

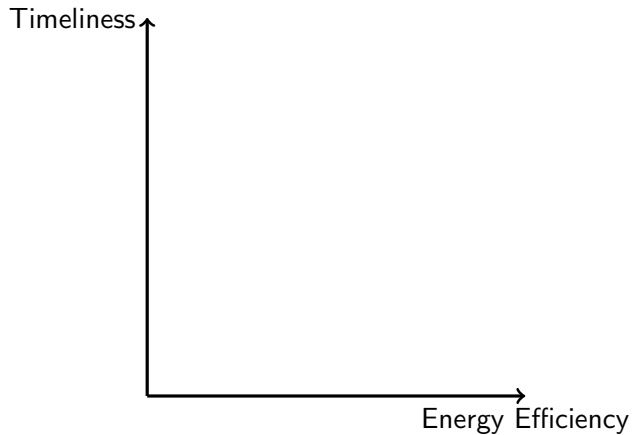
MEANTIME: Achieving Both Minimal Energy and Timeliness with Approximate Computing

Anne Farrell¹ Henry Hoffmann¹

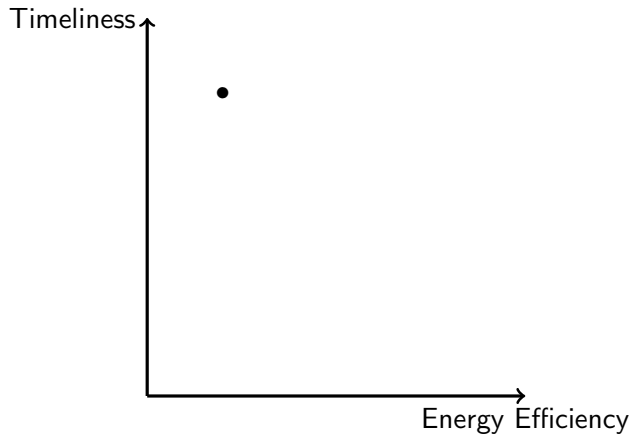
¹Department of Computer Science
University of Chicago

USENIX ATC 2016

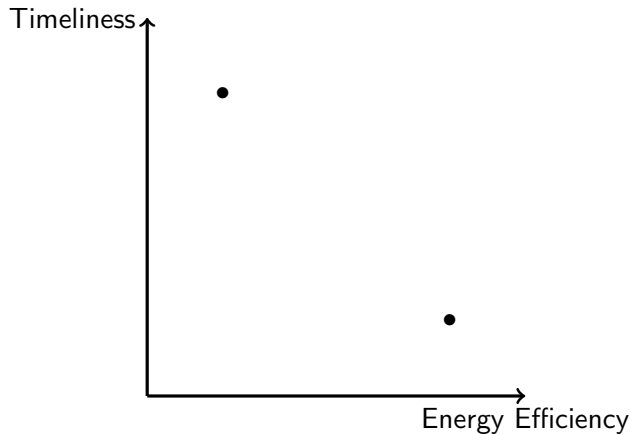
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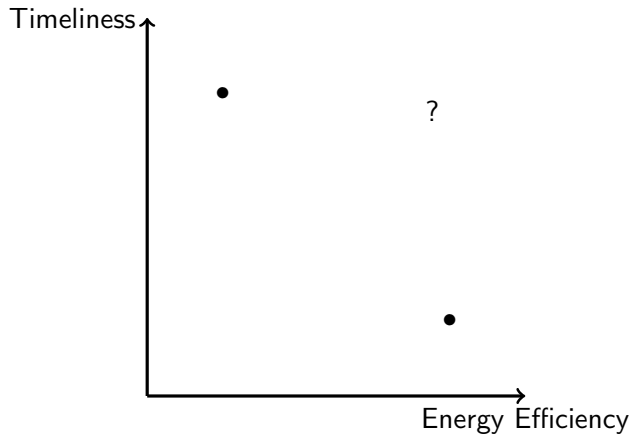
Problem



