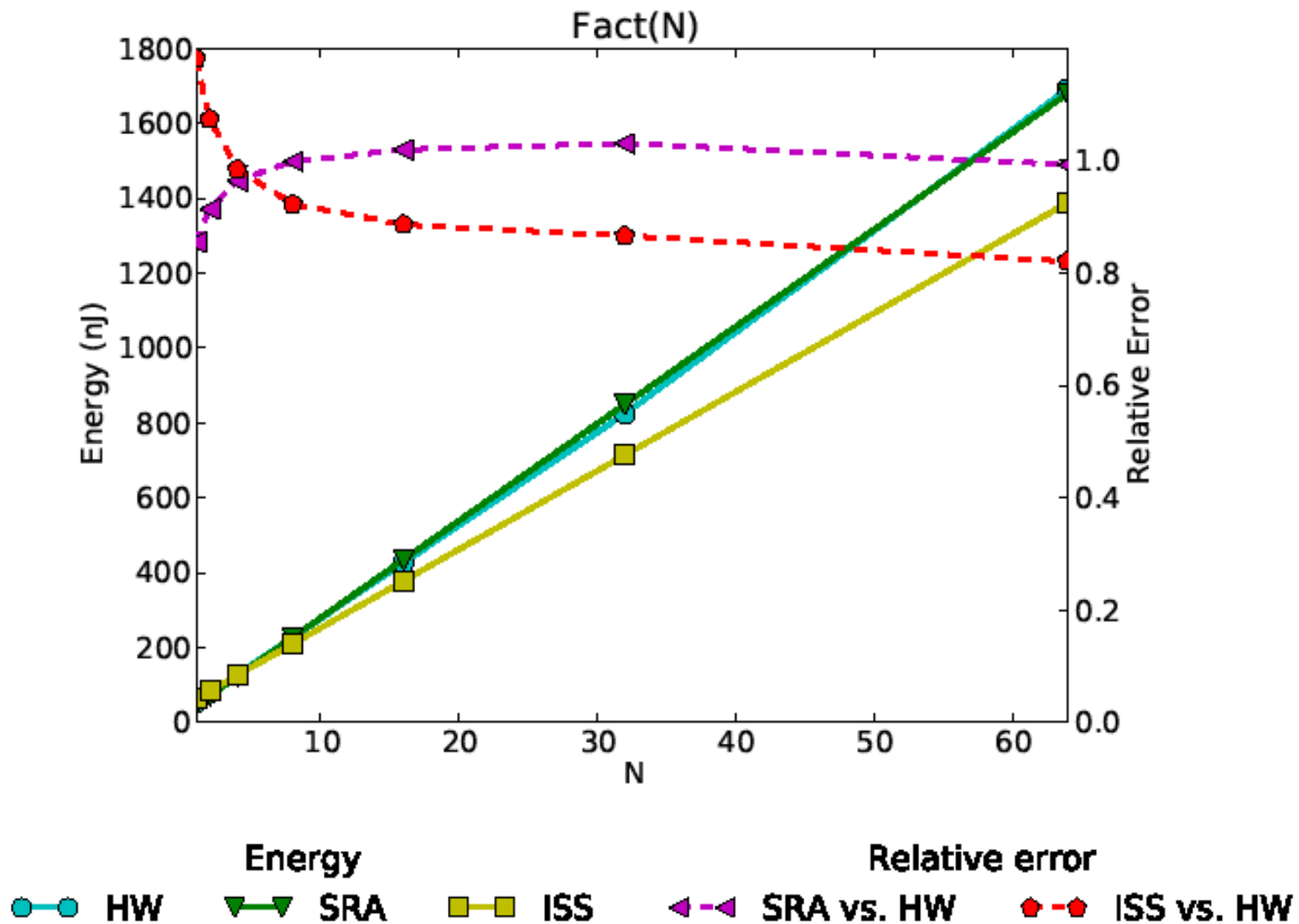


Source: Pedro Lopez Garcia, IMDEA Software Research Institute

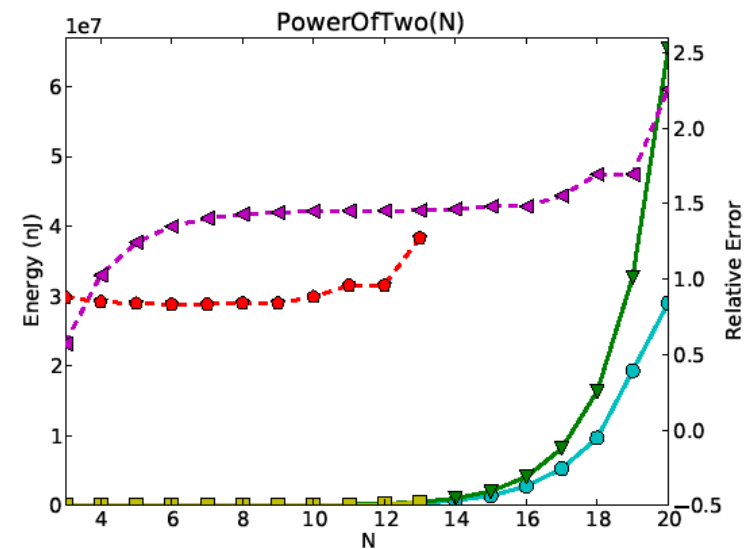
