

ECE 571 – Advanced Microprocessor-Based Design Lecture 22

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Project Reminder

- Related work due – by beginning of class Thursday
- Project – don't put it off until the last minute!



Operating System Power Saving Strategies

- We look primarily at Linux, as it is open source and technical debates happen in the open
- Windows and OSX often have measurably better laptop Energy behavior due to tuning and better hardware testing



Governors

- ondemand – dynamically increase frequency if at 95% of CPU load
introduced in 2.6.9
- performance – run CPU at max frequency
- conservative – increase frequency if at 75% of load
- powersave – run CPU at minimum frequency
- userspace – let the user (or tool) decide



Governors – cont

- Various tunables under `/sys/devices/system/cpu`
- Can trigger based on ACPI events (power plug in, lid close)
- Laptop tools
- `cpufreq-info` and `cpufreq-set`
Need to be root



User Governors

- typically can only update once per second
- ondemand people claim it reacts poorly to bursty behavior
- Powersnowd – scale based on user and sys time
- cpufreqd
- Obsolete with introduction of “ondemand” governor?



Sources of Info for Governors

- System load
- performance counters
- input from user?



TurboBoost

- Nehalem/Ivy Bridge/Sandy Bridge (AMD has similar Turbo CORE)
- Some Core2 had similar “Intel Dynamic Acceleration”
- Kicks in at highest ACPI Pstate
- “Dynamic Overclocking”



TurboBoost – from HotChips 2011 Slides

- Monitors power, current, thermal limits, overclocks
- 100 uarch events, leakage function of temp and voltage
- P1: guaranteed stable state
P0: turbo boost, maximum possible
- 12 temp sensors on each core
- PECL – an external microcontroller, used to control fans, package power



TurboBoost example

- From Wikipedia Intel_Turbo_Boost article
- Core i7-920XM
- Normal freq 2.0GHz
- 2/2/8/9 – number of 133MHz steps above with 4/3/2/1 cores active
- 2.26GHz, 3.06GHz, 3.20GHz



Tickless idle / NOHz

- Gets rid of the periodic timer tick (wakeups use Energy)
- Linux typically has periodic timer interrupt at 100, 250, or 1000Hz. Used to implement various timers, accounting, and context switch. Waste of energy if system is idle! (also, what if large IBM system with hundreds of VMs all doing nothing but ticking?)
- Use timers, only schedule a wakeup if needed
- Want to limit wakeups, as they bring CPU out of sleep



mode or idle

- Group close-enough timers together. deferrable timers
- Depends on userspace staying quiet if possible.
Userspace does foolish stuff, like poll for file changes or drive status, blinking cursor, etc.
- Semi-related “NOHz tasks”: Turn off all interrupts, turn CPU into compute core for HPC



Suspend

- Linux supports three states:
 1. Standby – minimal latency, higher energy
 2. Suspend to RAM – similar to standby, lower energy.
Everything except RAM refresh and wakeup events turned off
 3. Suspend to Disk – even lower energy, high latency



Suspend to RAM

- Platform driver provides suspend-to-ram interface
- Often a controller supports fans, batteries, button presses, wakeup events, etc.
- ACPI interpreter runs in kernel, reads table or AML, essentially takes program from BIOS and runs in kernel interpreter
- PCI has D states, D0 (awake) to D3 (asleep). D1 and D2 are in between and optional and not used



- User can start suspend to RAM via ioctl or writing “mem” to /sys/power/state



What happens during Suspend to RAM

- grabs mutex (only one suspend at once). Syncs disk. Freezes userspace.
- suspends all devices. Down tree, want leaf suspended first
- disables non-boot CPUs
- disable interrupts, disable last system devices
- Call system sleep state init



What happens during Wakeup

- Wakeup event comes in (WOL, button, lid switch, power switch, etc.)
- CPU reinitialized (similar to bootup code)
- other CPUs reactivated
- devices resumed
- tasks unfrozen



- mutex released
- ISSUES: firmware re-load? where stored (problem if on disk or USB disk, etc. must store in memory?)
- Graphics card coming back, as X in userspace until recently. kernel mode setting helps



