On The Implications of Language Constructs for Concurrent Execution in the Energy Efficiency of Multicore Applications

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The Problem

The performance of the existing constructs for concurrent execution is reasonably well-understood. But, little is known about the energy-efficiency of these techniques.

"Race to idle": Is a common belief that faster applications will also consume

•Factors analyzed:

Internal factors
Concurrent constructs
Number of threads
Resource usage

Some Results

Varying Concurrent Construct





External factors
Clock frequency
JVM providers

The Benchmarks

N-Queens: CPU-bound
LargestImage: IO-bound
Mandelbrot: CPU-bound
Knucleotide: 23% doing IO

The Study



threads 16Gb of memory

Linux 64-bit, kernel 3.0.0.-31-server.

Different concurrent constructs could produce unexpected results.

Varying number of Threads: N-Queens



Improvements in performance do not necessarily mean less energy consumed.

Varying JVM providers: LargestImage



Different JVM could increase in more than 10% of the energy consumed!

The Conclusions

- Some factors create variations, but some others do not.
 Do
 - Nature of the problem
 - Concurrent programming construct
 - •Do not

Future work

- •To conduct a broader-scoped study.
- •The results of this new study will provide input for us to derive a catalog energy code smell for concurrent software.

JVM implementation CPU clock frequency

 We also found out that, for concurrent software, faster does not *always* mean greener •Then we plan to proceed with the design of refactoring catalog that will enable application programmer to safely restructure their applications to use less energy



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