

# Module 1: Why Use Concurrency?

## Topic 1.3: Power Wall

# Power/Temperature Problem

- Transistors consume power when they switch
- Increasing transistor density leads to increased power consumption
  - Small transistors use less power, but density scaling is faster
- High power leads to high temperature
- Air cooling  
(fans) can only remove so much heat



# Dynamic Power

- $P = \alpha * CFV^2$
- $\alpha$  is percent of time switching
- $C$  is capacitance (related to size)
- $F$  is the clock frequency
- $V$  is voltage swing (from low to high)
- Voltage is important
- 0 to 5V uses much more power than 0 to 1.3 V

# Dennard Scaling

- **Voltage should scale** with transistor size
- Keeps power consumption, and temperature, low
- Problem: Voltage can't go too low
  - Must stay above **threshold voltage**
  - **Noise** problems occur
- Problem: Doesn't consider **leakage power**
- Dennard scaling must stop

# Multi-Core Systems

- **$P = \alpha * CFV^2$**
- Cannot increase frequency
- Can still add processor cores, without increasing frequency
  - Trend is apparent today
- **Parallel execution is needed to exploit multi-core systems**
- Code made to execute on multiple cores
- Different programs on different cores