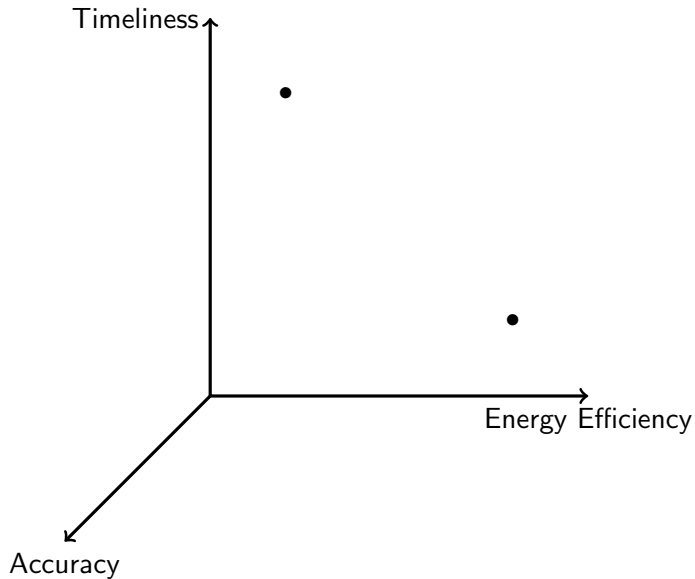
Problem



Problem



Problem



Problem

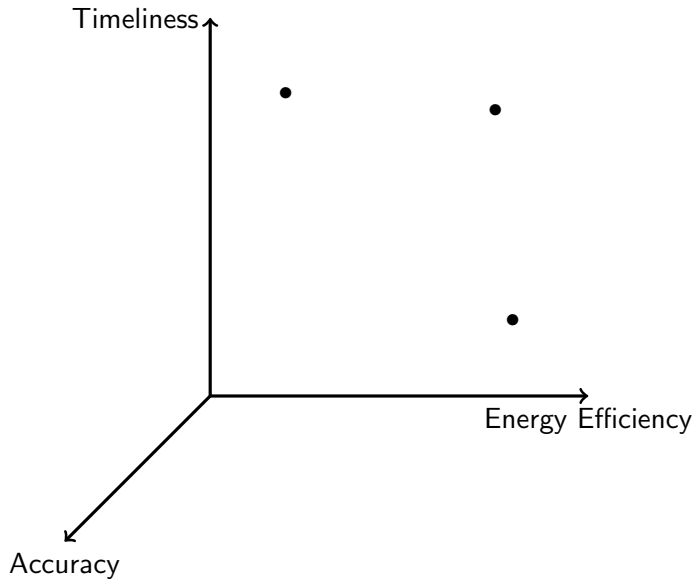


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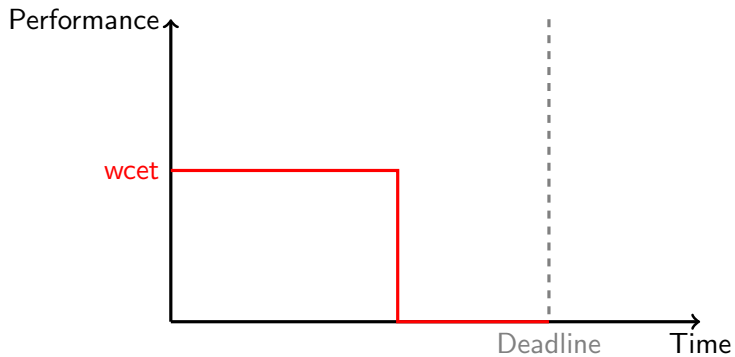
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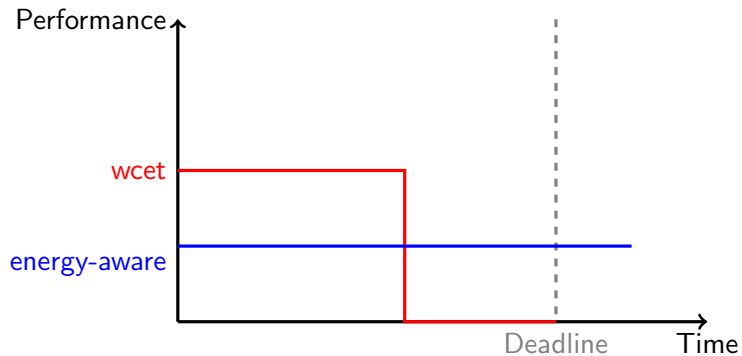
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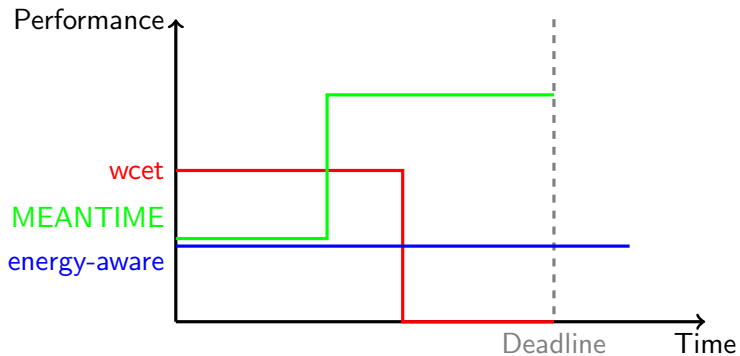
Techniques