The Linux Scheduler

- People often propose modifying the scheduler. That is tricky.
- Scheduler picks which jobs to run when.
- Optimal scheduler hard. What makes sense for a long-running HPC job doesn't necessarily make sense for an interactive GUI session. Also things like I/O (disk) get involved.
- You don't want it to have high latency



- Linux originally had a simple circular scheduler. Then for 2.4 through 2.6 had an $O(N)$ scheduler
- Then in 2.6 until 2.6.23 had an $O(1)$ scheduler (constant time, no matter how many processes).
- Currently the “Completely Fair Scheduler” (with lots of drama). Is $O(\log N)$. Implementation of “weighted fair queuing”
- How do you schedule? Power? Per-task (5 jobs, each get 20%). Per user? (5 users, each get 20%).



Per-process? Per-thread? Multi-processors? Hyper-threading? Heterogeneous cores? Thermal issues?

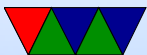


Power-Aware Scheduler

- Most of this from various LWN articles
- Linux scheduler is complicated
- maintainers don't want regressions
- Can handle idle OK, maxed out OK. lightly loaded is a problem
- 2.6.18 - 3.4 was sched_mc_power_savings in sysctl but not widely used, removed



- “packing-small-tasks” patchset – move small patchsets to CPU0 so not wake up other sleeping CPUs
small defined as 20% of CPU time
- knowledge of shared power lines. treat CPUs that must go idle together as a shared entity scheduling wise (buddy)
- how does this affect performance (cache contention)
- Shi’s power-aware scheduling
- move tasks from lightly loaded CPUs to others with



capacity

- if out of idle CPUs, then ramp up and race-to-idle
- * Heterogeneous systems (such as big.LITTLE)
- Rasmussen mixed-cpu-power-systems patchset maxed out little CPU, move task to big CPU
- task tries to use the little CPUs first before ramping up big



Wake Locks and Suspend Blockers

- See “Technical Background of the Android Suspend Blockers Controversy” by Wysocki, 2010.
- Low-power systems want “opportunistic suspend”
- Google Android propose this interface, kernel developers push back
- System spends much of time in sleep, with just enough power to keep RAM going and power sources of events



- A Wake Lock prevents the kernel from entering low power state
- WAKE_LOCK_SUSPEND – prevent suspending
WAKE_LOCK_IDLE – avoid idling which adds wakeup latency
- Try to avoid race conditions during suspend and incoming events. For example, system trying to suspend, incoming call coming in, don't let it lose events and suspend. Take lock to keep it awake until call over.
- Kernel high-quality timing suspended, sync with low-



quality RTC, time drifts

- Kernel developers not like for various reasons. All drivers have to add explicit support. User processes. What happens when process holding lock dies.
- You have to trust the apps (gmail) to behave and not waste battery, no way for kernel to override.



CPU Idle Framework?

- In kernel, kernel developers suggest it can be used instead of wake locks. Gives more control to kernel, doesn't trust userspace.
- Tracks various low-power CPU "C-states". Knows of Power consumption vs exit latency tradeoffs
- Lower C-states take power to come back, and might do things like flush the cache.
- kernel registers various C-state "governors" with info on



them.

The kernel uses the `pm_qos` value to choose which to enter.

- QOS say I need latencies better than 100us, so if suspend takes longer can't enter that suspend state
- `/sys/devices/system/cpu/cpu0/cpuidle` has power and latency values, among other things
- CPU idle stats, `turbostat`
- ACPI issues. Doesn't always accurately report C-states,



latencies

- ACPI_IDLE driver
- Alternate INTEL_IDLE as poorly written BIOSes not idling well on intel



Tools

- There are various tools that can show you status of power under Linux, configure settings, etc.
- Unfortunately you usually have to run these as root



Tools – Powertop

- Shows cstates, wakeups, suggested settings, gpu power
- On laptops with battery connected can estimate energy/power based on battery drain