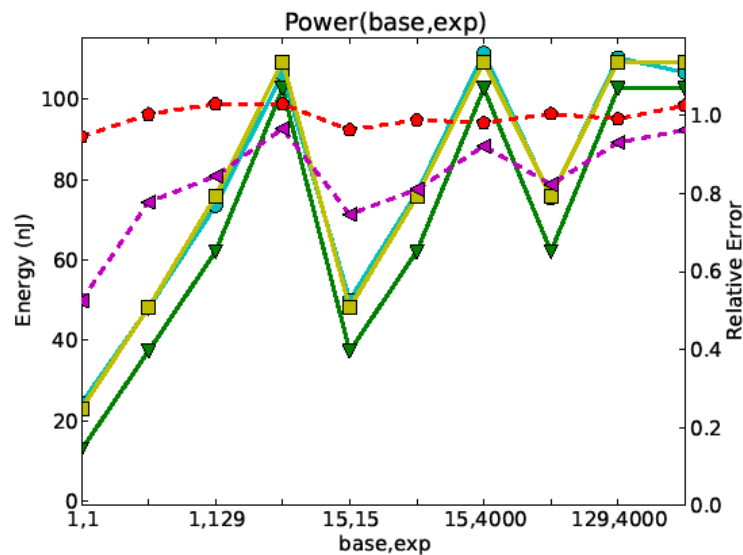
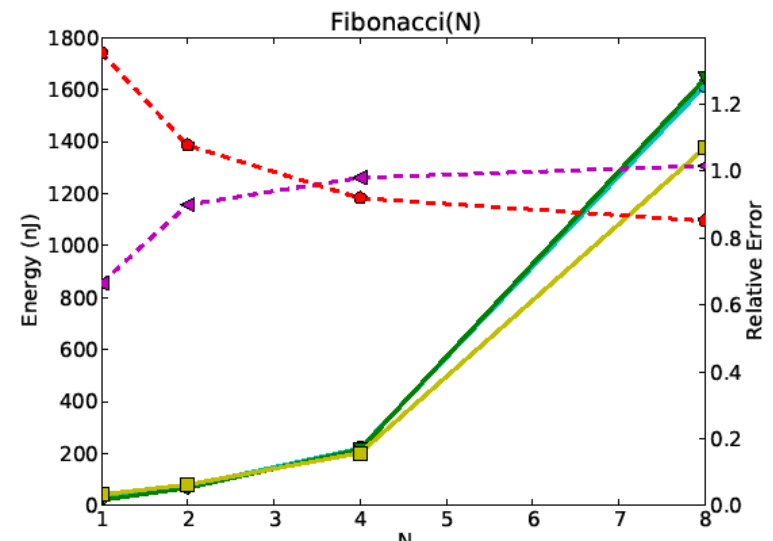
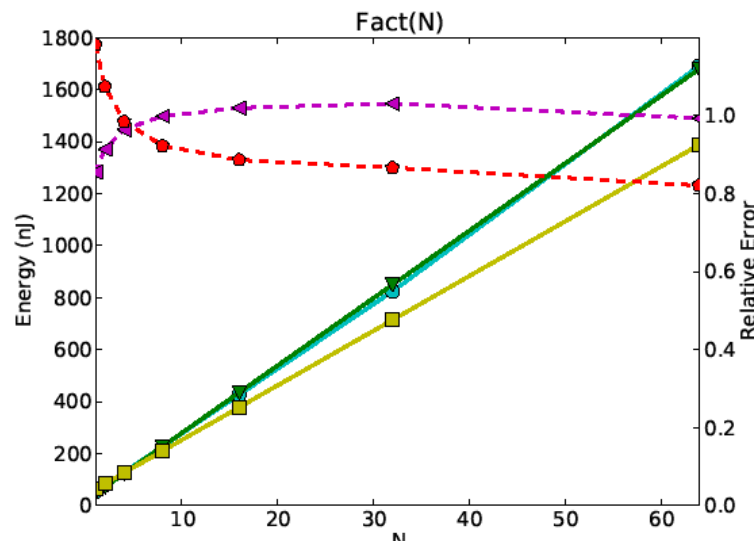
Analysis Options