Techniques



Techniques



Techniques

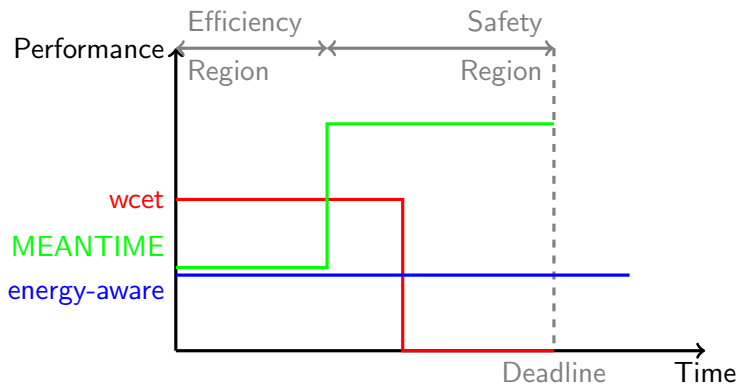


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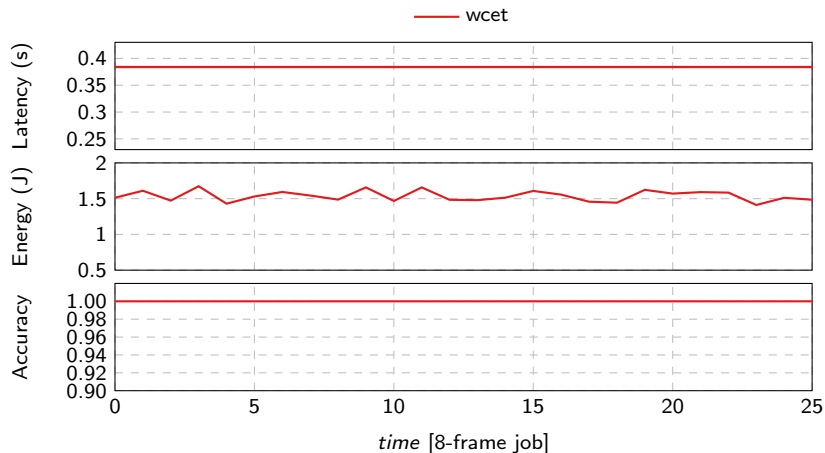
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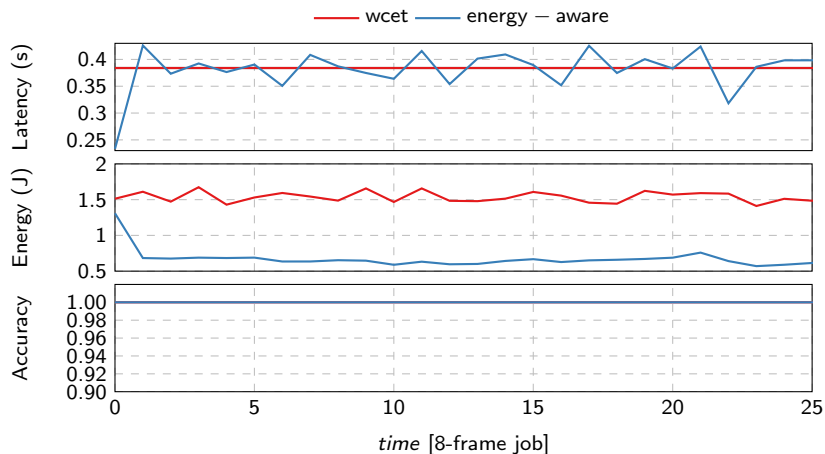
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Radar