Powertop-Overview

Summary: 344.6 wakeups/second, 0.0 GPU ops/seconds, 0.0 VFS ops/sec

Usage	Events/s	Category	Description
25.1 ms/s	268.6	Process	swirl -root
100.0%		Device	Audio codec hwCOD3: Intel
100.0%		Device	Audio codec hwCOD0: Cirru
259.1 M-BM-5s/s	29.6	kWork	od_dbs_timer
11.1 M-BM-5s/s	17.8	Timer	menu_hrtimer_notify
34.2 ms/s	2.0	Process	/usr/bin/X :0 vt7 -nolist
1.2 ms/s	10.9	Timer	hrtimer_wakeup
326.0 M-BM-5s/s	4.9	Timer	tick_sched_timer
5.1 ms/s	1.0	Process	powertop
33.3 M-BM-5s/s	2.0	Interrupt	[3] net_rx(softirq)
484.3 M-BM-5s/s	1.0	Interrupt	[7] sched(softirq)
75.4 M-BM-5s/s	1.0	Process	sshd: vince@pts/1
46.6 M-BM-5s/s	1.0	Timer	watchdog_timer_fn



Powertop – Idle Stats

Package		Core		CPU 0		CPU 2	
				C0 active	1.3%		0.4%
				POLL	0.0%	0.0 ms	0.
				C1-IVB	0.4%	0.3 ms	0.
C2 (pc2)	1.1%						
C3 (pc3)	0.0%	C3 (cc3)	0.4%	C3-IVB	0.4%	0.3 ms	0.
C6 (pc6)	1.5%	C6 (cc6)	0.0%	C6-IVB	0.0%	0.0 ms	0.
C7 (pc7)	90.1%	C7 (cc7)	94.9%	C7-IVB	96.4%	7.4 ms	99.
Package		Core		CPU 1		CPU 3	
				C0 active	0.6%		1.1%
				POLL	0.0%	0.0 ms	0.
				C1-IVB	0.0%	0.1 ms	0.
		C3 (cc3)	0.0%	C3-IVB	0.0%	0.3 ms	0.
		C6 (cc6)	0.0%	C6-IVB	0.0%	0.0 ms	0.
		C7 (cc7)	96.0%	C7-IVB	98.8%	26.2 ms	97.



Powertop – Frequency Stats

	Package	Core	CPU 0	CPU 2
			Actual	1202 MHz
			1198 MHz	
Turbo Mode	0.0%	Turbo Mode 0.0%	Turbo Mode 0.0%	0.0%
2.50 GHz	0.0%	2.50 GHz 0.0%	2.50 GHz 0.0%	0.0%
2.40 GHz	0.0%	2.40 GHz 0.0%	2.40 GHz 0.0%	0.0%
2.31 GHz	0.0%	2.31 GHz 0.0%	2.31 GHz 0.0%	0.0%
2.21 GHz	0.0%	2.21 GHz 0.0%	2.21 GHz 0.0%	0.0%
2.10 GHz	0.0%	2.10 GHz 0.0%	2.10 GHz 0.0%	0.0%
2.00 GHz	0.0%	2.00 GHz 0.0%	2.00 GHz 0.0%	0.0%
1.91 GHz	0.0%	1.91 GHz 0.0%	1.91 GHz 0.0%	0.0%
...				
1500 MHz	0.0%	1500 MHz 0.0%	1500 MHz 0.0%	0.0%
1400 MHz	0.0%	1400 MHz 0.0%	1400 MHz 0.0%	0.0%
1300 MHz	0.0%	1300 MHz 0.0%	1300 MHz 0.0%	0.0%
1200 MHz	2.4%	1200 MHz 2.4%	1200 MHz 2.4%	0.0%
Idle	97.6%	Idle 97.6%	Idle 97.6%	100.0%