First Results



First Results



U. Liqat, S. Kerrison, A. Serrano, K. Georgiou, N. Grech, P. Lopez-Garcia, M.V. Hermenegildo and K. Eder. "Energy Consumption Analysis of Programs based on XMOs ISA-Level Models". LOPSTR 2013.

LLVM-IR to ISA Mapping

LLVM-IR

LoopBody:

```
%deref1 = load i32* %i  
store i32 %deref1, i32* %  
br label %LoopTest2, !dbg
```

LoopBody3:

```
%3 = load i32* %numbers.bound  
%deref6 = load [0 x i32]** %numbers  
%deref7 = load i32* %j  
%boptmp8 = sub i32 %deref7, 1  
%subscript = getelementptr [0 x i32]* %deref6, i32 0, i32 %boptmp8  
%deref9 = load i32* %subscript  
%4 = load i32* %numbers.bound  
%deref10 = load [0 x i32]** %numbers  
%deref11 = load i32* %j  
%subscript12 = getelementptr [0 x i32]* %deref10, i32 0, i32 %deref1  
%deref13 = load i32* %subscript12  
%relopcmp = icmp sgt i32 %deref9, %deref13  
%cast = zext i1 %relopcmp to i32  
%zerocmp = icmp ne i32 %cast, 0  
br i1 %zerocmp, label %iftrue, label %ifdone
```

ISA

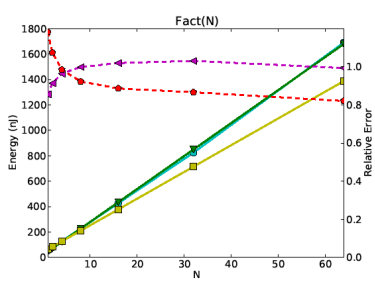
.label10

```
0x000100da: 05 5c: ldw (ru6) r0, sp[0x5]  
0x000100dc: 04 54: stw (ru6) r0, sp[0x4]  
0x000100de: 20 73: bu (u6) 0x20 <.label5>
```

.label8

```
0x000100e0: 08 5c: ldw (ru6) r0, sp[0x8]  
0x000100e2: 44 5c: ldw (ru6) r1, sp[0x4]  
0x000100e4: 21 f8 ec 1f: ldaw (l3r) r2, r0[r1]  
0x000100e8: 68 9a: sub (2rus) r2, r2, 0x4  
0x000100ea: 28 08: ldw (2rus) r2, r2[0x0]  
0x000100ec: 01 48: ldw (3r) r0, r0[r1]  
0x000100ee: 02 c0: lss (3r) r0, r0, r2  
0x000100f0: 14 78: bf (ru6) r0, 0x14 <.label6>  
0x000100f2: 00 73: bu (u6) 0x0 <.label7>
```



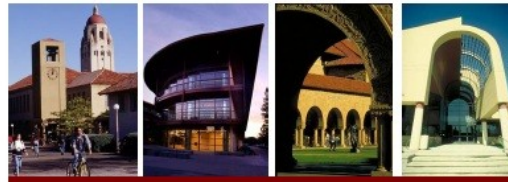


- For HW designers:
“Power is a 1st and last order design constraint.”

