Energy-Aware Computing Systems

Energiebewusste Rechensysteme

I. Introduction

Timo Hönig

2019-04-25

Agenda

Energy-Aware Computing Systems

meaning of the lecture labelling in linguistic terms:

en·er·gy (gr.) *energeia*: word based upon *ergon*, meaning *work*

aware (old en.) *gewær*

com·put·ing (lat.) *computare*: *com* (together) + *putare* (to settle)

sys·tems plural of (gr.) *systēmas*: to place together

Energy-Aware Computing Systems

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1. capacity for the exertion of power
2. a fundamental entity of nature that is transferred between parts of a system in the production of physical change within the system

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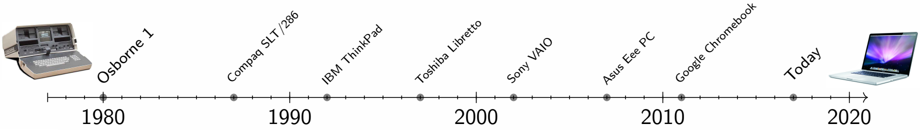
1. a regularly interacting or interdependent group of items forming a unified whole
2. a group of devices (...) or an organization forming a network especially for distributing something or serving a common purpose

1980s

2010s

1980s

2010s



Osborne 1
Compaq SLT/286
IBM ThinkPad
Toshiba Libretto
Sony VAIO
Asus Eee PC
Google Chromebook
Today
1980
1990
2000
2010
2020

Technological Progress in Recent Decades

Network: 3,300,000 x

Transmission speed improved by a factor of approx. **3.3 million**

➔ 300 bit/s vs. 1 gigabit/s

Technological Progress in Recent Decades

Network: 3,300,000 x

Persistent Storage: 1,400,000 x

Storage capacity increased by a factor of approx. **1.4 million**

➔ 360 KiB vs. 500 GiB

Technological Progress in Recent Decades

Network: 3,300,000 x

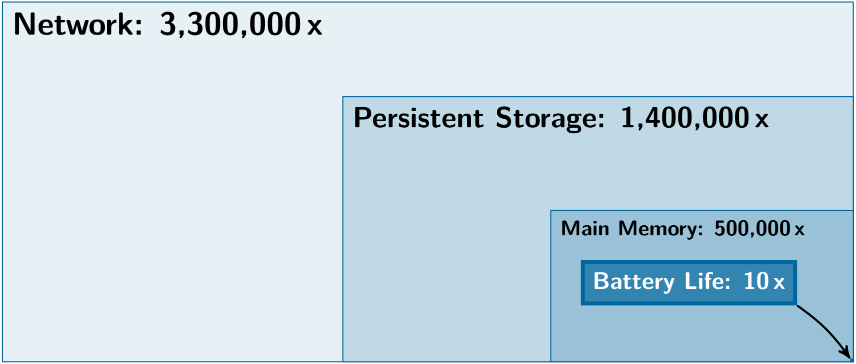
Persistent Storage: 1,400,000 x

Main Memory: 500,000 x

Memory capacity improved by a factor of approx. **0.5 million**

➔ 4 KiB vs. 2 GiB

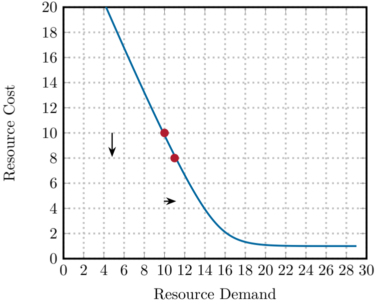
Technological Progress in Recent Decades



Battery life improved by a factor of **10** (0.00001 Mio.)