Powertop – Device Stats

```
Usage      Device name
4.7%       CPU use
100.0%     Audio codec hwCOD3: Intel
100.0%     Audio codec hwCOD0: Cirrus Logic
0.0 ops/s  GPU
100.0%     USB device: IR Receiver (Apple, Inc.)
100.0%     USB device: BRCM20702 Hub (Apple Inc.)
100.0%     USB device: usb-device-0424-2512
100.0%     PCI Device: Broadcom Corporation BCM4331 802.11a
100.0%     PCI Device: Intel Corporation Xeon E3-1200 v2/3r
100.0%     PCI Device: Intel Corporation 3rd Gen Core proce
100.0%     Radio device: btusb
100.0%     USB device: Bluetooth USB Host Controller (Apple
100.0%     USB device: USB Keyboard (USB)
100.0%     USB device: Dell USB Mouse (Dell)
100.0%     PCI Device: Broadcom Corporation NetXtreme BCM57
```



Powertop – Tunables

```
>> Bad      VM writeback timeout
Bad        Enable SATA link power Managment for host0
Bad        Enable SATA link power Managment for host1
Bad        Enable SATA link power Managment for host2
Bad        Enable SATA link power Managment for host3
Bad        Enable SATA link power Managment for host4
Bad        Enable SATA link power Managment for host5
Bad        Enable Audio codec power management
Bad        NMI watchdog should be turned off
Bad        Autosuspend for USB device Bluetooth USB Host Controller
Bad        Autosuspend for USB device USB Keyboard [USB]
Bad        Autosuspend for USB device IR Receiver [Apple, Inc.]
Bad        Autosuspend for USB device Dell USB Mouse [Dell]
Bad        Runtime PM for PCI Device Intel Corporation 7 Series/C210
Bad        Runtime PM for PCI Device Intel Corporation Xeon E3-1200
Bad        Runtime PM for PCI Device Intel Corporation 3rd Gen Core
```



Tools – Cpufreq

- `cpufreq-info` (no root) shows info of current governor and frequency states, etc.
- `cpufreq-set` (needs root) – set governor or frequency
- `cpurfreq-apert` (needs root) – shows aperf/mperf settings from MSR. Useful for determining frequency values?



cpufreq-info

analyzing CPU 3:

driver: acpi-cpufreq

CPUs which run at the same hardware frequency: 0 1 2 3

CPUs which need to have their frequency coordinated by software: 3

maximum transition latency: 10.0 us.

hardware limits: 1.20 GHz - 2.50 GHz

available frequency steps: 2.50 GHz, 2.50 GHz, 2.40 GHz, 2.30 GHz,
2.20 GHz, 2.10 GHz, 2.00 GHz, 1.90 GHz, 1.80 GHz, 1.70 GHz,
1.60 GHz, 1.50 GHz, 1.40 GHz, 1.30 GHz, 1.20 GHz

available cpufreq governors: conservative, powersave, userspace,
ondemand, performance

current policy: frequency should be within 1.20 GHz and 2.50 GHz.

The governor ‘‘ondemand’’ may decide which speed to use
within this range.

current CPU frequency is 1.20 GHz.

cpufreq stats: 2.50 GHz:0.99%, 2.50 GHz:0.00%, 2.40 GHz:0.00%,
1.70 GHz:0.00%, 1.60 GHz:0.03%, 1.50 GHz:0.00%,
1.40 GHz:0.01%, 1.30 GHz:0.01%, 1.20 GHz:98.95% (54321)



Powertop – aperf/mpperf

- mperf is a counter that counts at the maximum frequency the CPU supports
- aperf counts at the current running frequency
- current frequency (for things like detecting TurboBoost) can be detected by the ratio



Tools – x86_energy_perf_policy

- allows adjusting the msr that tells how aggressive turbo mode is, among other things. hint at a performance vs power preference
- comes in Linux source tree in `tools/power/x86/x86_energy_perf_policy`



Tools – Turbostat

- shows cstates, RAPL information, turboboost, other things from MSR
- comes in Linux source tree in `tools/power/x86/turbostat`