[Dan Hutcheson, VLSI Research, Inc., E³S Keynote 2011]

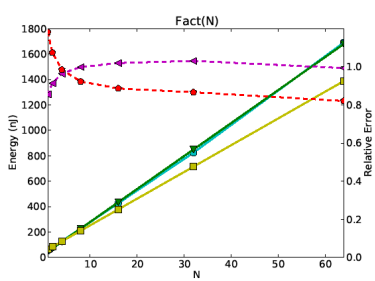
- “Every design is a point in a 2D plane.”

[Mark Horowitz, E³S 2009]



Scaling Power and the Future of CMOS

Mark Horowitz, EE/CS Stanford University



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“Power is a 1st and last order design constraint.”

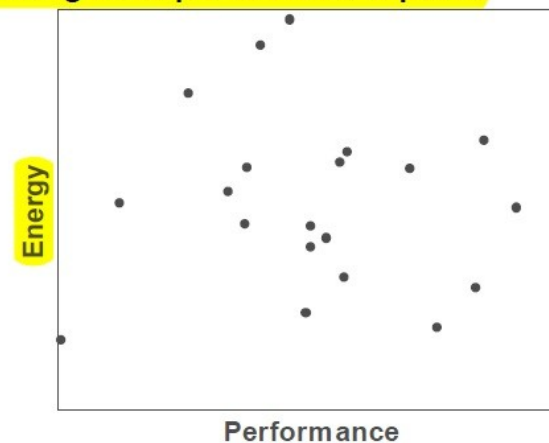
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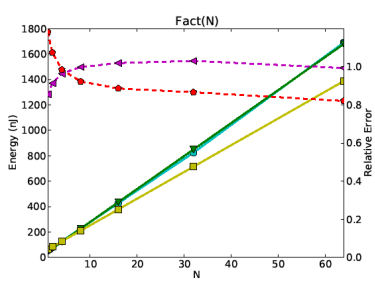
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Optimizing Energy

Every design is a point on a 2-D plane





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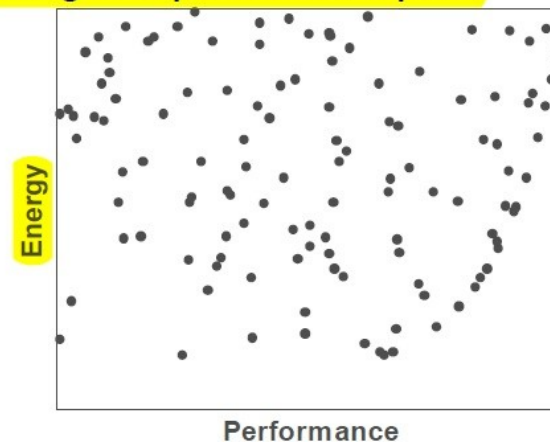
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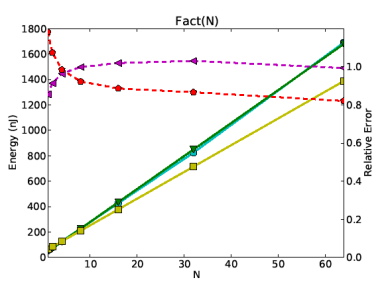
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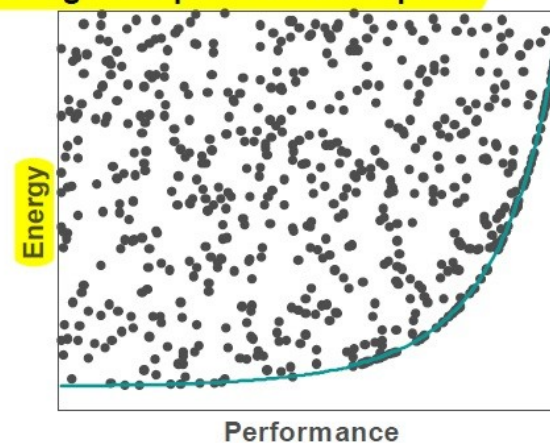
[Dan Hutcheson, VLSI Research, Inc., E³S Keynote 2011]

- “Every design is a point in a 2D plane.”