Radar



Radar

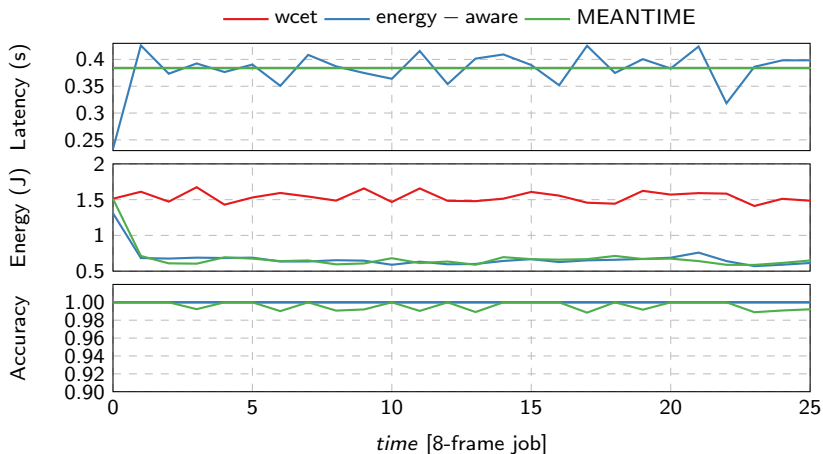


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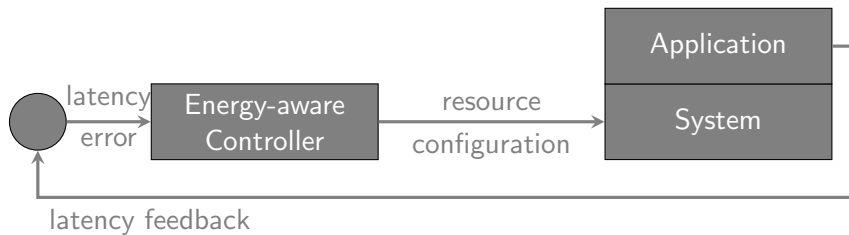
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The MEANTIME Framework



