

CLIPPER: Counter-based Low Impact Processor Power Estimation at Run-time

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Outline

- ❖ Motivation
- ❖ Methodology
- ❖ Results
- ❖ Example Application
- ❖ Summary



Motivation



103.3 mJ

↑ 50 % Compression ↑



116.9mJ



134.9mJ



90.4 mJ

↑ 90 % Compression ↑



95.1 mJ



106.9 mJ



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Motivation

- Conserving power and energy has become a major design problem for portable devices
- Knowledge of run-time power/energy data allows clever decisions to be made
- Any optimization system requires overheads. These must not outweigh the benefits.



Problem

- Problem
 - Run-time feedback of power/energy required
 - Power measurement is either not frequent enough or costs too much energy
- Solution
 - Estimate power consumption in parallel to execution
 - Use small counters to minimize impact

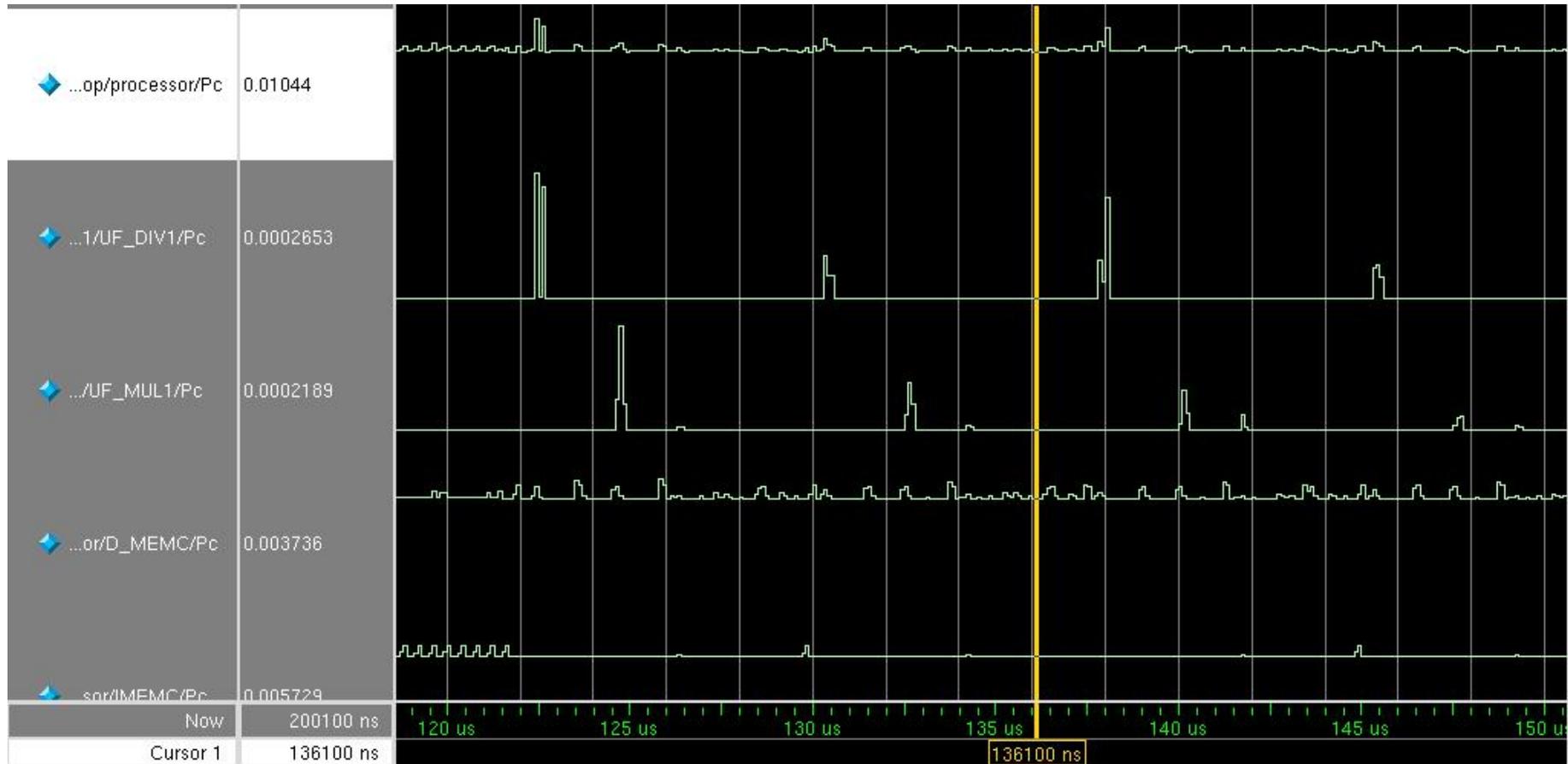


CLIPPER Methodology

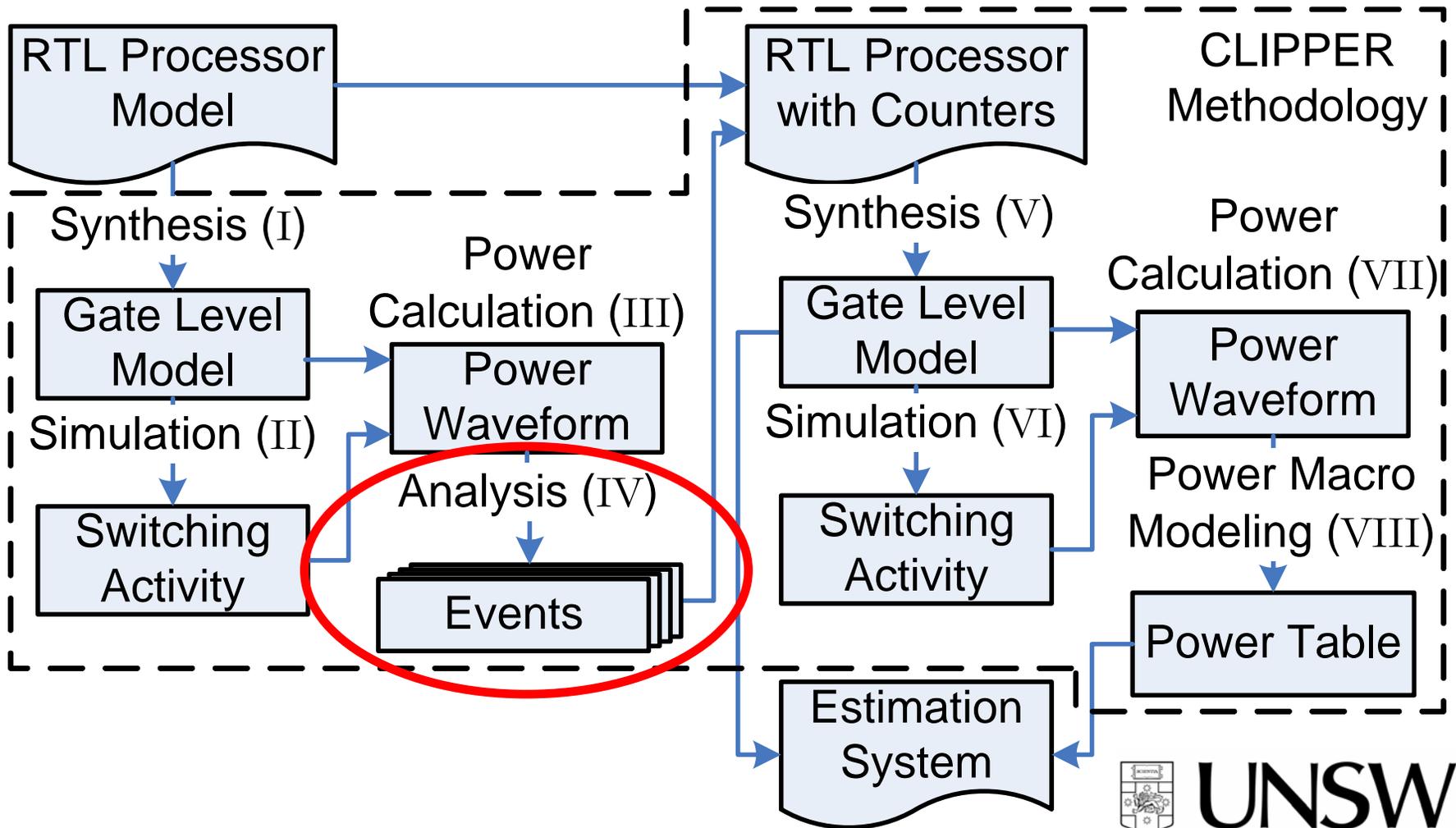
- Model power of system
- Detect events that contribute to power consumption
- Add event counters to tally event occurrence
- Produce macro-model of system via regression analysis
- Modify software to read counters