[Mark Horowitz, E³S 2009]

Optimizing Energy

Every design is a point on a 2-D plane



More POWER to SW Developers

```
in 15ms do {...}
```

- Energy Transparency from HW to SW
- Location-centric programming model

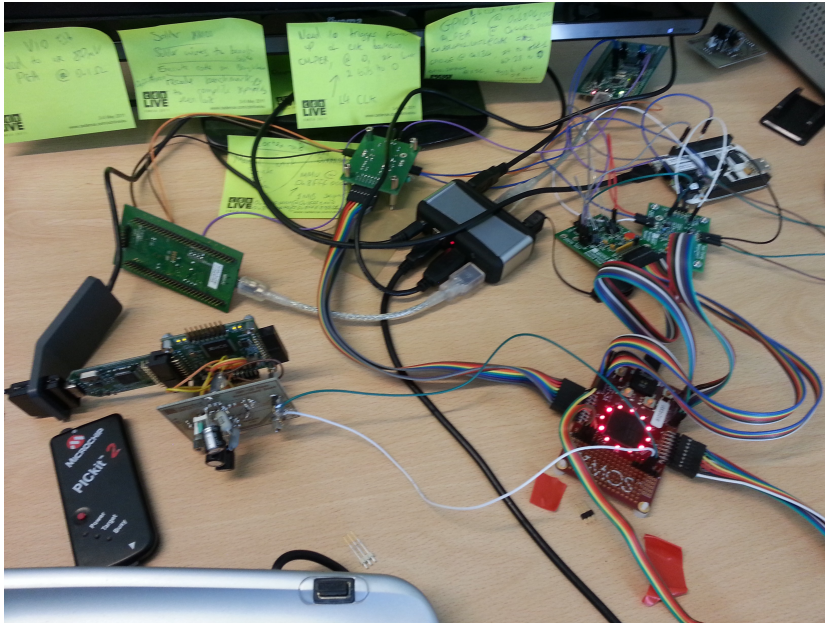
```
in 29000uJ do  
{...}
```

- **“Cool” code**
A cool programming competition!

Promoting energy efficiency to a 1st class SW design goal is an urgent research challenge.

The Impact of Compilers on Energy Usage

Do Compilers Affect Energy?



- Initial research in 2012 by Embecosm and Bristol University
- Now published open access in a peer-reviewed journal

Identifying Compiler Options to Minimize Energy Consumption for Embedded Platforms

James Pallister; Simon J. Hollis; Jeremy Bennett

The Computer Journal 2013; doi: 10.1093/comjnl/bxt129

<http://comjnl.oxfordjournals.org/cgi/reprint/bxt129?ijkey=aA4RYIYQLNVgkE3>

What is MAGEEC?



Today we optimize for
speed or space



What if we could optimize for
energy usage?

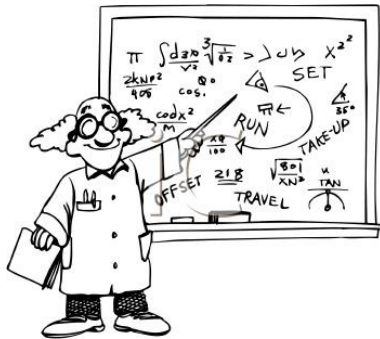
Machine Guided Energy Efficient Compilation



Research into
modeling energy usage



Energy
measurement



Research into feedback
directed optimization



```
// Machine guided
class EnergyEfficientCompilation {
public:
    MagicWand Wand;
    ~MagicWand() {
        Wand.Train();
    }
    void PredictEnergyResult() {
        bool choose = Wand.PredictEnergyResult();
    }
private:
    MagicWand Wand;
};
```

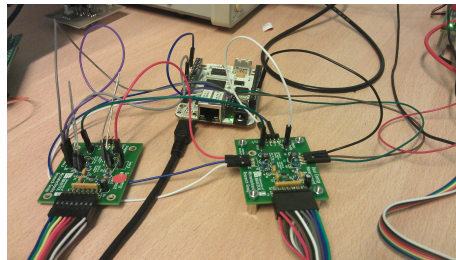
What's New?