Turbostat Output

```
./turbostat -S
```

%c0	GHz	TSC	SMI	%c1	%c3	%c6	%c7	CTMP	PTMP	%pc2	%pc3
1.34	1.99	2.29	0	2.72	0.05	0.01	95.88	44	45	2.84	0.02
1.24	2.23	2.29	0	1.94	0.13	0.00	96.69	45	46	2.88	0.15
1.56	1.77	2.29	0	2.98	0.11	0.00	95.35	43	47	2.63	0.12
1.42	1.84	2.29	0	2.51	0.05	0.00	96.03	45	45	2.66	0.03

```
...
```

%pc6	%pc7	Pkg_W	Cor_W	GFX_W
2.96	86.14	2.31	0.43	0.00
2.97	87.63	2.30	0.43	0.00
2.73	85.67	2.32	0.43	0.00
2.74	86.88	2.30	0.41	0.00



Tools – Sensors

- no need for root if configured right
- shows temps, fans, etc
- Various other sensors from i2c bus, etc.



Sensors Part 1

```
vince@mac-mini:~$ sensors
applesmc-isa-0300
Adapter: ISA adapter
Exhaust   :    1798 RPM  (min = 1800 RPM, max = 5500 RPM)
TA0P:      +37.0C
TA0p:      +37.0C
TA1P:      +37.8C
TA1p:      +37.8C
TC0C:      +42.0C
TC0D:      +44.8C
TC0E:      +42.8C
TC0F:      +43.2C
TC0G:      +99.0C
TC0J:       +0.2C
TC0P:      +40.8C
TC0c:      +42.0C
TC0d:      +44.8C
```



Sensors Part 2

```
TC0p:      +40.8C
TC1C:      +42.0C
TC1c:      +42.0C
TCGC:      +42.0C
TCGc:      +42.0C
TCPG:      +103.0C
TCSC:      +43.0C
TCSc:      +43.0C
TCTD:      -0.2C
TCXC:      +42.8C
TCXc:      +42.8C
```

```
coretemp-isa-0000
```

```
Adapter: ISA adapter
```

```
Physical id 0: +46.0C (high = +87.0C, crit = +105.0C)
```

```
Core 0:      +42.0C (high = +87.0C, crit = +105.0C)
```

```
Core 1:      +45.0C (high = +87.0C, crit = +105.0C)
```



When can we scale CPU down?

- System idle
- System memory or I/O bound
- Poor multi-threaded code (spinning in spin locks)
- Thermal emergency
- User preference (want fans to run less)



A History of Power Management on x86



Halt Instruction

- Oldest power-saving interface on x86
- Tells CPU to stay idle until an interrupt comes in
- 486-DX4 and later enters low-power mode
- Ring 0. The OS does this when idle
- Similar instruction available on 65c816
- ARM has `wfi` in ARMv7 and maybe `hlt` in ARMv8?



APM – Advanced Power Management

- For laptops
- Developed by Intel and Microsoft, 1992
- Made obsolete by ACPI
- Full On / APM Enabled / Standby / Suspend or Hibernate / Off
- Calls to BIOS. BIOS often buggy.



ACPI – Advanced Configuration and Power Interface

- http://www.acpi.info/presentations/ACPI_Overview.pdf
- Developed by Intel, Microsoft and Toshiba, 1996 Later HP and Phoenix
- Full ACPI interpreter needed.
- APM was a black box to Operating System. ACPI works with OS



- ACPI code in theory provided by Intel or similar, no need for each manufacturer to implement (like APM)
- OS-directed power management
- Hardware registers for interface
- BIOS provides tables, motherboard initialization



ACPI Sleep States

- G0/S0 – working
- G1 Sleeping
 - S1 – caches flushed, CPU stopped, CPU and RAM power maintained
 - S2 – CPU powered OFF
 - S3 – Standby, Sleep, Suspect to RAM. RAM still powered
 - S4 – Hibernate/Suspend to Disk – all memory stored to disk



- G2 (S5) – “Soft Off” – power off, but power still supplied to power switch and wake on lan, etc
- G3 – “Mechanical Off” – all power removed



ACPI C-States

- C0 – operating
- C1 – Halt – processor not executing, but can start nearly instantaneously
- C2 – Stop-Clock – all state is stored, but might take some time to get going again
- C3 – Sleep – Processor does not keep cache coherent, but otherwise holds state