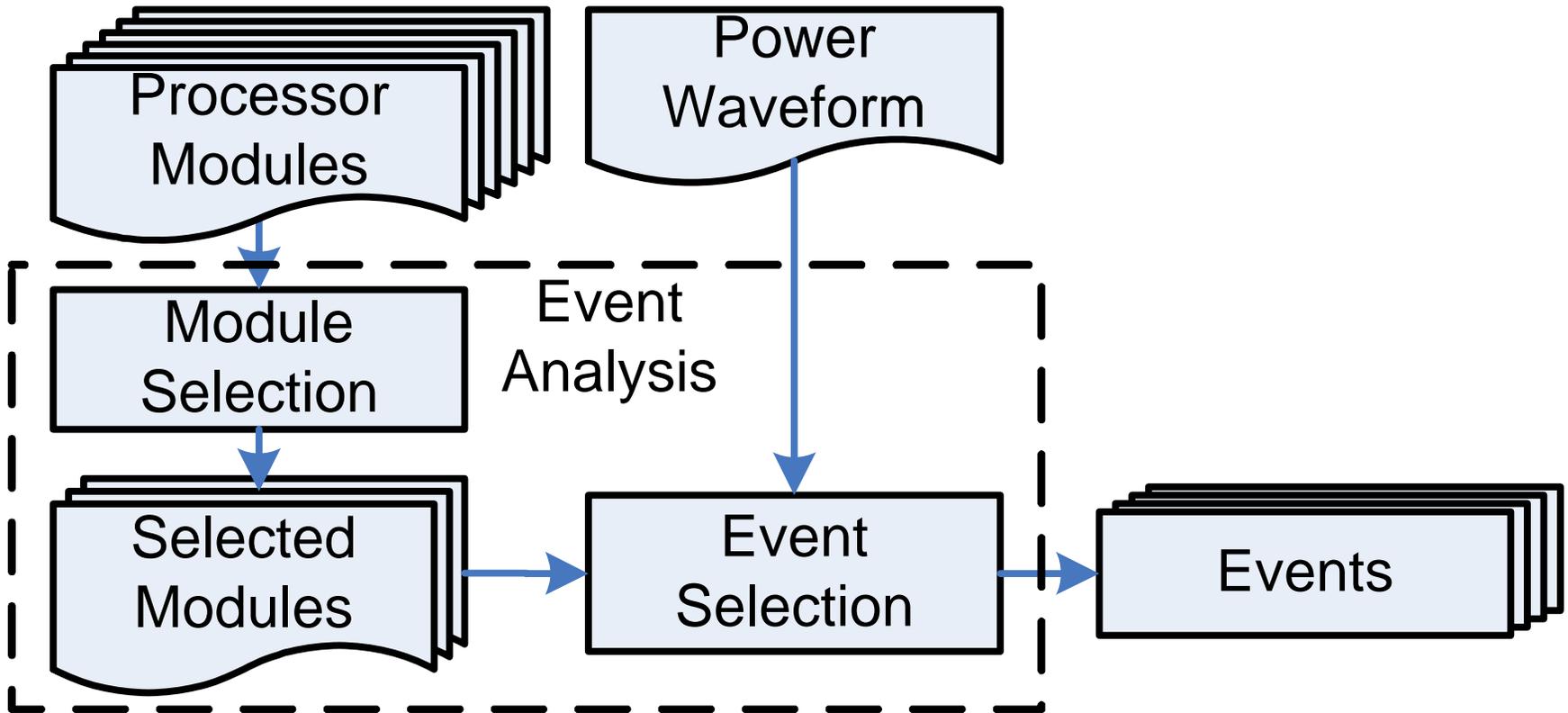
Power Simulation



CLIPPER Methodology



Event Analysis



Finding Events

- Events are detected by states of one or more control signals
- Most events are easily determined. E.g:
 - Cache misses
 - Major operations (divide, flops, etc.)
 - Peripheral access

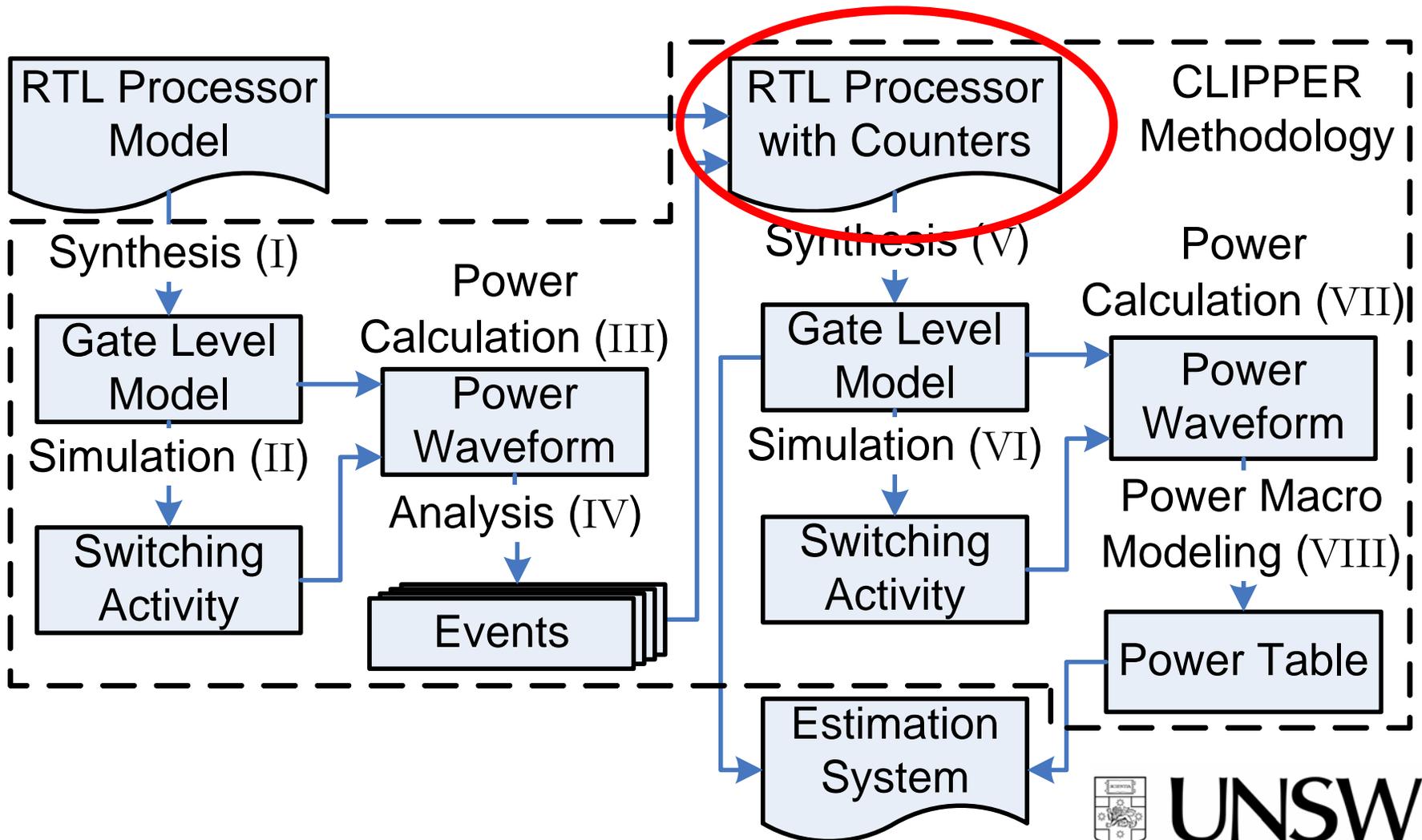


Finding Events

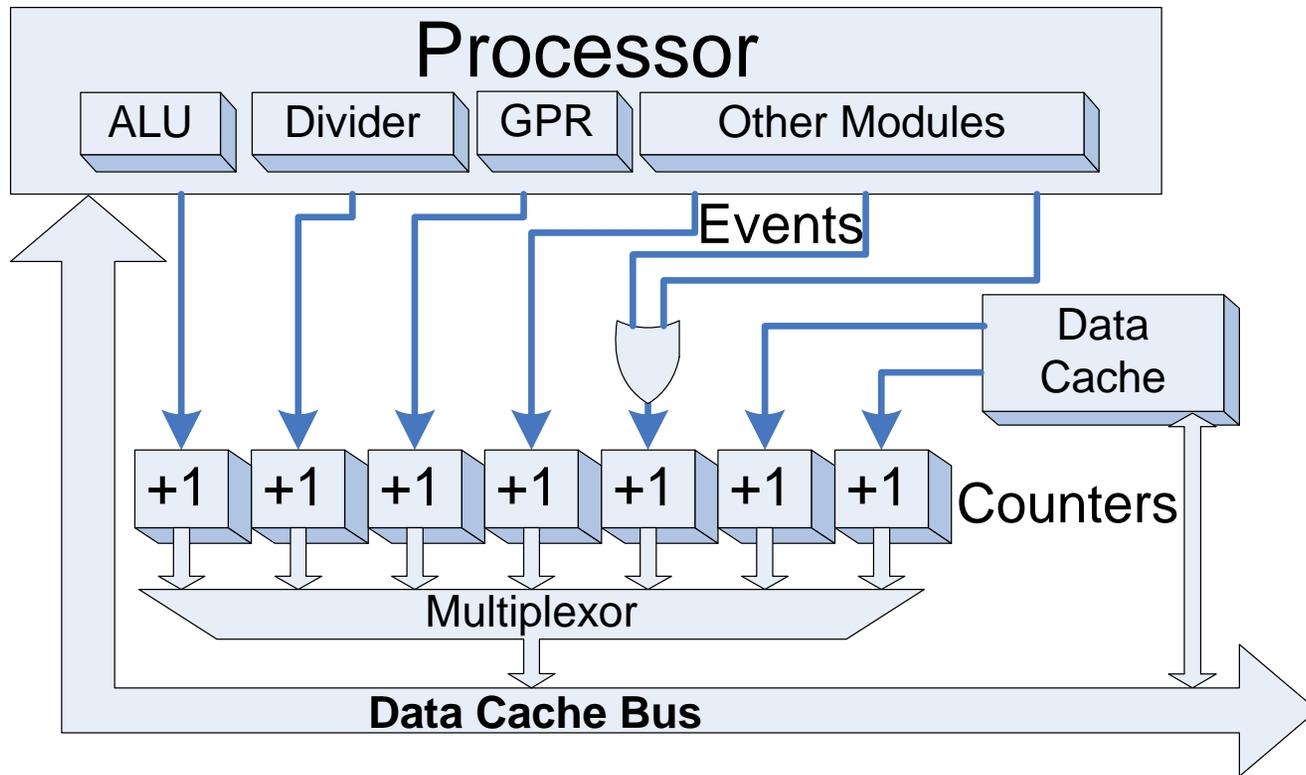
- For each significant power change in trace
 - Find signals that change at the same time
 - If signals correlate with power throughout trace, add it to an event
- For each event
 - Remove covered signals in the set
- For each pair of events
 - Remove duplicates