Objective is energy optimization



Generic framework: GCC *and* LLVM initially

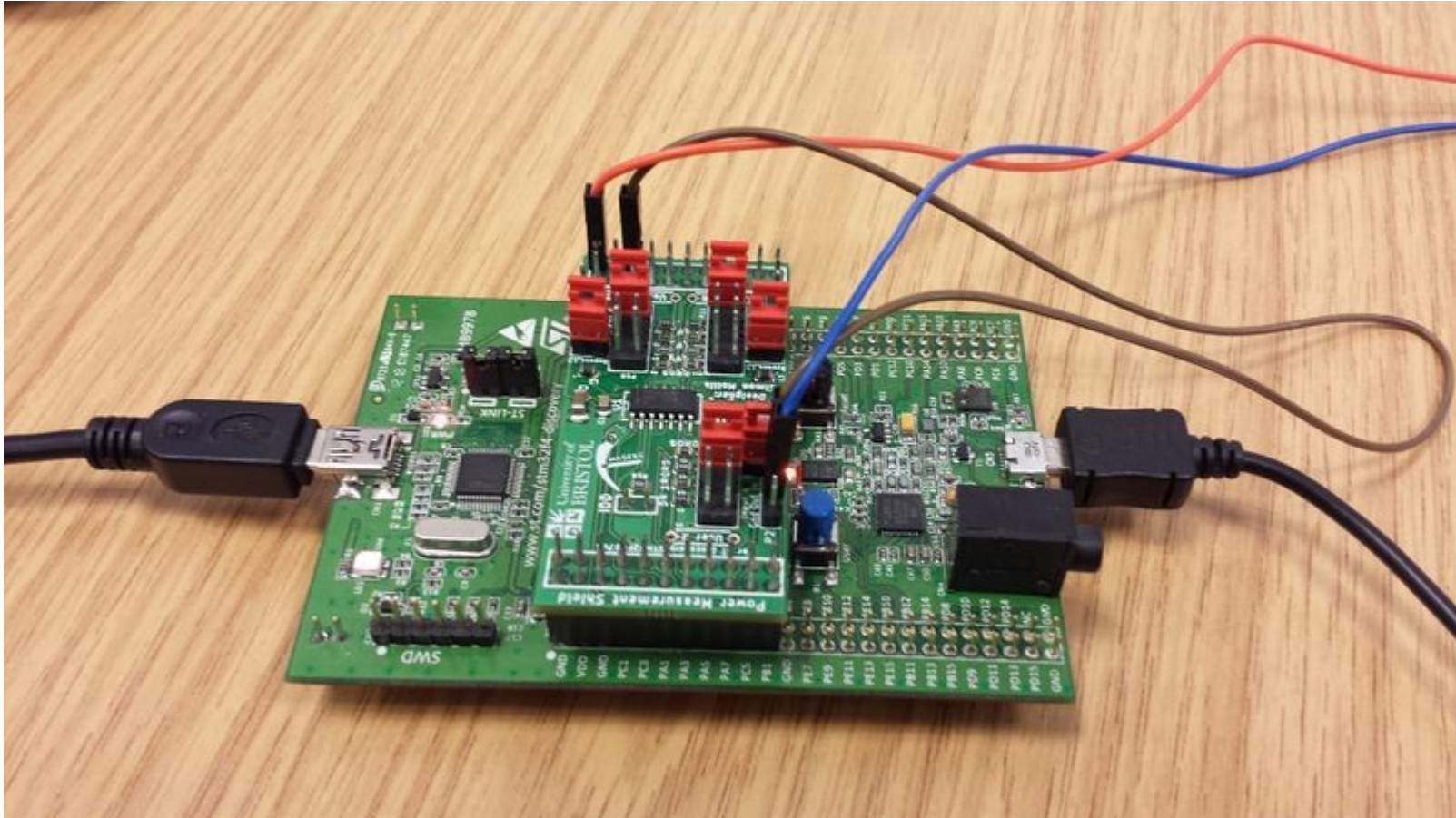


Energy measured *not* modeled



Working system, not research prototype

A Free and Open Source Energy Measurement System



mageec.org/wiki/Power_Sensing_Board

The Bristol/Embecosm EMBEDDED BENCHMARK SUITE

- A free and open source benchmark suite for embedded systems
 - expose different energy consumption characteristics
 - one benchmark can't trigger all optimisations
 - broad categories to be considered
 - integer, floating point, branch frequency, memory bandwidth

