WIP: Exploiting Stochastic Performance Models to Estimate Energy Consumption of Software

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Introduction

- The ubiquity of ICT devices triggered a continuous digitalization of information
- Belkhir et al. estimate that ICT devices will produce 14% of global CO2 emissions by 2040 [1]

Crowds in St. Peter's Square [4]

2005 2013



Energy Transparency

Great achievements in HW power savings.

ARM Cortex-A35, 2015:

- 10% less power, 40% more performance than ARM Cortex-A7, 2011
- less than 4 mW of electrical power at 100 MHz [4]



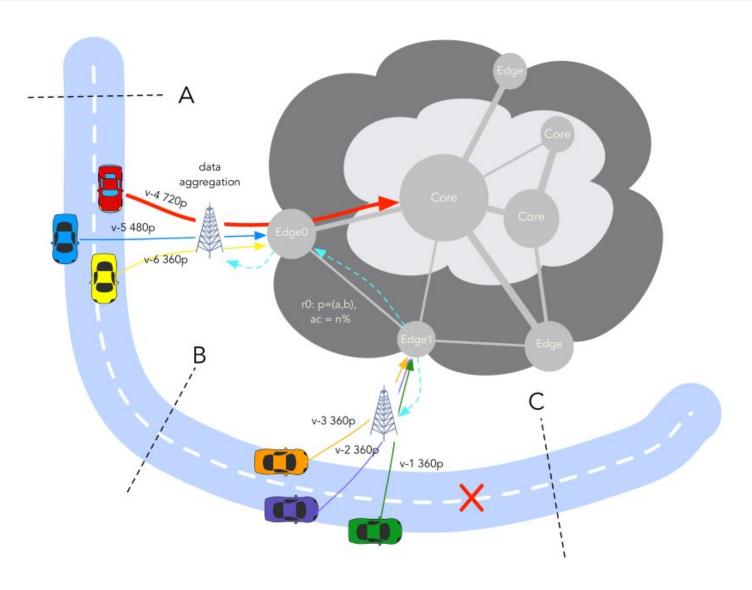
Trenitalia ticket showing emissions when traveling with different types of vehicles [4]

According to estimates, software accounts for **80%** of the energy used by embedded devices [2, 3]



Making developers aware of the impact of their decisions on software energy consumption

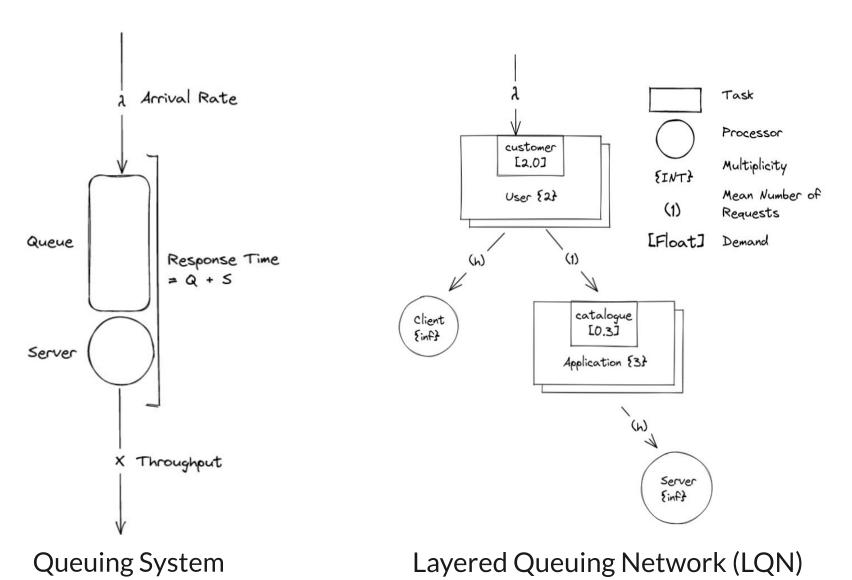
Facing the complexity of software



Edge cloud architecture of a distributed object detection application [5]