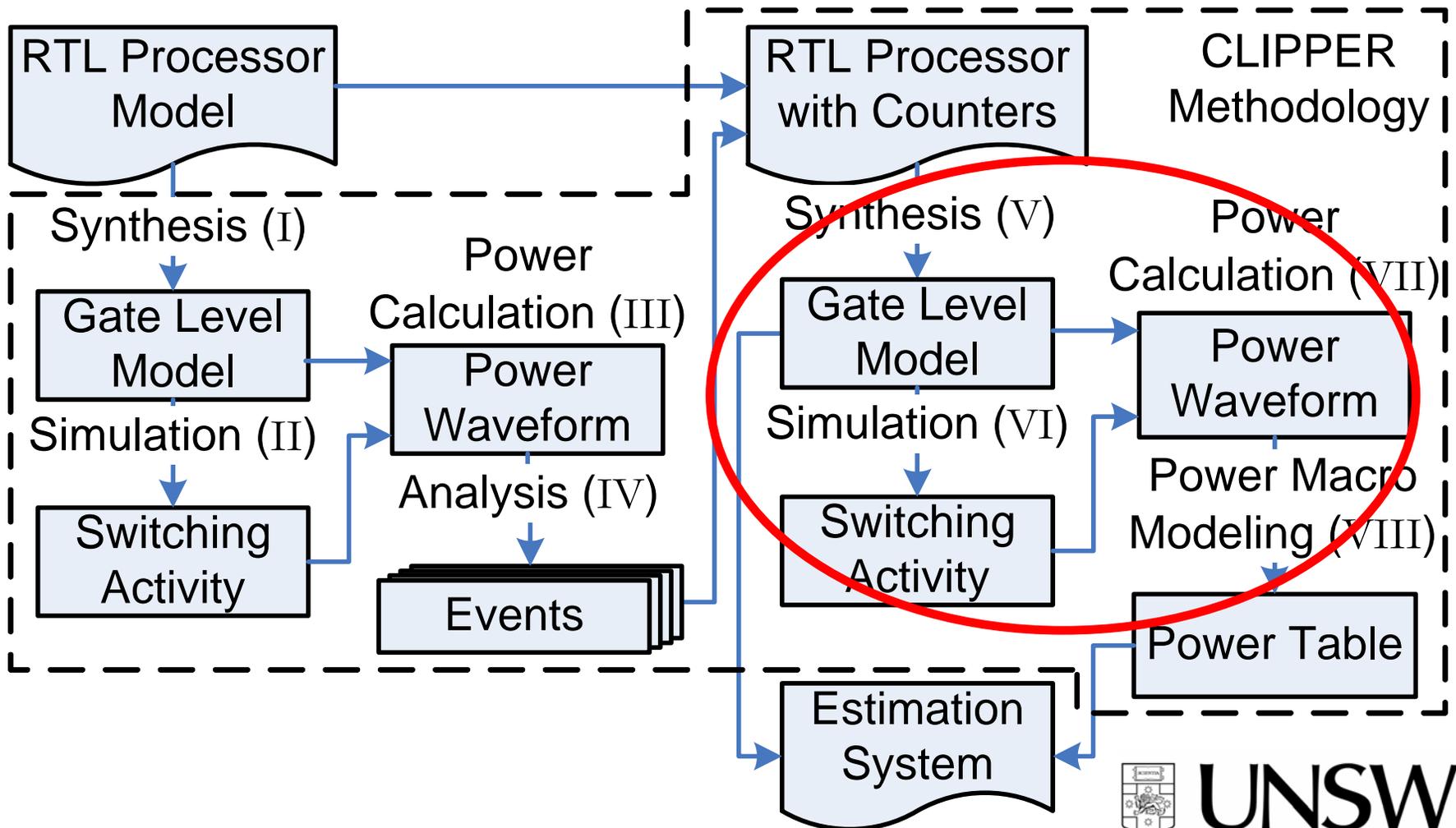
CLIPPER Methodology



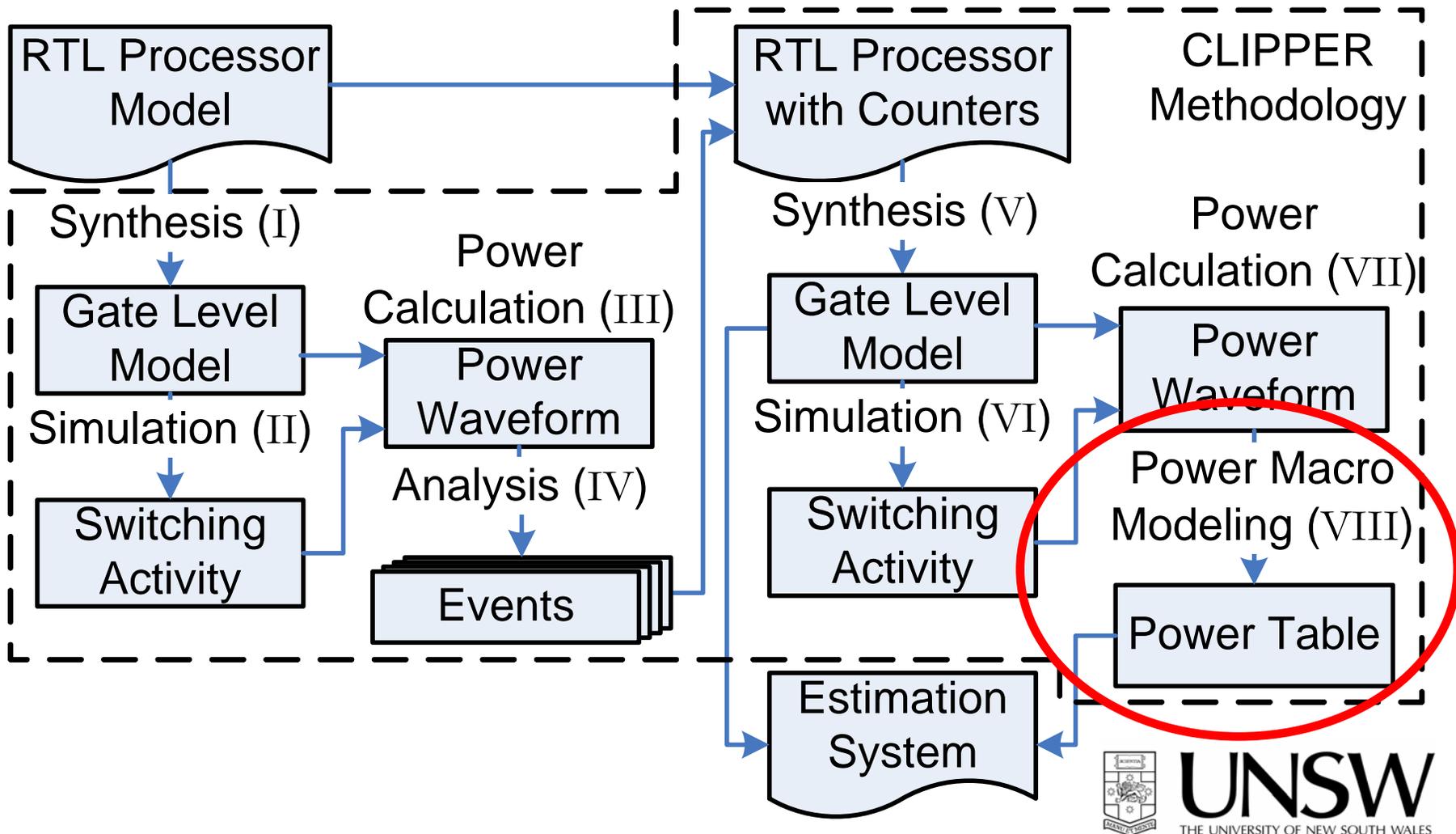
CLIPPER Counters



CLIPPER Methodology



CLIPPER Methodology



Power Table

Event	Power Contribution
Base (Static + Constant Dynamic Power)	57
Divide	460
Multiply	9
Register File Write	17
Dcache Miss	198
...	