Name	Source	B	M	I	FP	T	License	Category
Blowfish	MiBench	L	M	H	L	Multi	GPL	security
CRC32	MiBench	M	L	H	L	Single	GPL	network, telecomm
Cubic root solver	MiBench	L	M	H	L	Single	GPL	automotive
Dijkstra	MiBench	M	L	H	L	Multi	GPL	network
FDCT	WCET	H	H	L	H	Single	None [†]	consumer
Float Matmult	WCET	M	H	M	M	Single	GPL	automotive, consumer
Integer Matmult	WCET	M	M	H	L	Single	None [†]	automotive
Rjindael	MiBench	H	L	M	L	Multi	GPL	security
SHA	MiBench	H	M	M	L	Multi	GPL	network, security
2D FIR	WCET	H	M	L	H	Single	None [†]	automotive, consumer

Get Involved

Get Involved at FOSDEM

Developer room on Sunday

Energy Efficient Computing

Start 9:00am, Room AW1.26

Energy-efficient computing devroom

[Room: AW1.126](#)
[Calendar: iCal, xCal](#)

	09	10	11	12	13	14	15	16	17	18
Sunday	En... W...	Meas...	An...	spEEDO:...	Op... Op me	Measuring application energy co...		MAGE... MAchi...	EA...	

Event	Speakers	Start	End
Sunday			
Energy scavenging, battery life and should we build more power stations <i>Why energy-efficiency of hardware and software matters</i>	Jeremy Bennett	09:00	09:30
Measuring energy consumption in embedded systems	Simon Hollis	09:30	10:15
An approach for energy consumption analysis of programs using LLVM	Kerstin Eder, Kyriakos Georgiou, Neville Grech	10:15	10:45
spEEDO: Energy Efficiency through Debug suppOrt	David Greaves	10:45	11:45
Open Energy Measurement Hardware	James Pallister	11:45	12:15
Open Low Power Devices <i>meet the mbed open platform</i>	Emilio Monti	12:15	12:30
Measuring application energy consumption with instrumented hardware (workshop)	Andrew Back, Jeremy Bennett, Kerstin Eder, Simon Hollis, James Pallister, Simon Cook	12:30	15:30
MAGEEC <i>MAchine Guided Energy Efficient Compilation</i>	Simon Cook	15:30	16:15
EACOF: The Energy-Aware COmputing Framework	Hayden Field, Kerstin Eder, James Pedlingham	16:15	16:45

Get Involved After FOSDEM

- MAGEEC
 - website: <http://mageec.org/>
 - wiki: <http://mageec.org/wiki/MAGEEC>
 - mailing list: <http://mageec.org/cgi-bin/mailman/listinfo/mageec>
- EACOF: <https://github.com/eacof/eacof>
- ENTRA: <http://entraproject.eu/>

- University of Bristol
 - PhD, summer projects, secondments, industrial collaborators.
 - EACO initiative: <http://www.cs.bris.ac.uk/Research/Micro/eaco.jsp>
- Embecosm: now hiring



The graphic shows a scythe with a black blade and a yellow handle. The word "MAGEEC" is written vertically on the blade. The handle has a black battery icon with a white plus sign. The scythe is positioned diagonally across the code.

```
// Machine guided
class EnergyEfficientCompilation {
public:
    MachineEfficientCompilation() {}
    ~MachineEfficientCompilation() {}
    void TrainModel(const std::vector<FeatureSet>& features, const std::vector<Result>& results) {
        // ...
    }
    void Predict(const std::vector<FeatureSet>& features) const {
        // ...
    }
    bool chooseModel(const std::string& model) {
        // ...
    }
private:
    MagicWand MagicWand;
};
```



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