➔ 1 h vs. 10 h

Jevons Paradox

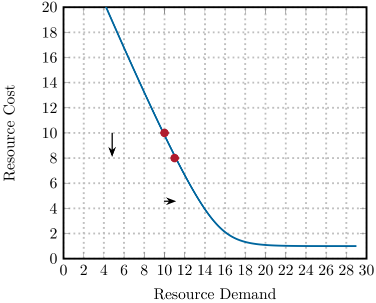


increase efficiency by 20 %

⇒ increase demand by 10 %

- improve efficiency by reducing costs
- Jevons paradox: efficiency gain ⇒ increase of demand

Jevons Paradox



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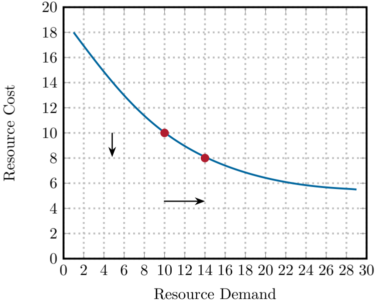


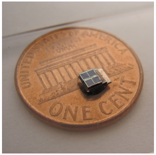
increase efficiency by 20 %

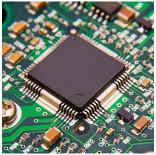
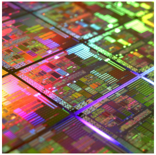
⇒ increase demand by 40 %

- improve efficiency by reducing costs
- Jevons paradox: efficiency gain ⇒ increase of demand
- rebound effect: increase of demand outweighs efficiency gain

Electrical Energy: Basic Operating Resource

- electrical energy is *the* basic operating resource of today's computers




embedded —— laptop/desktop —— cluster

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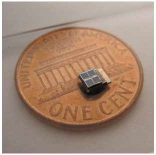

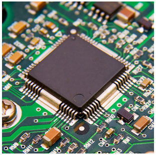
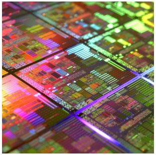


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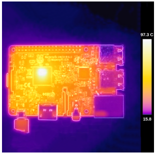
- but: excessive power dissipation leads to uncontrollable situations



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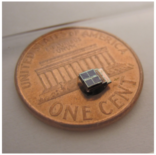
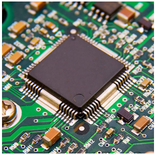
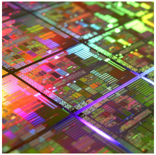


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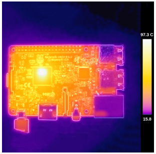