Implementation

- Implementation of SimpleScalar processor with the integer PISA instruction set created with ASIPMeister
- On-chip instruction and data cache
- Synthesized in Synopsys Design Compiler in 180nm process with 125Mhz clock speed
- 9 events detected (divide, multiply, icache miss, dcache miss, dcache w/b, register change etc.)

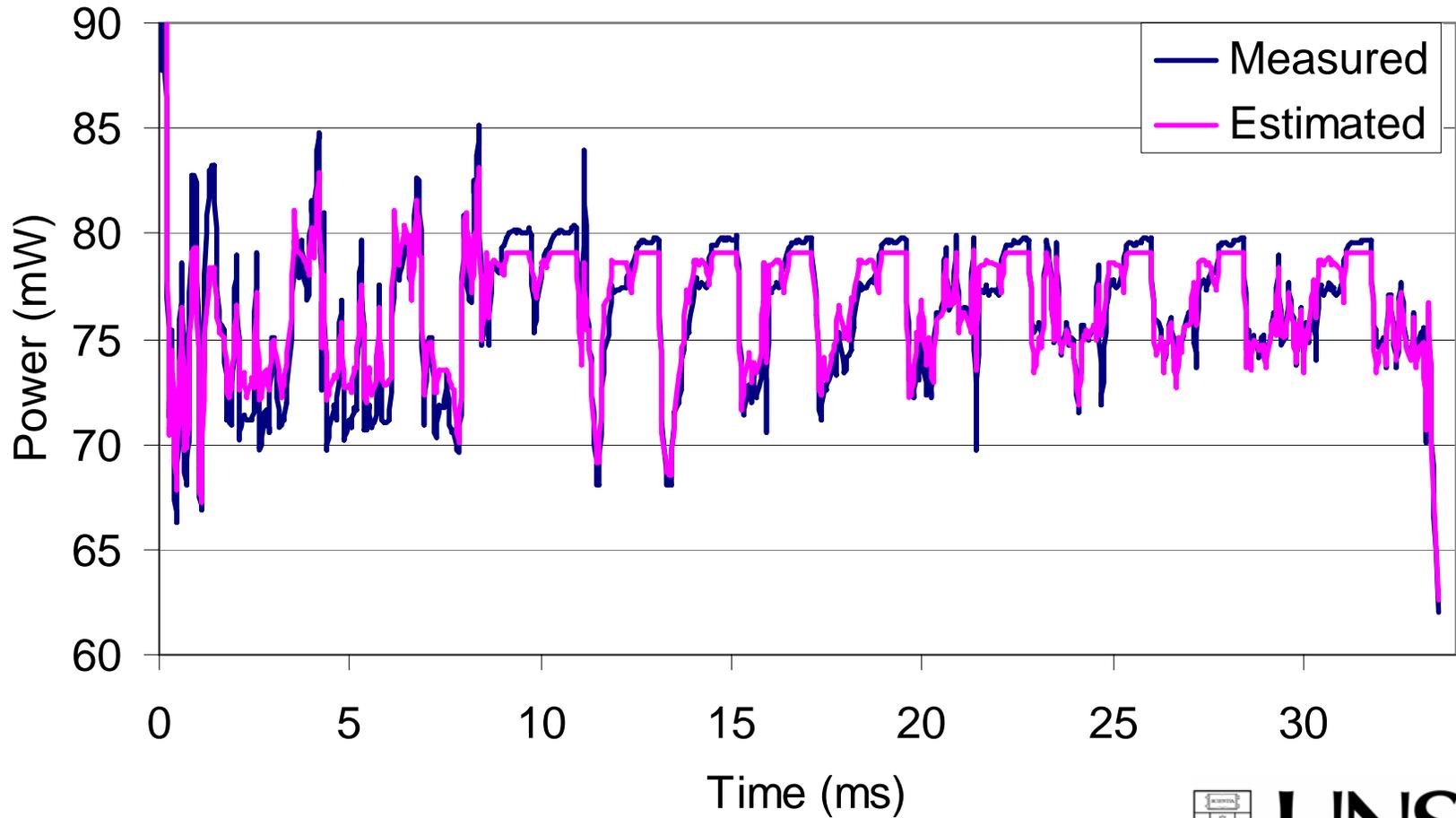


Impact

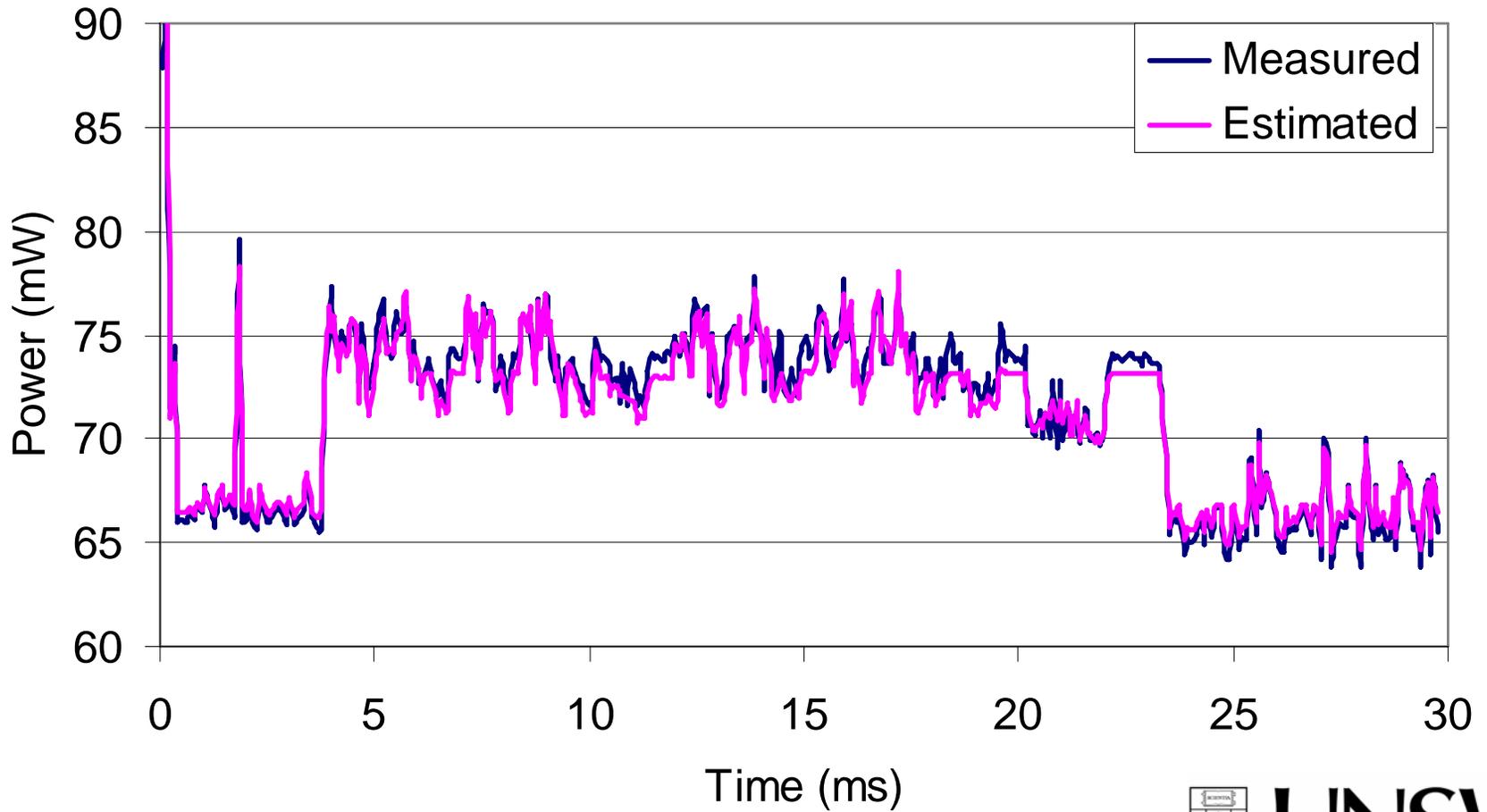
	Original	Modified	% Increase
Gate Area (NANDs)	127,994	134,238	4.9%
Total Power (mW)	77.19	79.48	3.0%