The MEANTIME Framework

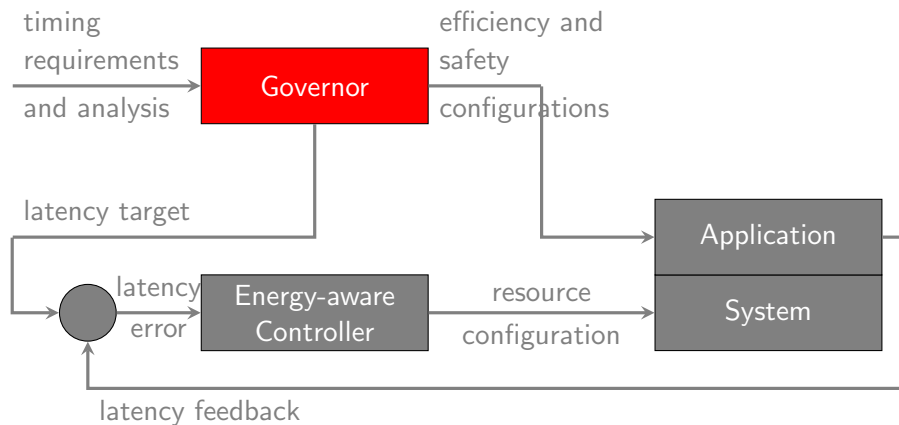


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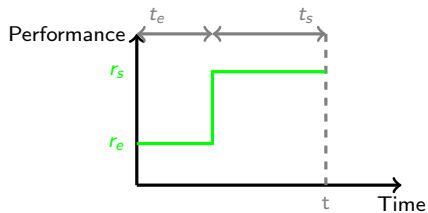
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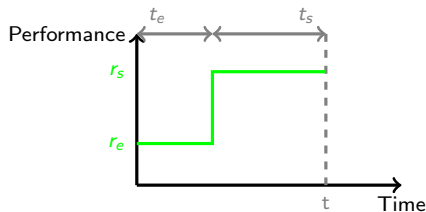
$$t_s \cdot r_s + t_e \cdot r_e = W$$

$$t_s + t_e + t_{switch} = t$$

$$t_s, t_e \geq 0$$

Variable	Meaning
W	job workload in worst case
t_{switch}	worst case time to switch app. and sys. config.
s_0	minimum speedup from approximation
t_{wc}	worst case latency

Governor



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$$t_s + t_e + t_{switch} = t$$

$$t_s, t_e \geq 0$$

$$t_e = \frac{t_{wc} - s_0 \cdot (t - t_{switch})}{1 - s_0}$$

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Experimental Setup

Hardware:

- ▶ Platform
 - ▶ ODRROID-XU3
- ▶ Processor
 - ▶ Samsung Exynos5 Octa
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 - ▶ 4 LITTLE A7 cores
- ▶ Configurations
 - ▶ 128

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Applications:

- ▶ x264
- ▶ bodytrack
- ▶ swaptions
- ▶ ferret
- ▶ streamcluster
- ▶ radar

Approaches Evaluated

- ▶ wcet
 - ▶ reserve resources for worst case and then sleep
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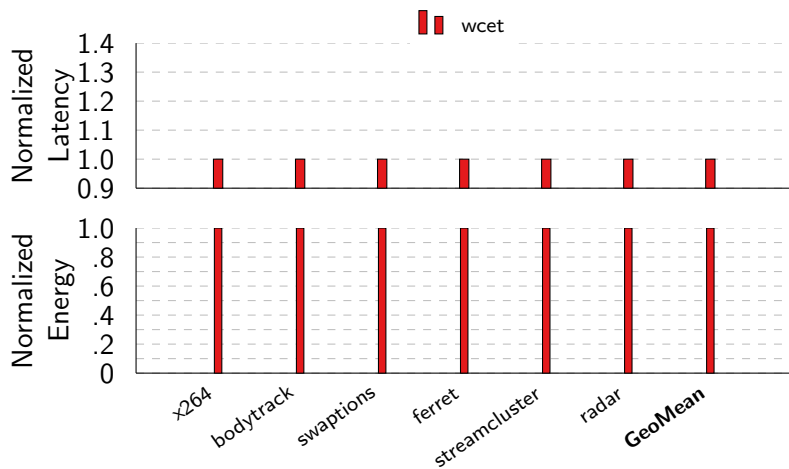
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- ▶ cross
 - ▶ combine application accuracy and system resource management
 - ▶ simple extension for hard guarantees
 - ▶ [Flinn et al ACM Trans. Comp. Syst. 2004], [Yuan et al ACM SIGOPS OSR 2003] [1, 5]

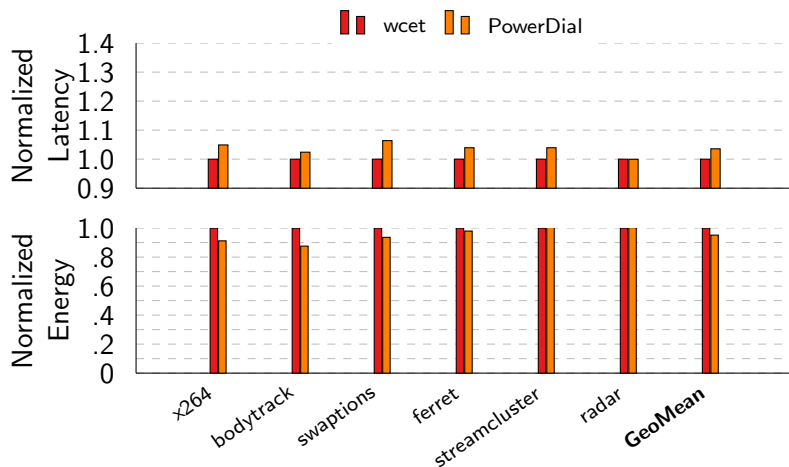
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- ▶ optimal
 - ▶ found by running every configuration

