

Energy-Efficient Algorithms

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Motivation

Energy is scarce and/or expensive resource.

- **Limited availability:** Portable, battery-operated devices; sensor networks.



Motivation

- **Electricity cost:** substantial strain for computing and data centers
Google: 1 billion \$ per year

“What matters most [...] at Google is not speed, but power, **low power** because data centers can consume as much electricity as a city.” Eric Schmidt, *NYT* 2002

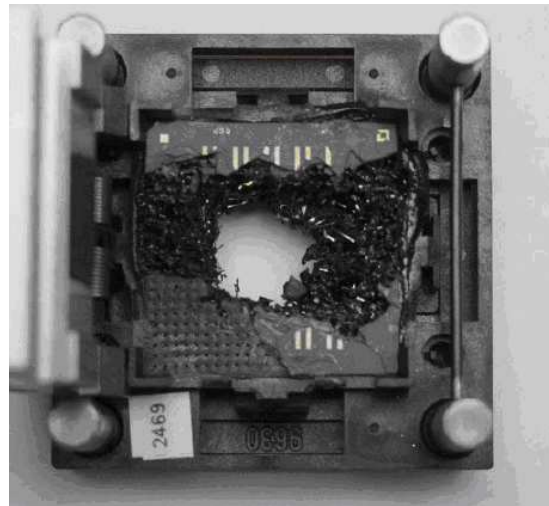
Google uses enough electricity to power **200.000 homes**. *NYT* 2011

Low-cost power major criterion where to build data centers. Apple, Facebook, Google



Motivation

- **Thermal problems:** Most of the energy is converted into **heat**.



Energy-efficient algorithms

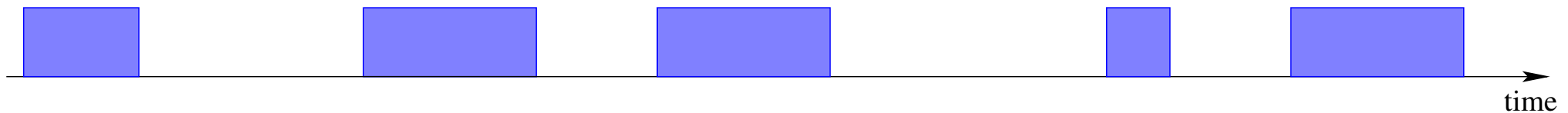
Topics

- **Power-down mechanisms:** Transition system into sleep state when idle
- **Dynamic speed scaling:** Microprocessors can run at variable speed
Intel XScale, Intel Speed Step, AMD PowerNow
- **Networks:** Optimize transmission energy

Power-down strategies

2-state system

- **Active state:** r energy units per time unit.
- **Sleep state:** 0 energy units per time unit.
- **Wake-up operation:** W energy units.
- When active period starts, system must be in / moved to active state.



Right-sizing in data centers

m heterogeneous servers

active state

standby and sleep states

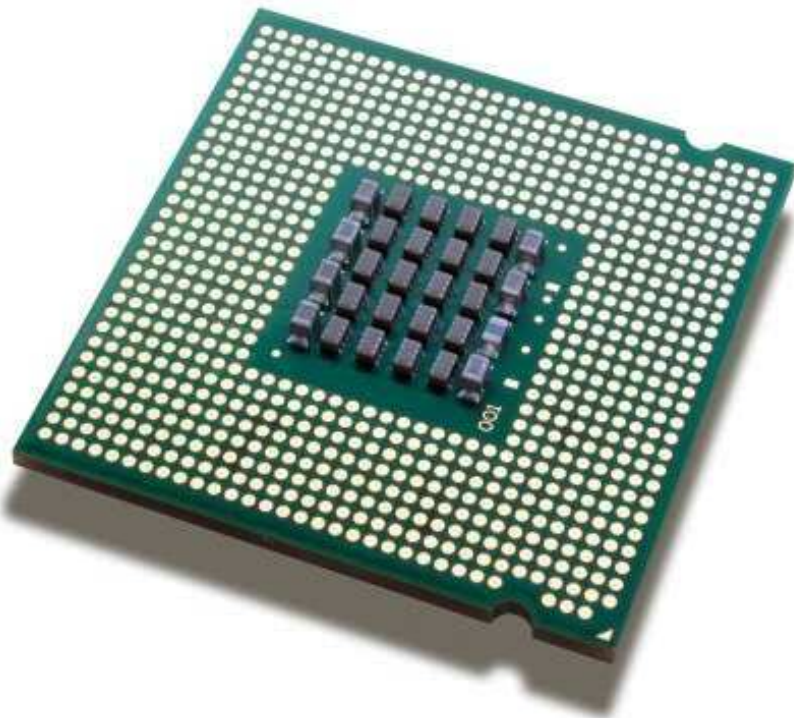
Demand for computing capacity
varies over time