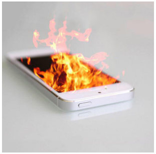

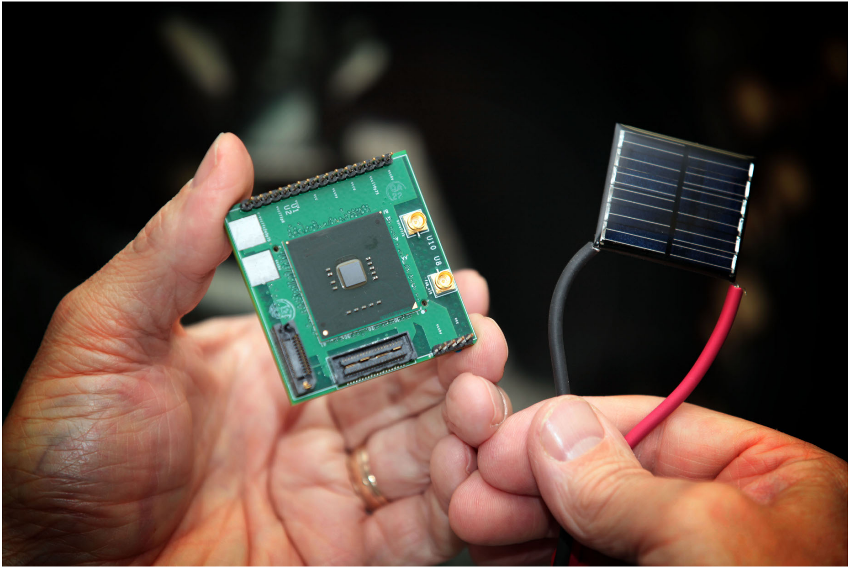

- Shailendra Jain, Surhud Khare, Satish Yada et al.
  A 280mV-to-1.2V Wide-Operating-Range IA-32 Processor in 32 nm CMOS
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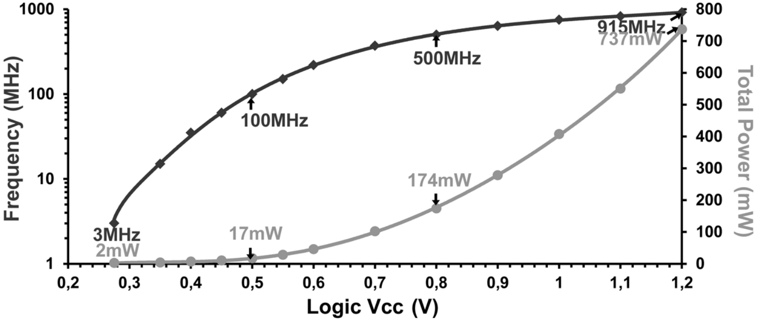
Intel Claremont: Variable Energy Demand of Systems

- energy demand as an important non-functional system property
- energy-efficient systems require adjustable computing processes



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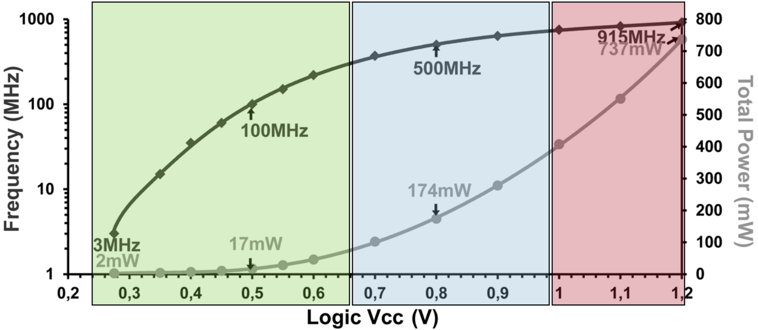

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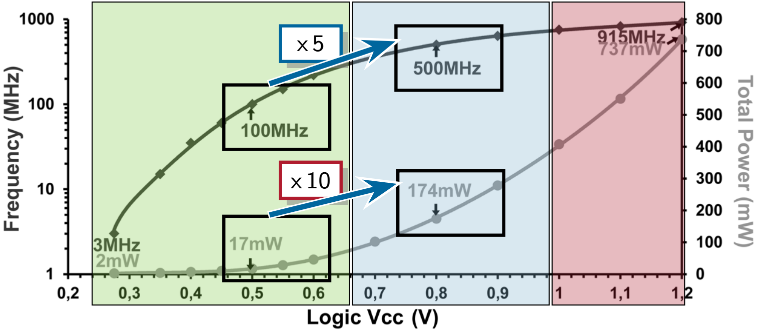

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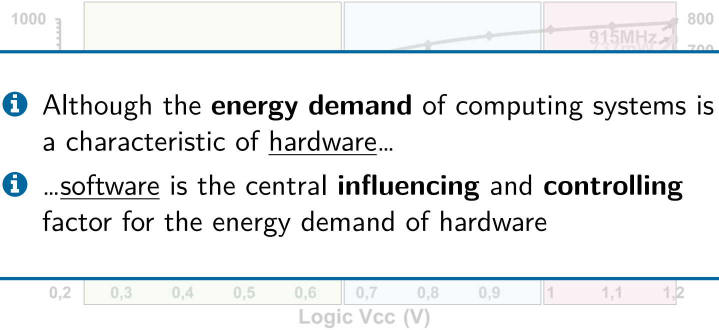

> ℹ Although the **energy demand** of computing systems is a characteristic of <u>hardware</u>…
>
> ℹ …<u>software</u> is the central **influencing** and **controlling** factor for the energy demand of hardware

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Energy Demand as a System Property

- energy demand is a physical property of integrated transistor circuits that construct hardware components

type
- static energy demand
- dynamic energy demand

form
- effective energy $\rightarrow$ maximize
- energy loss $\rightarrow$ minimize

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- duality and principle of causality: software and hardware activities
  - software activities $\Rightarrow$ hardware activities
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- software: two dimensions of influence
  - quantitative amount of energy demand
  - control system: energy demand must be under strict governance