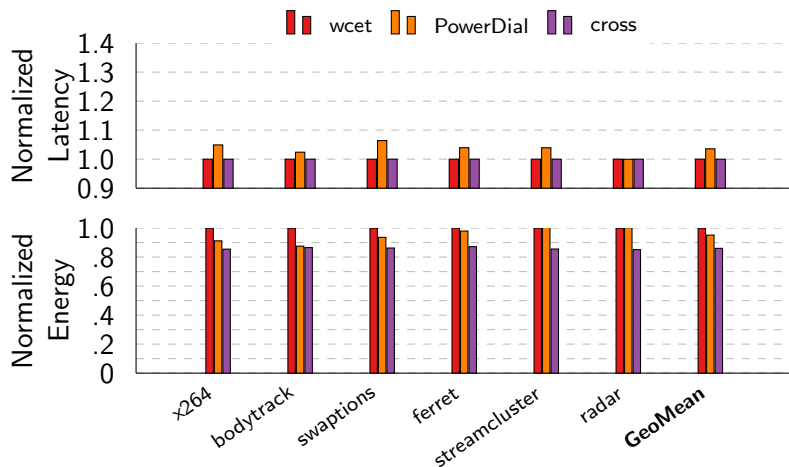
Results



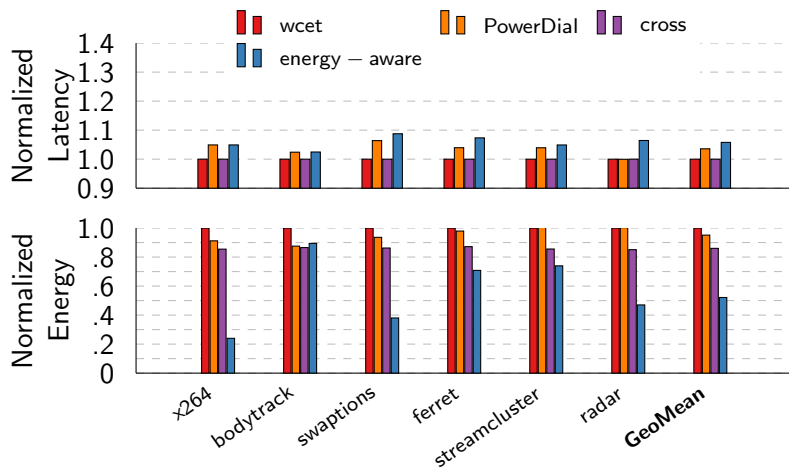
Results



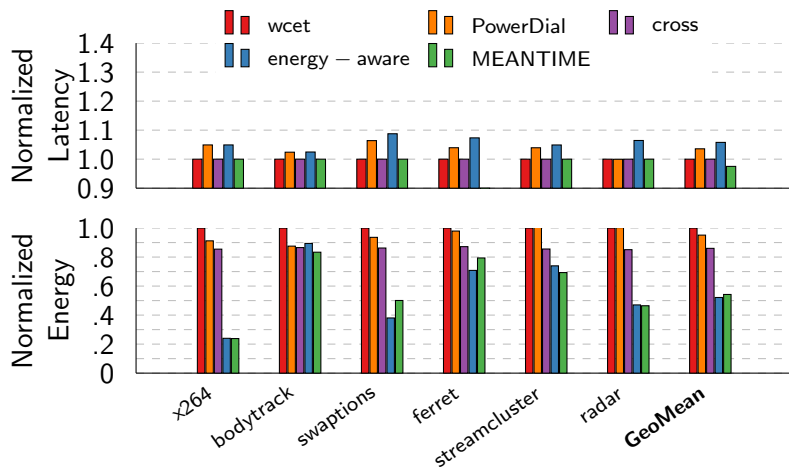
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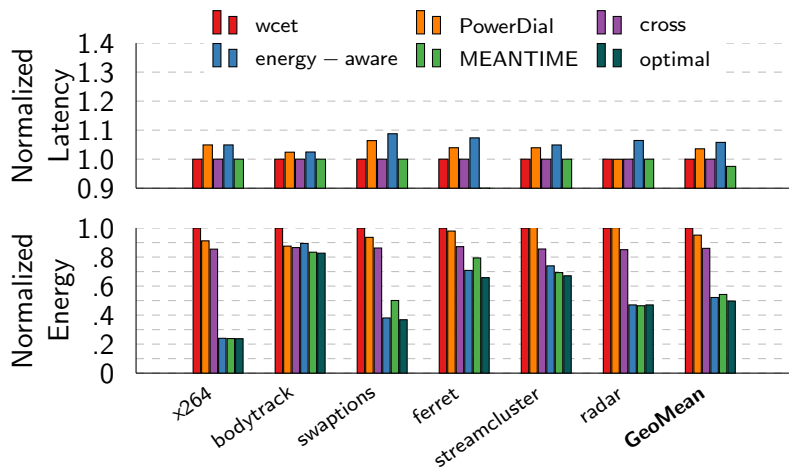
