

# Mobile Multicores Use Them or

**Waste Them** 

**Aaron Carroll Gernot Heiser** 



**NICTA Funding and Supporting Members and Partners** 



















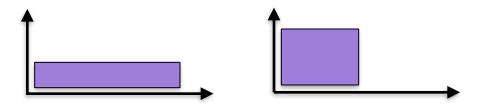




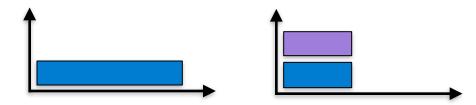
#### Introduction



- power control knobs:
  - DVFS



#online cores



#### **Problem**

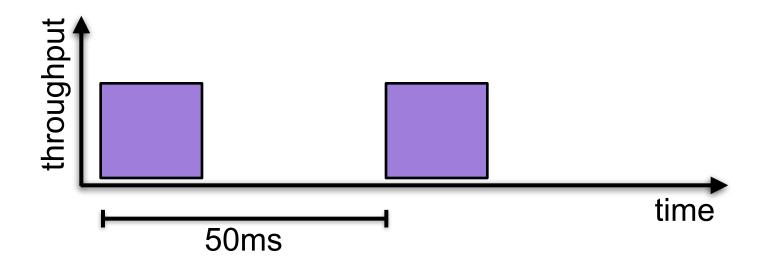


trade-off between the two mechanisms?

- optimal operating point
  - frequency and #online cores
- idle energy management
  - under-utilised CPU
  - reduce energy
  - performance unaffected (ideally...)

