Automatic Energy-Hotspot Detection and Elimination in Real-Time Deeply Embedded Systems

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Motivation

Energy-Hotspots

Different Types of Energy Hotspot

Improvements for Energy Hotspots

Conclusion
Motivation
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Up until now:

- Dynamic Voltage and Frequency Scaling or ultra-low-power
- While useful also quite complicated
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Now: Instead of changing hardware => Optimizing software code

- Structure code in the most energy efficient way
- Finding Energy Hotspots and remove them
=> All just through changing the order of the commands
Energy-Hotspots
Energy-Hotspots

- Specific areas within deeply embedded systems
- Higher energy consumption compared to the overall energy usage patterns of the system
- Identification based on distinctive inefficiencies
- Categorization into three types:
  - Tail, Sleep and Active
Why to avoid them

- Enhanced Performance
- Extended Battery Life
- Improved Reliability
- Cost Efficiency
- Environmental Impact
Different Types of Energy Hotspot
1. int i = 0;
2. Acquire(r);
3. Use(r,i);
4. int j = Rand();
5. if(j > 1) {
  6.   j = 1;
  7.   Use(r,j);
  8. }
9. else {
10.   Use(r,j);
11.   i = 1;
12. }
13. Release(r);
Focus on energy inefficiency of a delay between two consecutive Use() statements after the execution of the first
HotspotSleep

- Inefficient transition between sleep and active state

=> Significant energy overhead for Acquire() and Release()

- Can be calculated using Lower Bound on Sleep Time (LBST)

\[ \text{LBST} = \frac{E_{\text{Rel}} + E_{\text{Acq}}}{\text{Pow}_A - \text{Pow}_S} \]
- Two different Variants
- Energy inefficiency due to interval between `Acquire()`/`Use()` and `Use()`/`Release()`
- The prolonged idleness or activity leads to energy wastage
Improvements for Energy Hotspots
- Use statements should be moved towards each other
- Can be prevented by time restriction and dependencies
- Optimization of the transition between active and sleep states according to LBST
- Adjustment of the code sequences
- Bring Acquire closer to Use() and Use() closer to Release()

=> Reduces inefficient resource utilization

- Careful this can lead to a new Hotspot$_{\text{Sleep}}$
Conclusion
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Advantages:

- Easy to implement and use for small programs
- Useable without any hardware modifications
- Reduced Energy costs
- Could be automated with further research

Disadvantages:

- Code needs to be more structured
- Increased development time
- The MCFG of the code needs to be known
- It gets quite complicated for complex programs
Conclusion

- At the moment useful for parts or small projects
- Could be used by the industry with further research