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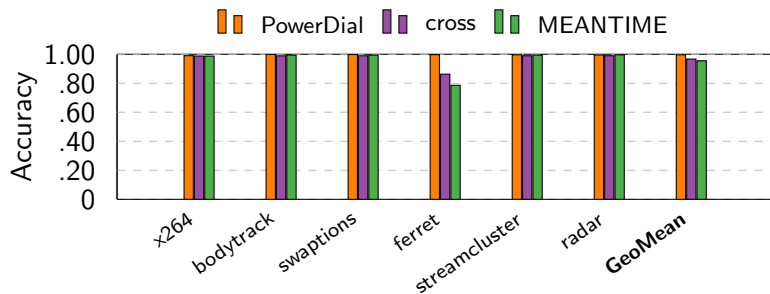
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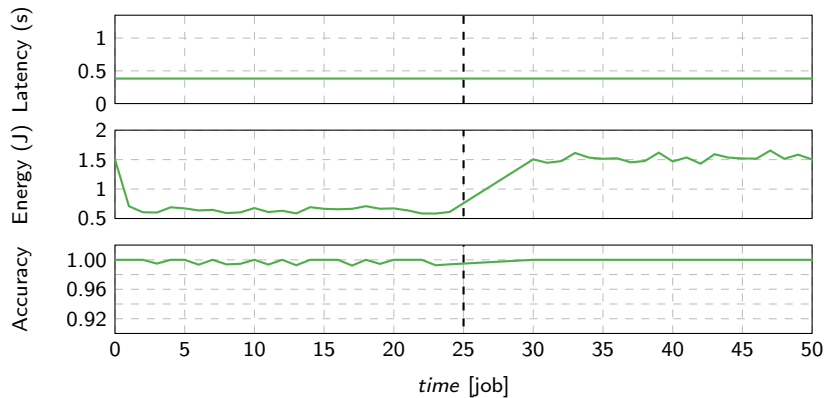
Results