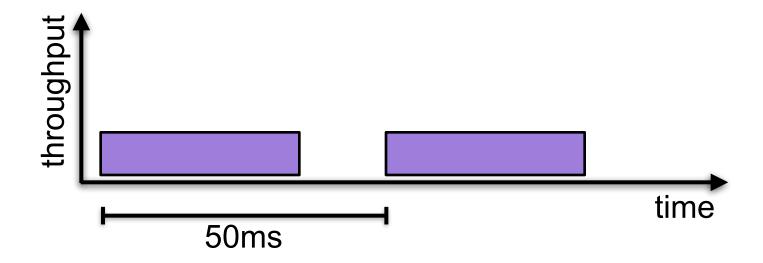
# loadcpu





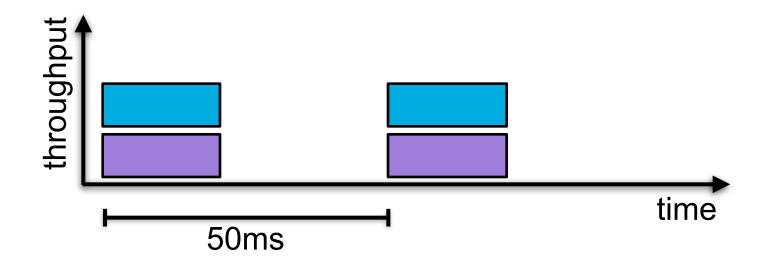
# loadcpu





# loadcpu





### **Devices**

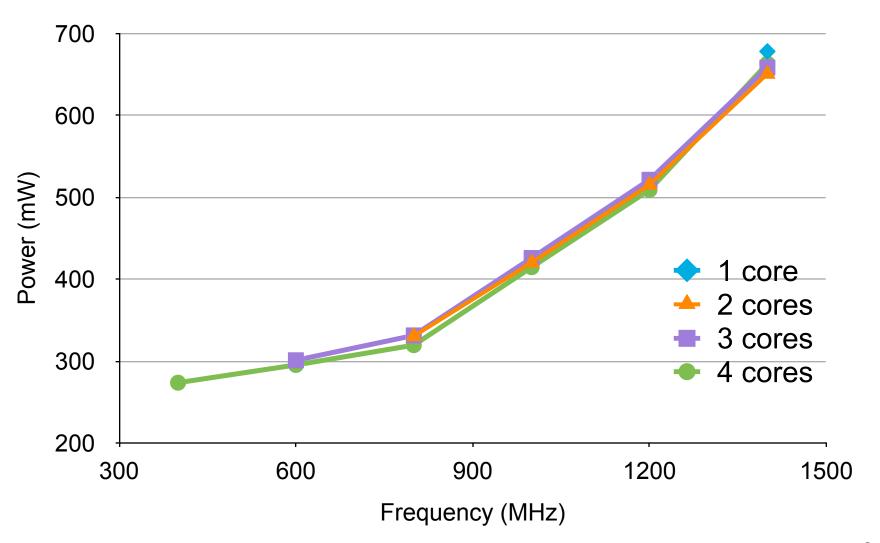






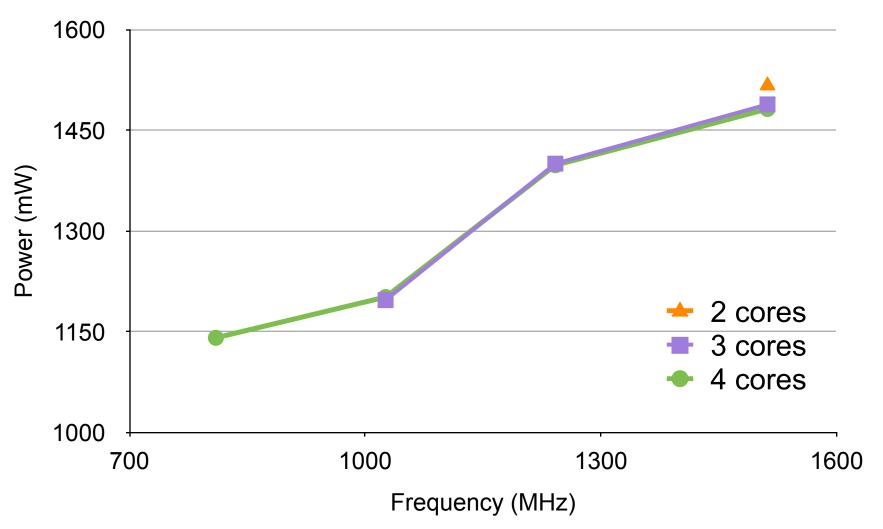
# loadcpu S3 25%





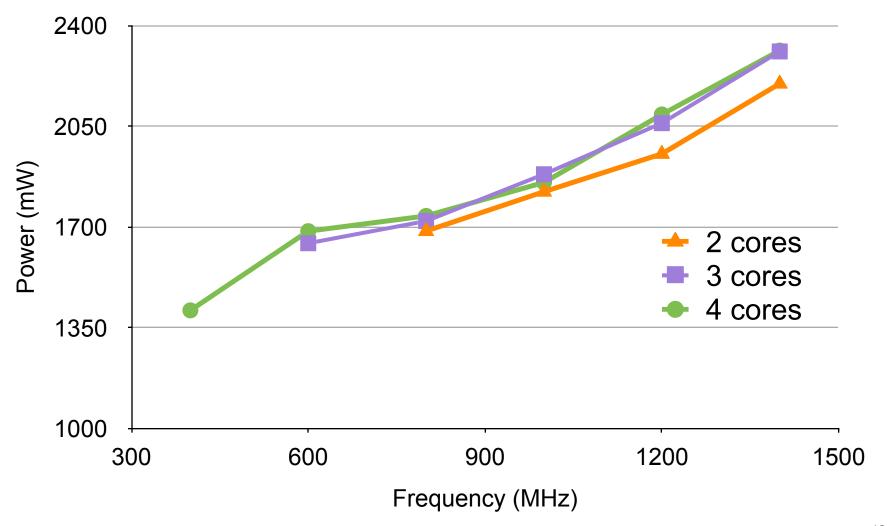
# loadcpu MDP 50%





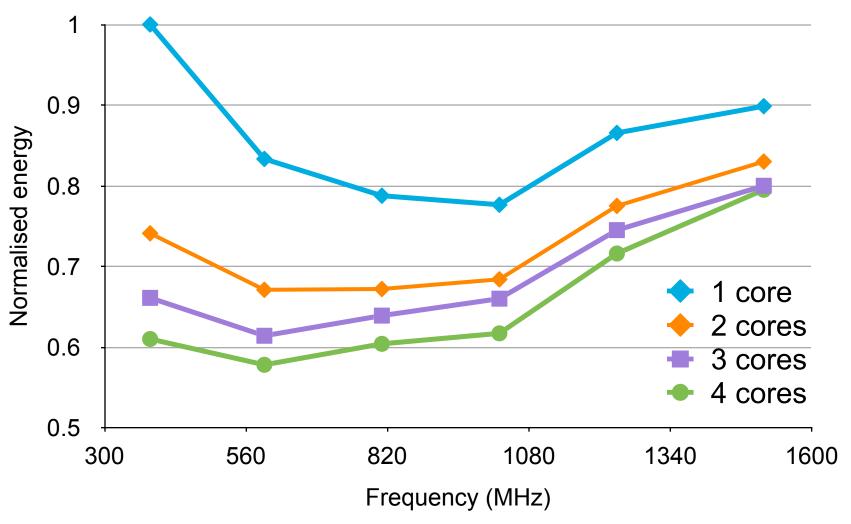
#### video S3





# spin MDP





#### **Observations**

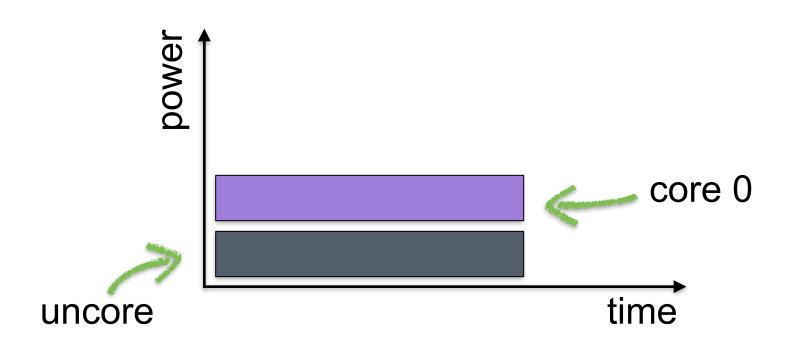


- Periodic
  - P independent of n at fixed f
  - decrease f => lower P

- Compute-bound
  - P is a complex function of f
  - increase n => lower P