Modeling For Performance Estimation

A performance model represents how a behavior consumes the resources of a system



Modeling For Performance Estimation

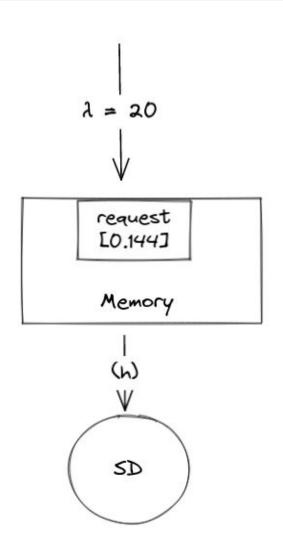
Let's estimate the performance of a memory

$$\lambda = \frac{A}{T} = \frac{20}{3} = 6.66 \frac{req}{s}$$

$$U = \frac{B}{T} = 0.96(96\%)$$

$$B = 0.96 \times 3s = 2.88s$$

$$S = \frac{B}{C} = \frac{2.88}{20} \frac{req}{s} = 0.144 \frac{req}{s}$$



LQN of a Memory

The Research Idea

A company owns an e-commerce that receives transaction requests of different sizes.

Estimate the energy consumed when receiving larger size transactions

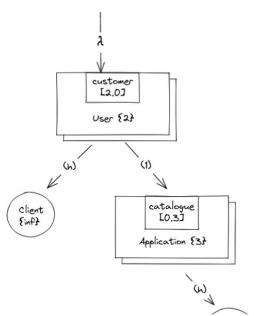
- to run an experiment where users place orders of 2 or 3 products;
- to build a performance model approximating the behavior of the system;
- 3. to calculate how much Joule/s are consumed by resources (i.e., e value);
- change model parameters;