Dynamic speed scaling

Variable-speed microprocessors

Intel XScale, Intel Speed Step, AMD PowerNow



The higher the speed, the higher the energy consumption

Speed s

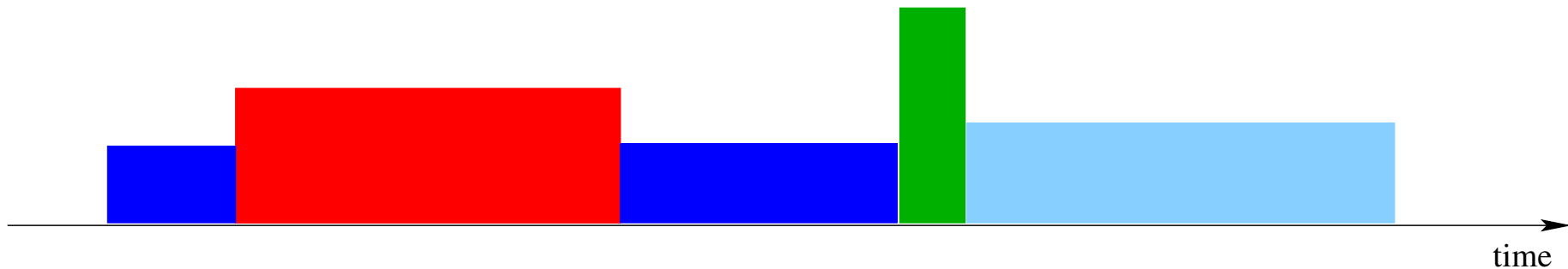
Power required

$$P(s) = s^\alpha \quad \alpha > 1$$

$P(s)$ = general convex function

Scheduling with deadlines

1 processor



- Speed s Power consumption $P(s) = s^\alpha$ $\alpha > 1$
- $\sigma = J_1, \dots, J_n$
 J_i : a_i = arrival time
 b_i = deadline
 v_i = processing volume $t = v_i/s$
- Preemption allowed
- Construct feasible schedule minimizing total energy consumption.

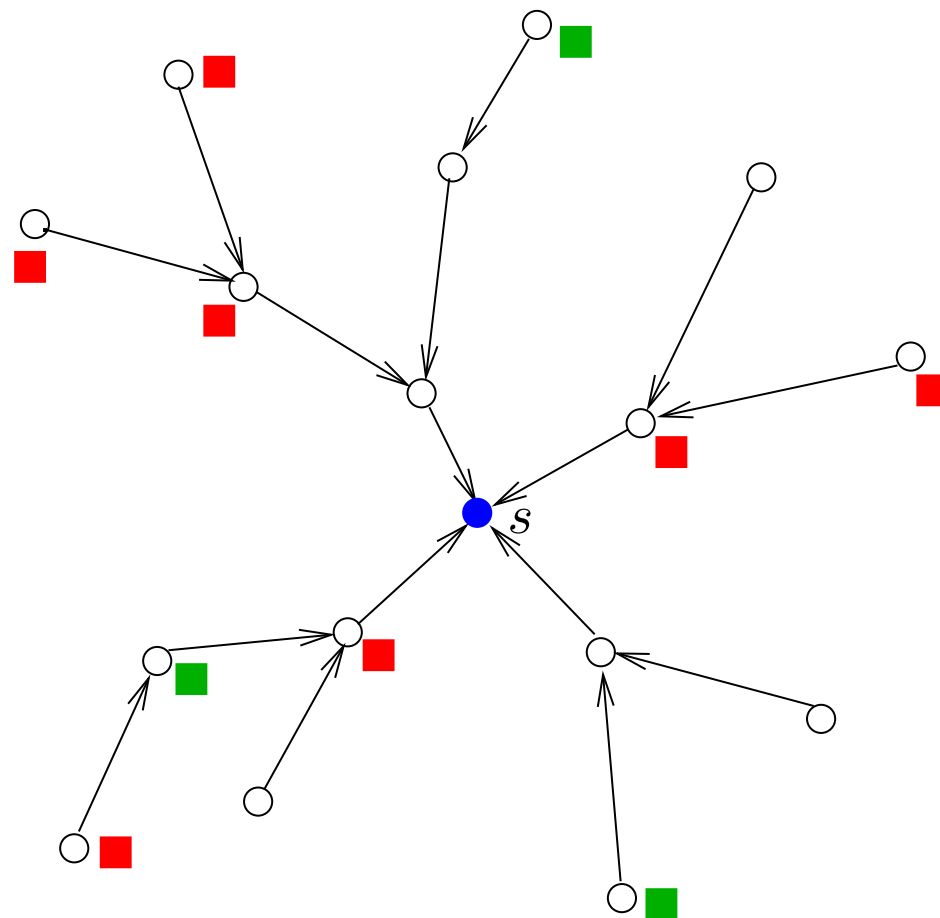
Data aggregation

Tree topology

Data (packets) to be sent to sink

Packets may be **aggregated**

Energy: 1 per sending operation



Topics

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Topics

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Topics

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