ACPI P-States

- actual values can sometimes be configured via MSR access.
- Some V/F combinations unstable/unsafe so BIOS only exports known good combinations
- P0 – max power and frequency
- P1 – less than P0, DVFS
- P2 – less than P1, DVFS



- P_n – less than $P_{(n-1)}$, DVFS



ACPI T-States

- throttling
- Linear reduction in power, linear reduction in performance
- Does not save Energy! (halve the frequency, double the time)
- Mostly used for passive cooling



ACPI D-States

for devices such as modems, Cd-ROM, disk drive



CPU Scaling

- Intel SpeedStep
- Enhanced speed step. Change V and F at different points. Slower to change frequency if V not changed first. Bus clock keeps running even as PLL shut down 10ms transition
- AMD PowerNow! (laptop) Cool'n'Quiet (desktop)
- VIA PowerSaver/LongHaul – Fine grained DVFS



- p4-clockmod – mainly for thermal management, skip clocks, hurt performance without saving energy (throttling)
- IBM EnergyScale
- Transmeta LongRun – leakage varies due to process variation Longrun2 monitors performance/leakage and varies Vdd and Vt



CMOS Energy Equation, Again

- $E_{tot} = [(C_{tot}V_{dd}^2\alpha f) + (N_{tot}I_{leakage}V_{dd})]t$



Delay, Again

- $T_d = \frac{C_L V_{dd}}{\mu C_{ox} \left(\frac{W}{L}\right) (V_{dd} - V_t)}$
- Simplifies to $f_{MAX} \sim \frac{(V_{dd} - V_t)^2}{V_{dd}}$
- If you lower f , you can lower V_{dd}



DVFS

- Voltage planes – on CMP might share voltage planes so have to scale multiple processors at a time
- DC to DC converter, programmable.
- Phase-Locked Loops. Orders of ms to change. Multiplier of some crystal frequency.
- Senger et al ISCAS 2006 lists some alternatives. Two phase locked loops? High frequency loop and have programmable divider?



- Often takes time, on order of milliseconds, to switch frequency. Switching voltage can be done with less hassle.



Non-x86 Power Saving



IBM EnergyScale

- Thermal reporting
- Static and Dynamic Power Save
- “Power Folding” – reduce the number of CPUs reported to the OS until they are all busy
- Power Capping (like RAPL)
- Fan Control – Avoid “over-cooling”



- Processor Nap – 2ms to wake up
- Processor Winkle (as in Rip Van) – 10-20ms to wake up, 95% of power



ARM Cortex A9 (Pandaboard)

- Cortex-A9 Technical Reference Manual, Chapter 2.4 Power Management
- Energy Efficient Features
 - Accurate branch prediction (reduce number of incorrect fetch)
 - Physically addressed caches (reducing number of cache flushes)
 - Use of micro TLBs



- caches that use sequential access information? reduce accesses to tags
- small instruction loops can operate without access icache
- Potentially separate power domains for CPU logic, MPE (multi-media NEON), and RAMs
- Full-run mode
- Run with MPE disabled
- Run with MPE powered off



- Standby – entered with `wfi` instruction. Processor mostly shutdown except part waiting for interrupt
- Dormant – caches still powered
- Shutdown



Pandaboard Power Stats

- Wattsuppro: 2.7W idle, seen up to 5W when busy
- <http://ssvb.github.com/2012/04/10/cpuburn-arm-cortex-a9.html>
- With Neon and CPU burn:

Idle system	550 mA	2.75W
cpuburn-neon	1130 mA	5.65W
cpuburn-1.4a (burnCortexA9.s)	1180 mA	5.90W
ssvb-cpuburn-a9.S	1640 mA	8.2W



Non-CPU power saving

- RAM
- GPU
- Ethernet / Wireless
- Disk
- PCI
- USB



DRAM

- Could teach a whole class on DRAM
- Tightly coupled to performance due to memory wall
- Commodity and churned out. Usually not interested in making changes to the underlying setup, usually just the interface or memory controller
- Memory controllers have migrated to the CPUs making that hard to change too