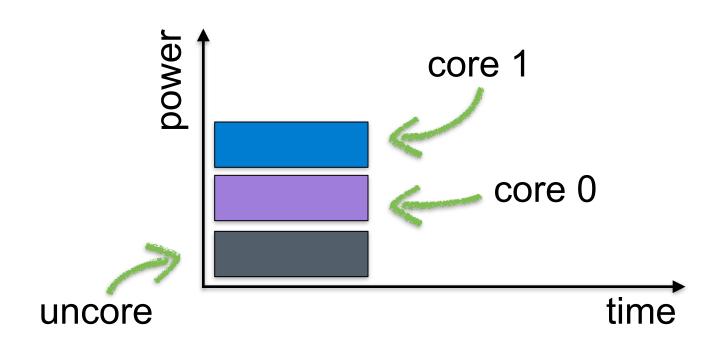


## Compute-bound:





### Compute-bound:





#### Compute-bound:

$$P = P_{\text{uncore}} + nP_{\text{core}}$$
$$E = P_{\text{uncore}}t + nP_{\text{core}}t$$

Assume scalability: 
$$t \propto \frac{1}{n}$$

$$E \propto \frac{P_{\mathrm{uncore}}}{n} + P_{\mathrm{core}}$$



#### Periodic:

$$P = P_{\text{uncore}} + n(P_{\text{active}} + P_{\text{idle}})$$

T = period of workload

t = execution time

Assume scalability

$$E = (P_{\text{uncore}} + nP_{\text{idle}})T + k$$



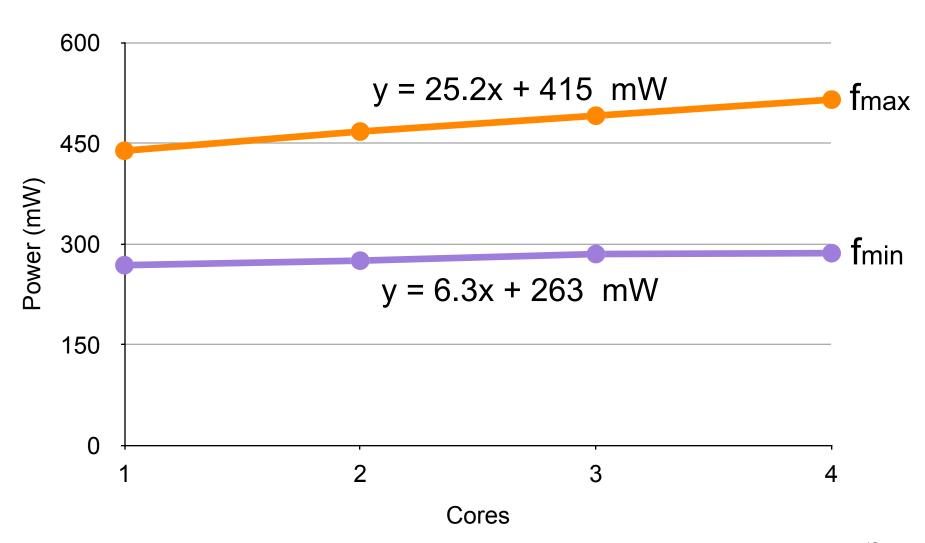
lf

$$P_{\rm idle} \ll P_{\rm uncore}$$

then *P* is independent of *n*.