System Characteristics

- non-functional system properties as quality criteria
  - resource demand (e.g. electrical power)
  - performance (e.g. execution time)

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- activity time
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- design and structure of energy-aware system software
  - interfaces for higher-level abstractions (upwards towards applications)
  - controlling of system-level activities to enforce system strategies (downwards towards the hardware)

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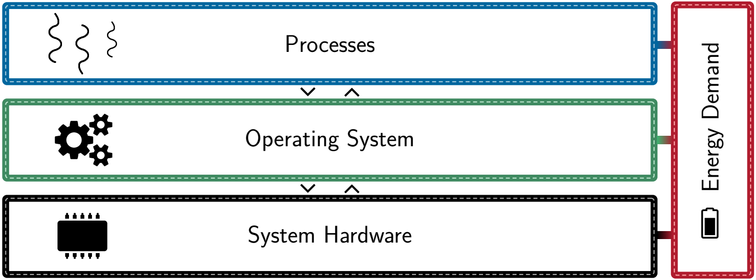

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Fundamentals

Introduction:

Lecture 1 Overview, Organization

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Lecture 1 Overview, Organization

General Topics and Basic Principles:

Lecture 2 Principles of Energy-Aware Computing Systems

- terminology, metrics
- assessing of power and energy demand

Lecture 3 Energy Demand Analysis

- awareness of energy demand at system level
- physical and logical means to determine energy demand

Lecture 4 Energy Management

- hardware power and energy management
- energy accounting at operating-system level

Systems

Energy-Aware Components, Subsystems, and Systems:

Lecture 5 Components and Subsystems

- energy-aware system components (e.g., memory, caches)
- subsystems to integrate energy-aware components

Lecture 6 Cyber-Physical Systems

- energy-constraint systems from the embedded domain
- energy-aware sensors and actuator in control systems

Lecture 7 Cluster Systems

- resource allocation in cluster computing environments
- assessment of remote execution

Software Systems

Energy-Aware System Software and Infrastructure:

Lecture 8 System Software
- energy-aware operating systems
- accounting and enforcement of energy demand

Lecture 9 Energy-Aware Programming
- constructive approaches towards energy-aware software
- software design and restructuring for low energy

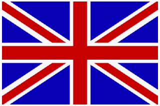
Lecture 10 Infrastructure
- impact of renewable energy, electricity-grid evolution
- supplementary, fact-related research areas

State of the Art and Advanced Topics

Tie Points, Industry Experience, and Remarks

Lecture 11 (I)	Uncharted Lecture ▪ TBA
Lecture 11 (II)	Excursion ▪ TBA
Lecture 12	Research Projects and Remarks ▪ current DFG funded projects at the chair ▪ Master's theses ▪ retrospection and lessons learned ▪ wrap-up and perspectives

Language of Instruction (Ger.) *Unterrichtssprache*



- language of instruction for the lecture

  English
  - primary working language

  German
  - in case of doubt, German is the fall-back position

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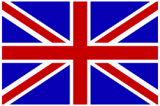

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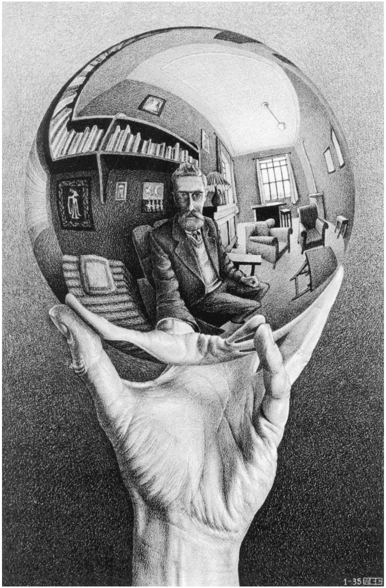
- written material (slides or handouts, resp.) will be English
  - with technical terms also stated in German, where applicable

Meaningful Learning

1. learn $\rightarrow$ new information
2. relate $\rightarrow$ to existing knowledge
3. reflect



