**Benchmarks (From bibliography)**

* Computer Language Benchmark Game (CLBG)
  + Paper found: Energy Efficiency across Programming Languages
  + CLBG has gathered solutions for 13 benchmark problems:
    - n-body
    - fannkuch- redux
    - spectral- norm
    - mandelbrot
    - pidigits
    - regex-redux
    - fasta
    - k-nucleotide
    - reverse- complement
    - binary-trees
    - chameneos- redux
    - meteor- contest
    - thread-ring
  + excluded chameneos-redux, meteor-contest and thread- ring from our study. (Solutions not available)
  + Codes for benchmarks: <https://programming-language-benchmarks.vercel.app>
  + Performance (energy consumption) analysis with RAPL tool
* 12 Java benchmarks
  + Paper found: Evaluating the Impact of Java Virtual Machines on Energy Consumption
  + Use RAPL for measuring energy consumption
  + Benchmarks taken from [OpenBenchmarking.org](http://openbenchmarking.org)
    - Includes 5 acknowledged benchmarks from DACAPO benchmark suite v.9.12
      * Avrora
      * H2
      * Lusearch
      * Sunflow
      * PMD
    - proven to be accurate for memory management and computer architecture communities
    - 7 additional benchmarks from the Renaissance benchmark suite
      * ALS
      * Dotty
      * Fj-kmeans
      * Neo4j
      * Philosophers
      * Reaction
      * Scrabble
* TeaStore benchmark
  + The TeaStore is a micro-service reference and test application to be used in benchmarks and tests. The TeaStore emulates a basic web store for automatically generated, tea and tea supplies. As it is primarily a test application, it features UI elements for database generation and service resetting in addition to the store itself.
  + <https://github.com/DescartesResearch/TeaStore/wiki/Testing-and-Benchmarking>
* GreenBenchmark
  + <https://github.com/luiscruz/greenbenchmark>
  + Paper found: Tools and Techniques for Energy-Efficient Mobile Application Development
* Vacation2 (Given) (multithreading)