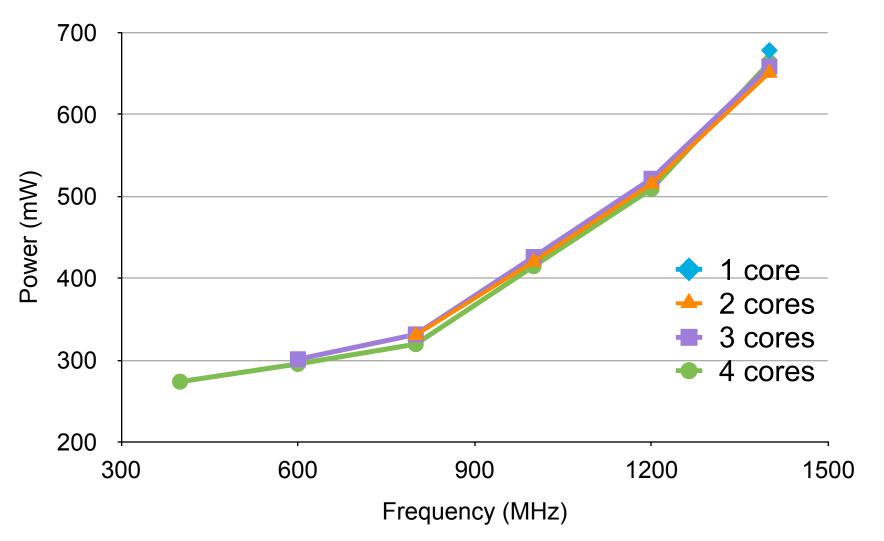
## S3 idle power





# loadcpu S3 25%





#### Conclusions



- Online cores to:
  - unlock lower frequencies
  - race to idle

- Policy design:
  - scale out before scaling up
  - offline cores conservatively
  - reduce frequency aggressively

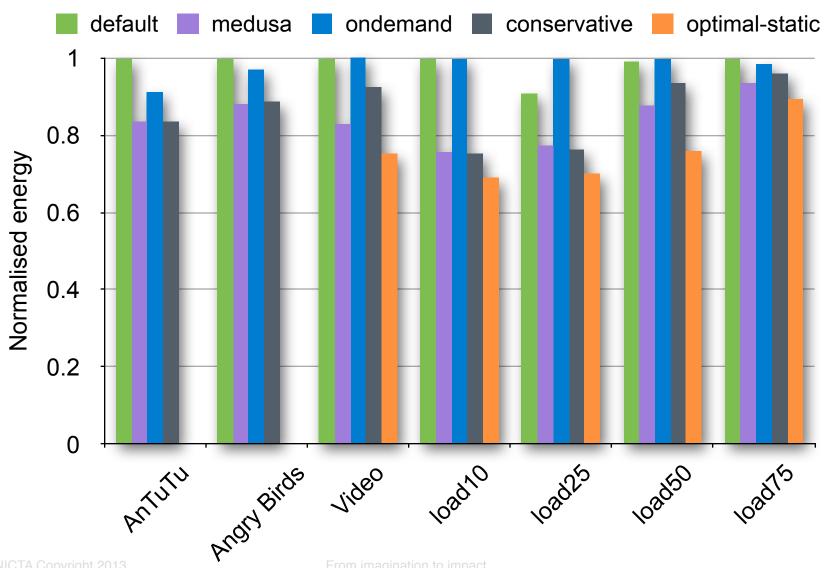
#### medusa



- medusa: an offline-aware governor
- like ondemand: keep utilisation <100%</li>
- try to achieve
  - minimum frequency
  - maximum #cores
- constrained by #threads

#### medusa





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## Summary



- onlining cores reduces energy consumption in most cases
  - access to lower frequencies
  - race to idle
- due to high uncore and low per-core static power
- medusa: up to 20% energy reduction



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