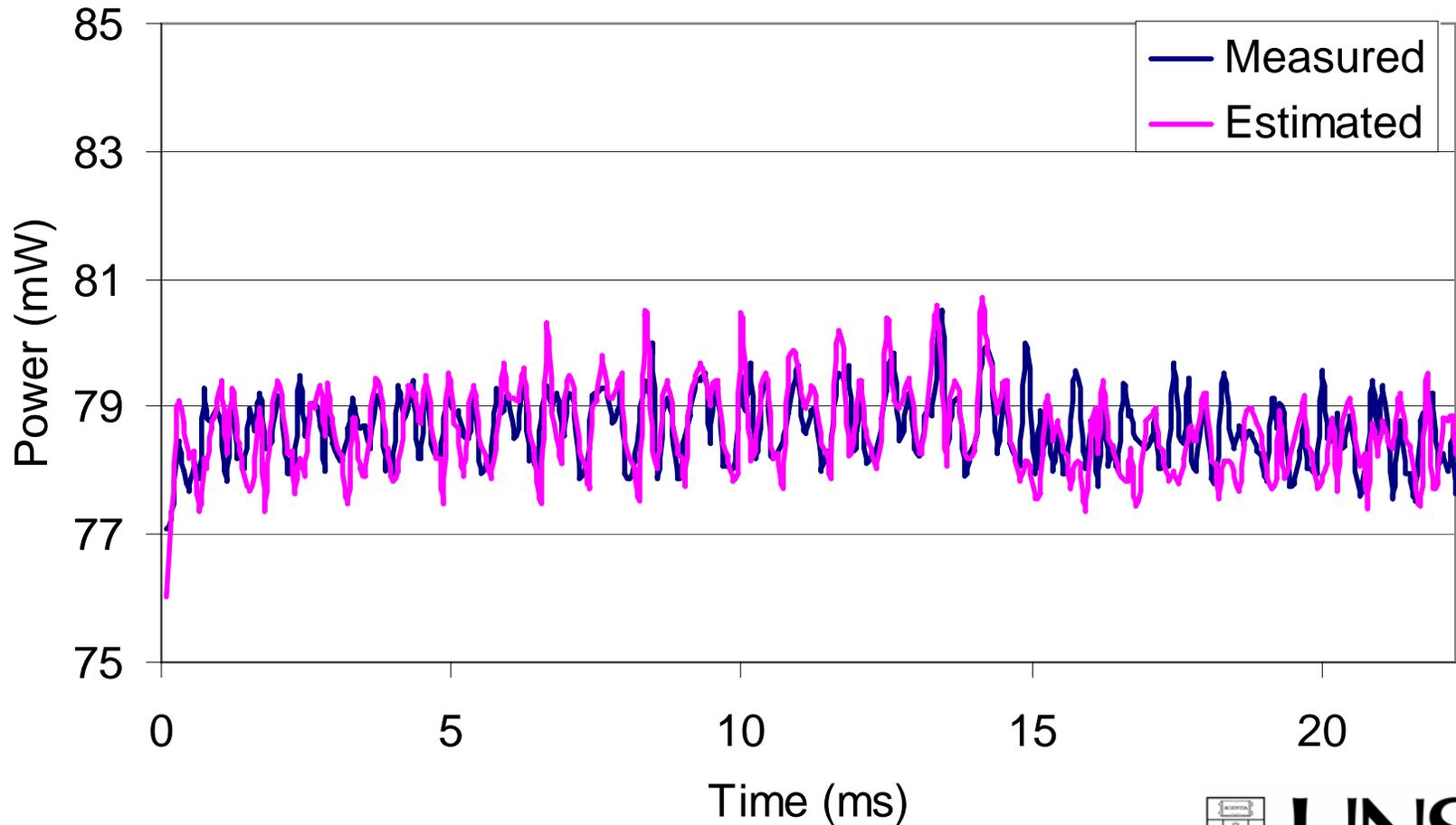
cjpeg



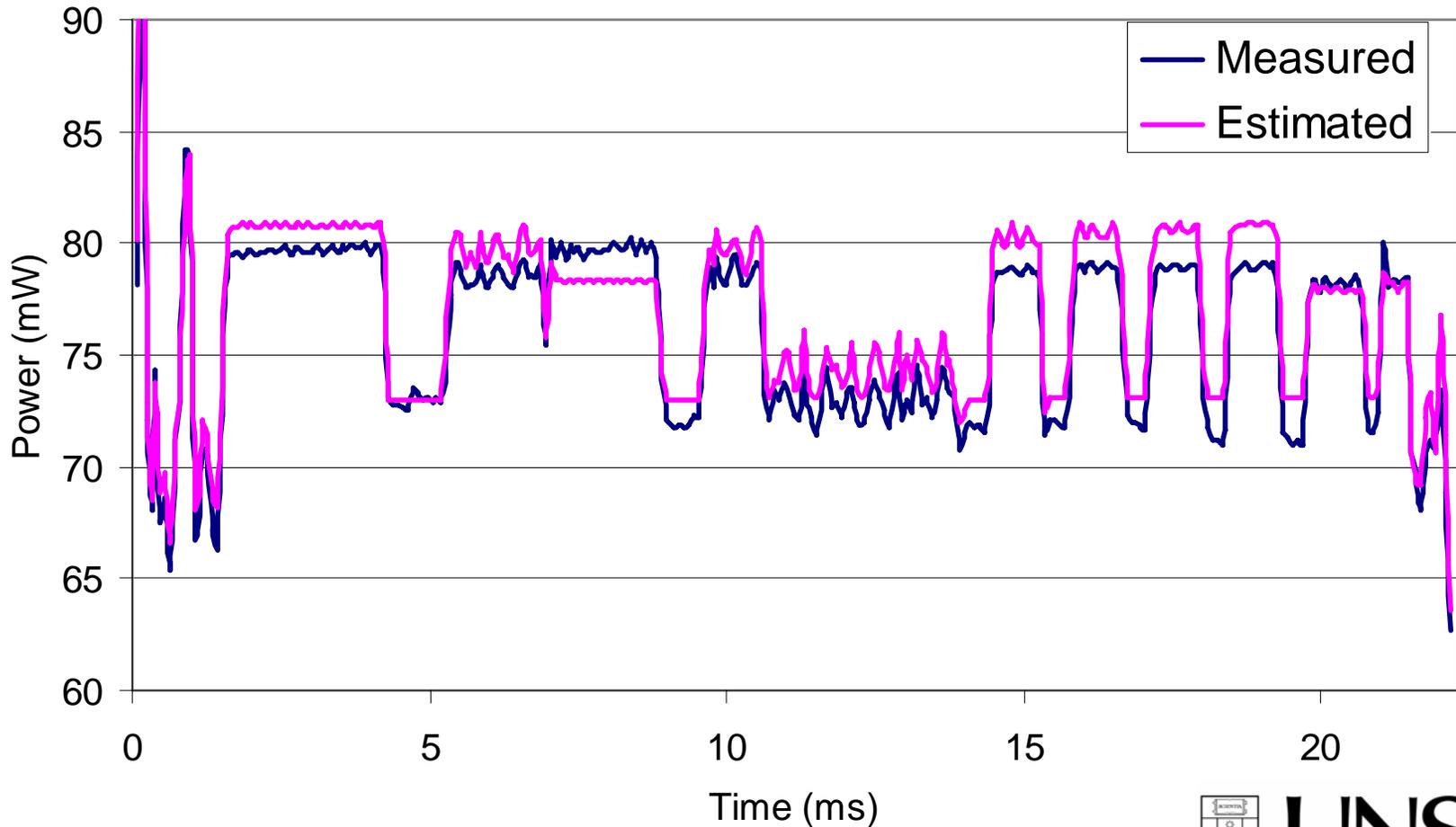
qsort



rawcaudio



tiff2rgba



Accuracy

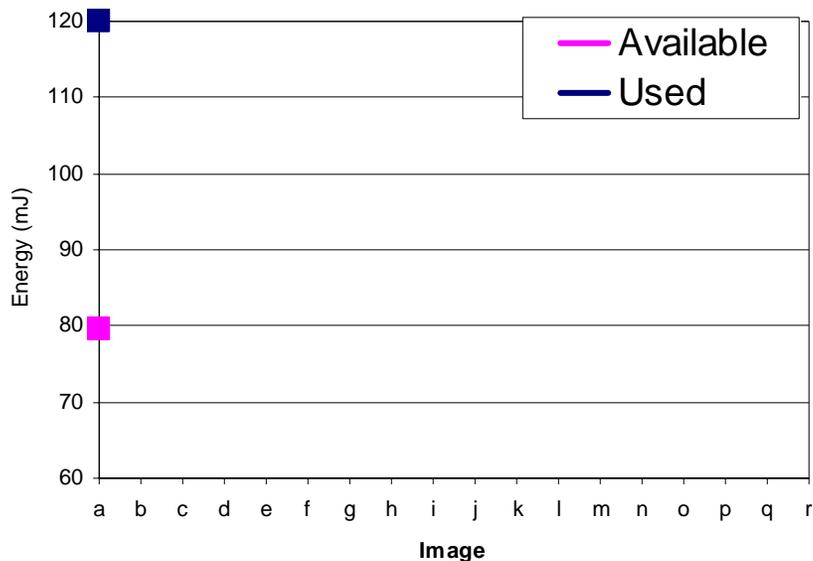
Benchmark	Cycles (mils.)	Power Error		Energy (mJ)		Energy Error
		Avg	Max	Measured	Estimated	
g721e	2.9	0.77%	4.97%	1.566	1.577	0.74%
g721d	2.6	0.48%	5.05%	1.441	1.448	0.47%
cjpeg	4.2	1.27%	6.86%	2.559	2.564	0.21%
qsort	3.7	0.85%	4.80%	2.124	2.118	-0.24%
rawcaudio	3.2	1.45%	8.04%	1.988	1.961	-1.35%
rawaudio	2.9	0.58%	2.30%	1.793	1.793	-0.03%
tiff2bw	3.1	0.89%	6.00%	1.924	1.925	0.03%
tiff2rgba	2.8	1.58%	6.24%	1.685	1.705	1.22%