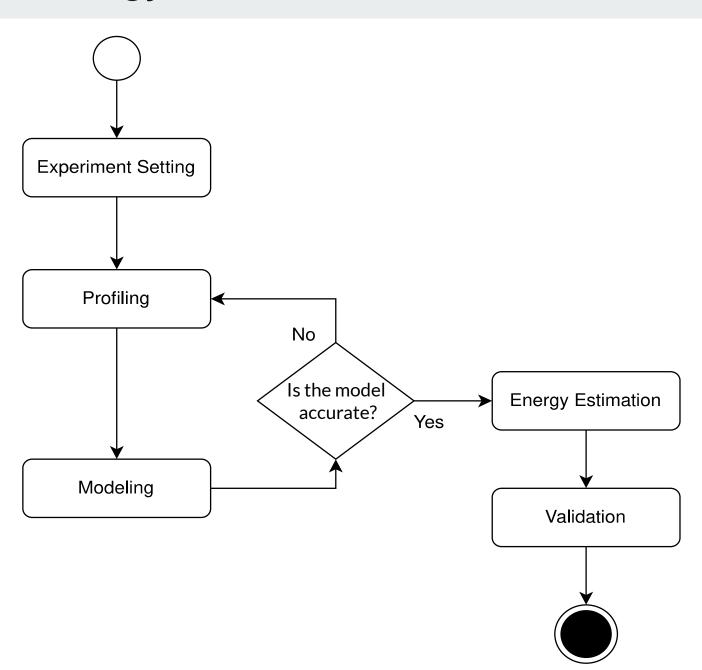




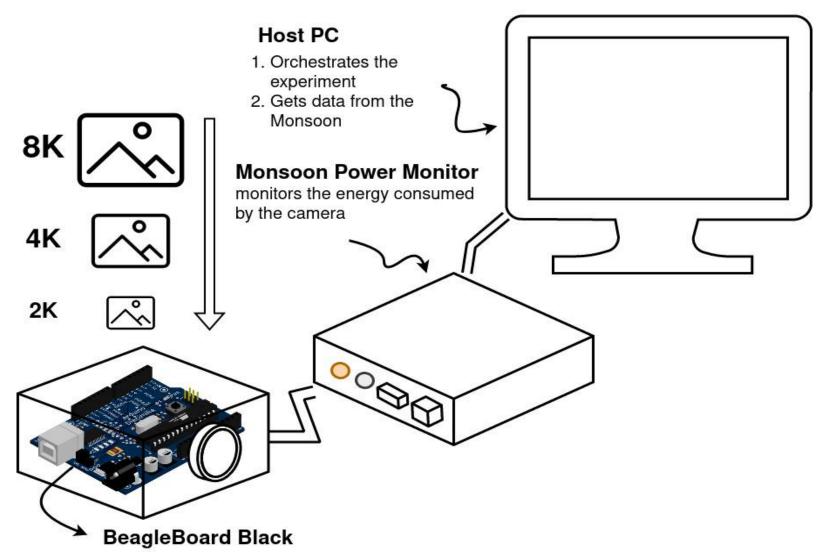




Methodology



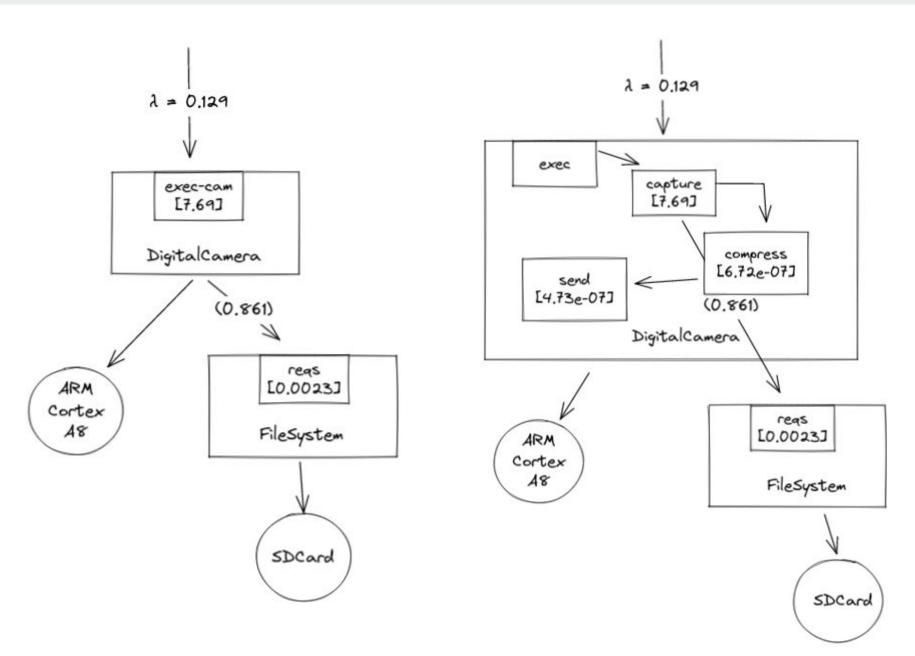
Experimental Setting: Digital Camera

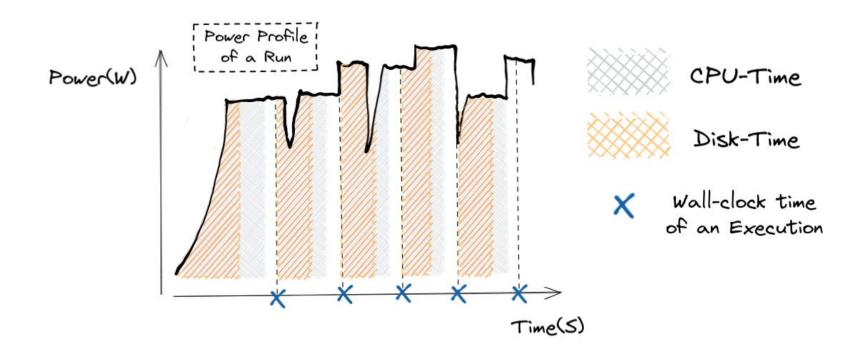


Processor: AM335x 1GHz ARM® Cortex-A8

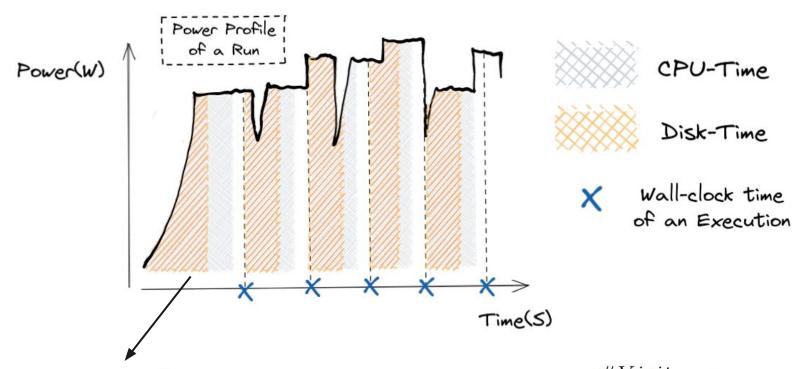
OS: Linux Debian RAM: 512MB DDR3 Disk: 4GB Flash