Lecture

- acquire new knowledge
  - prepare next reading on one's own initiative
  - attend presentation, listen, and discuss topics treated
    - **reading** and **discussing research papers** on a regular basis
    - jointly with the exercises discussed papers transfer theory to practice
  - reinforce learning matter, reflect
- relate it with previous knowledges
  - computer architecture (GRA) I3
  - system programming (SP, SPiC, GSPiC) I4
  - operating systems (BS), operating-systems engineering (BST) I4
  - modeling, optimization and simulation of energy systems (MOSES) I7

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  - modeling, optimization and simulation of energy systems (MOSES) I7
- teaching material presented in the **lecture room**:
  - follow "Lehre" (Eng. *teaching*) at `https://www4.cs.fau.de`
  - copies of the slides are made available as handouts free of charge
  - supplemented by secondary literature as and when required

Exercise

- deepen knowledge by means of direct experience: „learning by doing"

> *Acquisition of virtuous behavior and operational ability is less a matter of easy instruction but rather functional copy, practice, and use. (Aristotle [1])*

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- **blackboard practice** under guidance of an exercise instructor
  - registration through WAFFEL[1], URL see web page: `https://www4.cs.fau.de/Lehre/SS19/V_EASY/`
  - assignments are to be processed in teamwork: discretionary clause
    - depending on the number of participants

[1] abbr. for (Ger.) *Webanmeldefrickelformular Enterprise Logic*

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- **computer work** under individual responsibility
  - registration is not scheduled, reserved workplaces are available
  - in case of questions, a exercise instructor is available

[1]abbr. for (Ger.) *Webanmeldefrickelformular Enterprise Logic*

Requirements

- **hard skills** (computer-science expertise)
  - mandatory
    - **structured** computer organization
    - algorithm design and development
    - principles of programming in C → V_SP, V_SPiC, V_BS, V_BST, V_CS
    - utilization of GNU/Linux → V_SP, V_BS, V_BST, V_CS, P_PASST
  - ↪ knowledge gaps will not be closed actively: no extra tuition

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- **soft** (personal, social, methodical) **skills**
  - staying power, capacity of teamwork
  - structured problem solving

Major Course Assessment

(Ger.) *Leistungsnachweis*

- achievable credit points
  - 5 ECTS (*European Credit Transfer System*)
  - corresponding to a face time of 4 contact hours per week
    - lecture and practice, with 2 SWS[2] (i.e., 2.5 ECTS) each

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  - date by arrangement: send e-mail to `thoenig@cs.fau.de`
  - propose desired date within the official audit period
    - the exception (from this very period) proves the rule...

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- examination subjects
  - topics of lecture, blackboard practice, but also computer work
  - brought up in the manner of an "expert talk"
    - major goal is to find out the degree of understanding of inter-relations

[2] abbr. for (Ger.) *Semesterwochenstunden*

Major Course Assessment

(Ger.) *Leistungsnachweis*

- achievable credit points
  - 5 ECTS (*European Credit Transfer System*)
  - corresponding to a face time of 4 contact hours per week
    - lecture and practice, with 2 SWS[2] (i.e., 2.5 ECTS) each
- German or English, **twenty-minute oral examination**
  - date by arrangement: send e-mail to `thoenig@cs.fau.de`
  - propose desired date within the official audit period
    - the exception (from this very period) proves the rule...
- examination subjects
  - topics of lecture, blackboard practice, but also computer work
  - brought up in the manner of an "expert talk"
    - major goal is to find out the degree of understanding of inter-relations
- registration through "mein campus": `https://www.campus.fau.de`

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- energy-aware computing systems
  - fundamental understanding for analyzing and improving the energy demand of computing systems
  - comprehend factors and causality for energy demand that is exhibited by different computing systems

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- reading list for Lecture 2:

- Mark Horowitz et al.
  Low-power Digital Design
  Proceedings of IEEE Symposium on Low Power Electronics, 1994.

Reference List I

[1] ARISTOTLE:
Nicomachean Ethics.
c. 334 BC