Example Application

Available Energy per image:
79.7 mJ

Energy used for this image:
120.3 mJ



Level 12 →

Level 4

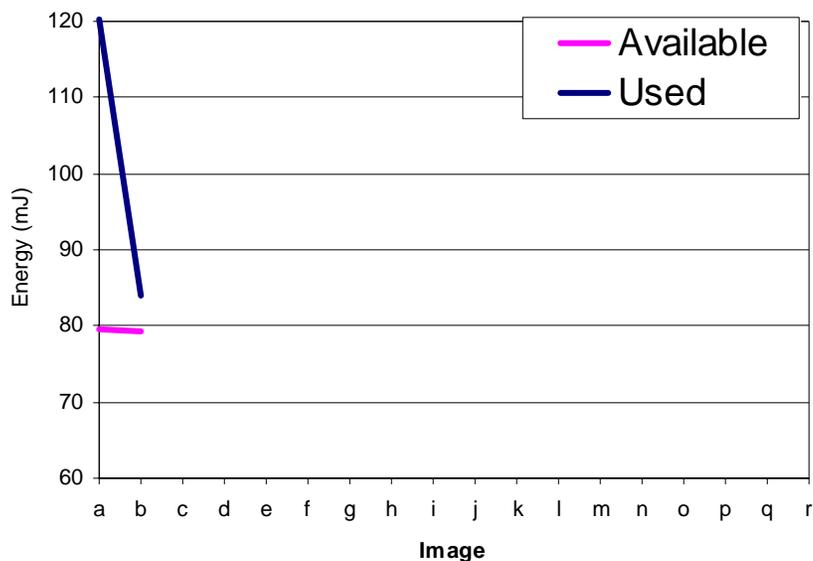


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Example Application

Available Energy per image:
79.4 mJ

Energy used for this image:
83.9 mJ



Level 4



Level 2



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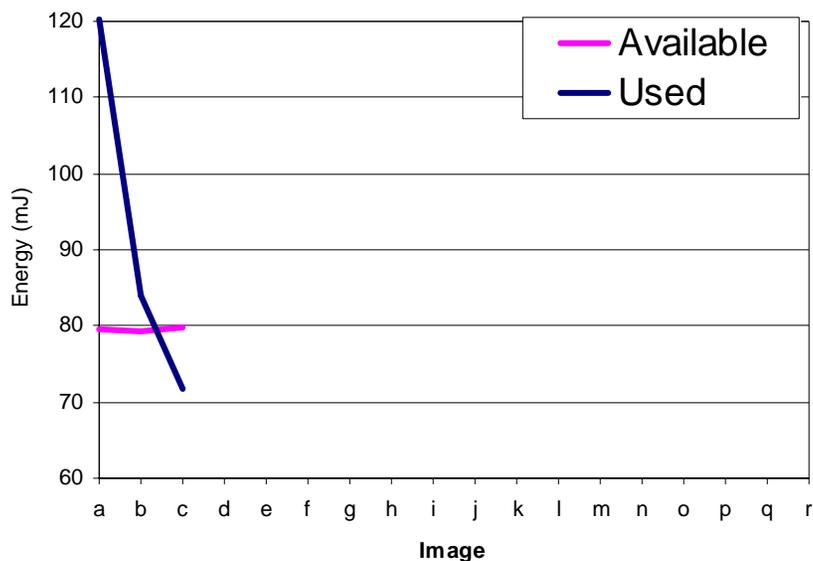
Example Application

Available Energy per image:

79.9 mJ

Energy used for this image:

71.7 mJ



Level 2



Level 3

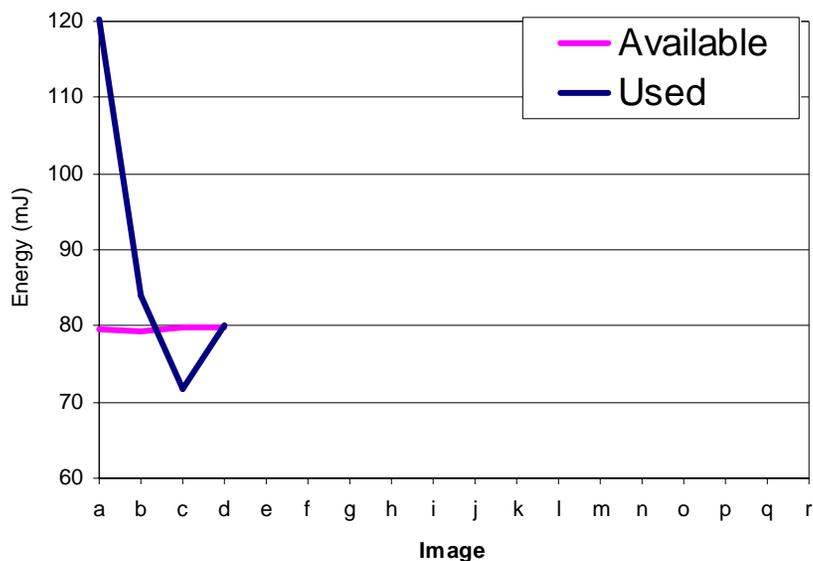


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Example Application

Available Energy per image:
79.9 mJ

Energy used for this image:
80.2 mJ



Level 3



Level 2

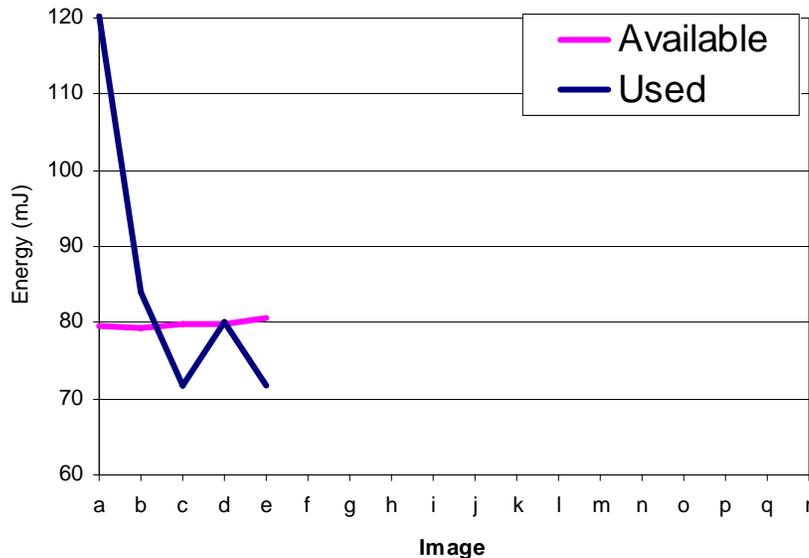


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Example Application

Available Energy per image:
80.5 mJ

Energy used for this image:
71.8 mJ



Level 2



Level 3

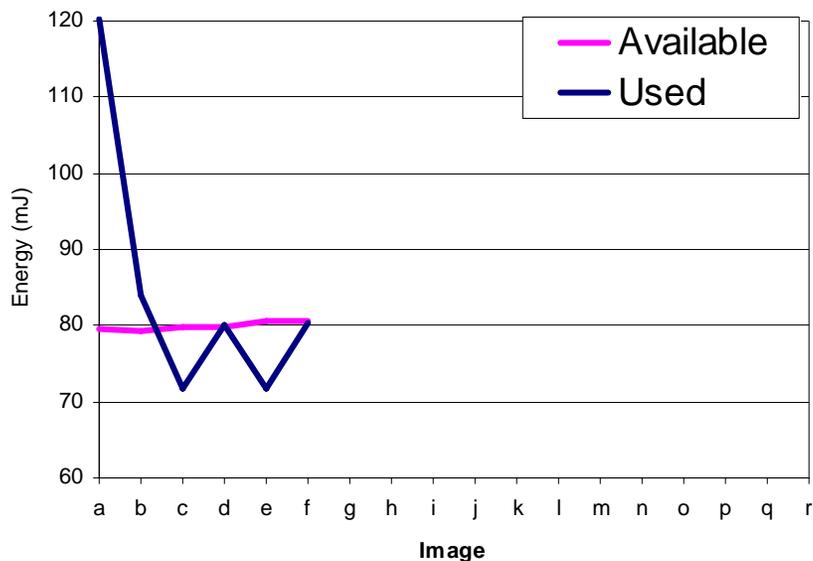


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Example Application

Available Energy per image:
80.5 mJ

Energy used for this image:
80.2 mJ



Level 3



Level 3

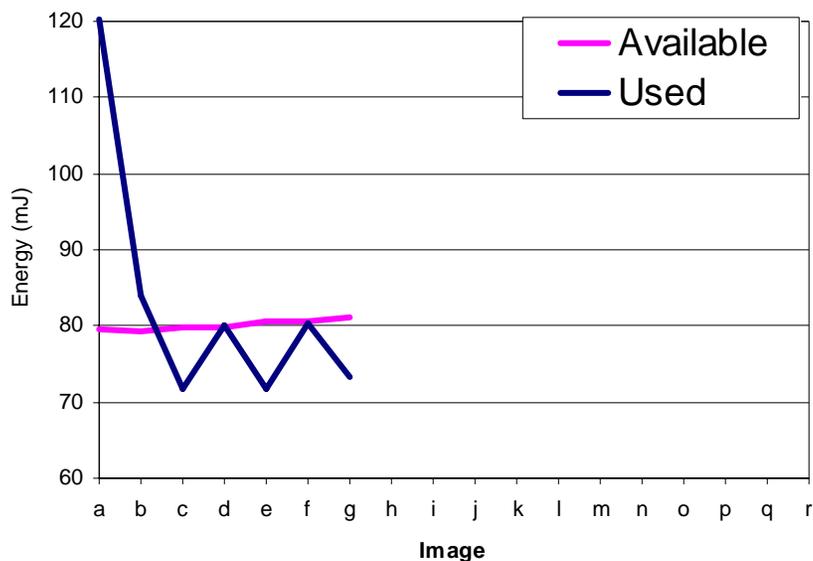


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Example Application

Available Energy per image:
81.2 mJ

Energy used for this image:
73.3 mJ



Level 3



Level 4

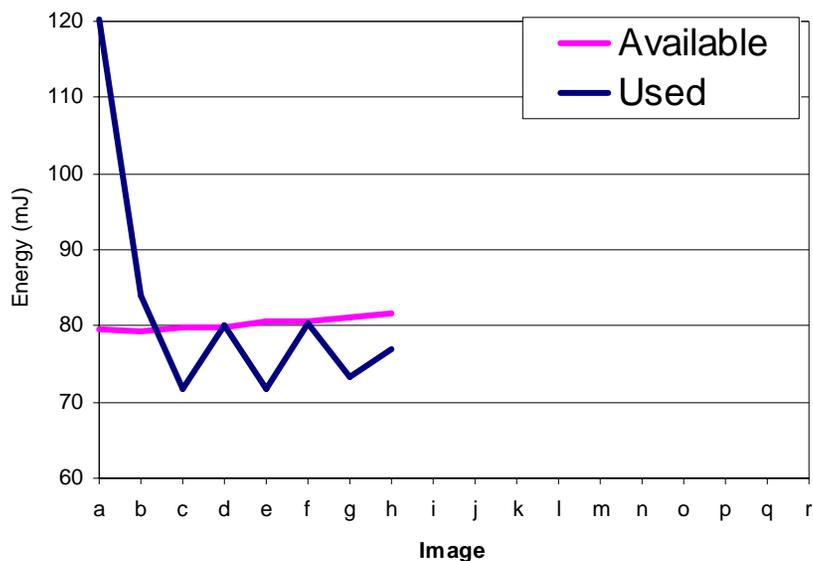


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Example Application

Available Energy per image:
81.6 mJ

Energy used for this image:
77.0 mJ



Level 4



Level 4

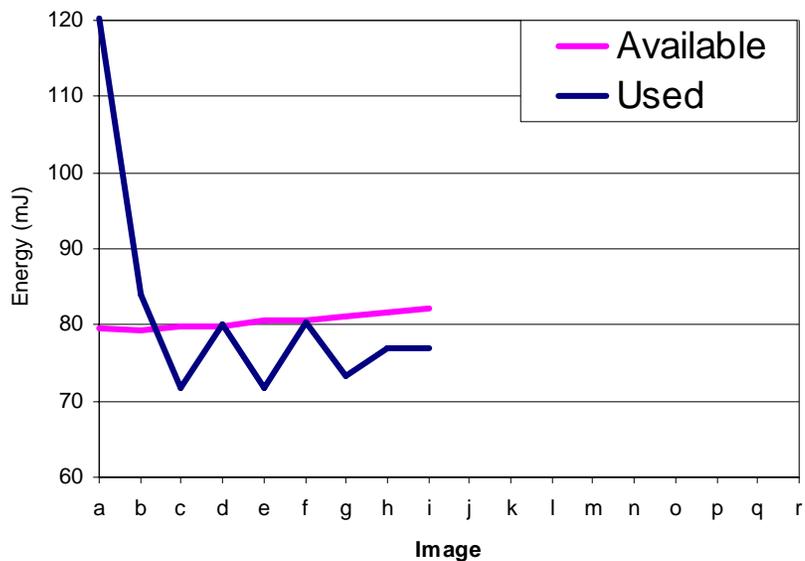


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Example Application

Available Energy per image:
82.1 mJ

Energy used for this image:
76.8 mJ



Level 4



Level 4

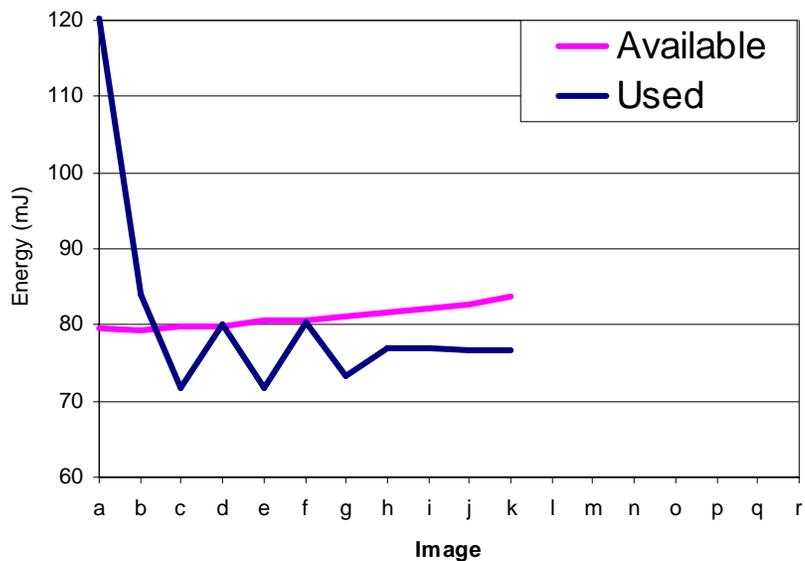


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Example Application

Available Energy per image:
82.8 mJ

Energy used for this image:
76.8 mJ



Level 4



Level 4

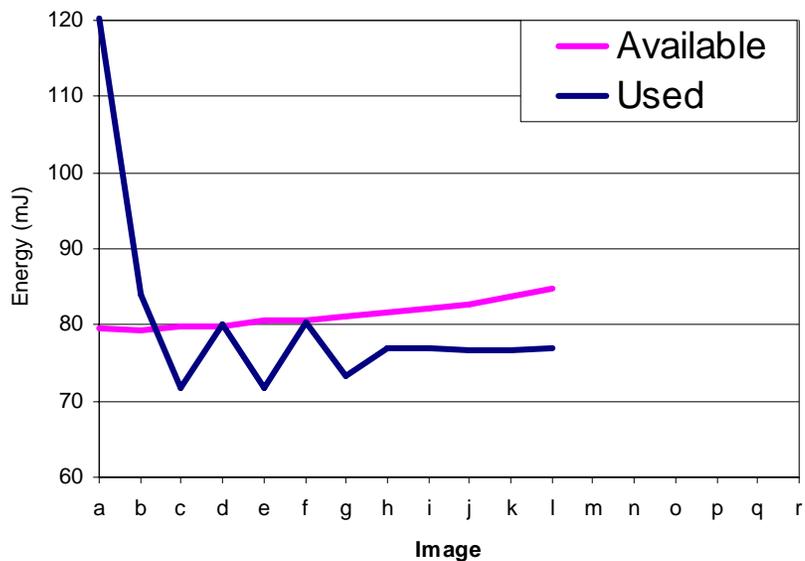


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Example Application

Available Energy per image:
83.7 mJ

Energy used for this image:
76.8 mJ



Level 4



Level 4

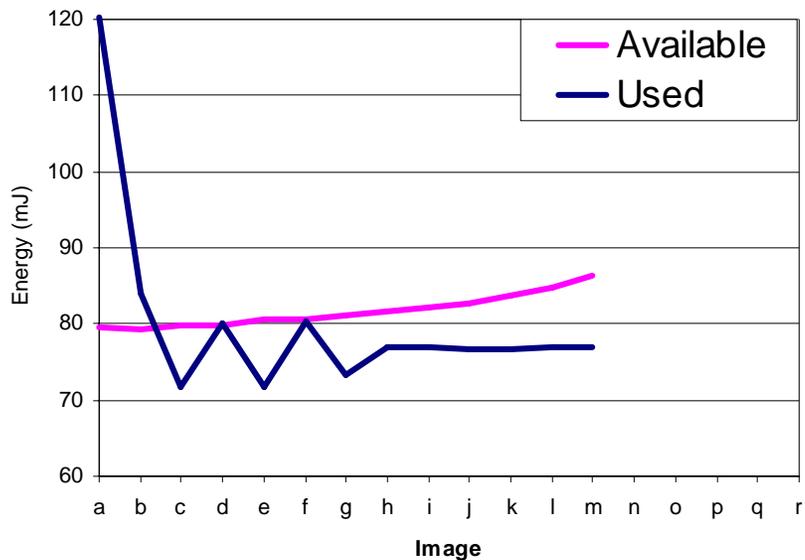


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Example Application

Available Energy per image:
84.8 mJ

Energy used for this image:
76.9 mJ



Level 4



Level 5

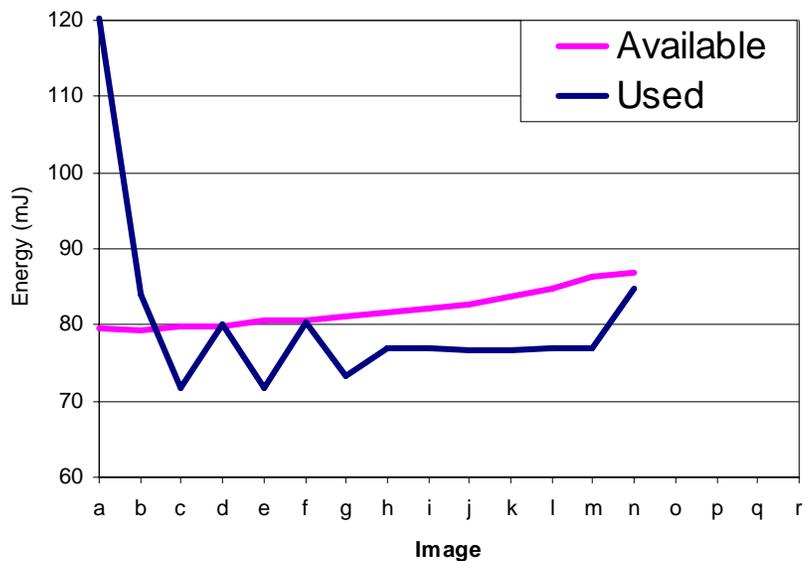


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Example Application

Available Energy per image:
86.8 mJ

Energy used for this image:
84.7 mJ



Level 5



Level 5

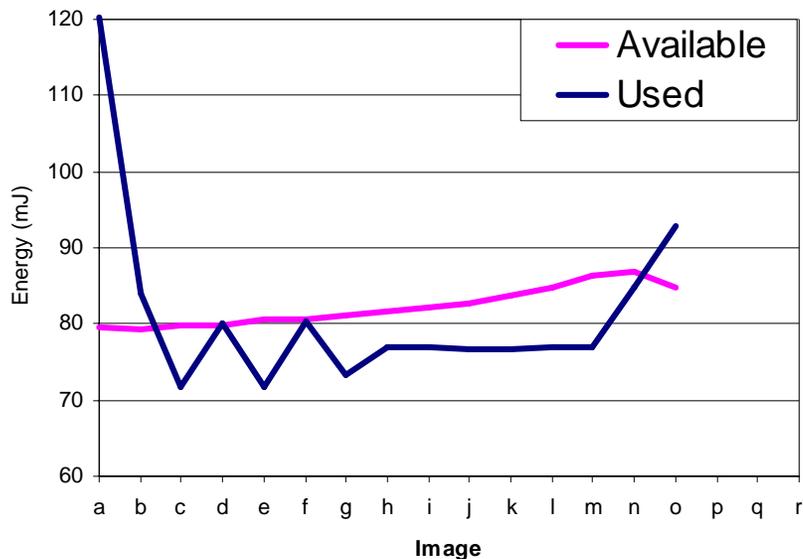


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Example Application

Available Energy per image:
84.8 mJ

Energy used for this image:
92.8 mJ



Level 5



Level 4

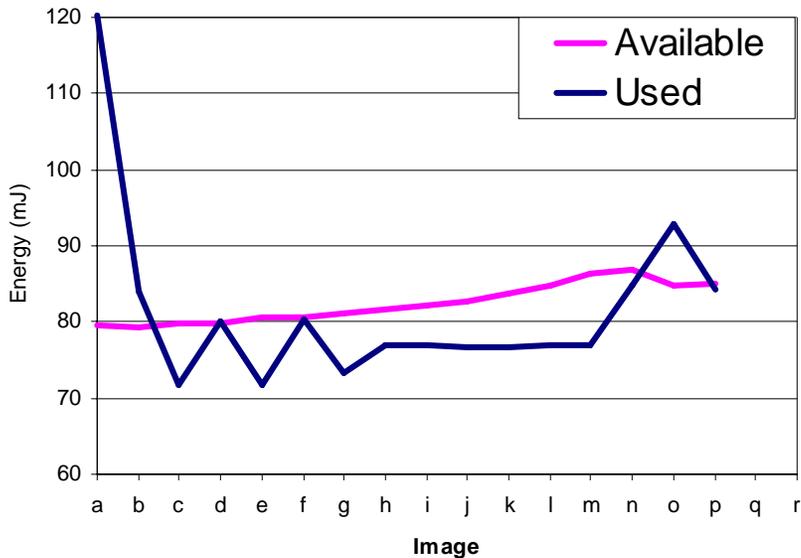


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Example Application

Available Energy per image:
84.9 mJ

Energy used for this image:
84.4 mJ



Level 4



Level 4

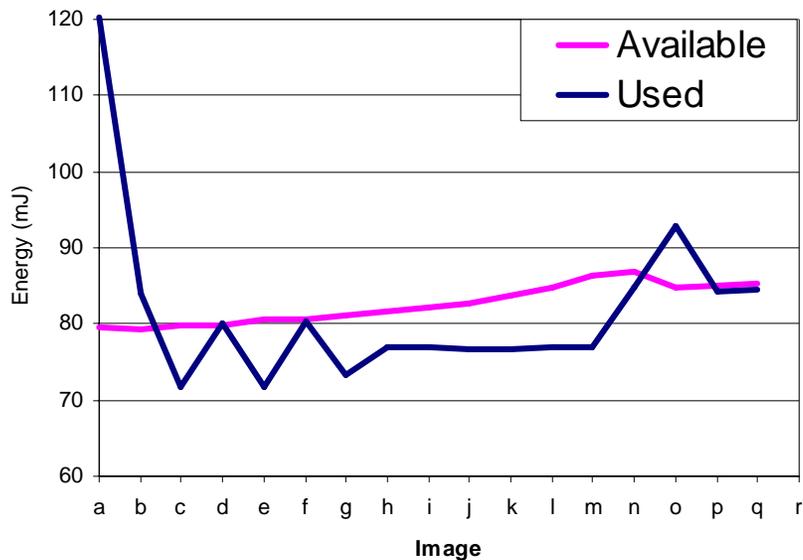


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Example Application

Available Energy per image:
85.4 mJ

Energy used for this image:
84.5 mJ



Level 4



Level 4



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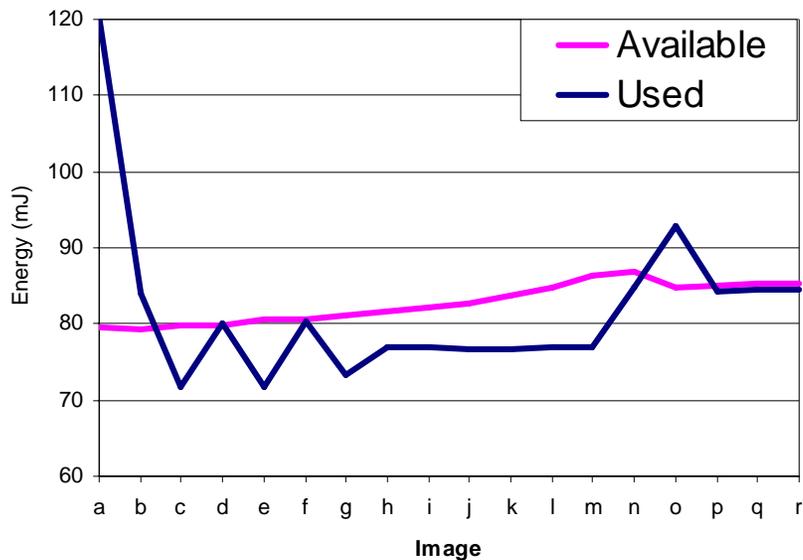
Example Application

Available Energy per image:

1 mJ

Energy used for this image:

84.5 mJ



Level 4



Level 4



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Summary

- Power feedback is highly desired
- Estimation provides feasible approach to provide this data
- CLIPPER methodology provides high accuracy with low impact
- Examples demonstrate usefulness of power feedback for dynamic approaches



Questions?