The Layered Queuing Network of the Digital Camera





- (i) Behavior(Model) ~ Behavior (System)
- (ii) ~ is reflexive => Behavior(System) ~ Behavior(Model)
- (iii) Behavior => PowerProfile
- (iv) PowerProfile(System) ~ PowerProfile(Model)



(1)
$$E(res, i) = \int_{t0, i}^{S_{res}} P dt \left[\frac{Joule}{Visit} \right]$$
 (2) $ED(res) = \sum_{i=1}^{\#Visit} \int_{t0, i}^{S_{res, i}} P dt$

(2)
$$ED(res) = \sum_{i=1}^{\#Visit} \int_{t0,i}^{S_{res,i}} P dt$$

(3)
$$E(res) = \frac{ED(res)}{\#Visit}$$

(4)
$$e(res) = \frac{E(res)}{S(res)} \left[\frac{Joule}{s} \right]$$

$$e(res) = \frac{E(res)}{S(res)} \left[\frac{Joule}{s}\right]$$

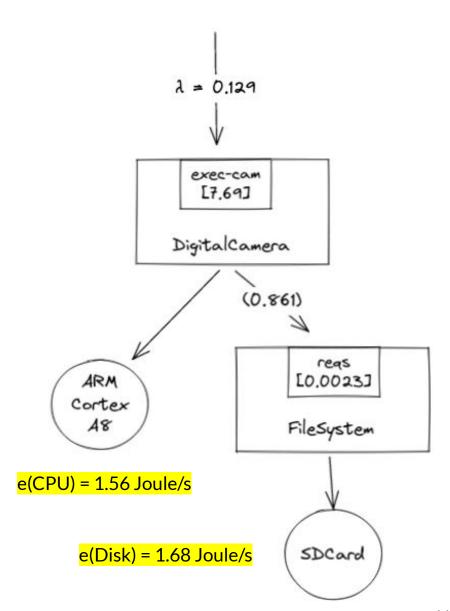
average energy spent per visit

$$E(res) = e(res) \times S(res)$$

The energy per visit when we have a 4K image as input

$$E(CPU) = 1.56 \times 8.0 = 12.48$$

$$ED(CPU) = 12.48 \times 30 = 374.40J$$



→ the e(res) multiplier varies according to the type of image

Туре	Measured	Estimated
2K	93.85	//
4K	381.39	374.40
8K	1530.56	1497.60

Measured and estimated **CPU** energy consumption values

Туре	Measured	Estimated
2K	34.35	//
4K	150.35	158.76
8K	591.29	622.94

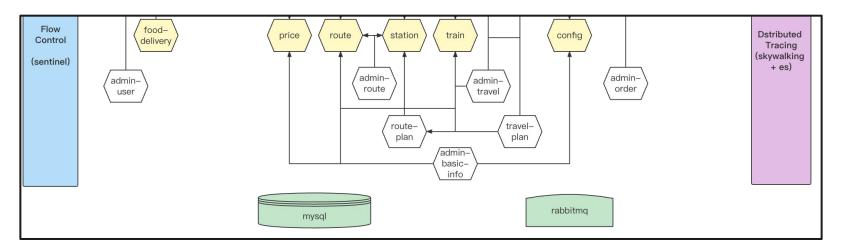
Conclusion

We proposed an improvement of performance models to include energy consumption estimation

- Designers can make informed decisions at design time
- Designers can reduce experimentation time

In the future:

- We need to perform a statistical analysis on the e multiplier
- We are testing the methodology against a more complex case study
 - Train-Ticket Booking System



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- 2. Kyriakos Georgiou, Samuel Xavier-de Souza, and Kerstin Eder. The IoT energy challenge: A software perspective. IEEE Embedded Systems Letters, 2018
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- 5. Y. Li et al., End-to-end energy models for Edge Cloud-based IoT platforms: Application to data stream analysis in IoT, Future Generation Computer Systems, 2018