Results



Changing accuracy goals



Phases

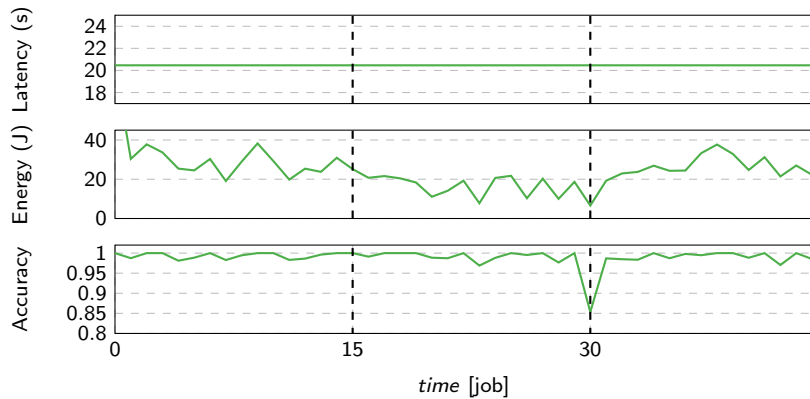


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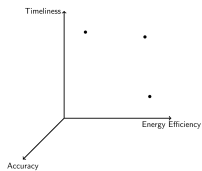
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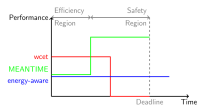
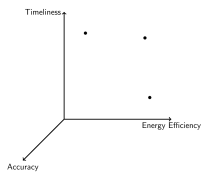
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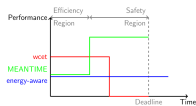
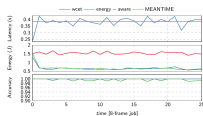
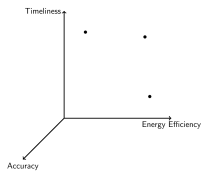
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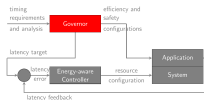
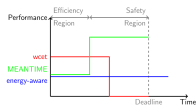
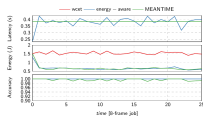
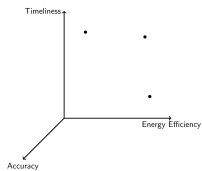
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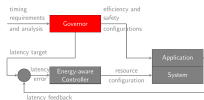
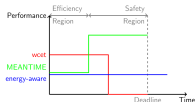
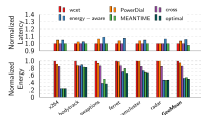
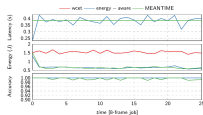
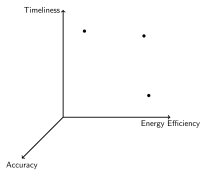
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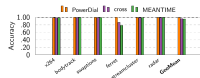
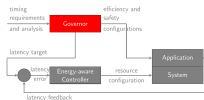
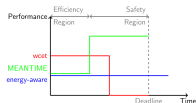
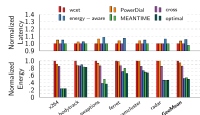
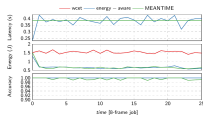
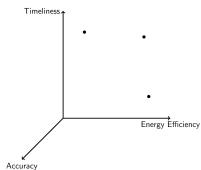
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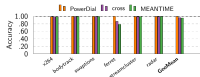
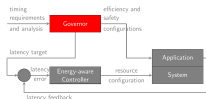
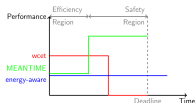
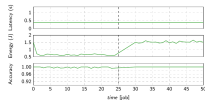
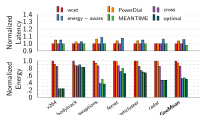
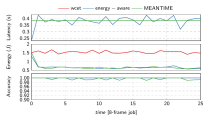
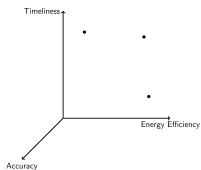
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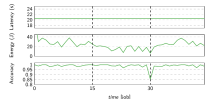
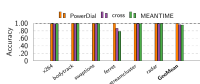
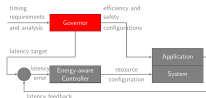
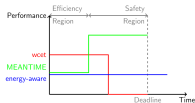
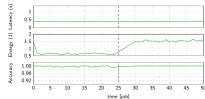
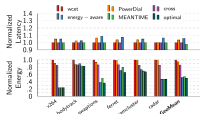
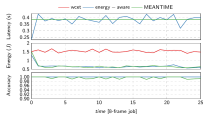
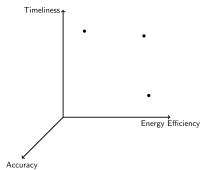
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W. Yuan and K. Nahrstedt. “Energy-efficient soft real-time CPU scheduling for mobile multimedia systems”. In: *ACM SIGOPS Operating Systems Review* 37.5 (2003), pp. 149–163.