ENERGY-AWARE ADAPTATION FOR MOBILE APPLICATIONS

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MOTIVATION

- energy is important in mobile-use scenarios
- we all know...
- applications can modify behavior to conserve energy
- dynamically at runtime
- collaboration between OS and applications



	CPU	Total	Average
Process	Time(s)	Energy(J)	Power(W)
/usr/odyssey/bin/xanim	66.57	643.17	9.66
/usr/X11R6/bin/X	35.72	331.58	9.28
Kernel	50.89	328.71	6.46
Interrupts-WaveLAN	18.62	165.88	8.91
/usr/odyssey/bin/odyssey	12.19	123.40	10.12
Total	183.99	1592.75	8.66

Energy Usage Detail for process /usr/odyssey/bin/odyssey

Procedure	CPU Time(s)	Total Energy(J)	Average Power(W)
_Dispatcher	0.25	2.53	10.11
_IOMGR_CheckDescriptors	0.17	1.74	10.23
_sftp_DataArrived	0.16	1.68	10.48
_rpc2_RecvPacket	0.16	1.67	10.41
_ExaminePacket	0.16	1.66	10.35

4 CASE STUDIES

I. Video Player

- 2. Speech Recognizer
- 3. Map Viewer
- 4. Web Browser

ADAPTIVITY

fidelity = utility?

VIDEO PLAYER



SPEECH RECOGNITION



MAPVIEWER



THINKTIME



WEB BROWSER



GOAL-DIRECTED ADAPTATION



REAL-TIME

Real-Time	Energy
deadline	battery supply
execution budget	power demand

- energy management is long-term, coarse
- deadlines can be set by the developer
- power demand is generally unknown



DISCUSSION

- Good to know, but is it practical?
- A user interface to set energy priorities?
- Savings with no utility impact are a no-brainer, but is the whole adaptivity-concept fundamentally flawed?
- How did they measure their energy usage?