DRAM – Mobile DRAM

- From Micron: “TN-46-12: Mobile DRAM Power-Saving Features”, 2009
- Temperature-Compensated Self Refresh (TCSR) – Auto adjust refresh timings based on temperature
- Partial Array Self Refresh (PASR) – only refresh parts of RAM that have data in them
- Deep Power Down (DPD) – enable turning off the voltage generators when maintaining DRAM not needed



- Has equations for estimating power usage



DRAM – Elsewhere

- Tom's Hardware. 2010. "How Much Power Does Low-Voltage DDR3 Memory Really Save?" Using low-voltage (1.25 or 1.35 rather than 1.5) DDR3 DRAM can reduce power by 0.5-1W. Slower performance settings, but not really noticeable.
- Linus Torvalds Rant from 2007: DRAM Energy not a prime concern. Just don't use FBDIMMs if you want low-power.



DRAM – Recent Academic

- “Rethinking DRAM Power Modes for Energy Proportionality”, Malladi et al, Micro 2012.
 - DRAM spends lots of time idle, but latency is so high for wakeup it cannot utilize powerdown modes
 - Reference 25% of data-center energy usage is DRAM?
 - Use LPDDR2 trades bandwidth for efficiency
 - Current modes involve turning off DLLs (Delay-locked loops?) which are slow to turn on again, 700ns+
 - some background on DRAM operation



- Low-power mode sounds good, but then it takes 512 memory cycles of power to re-start (a lot of energy)
- Propose MemBLAZE. Moves clock generation out of DIMM and into memory controller, allowing fast wakeup
- “Towards Energy-Proportional Datacenter Memory with Mobile DRAM”, Malladi et al, ISCA 2012.
 - Look at using LPDDR2 in servers rather than DDR3.
 - DDR3 often in “Active-idle” as many workloads do not allow sleep.



- “A Predictor-based Power-Saving Policy for DRAM Memories”, Thomas et al, EuroMicro 2012.
 - Use a history based predictor to pick when to powerdown.
 - Say up to 20% of mobile devices and 25% of data center is DRAM
- “Rethinking DRAM Design and Organization for Energy-Constrained Multi-Cores”, Udipi et al., ISCA 2010
 - DRAMs “overfetch” which hurts energy
- “A Comprehensive Approach to DRAM Power



Management” , Hur and Lin, HPCA2008.

- Throttling and Power Shifting – slowing down to fit in power budget
- Put DRAMs in low power mode – available commercially but no one seems to use this yet
- Simulate for Power5 and DDR2-533
- Modify the memory controller



GPU power saving

- From Intel lesswatts.org
- Framebuffer Compression
- Backlight Control
- Minimized Vertical Blank Interrupts
- Auto Display Brightness
- from LWN: <http://lwn.net/Articles/318727/>



- Clock gating or reclocking
- Fewer memory accesses: compression.
Simpler background image, lower power
- Moving mouse: 15W. Blinking cursor: 2W
- Powering off unneeded output port, 0.5W
- LVDS (low-voltage digital signaling) interface, lower refresh rate, 0.5W (start getting artifacts)



Ethernet

- PHY (transmitter) can take several watts
- WOL can draw power when system is turned off
- Gigabit draw 2W-4W more than 100Megabit 10 Gigabit 10-20W more than 100Megabit
- Takes up to 2 seconds to re-negotiate speeds
- Green Ethernet IEEE 802.3az



WLAN

- power-save poll – go to sleep, have server queue up packets. latency
- Auto association – how aggressively it searches for access points
- RFKill switch
- Unnecessary Bluetooth



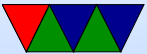
Disks

- SATA Aggressive Link Power Management – shuts down when no I/O for a while, save up to 1.5W
- Filesystem atime
- Disk power management (spin down) (lifetime of drive)
- VM writeback – less power if queue up, but power failure potentially worse



Soundcards

- Low-power mode



USB

- autosuspend. Can sometimes cause issues
- off by default as some USB you disable don't come back

